

Wow its already March, the year is almost 1/3<sup>rd</sup> past – hopefully your 2019 gaming projects are in full swing and you have made a huge dent in those piles of figures to paint, terrain to make, and/or games to play!!



## Lone Star Historical Miniatures

There are a ton of events to participate in this year, Mark Leroux has compiled a very comprehensive list of gaming conventions and events. Check it out in this months newsletter and get involved.

A few events to highlight right up front. On Tuesday 5 March LSHM San Antonio will host the 183<sup>rd</sup> anniversary of the Alamo at Dragon's Lair Medical Center location. Come on out and join Dennis Castillo in this recreation of the famous battle.

Joe Wicker will be hosting a Bolt Action Tournament on 9 March – if you play Bolt Action you should play in this tournament.

Finally LSHM will be present at GamExpo this year running some games and promoting our group at this event. Join us for a chance to run games and possibly recruit some new members 15-17 March.

And of course start planning for MillenniumConXXII in November.

*Charlie Torok*

# The Lone Star Dispatch March 2019



### 2019 LSHM Officers

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

### 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.

# ***DAWN AT THE ALAMO***

**5 March 2019 – 183<sup>rd</sup> 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](mailto:dennis.lee.Castillo@gmail.com)



# 2019 - Texas Region - Conventions and Events

## BLUCHER CAMPAIGN

The Game Closet, Waco TX

Contact Alan Spencer



## AUSTIN MONTHLY MINIATURE WARGAMING DAY

3/2/2019 -

2301 Big Hollow Dr. - Austin, TX

Contact: Matt Vegas, (512) 534-152400

## DAWN AT THE ALAMO!

3/5/2019 -

Dragon's Lair-Medical Ctr - San Antonio, TX

Contact: Dennis Castillo,

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

## MEDITERRANEAN MADNESS-BOLT ACTION TOURNAMENT

3/9/2019 -

Dragon's Lair-Medical Ctr - San Antonio, TX

Contact: Joe Wicker, tabium@gmail.com

## GAMEXPO

3/15/2019 - 3/17/2019

San Antonio Hilton-Airport - San Antonio, TX

Contact: Vince Guzman, vince@namzug.com

<http://thegameexpo.com/>

## BOLT ACTION TOURNAMENT

3/30/2019 -

Texas Toy Soldier - Carrollton, TX

Contact: Matthew O. Porter,

<https://www.facebook.com/events/1995061370603745/>

FNORD CON

4/6/2019 - 4/7/2019

TCEA Conference Center, Building B - Austin, TX

Contact:

<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/>



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/>

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/>



# Mediterranean Madness

(9 March 2019)

**Who:** ALL Axis and Allies Bolt Action Players

**Where:** Dragons Lair in San Antonio (Medical)

**Why:** To fight for prizes, promote the game and venue, and to have FUN!

**What:** The Americans land in Morocco to aid the beleaguered British. Rommel and his Italian allies are on the push after fighting near Gazala; which side do you plan to fight on? In Italy the Allies are taking Sicily and preparing to invade Italy, and in Russia the Axis are advancing on Sevastopol for the 2d time; which of these forces will you side on to help turn the tide of stalemate?

**When:** 9 MAR 2019. The doors open at 09:00 am and the battles start at 10:00 am (tentative).



**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](http://dallasopengt.com) to purchase your tickets.





# 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.



# TWISTED LORDS.COM

**TWISTERCON & WARLORD GAMES**

**[WWW.TWISTEDLORDS.COM](http://WWW.TWISTEDLORDS.COM)**

**JULY 19-21 2019**

**THE SHERATON MIDWEST CITY HOTEL at the Reed Conference Center - 2<sup>ND</sup> 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

## **C**ONVENTION **F**EE

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

## **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 1<sup>st</sup> 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.

## **G**AMEMASTERS

**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!**

# Forager:

## Napoleonic Skirmish Rules

By Adam Rios



“From the sublime to the ridiculous is just but a step”

