

The Lone Star Dispatch

January 2016



2015-2016 LSHM Officers

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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.

"Officers Mess - a note from the LSHM Board"

By Joe Shaffer (LSHM President)

Greetings Fellow Gamers and Happy New Year 2016!

We at LSHM are looking forward to a great year of gaming in 2016. We already have planned a number of major tournaments and game events (see inside this issue of the Lone Star Dispatch for details). Looking back at 2015 we had a very successful year – our main gaming convention, MillenniumCon 18, was well attended and had a record number of games and attendance. Thanks to everyone who ran a game (we could not do it without you), thanks to our vendors and sponsors, and especially thanks to the gamers who attended.

We are always looking for ways to improve the organization and our events, if you have any suggestions or comments please write myself or one of the Board of Directors (our e-mails are listed on the left of this page).

As we jump into 2016 I would like to invite each and everyone of you that can attend to please come to the annual membership meeting on Sunday, 10 January starting at 2pm at Dragon's Lair San Antonio. We would like to elect our board of directors, provide you with a re-cap of 2015, and provide you some plans for 2016.

I look forward to seeing you on Sunday, oh did I mention, we plan to play a game right after the meeting, around 3pm. This year we will play Wings of War – a very fun and simple game of WWI air combat.

Best wishes to you in 2016, make sure to attend and get involved in LSHM gaming.

We already have a date for next year. MillenniumCon 19 will be held at the same location on November 11th-13th, 2016! Hope to see everyone again!

Check back here for more information or follow us at:

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

Joe Shaffer



Lone Star Historical Miniatures Annual Meeting:

[Mark your calendars and plan to attend]

WHAT: LSHM Annual Membership Meeting and Game

WHEN: 10 January 2016 at 2pm

WHERE: Dragon's Lair San Antonio

WHO: All current and potential LSHM members (you can join at the meeting)

WHY: To elect board members, plan for 2016 and have a good time

Included: Following the meeting (approx. 3pm) we will play a game of Wings-of-War - Prize to be awarded.



Future Events



www.baneofwar.com mark@baneofwar.com

register@baneofwar.com for prepay

BANE OF WAR

**Welcome to the BANE OF WAR 6 tournament
January 16th – 17th 2016**

This year we will be playing Mid War, at *1675 points*, in all theaters (all lists in the Mid War books and applicable pdfs, no MWM at all).

50 players - Players will pre-pay and pre-register to be guaranteed a spot
(*WE WILL NOT BE GOING OVER 50 PLAYERS!!*)

Where: Texas Military forces museum, 2200 West 35th Street. Camp Mabry
BoW participants play in a WWII museum, surrounded by Sherman's, halftracks and much more!
We will be moving many more of our tables out onto the floor this year.

What does this mean to you?

First, pre-register @ register@baneofwar.com in paypal @ \$25.00- Allowing 25 allied and 25 axis armies, so sign up soon! Armies should only be chosen from the MidWar War books, or PDF's that are applicable to that period.

More Future Events



Bolt Action Tournament

16 JANUARY

Sat 12 Noon · [Tabletop Gaming Center](#) · San Antonio, TX

Join the Texas Bolt Action Group for its first Tournament of 2016!! Contact Casey Pittman or Joe Wicker for details at: casey.pittman1@gmail.com or tabium@gmail.com

Or join the Texas Bolt Action Group at:

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

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

What: A two man team of either Axis or Allied forces for a combined total of 2,500 PTs (Company level). Each side will earn points for a win/loss but historically accurate teams will get bonus points from the start.

When: 16 JAN 2016. The doors open at 10:00 am and the battles start at 11:00 am.

