

The Lone Star Dispatch

March 2016



2016-2017 LSHM Officers

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Inside this issue:

- Welcome & BOD update
- Upcoming Events
- Past Games played
- Future Events planned
- Bolt Action Games
- Gamers Workbench
- Upcoming FOWSA Tournaments
- 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.

"Officers Mess - a note from the LSHM Board"

By Ian Straus (Board Member)

This month we focus on Flames of War – 15mm World War II. Early FoWSA III

On March 12th we will have the third San Antonio Early war Flames of War tournament.

FoWSA originated as a mixed mid and late war tournament run by Biff Coon. About the time Biff turned it over to me, Battlefront published their first early War book, Blitzkrieg, dealing with the 1939 invasion of Poland and the 1940 invasion of France. When Rising Sun came out, there was clearly enough material and interest to run a tournament here; and the earlier time period clearly wouldn't fit in with our one FoWSA event. So: Early FoWSA! Run early in the year.

Now since Barbarossa came out in 2015, a list book I had waited for for years, there is even more early war material that takes us into 1941. And the early war game really is different: Each nation's tanks are made according to a different concept, untested in action at that time. Where else can you have a giant Soviet 5-turreted tank? French heavy tanks with one man turrets? What did the infantry do before effective infantry anti-tank weapons? What did the Germans do when most of their tanks were light tanks? The early war players will find out, build their knowledge of the period, and have a lot of fun.

And Battlefront has announced plans to publish books for the Pacific war later this year.

Now for other new things at Early FoWSA; I have been making snow covered hills for better snow covered tables. Now you can have an impression of Finland in the winter of 1939, or the Battle of Moscow. Or, in mid and late FoWSAs, of the aftermath of Stalingrad or the Korsun pocket or the Battle of the Bulge.



I hope to see you at the FOWSA events!

Ian Straus

San Antonio Spring Muster

9 April 2016

LSHM announces a call for GMs for an April Muster at TableTop Wargames in San Antonio. The event will be April 9 from noon to 6:00 p.m. We're looking for 4-6 multi player events. Most sought after are the old but great rules and figs we don't get to see anymore. Right now the games include a Johnny Reb scenario, "Assault on Vicksburg" and a WWII skirmish game using Scott Davis' home rules. We need more! Contact Joe Shaffer at joeshaffer9@gmail.com to reserve a table or to ask questions. The muster is free and we will have prizes for each event.



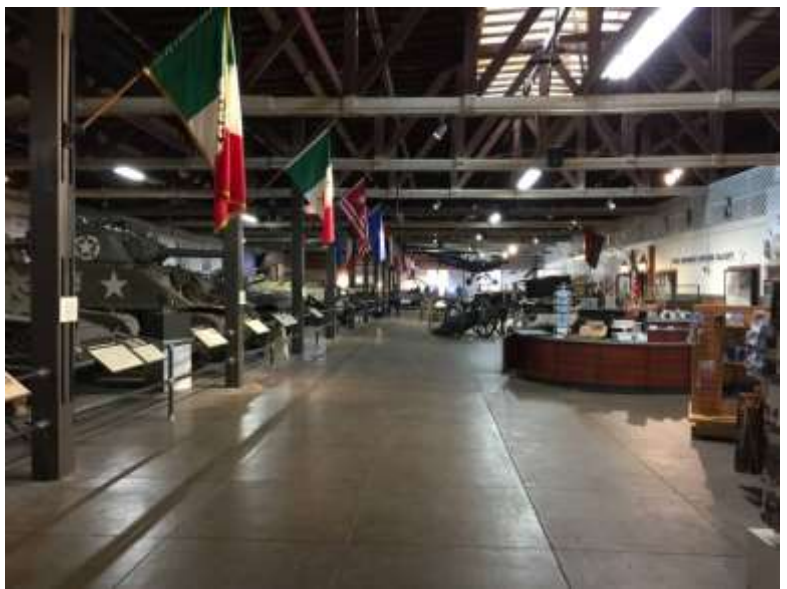
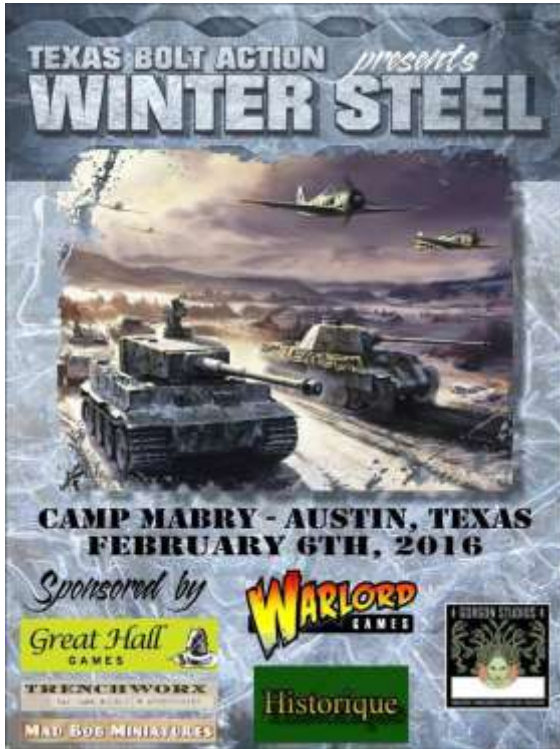
16111 San Pedro Avenue, San Antonio Texas 78232