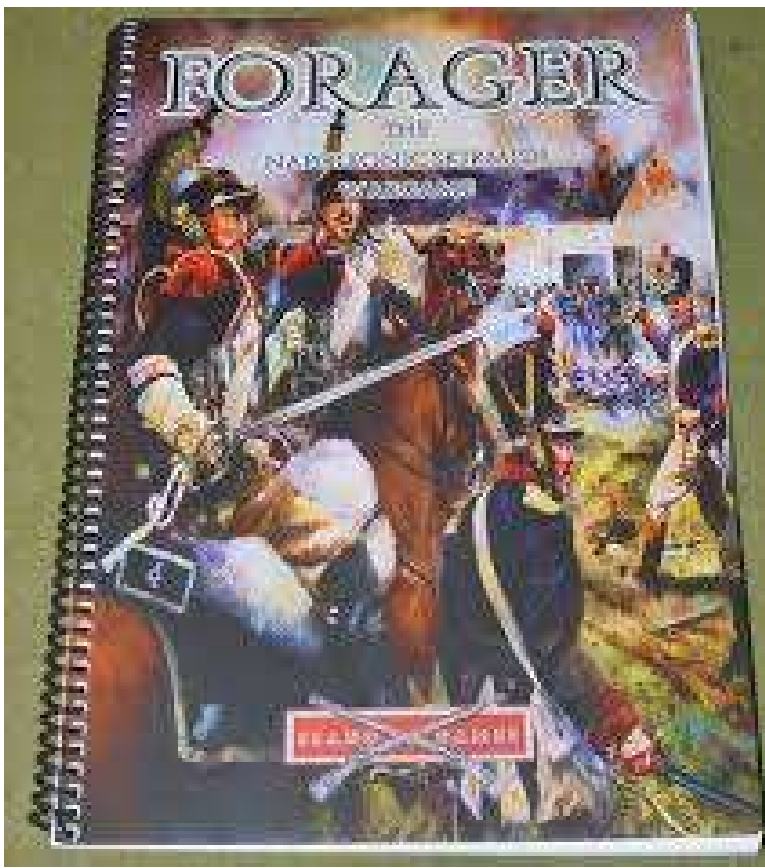
Napoleon Bonaparte



Tired, cold, starving, and weary the French pray for a miracle as they retreat from Moscow. As the winds shift the scent of food tickles their noses and they realize that shelter and sustenance are near.







# Forager

Napoleonic Skirmish Rules

 3	<b>SERGENT BERNARD DESPLAT</b> 9ÈME RÉGIMENT DE LÉGÈRE
<b>WEAPONS:</b> Smoothbore Musket, Bayonet and Short Sword	<b>SKILL</b> 7
<b>EQUIPMENT:</b> Holy Icon	<b>COMBAT</b> 3
<b>TRAITS:</b> Brave and Light Infantryman	<b>FIELD CRAFT</b> 2
	<b>FATIGUE</b> ●●●●●●●●







The French stragglers, Lt Nicolas, Pvt Et tu Fey, Pvt Flusheen Bidet, Stache, and Pvt Éclair immediately ran back into the cover of the tree line. “Damn those Cossacks, maybe they won’t see us” Le Stache hoarsely stated. Sadly for Le Stache, the Cossacks did see them. Le Stache fired off a shot that hit a Cossack Horse but on they came and as they fired their carbines a shot nicked Sgt. Voila in the head and sent him reeling behind the tree line. Le Stache also took a head wound, in fact he now has three eyes. Le Stache fell dead in one shot but the other French had no time to mourn. They did have time to run!





The acrid smoke of musketry filled the air, but all the French managed to do is injure the same horse more. That made Cossack Zildo ze Not so Nice angry and he pushed his beast harder to stay in line and closer to cutting down those Frenchmen.



...k Zildo's horse had other plans and  
...hind as his other Brethren Lt. Tvar  
...art, Sgt. Vulgar the Wolf, Turash the  
...lgar the Bad, and Tchukhov the  
...o over fallen trees to get in lancing  
...e French. Up close and personal is

the Cossack way.



The French ready for the assault and reload their muskets hoping to take down the mad Cossacks.



Even Mother Nature seems to help the French in sending in a heavy snow flurry that makes a blinding barrier that some of the Frenchmen will use to get closer to the smell of freedom. Unfortunately, Pvt Éclair was ganged up on by several Cossack Carbines and met his demise in the Russian forests.



The French take advantage of Mother Nature's help and circle round closer to the village and within striking range of the Cossacks flank.



Zildo see how sneaky they are but his horse decided to die on him after all and he legs it to join his brothers.



As the Cossacks and French close up, shots ring out all over with some minor wounds here and there and in particular a Frozen Tater Shot on the French Lt. Once realized the ball was spent and all his nether regions were intact, Lt Nicolas smiled just a little bit in all this madness. If he made it home, Veronique Vulavu his fiancé would be thrilled he was still a man.





As the snow flurries dissipated the French realized they were in the open and fled for a copse of trees near the road to seek cover from the Cossacks.



Le Stache stayed behind to draw some of the Cossacks off of Lt Nicolas. A brave man indeed, but the bravery was no shield against Cossack Lances and down he fell.



Surrounded, the French surrender to the Cossacks. Sadly, they did not know what more torment they were about to face on the long march back to Moscow in the hands of the Cossacks.

Forager was a blast to play, I love the narrative that can be conjured up with this game. I am gonna test this one some more as I felt I may have made the Cossacks a little too tough for the French to survive long enough to get to the village. This could be the Convention Game I run this year. If you can grab a copy, please get this game, and play with like minded folks as this is serious enough to get the feel for skirmish Nappies but is really more about having fun with your friends over a pint.

*Adam Rios*



# WARLORD GAMES



Thanks Warlord Games for attending  
MillenniumCon 2018





## Columns of Maneuver

A word about these columns. Using the Scharnhorst campaign rules from Blucher columns allow for a “fog-of-war” effect in that the enemy knows somewhat of your movement (via rumors, etc), but not exactly is what in those columns. The enemy can spend movement points to scout columns to find out the number of units in a column. Units within the columns do NOT have to all be from the same corps, but after the first turn, all columns must be “unstacked” (only 1 column per square).

Columns have a maximum number of units (commanders not included in that) of 12 for our campaign. They have a typical minimum of 1 brigade of either cav or infantry. However to increase the “rumor mill” effect, the French are allowed 1 “phantom” column with nothing in it, the Prussians with 2.

## Actions So Far

After crossing the border into Prussia, what followed was some great maneuvering by 4 Prussian northern forces in attempting to isolate 2 French columns. After a day of rain on April 3, Prussian forces resumed their advance to push the French northern columns back to Madgeburg.