Coordinating Instructions:

a. \$5.00 entry fee.

b. Duel army list (here after called a Taskforce [TF]) submitted to Joe Wicker (Tabium@gmail.com) or Casey Pittman (casey.pittman1@gmail.com). The list can be from Jan 1939 - Dec 1942. 2 platoons per individual max (total of four platoons per TF). The TF shared between the two individuals cannot exceed 2,500 pts but can be split in any way. For example, 1 team member can have 200 pts and the other can have 2,300 points.

c. Historically accurate PLTs are PLTs that are based off of TFs that fought in WWII. The Flames of War website has some great examples

<http://www.flamesofwar.com/Default.aspx?tabid=107>

d. There will be two rounds fought. The 1st round will have consequences for the 2d round. For example, if the allied forces win the 1st round, they MAY gain an extra INF SQUAD per team (thus gaining an extra dice for their force pool).

e. Scenario information will be available at a later date.

Service Support: Terrain and special rules for each scenario will be discussed prior to each battle.



Join LSHM on Facebook



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

The LSHM Facebook page is one of the ways we get information out to the membership on what is going on around Texas.

Its also a way for you to share your gaming projects, what events you are having in your group, or general information on the hobby. So register today and join the discussion.

First Ever San Antonio SAGA Tournament

What: SAGA tournament
When: 23 January 2016
Registration 10am
First Game 11am
Duration 10am – 5pm



Where: San Antonio – Dragons Lair
Who: All SAGA players
Why: We love the game!!



DRAGON'S LAIR
COMICS & FANTASY

Contact Charlie Torok at:
torokc@hotmail.com



**GRIPPING
BEAST**

War in South Africa: Zulu's vs British

By Jim Johnson

The Brits and Zulus will be facing off at Fat Ogres in Houston TX. Not sure but we will either bring Sudan or Indian Mutiny as a second game. The rules we will be using are Battles for Empires II in 15mm.



For the Indian Mutiny - I might bring along either Sepoy or a Modified Fire and Fury variant to use.

Here are some snaps of the Zulu vs British/Allies battle at Fat Ogre hosted by [Rick Schofield](#). My Brits couldn't work the levers of their Martini Henry rifles fast enough to stop, or even slow [Russell Helms](#) Zulu swarm. Even the crank of a Gatling gun was to no avail.





Upcoming Events for 2016

Mark your calendar now!!



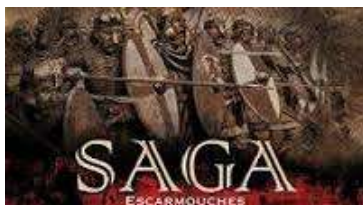
Bane Of War January 16-17, 2016

Please contact mark@baneofwar.com



Bolt Action Tournament January 16, 2016

Please contact casey.pittman1@gmail.com or tabium@gmail.com



SAGA Tournament January 23, 2016

Please contact torokc@hotmail.com



TWISTERCON March 25-26, 2016

"Last Stands, and Against The Odds"

Please contact jlaw2424@gmail.com



DFW Irregulars

1/17-Black Powder Pike and Shotte-ECW

1/29-Napoleon at War-15mm

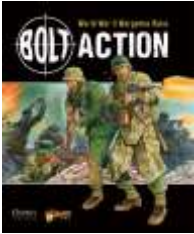
2/21-Bolt Action 28mm Axis vs. Allies

All at the Rat Palace Redux in Red Oak. RSVP via:

<http://www.meetup.com/DFW-Irregulars-Southern-Front-Wargaming-Meet-Up/>



Continued Events for 2016



Bolt Action Tournament

Winter Steel Bolt Action event

Saturday February 6th 2016

Camp Mabry Armed Forces Museum

Austin, Texas

12pm to 8pm - More details to come soon!

Please contact casey.pittman1@gmail.com or tabium@gmail.com



Early FoWSA III – The early war tournament...

March 12th, the second Saturday in March

1500 points, single list. Deadline to get lists in:

March 5th at noon, central time. Fee: \$15.



Middle FoWSA – The mid war tournament

July 9th, the second Saturday in July

1700 points, special 2nd list criteria.