Past Events

Bolt Action Tournament

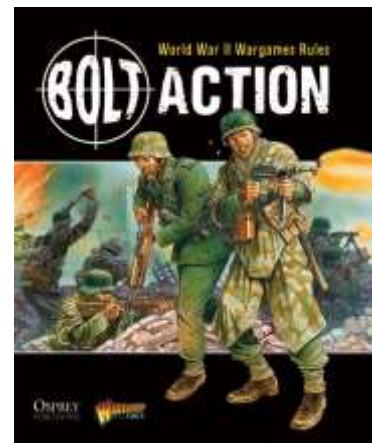
By Casey Pittman



If there was one place you could battle we're sure it would be somewhere like these lucky guys did last weekend! On February 6th 2016 the Texas Bolt Action group hosted a three round event at the [Texas Military Forces Museum](#) located at Camp Mabry Austin, Texas. Casey Pittman tells us more:

Casey: The museum is home to a collection of running vehicles, exhibits, and a vast military history archive relating to Texas armed forces, with an emphasis on the [36th infantry division](#) during World War II.

We had 16 players battle it out in the museum's Hall of Heroes and in front of legendary vehicles such as a fully operational Hetzer, Hanomag, Stuart, and every Bolt Action player's favorite the infamous 105mm Sherman! I was fortunate enough to have eight axis players and eight allied players to start the first round with. The days forces even included two Finnish and one Belgian army!





Players started the day with a 1250 point game of Point Defense, followed by a 1000 point game of Bolt Action Alliance's Breakthrough scenario, and the final game was a 600 point game of Demolition.

The fantastic prize support was appreciated by all who attended and I would also like to personally thank Jon Russell and Andrew Chesney of Warlord Games for their support in making this event possible. Also Patch and Anfernee of [Bolt Action Alliance](#) who were instrumental in helping me organise the event and passed down expert advice from their lessons learned in hosting events.

Players had a great time and enjoyed starting with higher point games followed by the lower point matches. Highlights include one player rolling four FUBARs in one game, an assault where both players were forced to roll their dice four times till they were able to cause a casualty, and of course pizza!





RESULTS:

Best Allied General went to Jacob Meyer (Soviets)

Best Axis General Oscar Barela (German)

Best Minor Power General Chris Lisanti (Finnish)

Come check us out at Texas Bolt Action on facebook and share your projects, pictures, or just say howdy!

www.facebook.com/groups/TexasBoltAction/

Texas Bolt Action is now one of the largest Bolt Action groups in the United States and it could not be possible without having such a great community of players. We have events planned all through the year with the first ever Texas Bolt Action championship planned for November 12th at MilleniumCon19 in Austin, Texas.



Watch the video at:

https://www.youtube.com/watch?v=pDu2bVwCXFk&feature=player_embedded



Gamers Workbench

By Mark McKenzie

Why not have a flag ceremony?

Flags have a significance that men will die for, so why just glue them unceremoniously into their hands. From SAGA, ECW and beyond, whenever you have a flag to bestow, celebrate.

During the Napoleonic wars for example, it was common to gather the regiments and have a ceremony whenever new flags were being issued. The chaplain would bless the flag and the regiments would swear an oath to the flag, country, sovereign, etc. Thousands of voices would cheer and then the party with plenty of beer and sausages would begin.

So, why not take a moment and have a little ceremony next time you have a flag ready to glue into the hands of the standard bearer? Gather the Vikings, Crusaders, 1809 Austrians, etc and see if they don't appreciate the gesture. They'll look better, fight better, smell better...well, maybe not if camel troops or Vikings ☹️.