Full size map can be found here:

[https://gamingenglishcivilwar.files.wordpress.com/2019/03/april\\_5.jpg](https://gamingenglishcivilwar.files.wordpress.com/2019/03/april_5.jpg)

French columns in the center advanced into Leipzig (H6), and meeting no resistance, continued on as far as Luckau (E11). Meanwhile columns to the south moved as far forward as the outskirts of Chemitz (K9).

The center French advance caused the Prussian forces to decide to divert one column from northern operations to return to Berlin to defend it.

French forces in the south were able to quash rumors of an additional Prussian column F (phantom), while French forces in Column C were able to see for themselves that the supposed Prussian Column D was nothing more than a mirage (another phantom column).



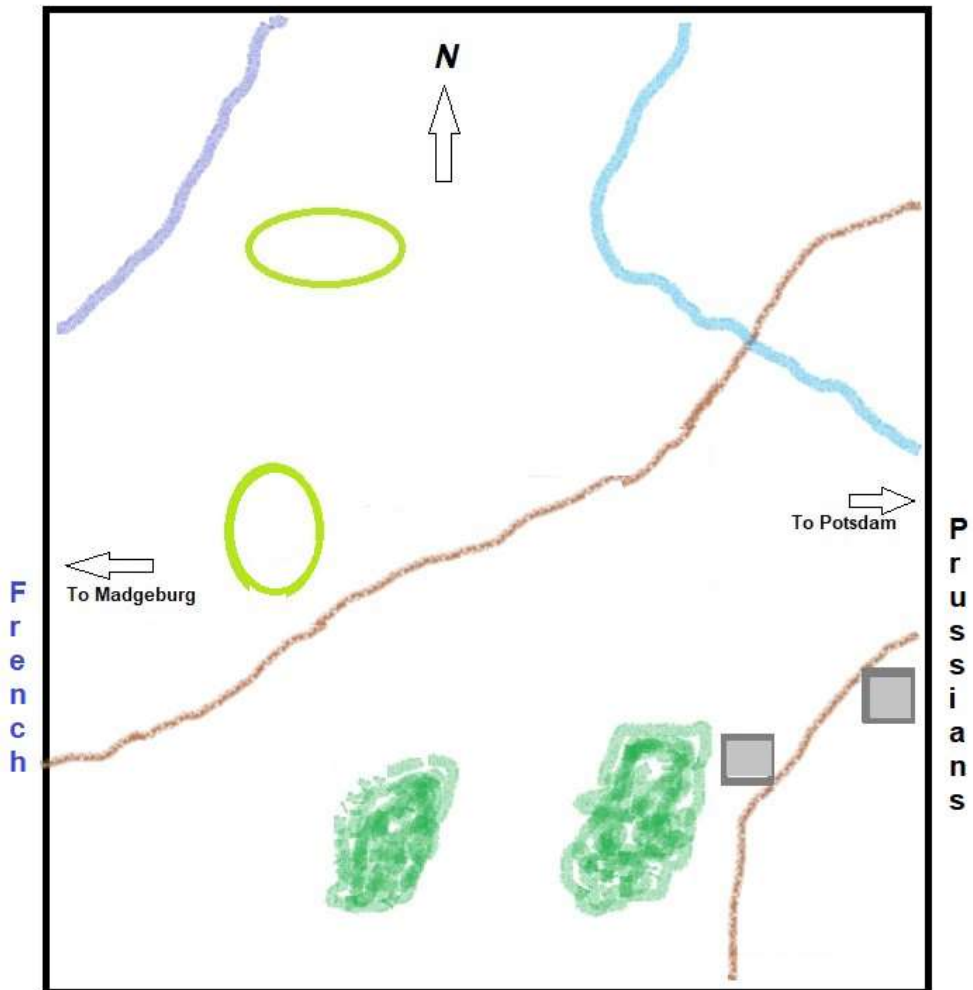
# The Battle of Magdeburg (April 5, 1813)

After refusing to accept battle for a couple of days, a portion French General de Division Bertrand's II Corps was finally pinned outside Magdeburg by some brilliant maneuvering by Prussian forces led by Field Marshal Blucher, which prevented the French from retreating into the fortress city.

French couriers hurriedly set off in an attempt to call in reinforcements. Meanwhile the Bertrand's divisional commanders were doing their best to attempt to form a defensive formation while awaiting the Prussian onslaught. They moved their forces to the very southern edge of the battlefield, near the road leading to Madgeburg, and a small woods.

Battle of Magdeburg map at start. The French added the hills, the Prussians added the 2 villages.

Start Map:

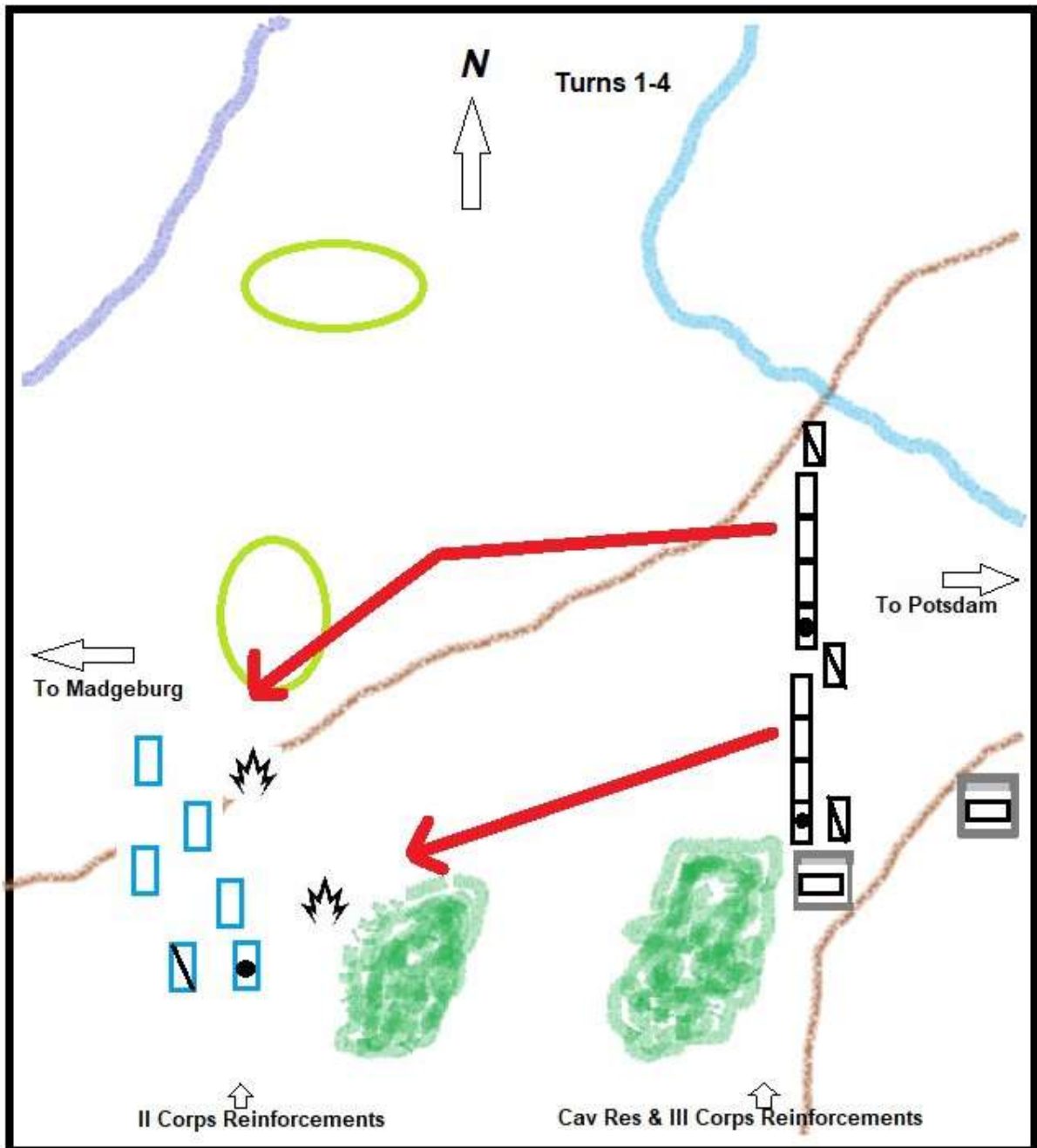


Possible French Reinforcements



Only a portion of the French II Corps was on the field. Gen Bertrand (Greg) setup in a defensive formation awaiting events. If he could hold on long enough, perhaps the rest of his corps and perhaps Ney's III Corps could relieve him.

FM Blucher (Ben) and Roder (Steve Leopard), knowing French reinforcements were trying to get to the battlefield, pushed forward as fast as possible to attempt to overrun Bertrand's isolated units.



## Turns 1-4

Fortunately, or unfortunately depending on which side you were on, the Momentum dice were NOT with the Prussians. With less than 200 points on the field, they only had 2 momentum dice thrown – and Greg keep rolling really low for them.