Deadline to get lists in: July 2nd at noon,
central time. Fee: \$15

FoWSA 11 - The late war tournament

September 10th, the second Saturday in September

1420 points, special 2nd list criteria. Deadline to get

lists in: September 3rd at noon. Fee: \$20

For FoWSA tournament and San Antonio Flames of War events information
see our blog <http://fowsa.blogspot.com/>

Or the facebook page <https://www.facebook.com/groups/fowsa/>

Product Review

Gaming & Product Review

by Casey Pittman

Lately I have had a intense interest in the North Africa and Italy campaigns of World War 2. With the newest Bolt Action supplement due in late February focusing on them I decided to start a Desert Afrika Korps army and to acquire some desert themed terrain. I intially was going to go with 4ground pre painted terrain or possibly sarissa mdf but I just do not have the time to assemble, paint, and still have time left over to play. Then I remembered that Crescent Root buildings are assembled and pre painted. I had purchased some Crescent Root buildings in the past and have always been impressed with them, the founder of the company "Mark" is also a huge supporter of our community and was one of the sponsors of MilleniumCon18. So with a brand new gaming table (Thanks Ed!), new hobby room, and a overtime check it was time to start my North Africa table!



When you first get to Crescent Root Terrains page you will see that they tell you when your item will ship..this is extremely nice to know and appreciated. I went with the Series 1 set for \$258. This came with four large buildings and bases for the buildings to reside on. The closest in size 4ground buildings were around \$50 a piece so for just a few extra dollars for pre assembled and well the quality...wow. The detail on the CR buildings is phenomenal! My wife who has no interest in my hobby whatsoever was blown away about how well put together and detailed the buildings were. If you are like me and short on time and needing terrain or just wanted fantastic terrain for your miniatures (who doesnt?) then I cannot recommend Crescent Root Studios enough.

[CRESCENT ROOT STUDIO](http://www.crescent-root.com)

www.crescent-root.com

We are makers of *terrain* for *wargamers* and collectors in 28mm and 15mm.



www.crescent-root.com

FINELY CRAFTED WARGAMING TERRAIN

Flames of War San Antonio (FOWSA) 2016



Flames of War San Antonio

Events planned for 2016 by Ian Straus



The 2016 FoWSA Tournaments

In 2016 we will not just have FoWSA11, the eleventh Flames of War San Antonio tournament; and Early FoWSA III, the third early war Flames of War San Antonio tournament.

We will have three FoWSAs: early, middle and late war!

Early FoWSA III – The early war tournament

March 12th, the second Saturday in March

1500 points, single list. Deadline to get lists in: March 5th at noon, central time. Fee: \$15.

Middle FoWSA – The mid war tournament

July 9th, the second Saturday in July

1700 points, special 2nd list criteria. Deadline to get lists in: July 2nd at noon, central time. Fee: \$15

FoWSA 11 - The late war tournament

September 10th, the second Saturday in September

1420 points, special 2nd list criteria. Deadline to get lists in: September 3rd at noon. Fee: \$20

All three tournaments will be held in the Annex at Dragon's Lair Comics, 7959 Fredericksburg Rd # 129 San Antonio, Texas (Fredericksburg Rd and Medical Dr.). Space is limited, so first pre-registered, first served, after a point I'm taking stand-bys. Details on the FoWSA facebook group and blog.

Missions will be announced at sign-in.

Email lists to ian.straus@att.net with subject line "2016 FoWSA list".

Lists must be from Army books and official PDF lists available on line as of one month before each tournament. You must ask to use a PDF, there will be screening for balance. Heroes may be used, however when a specific Hero is killed, all lists using that hero immediately lose the hero in question for that round.

\$5 discount for LSHM members who pre-register. Tournament fees will be payable on the day of event at the door. Lunch (pizza) is included in the entry fee. On the day of the event, registration opens at 09:00 AM, pairing at 10:00 AM, and play begins at 10:15 AM. Expect play to continue until after 7PM.