Here are my 1809 Austrians arriving for the Presentation of the Flags Ceremony, being welcomed with cheers:



Gamers Workbench

The Tale of Two Armies

By Arthur D. Douglas



In the next couple of months there will be two super cool WWII events here in San Antonio; Early War FoWSA at Dragon's Lair on 12 MAR 2016, and the Bolt Action Pacific themed event on 14 MAY 2016 at Table Top. These two events have inspired me to work on my Flames of War (FoW) and Bolt Action Japanese armies. Both armies have been sitting under my work table in boxes (pictured) for about a year now. Every time I pass by they taunt me with rude comments on how I will never get to them. Well buckos, you're on my to-do list now.....if I can only find my knife to open you guys up.....



It is interesting looking over the Bolt Action and FoW rules and how each game system's special rules address unique Japanese national characteristics. For example, we have all read about the Japanese tank hunter teams and unstoppable suicide squads jumping out of palm trees destroying troop carriers, tanks, bunkers; just about anything they could get close to.

Both Bolt Action and FoW both have the "Banzai" special rule. In Bolt Action, if a Japanese unit declares a charge, no matter how many pin markers present, the Japanese units passes the order test as if the unit rolled a double 1. In FoW, if the assaulting platoon is pinned by defensive fire, role motivation. If the motivation test is passed the assault begins again with another round of defensive fire. If the Japanese assaulting platoon failed the motivation test, or is pinned by the second round of defensive fire, the assaulting platoon falls back as normal. The ENTIRE Japanese order of battle is fearless and so passes motivation tests on a 2+.

Gamers Workbench (continued)

By Art Douglas



The Bolt Action Japanese army selector provides a Suicide Anti-Tank team which can include up to 3 suicide anti-tank troopers. These guys can be purchased at 14 points each for inexperienced. That's 3, count'em, 3 order dice for a measly 42 points. These guys are the ultimate suicide anti-tank PanzerFaust from hell; range 12" (charge distance), can set up on board hidden just like snipers and spotters, has +8 penetration (that's right +8 PEN), and all they need to

do is make contact with the vehicle. Unlike other infantry assaults against vehicles that require a 4+ to hit if the vehicle is stationary, 6+ if advancing, and impossible to hit if the vehicle ran, all these little crazy nut bags need to do is come in contact with the target and BOOOOOOM +8 penetration! With the Banzai special rule, no tank fear test required! What's not to love about these guys, and in a 2-platoon list, that makes 6. I will never leave home without a full compliment.

The FoW equivalent are called Nikuhaku Teams, or "Human Bullets". The Japanese word, "niku" directly translated means "meat". Sooooo, these guys are the anti-tank meat bullets. That title seems more appropriate somehow. Japanese squads can replace one infantry team with a Nikuhaku team for free. What makes these guys so ferocious is if there is an enemy tank team within 6" of a Nikuhaku team when the platoon assaults, the Nikuhaku teams are not pinned by defensive fire. The rest of the pinned teams in the assaulting platoon fall back but the Nikuhaku teams drive forward. Each Nikuhaku team has 4 attacks at



AT4, WOW! The Nikuhaku teams used improvise AT weapons so if a 1 is rolled they blow themselves up. What fun!!!!

That is all for now. Next installment will include a progress update on our 2 armies and some more insight into why playing a Japanese army in either of these two system can be such a blast, literally!

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.

More gaming opportunities



Open Games Day
17-18 June, 2016
Sheraton Midwest
City Hotel at the Reed
Convention Center.
5750 Will Rogers Rd,
Midwest City,
Oklahoma 73110
Weekend pass with
Tournament play \$40
Weekend pass \$30.
One day pass \$25.
Preregister by emailing
WarlordDemoTeam@
yahoo.com. First 25 paid
preregistrations will
receive a special item in
their swag bag!
www.facebook.com/WGDOKC



Past Events



**GRIPPING
BEAST**



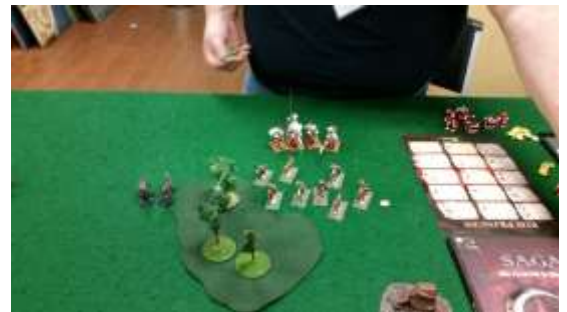
SAGA Gaming - Dragon's Lair San Antonio

[By Grant Hopwood](#)

[Todd Serpico](#)'s Rus Princes vs the Holy might of the Milites Christi!

Tod chose to bring 2 hearth guard for 3pts, and 1 warrior unit for 2pts, as his main striking force. This gave the Holy Christians an advantage in numbers, but they needed to get their piety up pretty quick to withstand the Rus Princes might.