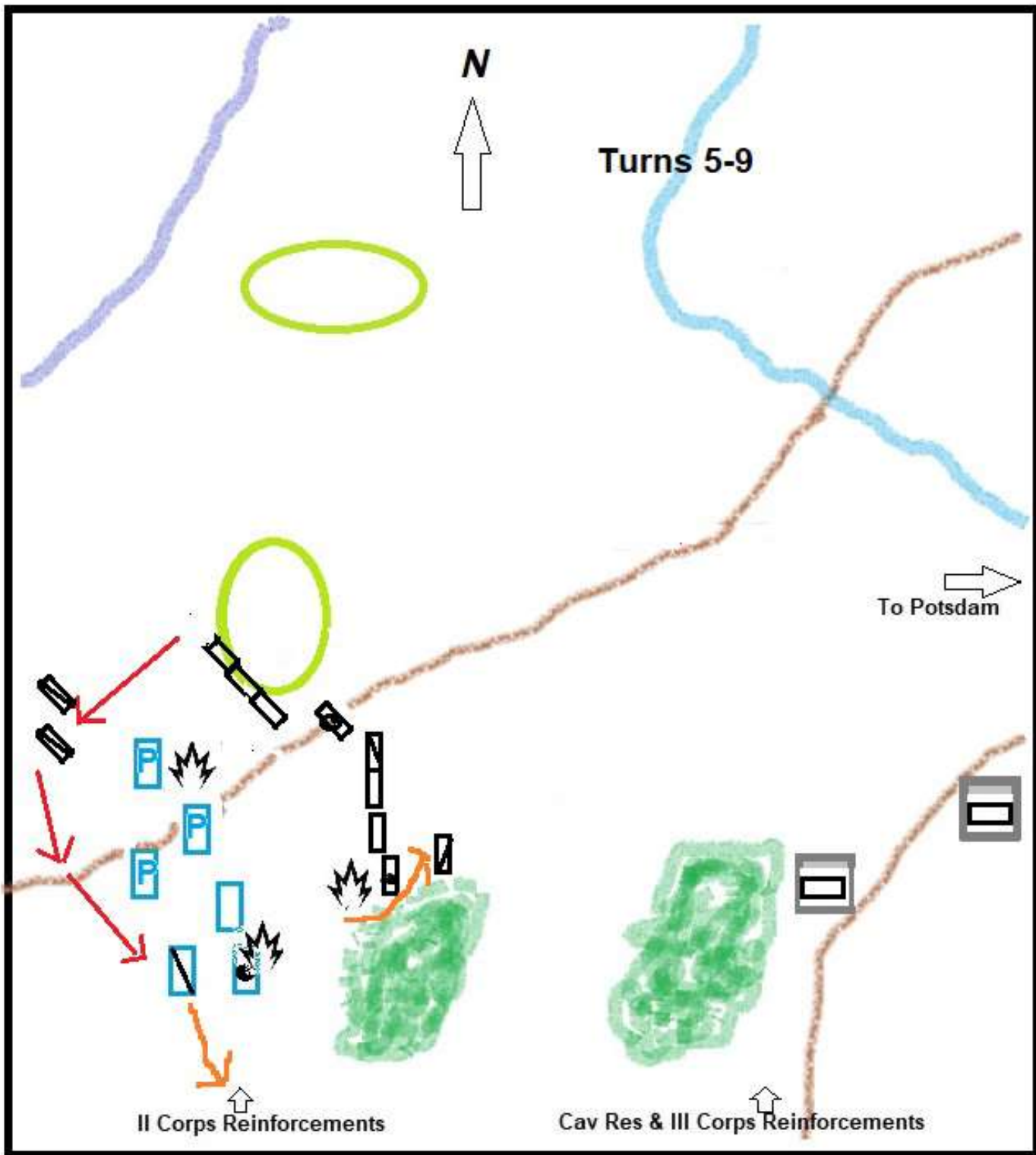
But that did not stop the casualties from starting. French artillery took a HUGE chunk out of the Prussian cav facing them, making them cower behind their own artillery and closing infantry.



*Prussian momentum is slow - causing casualties*

It was not all going the French way either. Their artillery suffered from a massive charge of Prussian elite units, and crumbled away. The French cavalry on the right flank keep the Prussians from encircling the French center infantry.

The French divisional commander on the field considered declaring Sauvez-vous! (Save Yourself) but the Prussian cavalry had encircled the French, making a run for their lives suicidal. So the French decided to stick it out and await reinforcements or death.



### Turns 5-9

The Prussians were slowing grinding forward under relentless shooting by the French. With the majority of cavalry on the field being Prussian, and in their rear, the French had to form into prepared formations – which meant they could not move.



Slowly but surely the Prussian grinding was taking its toll, as French elan continued to drain away with a shot here and there. The French cavalry (7<sup>th</sup> and 8<sup>th</sup> Hussars) were down to 1 elan (fatigued). A single hit/charge would drive them off the field, breaking the French on the field.

Would the French reinforcements arrive in the nick of time? Everyone held their breath as the French rolled at the end of turn 10 – A “2”! Ney’s III C orps arrives, along with elements of the Reserve Cavalry, boosting the army morale up enough to keep them on the field.

### **Turns 10-end**

At this point, the Prussian attack was spent. The French on turn 12 received the rest of the II Corps of Bertrand’s command. French fire continued to roll well, eliminating more Prussian units. At this point the Prussian commands decided to pull what forces they could out.

*Early action - Prussians close*



Prussian cavalry fled the field as soon as they could distance themselves from the french. And some

Prussian infantry too. But a few Prussians were still on the field when the army morale finally was broken. And with the new “light cavalry” rule we just put in place, the 3 French light cav were able to catch and force the surrender of 2 more Prussian units.



*Turn 12 - French Reinforcements to the Rescue!*

Follow the 1813 campaign on Alan Spencer's blog at:

<https://gamingenglishcivilwar.wordpress.com/>



***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





# Support LSHM Hobby shops:



# DRAGON'S LAIR<sup>®</sup>

## COMICS & FANTASY



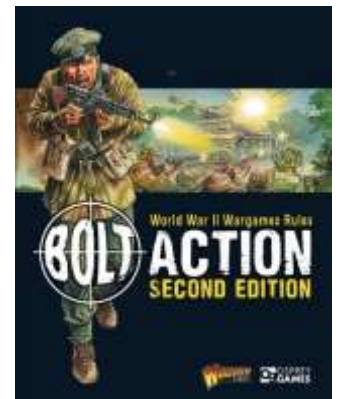
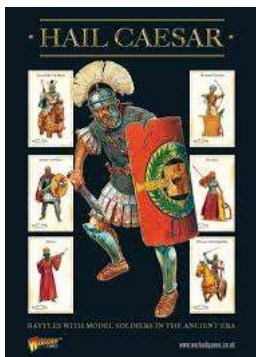
Dragon's Lair Comics and Fantasy<sup>®</sup>  
7959 Fredricksburg Rd. Suite 129  
San Antonio, TX 78229

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*



# English Civil War:

## Victory Without Quarter Rules

By *Blake Radetsky*

Today's Pike and Shotte game. Situation, Royalist are sending a relief force to raise the siege but the Parliamentarians heard of the force so sent an delaying force to the crossroads to stop the Royalist.