Terrain will be appreciated, and in each tournament I will give a prize for the best table. (We provide the table, you provide everything on top of it.) 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 see our blog

<http://fowsa.blogspot.com/>

Or the facebook page <https://www.facebook.com/groups/fowsa/>

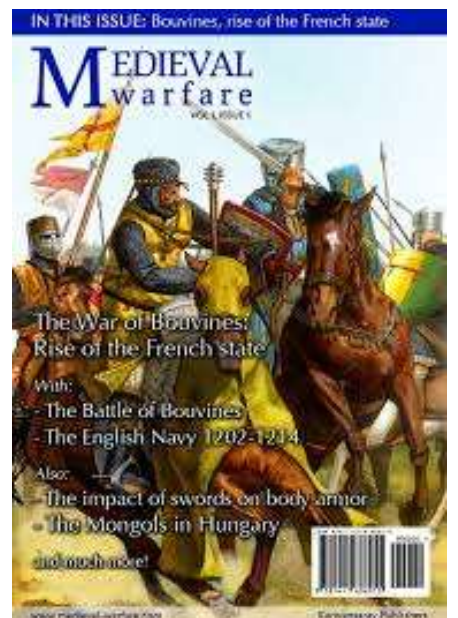
Once again we thank our Great Sponsors
For making MillenniumCon18 successful!!!



**GRIPPING
BEAST**



www.crescent-root.com



Gamers Workbench

News from Houston, TX



[By Gunnar Sorem](#)

(note: Gunnar continues to build his SAGA army) I got one unit of warriors based tonight, hope to get the other one finished before I go to bed so over the next two days I can get them based up with sand and start painting them!

I finished the saga steppe tribe army to a table top standard. I can always go back and detail them more later. For the time being they are finished! (NICE WORK)



Bolt Action Group (BAG) News



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

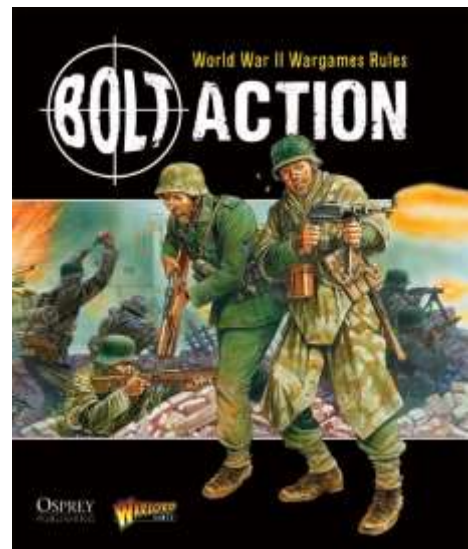


Casey Pittman

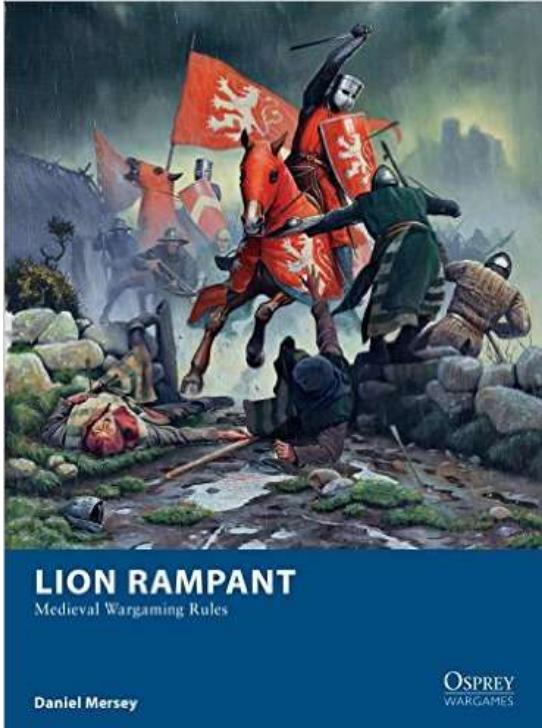
November 16 at 7:58am · Austin, TX

Hey guys just letting you know that we will be changing the name of the group to "Texas Bolt Action". It is still the same page we love sharing projects, game reports, and pictures. The change in name is to help unite our somewhat fragmented community. Also when someone searches for Bolt Action in Texas it will be the first thing that comes up! So keep up rolling those dice and posting those pics because we have a lot in store for 2016!

Join the Texas Bolt Action Group today!