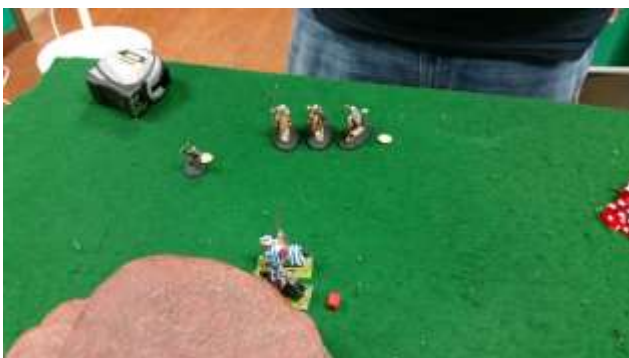
The Christians tricked Todd into splitting his forces up, and sent a unit through the middle to kill his warlord early in the game. Afterwards it was some back and forth action as each side attempted to whittle down their opponents numbers.



After six turns, the game ended in a tie 14pts to 14pts, although the holy Christians won a moral victory at having slaughtered Tod's smaller forces into impotence.

The Christians tricked Todd into splitting his forces up, and sent a unit through the middle to kill his warlord early in the game.

Afterwards it was some back and forth action as each side attempted to whittle down their opponents numbers.



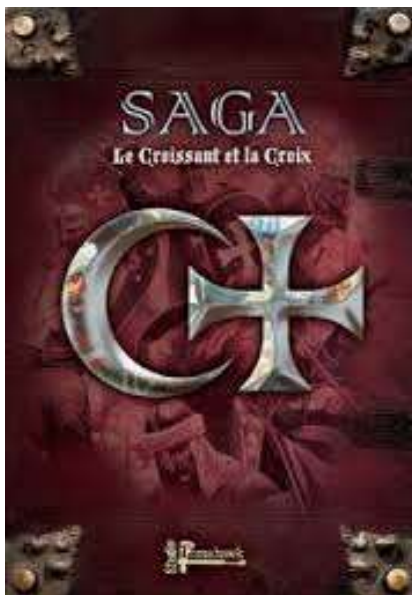
After six turns, the game ended in a tie 14pts to 14pts, although the holy Christians won a moral victory at having slaughtered Tod's smaller forces into impotence.

More SAGA Gaming



GRIPPING BEAST

Friday night SAGA gaming at Dragons Lair SA – come join us on the 3rd Friday each month starting around 5pm.



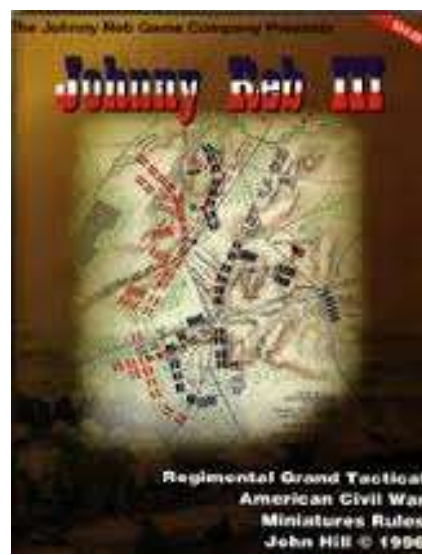
Past Events

Johnny Reb III Game

Tuesday nights Johnny Reb 2. Joe
Additional comments with the
images. Joe Shaffer and Grant
Hopwood met at Dragon's Lair for a
game.

The rebels started out with a brigade
of Calvary holding an intersection of
roads. The Yankees had to take the
position. Each side had three
brigades total to bring on the board.

...In typical Comrade Joe style, I the
Yankees started a single unit of
Calvary.



After about four turns, both sides
successfully roll for their next brigades to
come on the board.

Rebels from the north, and yanks from
the south east.

By now the center had been pushed back
to the north side of the intersection.

In the end, it was a technical victory to
the Yankees, dealing more death to the
rebels in the face of overwhelming odds,
and taking the intersection, but the
rebels were left in a much better position
to possibly finish the yanks off in a couple
of more turns.

In fact, now that we look at the final
picture of the game, the yanks did indeed
hold the intersection!



Houston, TX gaming

SAGA / Crescent and the Cross

28mm Gripping Beast

By Jim Johnson with Jesse Seals

Cornwellia. Norman Occupied Wales 1076

Jesse seals the Welsh Warlord arose early on a beautiful fall day in the village of Cornwellia. Walking to the newly constructed Norman church he noticed a boy running from the road leading to the coastal watchtower. He had not yet accepted the Norman religion, but was happy to have a another building in the village, not to mention the new Norman keep which provided employment for the Welsh craftsman in the village.