Quindia Studios Presents

### VICTORY WITHOUT QUARTER

*Being a Set of Quick Play Rules for the English Civil War  
by Clarence Harrison*







Royalist cavalry arrived to find the crossroads blocked by a force of Scots. While awaiting the infantry to arrive they took shelter in some woods.







After several delays by the infantry to arrive the Royalist started their advance on the crossroads. The Royalist Cavalry charge stalled by the accurate fire of the trotters and force them to rout, in the rout, Earl of Chester was trampled.







As night fell, the Scots still had control of the crossroads and the Royalist withdrew to reorganize.







ere Victory Without  
first 5 turns the end  
was drawn as either  
d card drawn.  
more of a nuisance  
ding factor and the  
ts kept the game fun.  
ard to the next game.



*Quindia Studios Presents*

## **VICTORY WITHOUT QUARTER**

*Being a Set of Quick Play Rules for the English Civil War  
by Clarence Harrison*



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

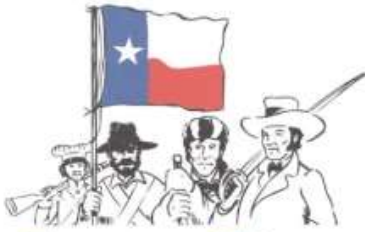
HIGHEST QUALITY!  
BEST SERVICE!

[www.cigarboxbattlestore.bigcartel.com](http://www.cigarboxbattlestore.bigcartel.com)

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

7 – 10 November 2019

# MILLENNIUMCON XXII



**Lone Star**  
Historical Miniatures

Texas' largest War-Gaming Convention

Round Rock, Texas

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

*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**

 **Sherwood** **Wargames**



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](http://www.sherwoodwargames.com) and you can text or phone us on 225 590 3499.

Phil  
Sherwood Wargames

**Thanks Sherwood Wargames for attending  
MillenniumCon 2018**



# *Flames of War World War II*

## *Battle Report*

Tony (American Armor and Rifle Formations) took on Chris (Dr. Bake company) in the Annihilation mission.

One of Tony's Sherman platoons swung out to be met by very accurate Tiger fire. However, the Tigers failed to shoot and scoot, received a hit, failed the save, got killed and then failed their last stand (Dr. Bake was too far away to give them a re-roll).





# FLAMES OF WAR

The American infantry came in the middle with Panzerwerfer and machine gun fire taking their toll although the Americans never stayed pinned and kept the attack coming but lacking many bazooka teams hurt their chances against the Bake all armor force.





Bake himself got killed by a chance artillery hit without any other tanks to flee to. The Hs-129B arrived the first two turns hitting the Jumbo but failing a firepower to bail him. Then never returning.





At the end, it was the American 76 mm Sherman and 1 full Sherman platoon against 3 Panthers and 2 AA half-tracks. The Germans could not hit the formation commander while excellent American shooting and poor saves sentenced the Panthers to burning hulls with the Americans gaining the victory.



Keeping the formation commander nearer the action was a key element of the German defeat. This week will be Fate of A Nation



**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](http://portablewarfare.com)

# Painting Horses without “The Wash”

Steve Miller-DFW Irregulars/Rat Palace Gamers

January 6, 2019

*By Steve Miller*



Painting horses is considered a necessary pain for wargamers that play most pre-20<sup>th</sup> century periods. I struggled with painting horses with acrylics, then applying a “black wash” over them or using a Rapidograph Technical pen to hit every fold and crease on the horse with a “blackline” technique. I was pretty satisfied with the blackline but not at all impressed with washing. My washes turned my figures muddy and looking like crap. Two of my wargaming mentors, Ken Ray (from DFW) and Ed Johnson (from DFW) introduced me to “oil rubbing horses”. I originally used Windsor/Newton Artist’s Oils but found them only to dry on the surface. Several years later, I discovered Windsor/Newton “Water Soluble” Oils. As per its name, these tube oil paints could be thinned with water, dry quickly and take to the “rub” technique almost as well as traditional oils. I did find original oils to be richer in depth of color but for the wargaming table the Water Soluble colors work just fine. Their merits also extend to fast clean up and brush reusability. This short article should give one a basic idea of how to begin to oil rub rather than just paint. In my opinion, this moves collections to another level of quality.

## **Supplies Needed:**

W/N Water Soluble Oil Paints:

Raw Umber

Payne’s Gray

Lamp Black

Burnt Umber

Raw Sienna

Burnt Sienna

Foam (keep them from blister packs or go to Wal-Mart and buy a foam mattress pad. I have a mattress pad I cut up about 3 years ago. Still haven’t used it up yet.

Old Paint Brush-I use a #0 simply because I don’t use it for much if anything else.





## Step 1-Priming and Prepping

I use Rustoleum Flat White Enamel paint exclusively. I do not black prime anything but WW2 vehicles or some terrain/buildings. Why do I stay with it? It works, has worked for years. Your mileage may vary. I also glue down riders on the horses before painting. Again, this is my technique. It works for me. Here's a pic of two sample figures I primed for this article today. I use old, scrap cardboard instead of spending money on other processes. I usually will paint 12-24-28mm horses in a sitting and a minimum of 24-36-15mm horses in a sitting.