Rules Review: Lion Rampant by Osprey



Lion Rampant Skirmish Rules by Osprey A Quick Review by Steve Miller-DFW Irregulars- Southern Front

I've not been a big fan of skirmish style gaming until recently. My frame of reference has been of the WRG Ancients School starting with WRG Ancients 5th Edition, way back before most of the readers of this tome were born, in 1979. I still have a multitude of true 25mm, 15mm, and 28mm armies that can and do fit at least a 6x4 table. Our group's games usually fit about an 8x6 with multiple players having multiple battle lines. Game tables would bend with the weight of our collections. Accordingly, our group would paint the entire "army list" so we would not miss having a specific unit that would complete the puzzle in a more competitive tournament environment. I gave up tournament play years ago simply because tournament mentality was taking the fun out of my hobby. Smaller scaled games such as Saga, Dux Britannium, Bolt Action, Chain of Command, Sharp Practice and now Lion Rampant

by Osprey have moved to the forefront of what I call "game of the week" games. My point is to give a balanced overview of the Lion Rampant games I've played and give the reader some food for personal decision. Lion Rampant is a generic medieval skirmish set with the "Lord's Retinue" as the basic force unit. Games are usually played at 24 points per player. Internal to the force, players can purchase (point based) the following types of units:

Troop Type Points Cost Unit Size (figures)

- Mounted Men at Arms 6 6
- Mounted Sergeants 4 6
- Mounted Yeoman 4 6
- Foot Men at Arms
(dismounted knights) 6 6
- Foot Sergeants 4 12
- Foot Yeoman 3 12
- Fierce Foot 4 12
- Serfs 1 12
- Archers/Slingers 4 12
- Crossbowmen 4 12
- Bidowers
(Skirmishing Inf) 2 6



Lion Rampant Review: Continued

Unlike Saga, Lion Rampant has no “great Warlords” or built in fluff. I like this simply because the fluff in Saga has overtaken the game. It also seems as if the dreaded “codex inflation” has taken root in Saga as I have purchased the original rules, the Byzantines, and lately Cross and Crescent. Lion Rampant gives the player the ability to build units/forces that may on the surface be more generic but can be fluffed out historically by the player rather than by the publisher. I like that option personally. Instead of a dice driven “battle board”, dice randomly activates units in Lion Rampant. That gives a classic uncertainty to the game without the ability to “bank dice”. Each turn is different as is each game I’ve played to date.

Another good thing about Lion Rampant is that one does not have to rebase if they are playing other single-based games such as Saga, Dux or hold on Virginia.... single based fantasy games. This means one can play all the above in addition to Lion Rampant using the same collection. One is not limited to playing just the medieval period using Lion Rampant. I am working up a Dark Ages style game using my Late Romans based for Dux Britannium and a load of Saxons in production by Preston Buck. The game is vanilla enough to play “pig stealing” or “capture the virgin” but subtle in its complexity that it should be a fun game for all concerned. Can the game be expanded? I’m thinking a good-sized game of multiple retinues up to about 72 points (3x24 points) would be a 1v1 limit. I’ve got no data to support this; it is a gut feeling only.

The rules contain several scenarios that are playable with either 1v1 or multiple players on a game table. The rules are definitely fast play and quickly learned. The rules have a set of sample retinues from West to East and back again. I’m really waiting on Steve and Leslie Bidwell to put their samurai army on the table. I’ve played Mongols, Saracens and Moors. My Norman force has been on the table as well. Am kicking around pulling some of my Byzantines off their Might of Arms bases to play Lion Rampant. Those armies date back to the early-mid 1980s. I might do it. My jury’s still out. The bottom line?

What do I like about Lion Rampant?

1. Price-it’s not priced like other popular single based rules. Reasonably priced!!
2. Flexibility-I can play multiple periods and locations without a lot of changes or additional purchases to an already large ancient/medieval/renaissance collection
3. Adaptability-The rules are not limited to just the 12-14th century Europe.
4. Randomness-No game is the same

What do I not care for about Lion Rampant?