The boy, gasping from his run, merely pointed in the direction of the coast and breathlessly uttered "NORSEMEN"! Jesse seals had fought many battles in the past, and knew that if it was the brutal men from the north. Today was going to be a very long day with the tranquil fields around Cornwellia stained red with brave men's blood. "To ARMS, to ARMS!" Jesse seals shouted and all able bodied men grabbed their Javelins, swords and shields and assembled in the square in front of St Basil's Norman Church. Potentially outnumbered, the men were all muttering that the Norman Lord had certainly picked an inconvenient time to leave the Castle to collect taxes around the countryside. Marquis Jimston and his mounted Norman knights would certainly had been useful against the foot mobile Norsemen. Perhaps the riders dispatched can find them and they can return in time.



Houston, TX gaming (Continued)



The Welsh host deployed in front of the church and awaited the Norsemen's arrival. They didn't have long to wait. Breaking out of the forest were over twenty-five Norse giants bursting out onto the field in front of the church flailing their Dane axes in broad circular swings over their heads like some infernal machine of death. Their blood-curdling enthusiasm was no match for the wall of Javelins held by strong men and led by an experienced Welsh Warlord. The first wave of Norse-Gaels took horrendous casualties and recoiled back losing many a brave Hearthguard in the process. There was no time for rest, for the Welsh however, for on the road through the village the Norse Warlord had taken two groups of warriors and were pushing to capture the wagons loaded with the harvest in the village square. The Norse Warlord, now identified as the notorious Burk the Wall, uttered a challenge to the Welsh warriors formed to stop them. Welsh honor being at stake, they accepted and were defeated in a series of back and forth close combats. Meanwhile the Welsh warlord, Jesseseals was fighting not only for Welsh honor, but for his own life as the relentless Norsemen cut and hacked their way through his men at arms, landing a fatal blow thus ending 120 years of his house's rule of Cornwellia. The Norman's when they return will not only have to stop the Norsemen, but also find a new Welsh leader to administer their subjects.



Houston, TX gaming (Continued)

At the last possible moment a cloud of dust appeared on the west road. It was the Marquis and his hearthguard! Blowing past the wagon loaded with booty and a squad of disoriented and demoralized Welsh Levy archers, the Marquis charged the Norsemen at a gallop. Hacking and thrusting the already fatigued warlord and his lead knights, sent many a Norseman to Valhalla that day. Back and forth they fought in the village square, and in the end all that was left was the Norse warlord and four Norman Knights. Norman Marquis Jimston perished accepting a challenge from a Norse-Gael champion and despite having five time the odds to defeat him, was killed. His body was laid carefully on the steps of the Church he had built, even the Norse respecting that perhaps Odon himself had intervened on their behalf, so best to respect a fellow fallen hero than upset the Gods with hubris.



As sun set on the bloodstained fields the exhausted Norse Gael warband made their way back to the Longship. Leaving many a brave Viking in Norman held Wales. In the village the new Marquis Petoar watched as the Norsemen's bodies were loaded onto a cart for burning using Norse traditions. He wondered which one of the surviving Welsh soldiers would be the new Welsh Warlord. In some ways administration of a conquered people is more difficult than combat.

As night fell all that was left in Cornwellia was a few scattered and exhausted Norsemen in the fields south of town and four Norman Knights led by a mere boy and the now leaderless Welsh archers mourning the death of their warlord. Young Petoar Griffen, the young Norman knight raised his sword, pointing to the Norse Warlord Burk the Wall, and shouted, "Today is your day barbarian, you will not see your homeland again!". The Wall shouted back, "Perhaps yearling, but you will not be the one to make it so!".

With that the Normans spurred their steeds and charged the "Wall". Throwing down his shield, The Wall started to rotate his axe over his head. Gaining speed and crouching ready to spring upwards as the Normans charged. When the Normans hit him, his axe hit and killed two of the knights one on both sides of him. But Petoar raised his 4 ft long Norman broadsword over his head striking down "the Wall" with a stroke. Dismounting he kneeled down and cradled the fallen Norseman's head. The fatally wounded Viking Chief just looked to the now twilight sky and said "VALHALLA, ODON...! And he was gone.