Having a larger rectangle keeps fingers off figures and provides a bit of a palette to mix and thin down paints. There is a dot of oil paint on the palette. I usually have an old crapped out piece of cardboard to thin down oils. Mix em and glop em. Let's get busy!



## Step 2-Painting the "Glop Coat"

This process is quite simple. It requires two steps. This step is called the "Glop". Just load up a #1 round or old nasty brush that will hold paint. Glop it onto the figure and let it sit for 5 minutes or so. This is prior to rubbing the paint down to the desired finish. This isn't brain surgery nor does it take a fine touch. Slap that paint on and get movin'

### **Step 3: Pull it off! You can use your fingers!**

Cut those pieces of foam you've got ready to go and "pull" the oil paint off. The cell make up of the foam will pull the glopped paint off the miniature and show a bit of lighter shade on the rump and raised surfaces. This is the art form and takes a bit of patience and practice. If you rub and pull too hard, you run the risk of taking the primer coat off and the metal will show out. Not enough pull and the finish won't be as cool as you want it to be. I practiced on several sets of horses until I got it right.

### **Step 4: Finish the figure off:**

This is the finish I like for my cavalry. Elapsed time including pictures and notes, eight minutes total. Let the figures sit for about 5 minutes to set the oil paint. Paint the horse and get them to the table.



Painting a Horse After Oil Rubbing a basecoat onto it.

I've put a list of basecoat oil paints at the beginning. I like to use a mix of colors to keep from getting bored when painting. I don't know if it's historical, but I like to keep my officers and commanders on Grey or Black Horses, my regimental musicians on Grey and fill in the mass with Umbers and Siennas. I've mixed the browns with a bit of black on occasion. I don't usually do it because when painting a load of cavalry, I'm on a mission.... a mission from God to paraphrase the Blues Brothers.



### Step 1: Paint manes, tack and hooves.

I use an old copy of The Model Soldier Manual to paint horse faces and leg “socks”. For Browns, I use an old color called Ral Partha Ogre Dark Brown from the 1980s. I had a quart made at Sherwin Williams since I couldn’t find it anymore. For Greys and Blacks, I use Reaper’s Pure Black. I’ve found it to be most superior/deepest tone Black paint I’ve ever used.

I don’t paint white horses as I’ve never been able to pull it off and Charlie Torok and Chuck Gibke tell me there’s no such thing as a white horse. I’ve tried a light grey once or twice but am not sold on the tones. Have also used a GW brown wash on a white horse, nah, not for me.



### Step 2: Paint Eyes.

A long time ago in the wargaming universe, there was a controversy between those that painted horse’s eyes white and then added a black dot/slash for the eyes. I’ve always felt this was too human looking. I just am lazy by nature as well so I paint the eye sockets and nostrils black with a small black dot. If I were any good as a painter, I’d give the horse’s mouth the flesh look/pink look as in real life. I’m just results oriented and want to get them onto the table to lose quickly.

### Step 3: Dry brush Manes

I dry brush the manes and tails with an old color called Howard Hues' Concrete. It's my go to color for highlighting hair on either horses or on miniatures. I just like the tone. It's not as stark as a light grey or "bone" color.



Step 4: **Paint saddles, blankets, and the figure.** Finish the miniature and hit it with Minwax. Horses get Minwax'd some times too. Most often not. I like the rubbed finish. Minwax tones down the oil finish. Flat spray with Dullcote and get them based and ready to play.





## What Paints did I use to paint this figure and what brushes did I use?

I am a bit old school and will use a base color and just add a touch of highlight rather than use a three-step highlighting process ala Foundry/Dallimore. Here's the paint list:

Vallejo White

Howard Hues Concrete

Ral Partha Ogre Dark Brown

Vallejo Brass (I don't use golds...they look pimp-y)

Reaper Pure Black

Vallejo Red Leather

GW Scarlet (some Warhammer color)

Vallejo Scarlet that I added a drop of Ice Yellow to make a bit more orange

Vallejo Ice Yellow-It works great with the Golden Darker Yellow

Golden Diarylide Yellow (bought at Asel Art)



**Brushes Used:**

18/0 Princeton Sable (Asel Art)

3/0 Windsor and Newton Series 7-my go to brush

0-Round Windsor/Newton Sable

1-Flat/Square from Wal-Mart as I tear through them dry brushing so much

**Time Table:**

Base Coating/Oil Rub: Start-1006, End ready for detailing (including pics)-1015

Finish out and glued onto base: Start-1023, End-1048.

**Results:**

This horse went to an old Foundry 28mm ECW Blacksmith set I found during the Christmas holidays. I like to put some character(s) onto the game table at the Rat Palace in Red Oak. Having personal pieces is always a good way to expand one's collection. Never forget he who dies with the most toys wins!



Hopefully, this will help move you from just throwing paint and washing horses or using that silly Dallimore dot/blob painting method for your collection. Thanks again to my mentors that would not accept “ok miniatures” or “I was in a hurry” in the attempt to show me how to enjoy top-notch painting techniques for myself. A friend of mine named Clay Smith once told me “it’s as easy and takes just as long to paint a figure badly as it takes to learn to and do it right”. You’re right as always Clay Smith!

Steve Miller

January 2019

Steve has a great gaming room in his home called the “RAT PALACE” in Dallas / Fort Worth Texas.