1. May be a bit too generic to keep my interest
2. No random unit generation-that seems to be my job if I want to increase the depth of the rules.
3. It lacks the “coolness factor” of the Warlords/fluff in Saga. I can deal without it by by doing the research and putting historical fluff into the system. History is cooler than fluff anyway.
4. I have to sell this system to get people to play it. That’s probably because the DFW gaming scene is fractured.

Would I buy it again? -Yes

Would I buy the new Fantasy Edition? -Don’t know-I’ve been burned too many times by folks wanting to play “game of the week”.

Would I recommend it to you? Yes! Without a doubt. An easy game for an evening or afternoon’s fun. It brings some fun back into my hobby again.

Steve Miller

DFW Irregulars

[By Michael Lisanti](#)

Polish Army WWII Project

I'm going to work on something apart from my Belgians, I got two blisters of Polish Cavalry, and blister of a Polish MMG for my Polish Home Army (other Christmas presents will be talked about later). I sure had fun painting these guys up and giving them their bases. The best part was mounting the Polish flag with coat of arms on an extra lance. Also, if you remember, I got a blister of three cavalry for my partisans and painted them up, but couldn't play with them since I didn't have enough, but after a little work on them, now I have 9 cavalry models with three dice each in assaults! Now, the Christmas swag,

I got a Panther, 25 German infantry to make into Belgians (except three), and 4 French infantry to make into more Belgians, and a French commander to make into a commander from you-know-where, and I took up Mr. [Oscar](#) on the FT-17 thing, and picked two up for 42 points each, and they have MMGs. These things are so small, you could hide them behind a trash can, the picture below shows a comparison of one of the nameless-rabble and the FT-17s. They aren't warlord models, so when I'm done painting them up (which won't be much longer) I'll give a review of the model's quality!

Gamers Workbench



More Future Events



SAGA – Houston Texas

When: 6 February 2016

Where: Fat Ogre, Houston TX

The Houston Area SAGA Players can be found on Facebook (under the same name). Currently we have a recurring SAGA tourney/event on the first Saturday of every even numbered month at Fat Ogre in The Woodlands.

Contact Russell Helms at:
vorthrax@gmail.com



By Oscar Barela

Gamers Workbench

The Japanese Army Grows: Here are the additional mortar teams and a Type 1 47mm Anti Tank gun I finished up last night. Time to work on the infantry at least until the rest of my Chindits arrive!!!!



Building an Empire

(Part II)

By Tyler Goodflower

Gamers Workbench



WIP romans still going strong

As of last month, the Second Legion "Augusta" continues its preparation for war! I've finally have all the legionnaires and auxiliary cavalry assembled. As any miniature games enthusiast you look forward for adding more to your projects. Thanks to the Warlord Games sale going on I added yet more men to my growing war machine; such as an Onager, auxiliary infantry, and auxiliary archers. I also have been doing a lot of conversions such as my officer and his body guards surveying the land for barbarians, and my little cart I found at the local hobby shop to transport the legions supplies (or for a nice objective for the enemies of Rome to take!). I have painted over 12 legionnaires so far and discovered the assembly line process of painting your miniatures goes by so much faster (Google this process saves so much time!). I am 75 percent done with my veteran infantry as well. I have been quite busy for work but hopefully the Second can be finished in no time!



I got this little beauty from battlefield games. It's was in the discount box for 60 percent off. Almost 2 dollars and now I have a Roman equipment cart.



Tyler

Future Events

TWISTERCON March 25-26, 2016 “Last Stands, and Against The Odds”

A number of you have suggested a theme for this year's Convention, so I went out and “borrowed” one from our friends @ Wargames Illustrated. To kick this off I am running both Little Big Horn and Thermopylae. Gary States is presenting Corunna. The challenge glove is down!!!!

www.twistercon.com

THE REED CENTER/Sheraton 140E Oklahoma City, OK 405-455-1800 ROOM RATE- 92.00 Dbl Queen/King which includes a HOT breakfast. If you call in, mention “TwisterCon/Tornado Alley” for this rate. Or go the website and follow the registration link (hint, it is so easy).

CONVENTION FEE - 10.00 per day at the door. Preregister on the website @ 17.00 for the weekend. 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, Treasurer.