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COMICS & FANTASY

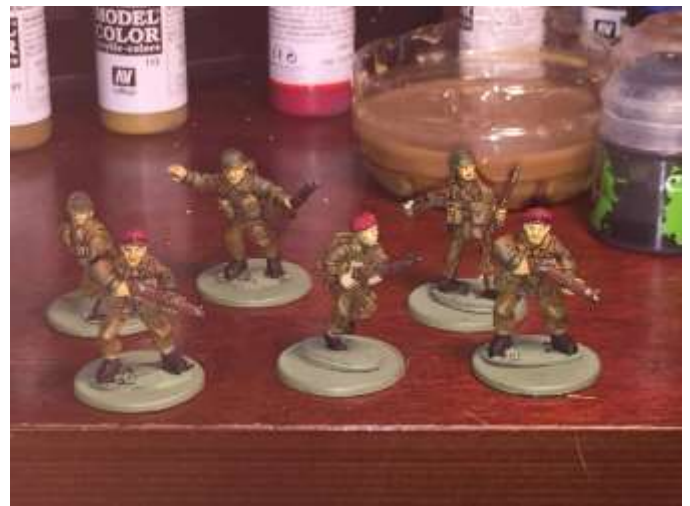


Dragon's Lair Comics and Fantasy[®]
7959 Fredricksburg Rd. Suite 129
San Antonio, TX 78229

Ph. #: (210) 615-1229

Gamers Workbench

Andrew Lomgoria is building a British Airborne Army for Bolt Action, here is the beginning of that army:



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.
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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>

Game titles shown: NUTS!, MORALE NAPOLEON, CHAIN REACTION, SWORDPLAY, 5150, LARGER THAN LIFE, SAY GUN SOUND.

“I want to thank Ed Teixeira of TWO HOUR WARGAMES for pushing around some WW2 minis and showing me around the "NUTS" rules. Ed has many game titles under TWO HOUR WARGAMES which includes the award winning ALL THINGS ZOMBIE series. We had a great time playing against the system and "killin stuff". The THW rules are quick and fun. Ed wants to get out and game more and I just want to have time to do the same. Anyone else want to try some man-to-man skirmish rules we can try to drag Ed in on it and or get together any scale any side.”

Dennis Castillo

Gamers Workbench

By Tyler Goodflower

"The Hungarian army has acquired a new weapon against the Bolshevik hordes! I introduce the 43m sorozatveto, our glorious German allies have gave us their advanced technology to destroy the enemies of our homeland."



The model is a German nerblewerfer but with a different paint job and mustaches are a must for any Hungarian army. The Inscription says death to Russia on the barrels. You can find this little beauty in the unofficial Hungarian pdf! Hope you guys enjoy.

We need your gaming project here

Submit it to Charlie Torok at: torokc@Hotmail.com

Support LSHM Hobby shops:



STORE LOCATION

5501 North Lamar, Suite A-135
Austin, Texas, 78751
ACROSS FROM U HAUL
1 block south of the Lamar &
Koenig/2222 light

Open 7 Days a week!
512-505-0055



Please check out and book mark the following:

Website: www.tabletopsa.com

Facebook group:

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

Store Hours:

2-10 Sunday - Thursday
2-12 am Friday and Saturday

16111 San Pedro Avenue, San
Antonio Texas 78232

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/>

Start planning now: MillenniumCon19

11 – 13 November 2016



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

Tournaments Planned

- [Flames of War Tournament](#)
- [Bolt Action Tournament](#)
- [Saga Tournament](#)
- [BattleTech Bloodname](#)
- [Classic Battletech Gunslinger and BT Open Tournaments](#)
- [DBA2.2+ Texas Championship](#)
- [Kings of War Mini Tournament](#)
- [Hordes of the Things Texas Championship and GBnU Republic of Texas Leg](#)



GRIPPING BEAST



Bolt Action Game Report

By Oscar Barela

Had a FANTASTIC game at the Dragons Lair with Andrew Carlson!!!! my second game with this new player and he already plays like a veteran!!! we played the Top Secret mission in the BA rulebook.

He played my Spanish forces as Germans and i played my early war FEARSOME FRENCH!!! the Germans owned the French right flank with the leadership and sacrificial bravery of Fernando "Fritz" and the Bastards of Barcelona leading the non stop assault. Fernando Fritz is the last



By Nathaniel Culver

Gamers Workbench

Nathaniel is building a N. Africa village from scratch. His Desert town is done for now. 5 buildings all with roofs that are removable. The walls are magnetic so they can be changed. Just need the weather to clear up and I can spray them and get to painting.



Buildings are painted and I just need to add the doors and some window shutters and I'm done. Palm trees to come.