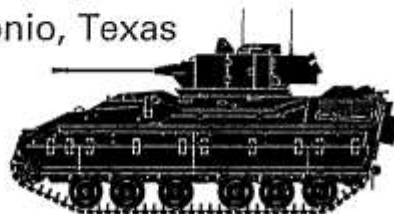




# Dibble's Hobbies

1029 Donaldson Ave, San Antonio, Texas

**Serving San Antonio  
Since 1905**



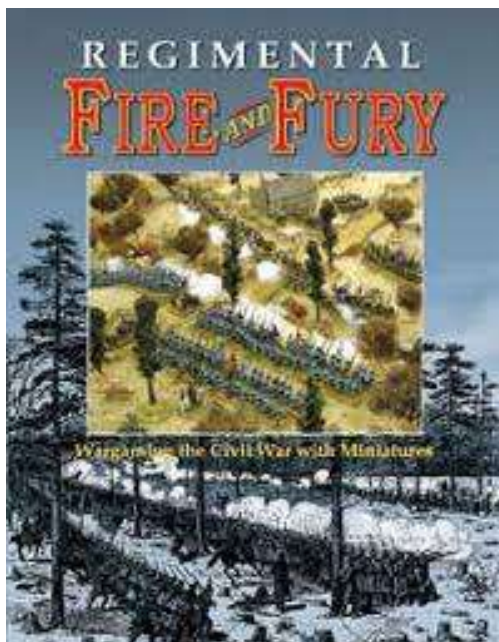
Our product lines are focused toward:

- 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 *Fire & Fury* Regimental ACW rules:



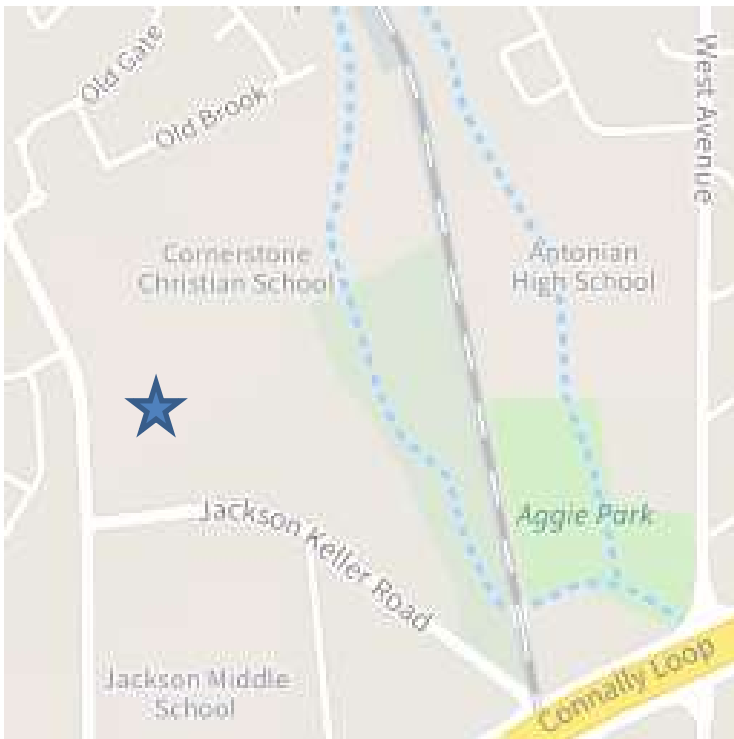


New Game Store in San Antonio Texas

## 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](http://WWW.THETABLETOPGENERALS.COM)



# 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**





# 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)





## DREADBALL



## 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)







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**



# Support LSHM Vendors and Sponsors:

## NWS WARGAMING STORE



[www.nswargaming.net](http://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](mailto:contact@nswargaming.net) or [store@nswargaming.net](mailto:store@nswargaming.net)

All Categories



SEARCH



## San Antonio Blood & Plunder Group

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





## 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!!!

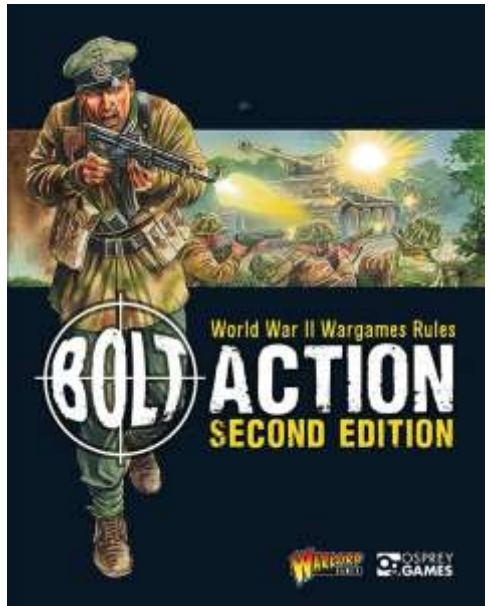
Please support your local gaming club!

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.



## *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





Three  
refights of Western  
Theater battles!

ISSUE #18

A Review of  
*A Terrible Roar*  
Chickamauga Scenarios

The cover features a central illustration of a Civil War battle scene with blue-clad Union soldiers, wooden fortifications, and flags. Above the scene is a red banner with silhouettes of soldiers and the title 'ACW GAMER THE EZINE'. The top of the cover has three columns of text on a red background.

# 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](http://www.acwgamer.com)



# 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](mailto:torokc@Hotmail.com) to place your advertisement here, no cost to LSHM supporters!!!