POC - “Jeff Lawrence” <jlw2424@gmail.com>, Jeff Massey RebelJAG@aol.com, “Jonathan Keepers” <jonathankeepers@yahoo.com>, Web Master is Jeff Hunt.

GAMEMASTERS – 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. As usual GMs for TwisterCon do not pay to run their games. When you arrive see a staff member for table assignments.

[By Oscar Barela](#)

Gamers Workbench

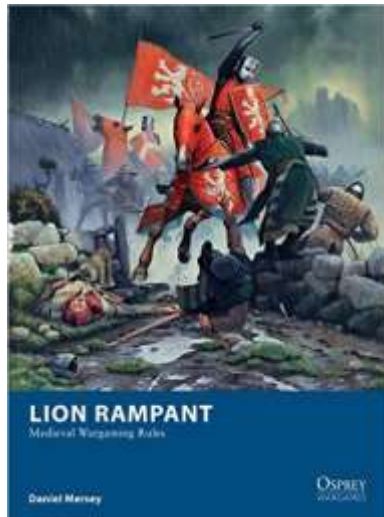
I was able to put together a Motorcycle MMG sidecar for my partner Carlos for our doubles match at the January Bolt Action Tournament. This was a perfect excuse to start a kradschutzen squad!!!



News from the Master Hobbyist: All Things Wargaming! Dallas TX,

[By Mr. Steve Miller](#)

Great Lion Rampant Game. Easy to learn, hard to master. You should try these rules. No rebasing required if you're already playing Saga. I like them because Saga has become cluttered with magic special skills that get in the way of rollin' dice, drinkin' beer and having boo-koos of dead toy soldiers! I like to be the one with special skills...it damn sure didn't happen on THIS day. We became food for the crows. No 72 virgins for us!



We played a four player version of "A Taxing Day" at the Rat Palace Redux, my wargaming house. Good game, great friends. Lion Rampant? Good rules. Then the tornadoes hit. We're ok. Other folks in the area are not.





Join LSHM



If you are not a member of LSHM our annual membership meeting will be held on 10 January at Dragon's Lair San Antonio. This would be a great time to join and attend the meeting. We hope to see everyone there!!!

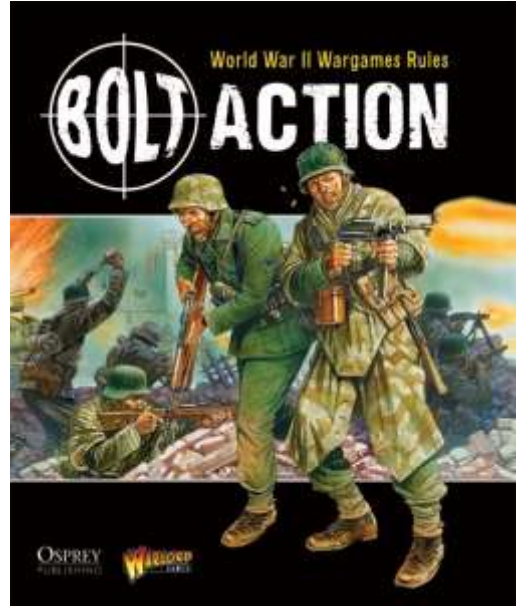
Welcome and we look forward to lots of gaming this next year!!!

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!!

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



15mm Napoleonic Gaming

Napoleon at War in San Antonio TX.

Shane and I met up and played a couple of games over the Christmas break. Game #1 was Russians vs Prussians (no pictures) and our second game was French vs Austrians. We had not played since our 16/18 June 2015 Waterloo fight, it was good to get the figures on the table and roll dice.



Shane deploys his Austrian troops



Austrians advance towards the French



The French hold the line



The Austrians take the hill



The French artillery moves forward

Support LSHM Vendors and Sponsors:

Here's the 25% off coupon for LSHM members. let me know if this works for you and Happy New Year!

Ed [Two Hour Wargames – THW]



2HourWARGAMES
JUST PLAY THE GAME

25% OFF YOUR ORDER.