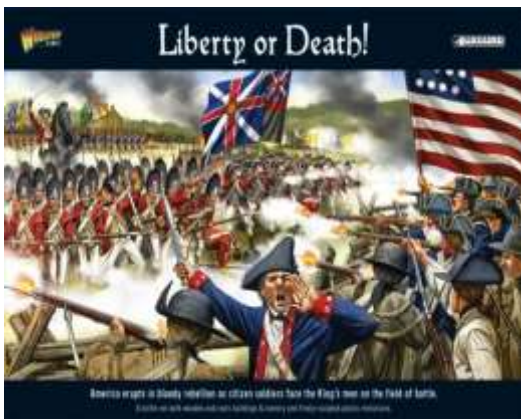
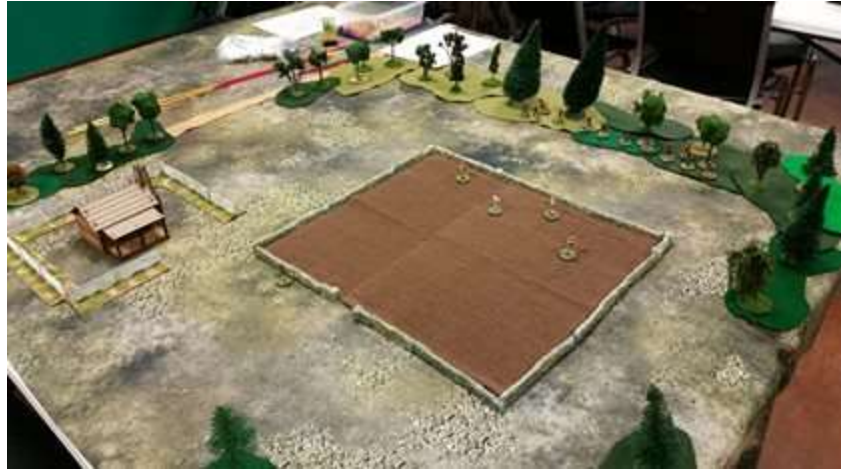
Song of Drums and Tomahawks

The French and Indian War

BY GRANT HOPWOOD

In tonight's episode of Drums and Tomahawks!

A small garrison of British soldiers are holed up in a settlers cabin. While some of them had left early in the morning to hunt for game, the remaining three soldiers offered to help the settler plow his field, placing their muskets at one end of the field while they worked.



At mid day a small party of Iroquois came upon the farm and decided those muskets would make a fine addition to the tribe.

LSHM Gaming

By Tyler Wallace



Bloody winter battle tonight with Ryan Hill! We reenacted the siege of Bastogne with a game of hold until relieved! Fought to a draw with the paratroopers and a medic contesting the objective against a tide of Nazi tanks and armored cars!

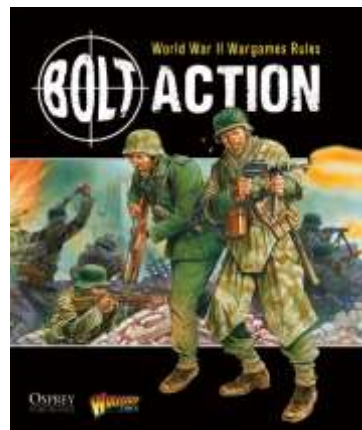


Future Bolt Action Events



MEDITERRANEAN MADNESS

Saturday, April 16 at 10 AM
Dragon's Lair San Antonio
Joseph Wicker invited you



Pacific Theme Tourney

Saturday, May 14 at 11 AM
Tabletop Gaming Center
Joseph Wicker invited you



Gamers Workbench

More great work from the desk of Oscar Barela!



More Bolt Action

By Oscar Barela

I had a GREAT Game with John Spin last night at the Fantastic Sci-Fi Factory!!! my Spanish Blue Division taking on his 101st Airborne in a Battle of Envelopment. Spaniards held the defensive line and prevented the Airborne from making it through. Great time and an even GREATER Opponent!!!!

John sold me on Pathfinders as they are a fantastic unit with lots of deadly fire! Stubborn as HELL!!! They stood their ground defiantly with chests puffed and middle fingers in the air despite the hail of fire they took that put them into permanent slumber!!!! Look forward to more games with the great players of the Ft. Worth/Dallas area!!!!





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!

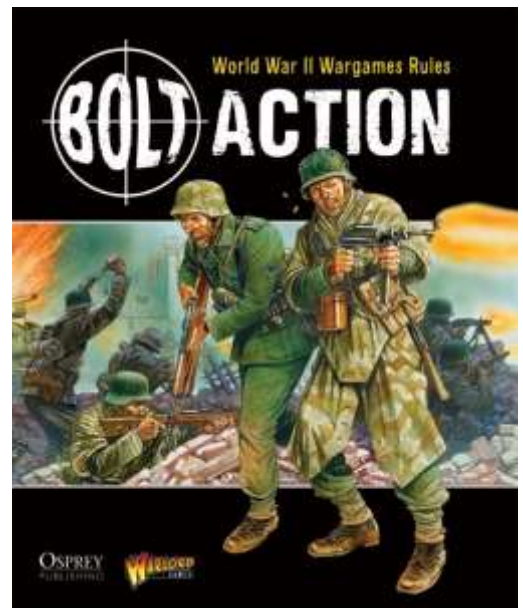


The cost of membership is \$5 and this goes towards promotion and prizes for our many events state-wide. This low cost membership helps us to promote the hobby through running tournaments and events in order to get gamers out gaming!! Please consider joining the group and helping promote our hobby.