Just type in the coupon code
LSHM25

And get 25% off your total order.
<http://www.twohourwargames.com/>

We use *similar basic mechanics* and surround them with period specific rules. This allows you to learn one set of mechanics and play many distinctly different periods.

Try THW for free!
<http://www.twohourwargames.com/free.html>

Games featured include: NUTS!, MORALE NAPOLEON, CHAIN REACTION, SWORDPLAY, 5150, LARGER THAN LIFE, and SAY GUN SOUND.

We need your company, game store, or product listed here!



Past Events

[By Charlie Torok](#)
[December 2015](#)

SAGA gaming at Dragon's Lair

San Antonio SAGA Gaming:

Martin, Grant, and I met up at Dragons Lair yesterday afternoon for some SAGA play. We also playtested one of the scenario's planned for our first ever San Antonio SAGA tournament (to be played on 23 January). Martin played his Saxon's and Grant his Crusaders - I opposed them with Normans and Saracens. A grand time was had by all.



Gamers Workbench

[Oscar Barela](#)

Chindits Project



I got my Bofors AA Gun finished up for my Chindits Army today... Came out ok. Waiting to get my mule team to tow it!!!! Ha ha ha!!!! Let me know what ya think!!!

I just finished up a MMG Carrier for my Chindits and or Brit army. Merrill's Marauders are next!!! Looking for some decals or unit markings for the Chindits armor anyone got any leads?



With all the Christmas Hoopla going on I finally finished my Merrills Marauders Squad. Let me know what you think



I did some quick weathering during my lunch hour on an M3 Lee I had lying around waiting to be attached to an army. Thanks to Scott Collingwood for sending me some tank info on the Burma Campaigns I figured I would possibly add it to my Chindits army. Got to add some stowage and find some decals that will match the theatre it fought in. Let me know what you think!!!



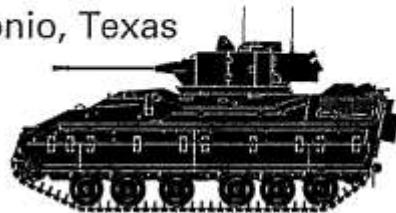
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Gamers Workbench

Working on another project:

I started working on my SAGA Moors using the very nice Plastic Gripping Beast 28mm line of Arab figures. All three boxes (Infantry, Light Cavalry, and Heavy Cavalry) have interchangeable parts, so I am able to make some very unique figures. I picked up the figures at Dibbles Hobbies here in San Antonio. My goal is to have this army painted by the 23rd of January for the San Antonio SAGA tournament. Of course they will need to be painted before then so I can at least get in one or two practice games!! It will be a very busy (and fun) Christmas break.....will keep you posted on this and all my other projects.

My SAGA Moors project

By Charlie Torok



My SAGA Moors project continues to progress:

I'm almost done with my 8 figure unit of mounted Hearthguard w/javelins and 10 figure unit of foot warriors. The backdrop is a project of basing the ruins of Middle Earth. On the paint stand are another 32 foot warriors, and maybe some more mounted.....



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By Charlie Torok

My Wurttemberg Napoleonic project update: I continue to work on my Wurttemberg Napoleonic collection, started basing and grassing the units. I have now completed 3 x infantry regiments, 1 x artillery battery. I need one additional infantry regiment and a light/jager battalion to finish off this Division (25th division). Goal is to have it completed (start to finish) by Christmas. Will keep you updated.

These are 28mm Old Glory metal figures. I am basing them for use with Napoleon At War rules

Gamers Workbench



The Wurttembergers almost completed:

I almost have this project completed. I still need to finish basing the final regiment of the Division, I also need to paint up a command stand (mounted division commander and foot figure). I am also thinking of adding a light or jager battalion for flavor.

Once completed (this week) I will move on to painting another division of 28mm Napoleonics (Polish?). I am also basing my Russians, Austrians, Brunswickers, and French. Getting them ready for an early 2016 game of Napoleon at War!



Future Events



SAGA every 3rd Friday at
Dragon's Lair San Antonio

We need your event here!!!