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

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



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Our first release takes place on 6 April 1862 at the Battle of Shiloh. Confederate General Albert Sidney Johnston has launched a surprise attack on Union forces under General Grant massing on the banks of the Tennessee River. In the early stages of the battle, Confederates had overrun some of the Union camps and many had begun to loot the abandoned tents. Johnston spotted a Confederate officer with a arm full of the spoils of war and chastised him for his behavior. Observing how chastened the officer was, Johnston picked up a tin cup and declared it to be his part of the spoils.

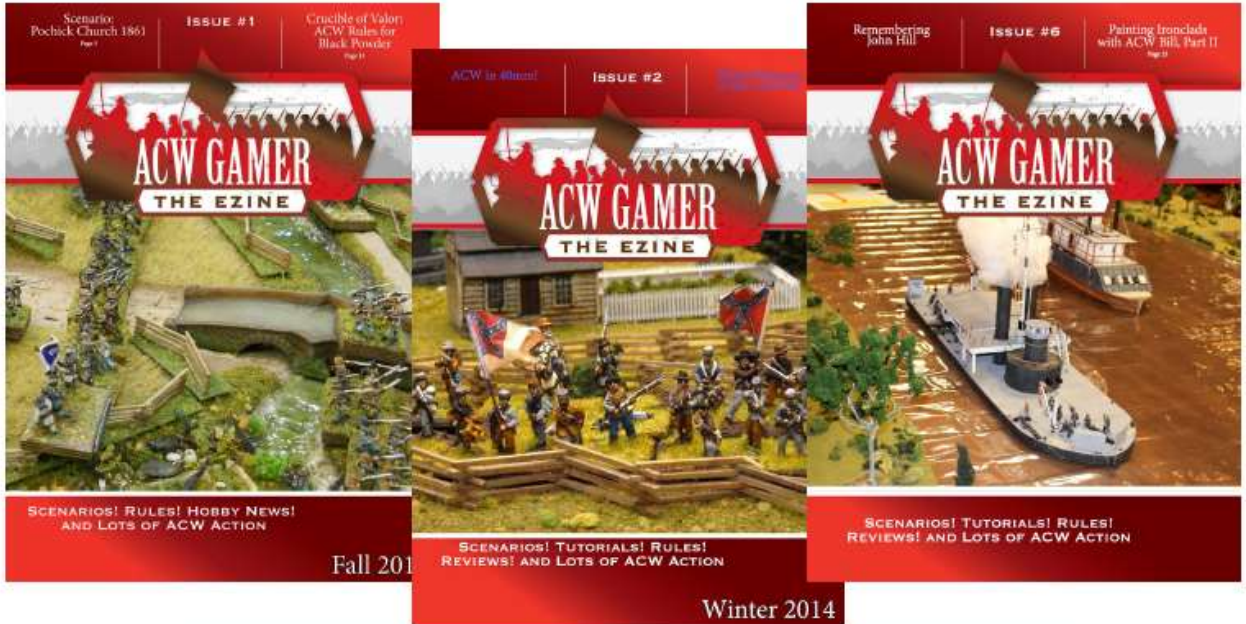
Later, Johnston would wave the cup as he encouraged his men to launch an assault against stubborn Federals holding a position that would become known as "the Hornet's Nest." Johnston's men swept the position, but Johnston would receive a wound which, although would appear slight, would cause him to bleed out shortly after the attack on the Hornet's Nest. Historians speculate that this loss cost the South the leader it needed in the West to turn the tide of the war.

Contact Stephen Huckaby at:
info@acwgamer.com

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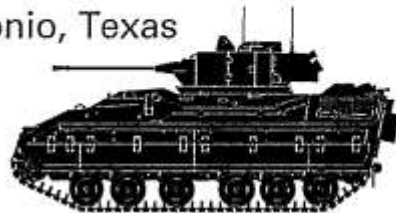
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Colonial Gaming in Austin, Texas

By Benjamin Earnest

On Sunday, February 21st, Kevin Hendryx hosted a great game of *The Sword & The Flame* at GHG in Austin. Scots, Sikhs, and a handful of Royal Navy sailors faced off against rebellious natives and their hill-tribe allies in Peshawar



Native forces closed rapidly on the ruins of the Governor's mansion and local barracks, which the garrison had hastily fortified overnight.



Future Events



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

We need your event here!!!