

The Lone Star Dispatch

August 2016



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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.

A note from a member of LSHM Board

Oscar Barela here welcoming you to the HEAT of SUMMER!!!

For all of us from the great state of Texas we know what it's all about and for those who have not yet acclimated themselves GRAB SOME SHADE!!! Well apart from family vacations and trips to the pool a lot of us know how to take refuge from the heat and bunker ourselves up in the Frostyness of our Air Conditioning!!!

Hammering away at new painting and modeling projects for the next big event!!! We always have too many models to paint and find so many fun games we want to play!!! Hopes this month for me is to finish up my Imperial Japanese Army for the Pacific theatre maybe even start painting my USMC Infantry!!! Thanks goes out to one of my hired Painting Mercenaries Michael Lisanti for his work on my IJA Infantry!!!

As most of you have seen I LOVE my French!!! What started out as an army that no one had the guts or gall to play ended up being one of my favorites of all time!!! Along with my early war and late war French armies I will be also working on my French Partisans as well as starting some French forces when Konflikt 47 hits!!! Who else out there is looking to get into some WEIRD WAR 2?!?!?

Much success was given to the birth of the 1st Cav Open Bolt Action Tournament presented by Tyler Buenaflor (A.K.A. Tyler Goodflower A.K.A. Tyler Sweetdaisy) and hosted by Quantum Leap Games (formally known as Battlefield Games) in Killeen Texas!!! One of the smoothest tourneys yet! Great games and great players came from all around to pit their forces against one another!!! Plenty of prizes to go around as well as some Fantastic plaques for "Best Allied General" and "Best Axis General" created and donated by Tyler's father. Great Job!!!

Don't forget to join the Texas Bolt Action Facebook group to get some Bolt Action - Action on!!! We are now on a rotating schedule playing games at three different stores on Friday nights. Dragons Lair, Table Top Games and Knight Watch Games. COME FIRE SOME ROUNDS WITH US!!!

Alright then...get back to work...Carry-on!!!

Oscar Barela



11 – 13 November 2016

Austin Texas



Hopeless Glory" & the 100th Anniversary of The battle of the Somme November 1916

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

**GM Registration
begins on
1 August 2016**



Tournaments Planned



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





Upcoming Events for 2016

Mark your calendar now!!



BA - Operation Market Garden

Texas Bolt Action Group

Operation Market Garden Tournament

Saturday, August 13th

Contact Joe Wicker

Battle of Arnhem Themed Tournament

Who: Axis and Allied

Where: Table Top Games in San Antonio

When: 13 AUG 2016. The doors open at 09:00 am and the battles start at 10:00 am.



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

Contact Ian Straus

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/>

ACW GAMER

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The ACW Gamer line of 28mm Miniatures



A 28mm line of metal miniatures offering figures for subjects that may not have received the focus they deserved.

These figures are compatible with many popular miniature lines and will add color and character to your ACW collections or armies.

Johnston at Shiloh painted by Cory Ring of Cigar Box Battle.com

www.ACWGamer.com



San Antonio Muster III Historical Miniatures Games Day

San Antonio Summer Muster 30 July 2016

We had 30 total show up to the annual summer muster.

A total of five games played:

Hail Caesar 28mm Ancients

15mm Arab-Israeli War

28mm French and Indian War

Wings-of-War: World War I

Wings-of-War: World War II



Also 15 new or re-newed their membership into LSHM.

A great day of gaming, it was great to see players from Temple, Austin and Corpus Christi attending. Thanks to the Game Masters (Chris, Joe, Ian, Pete and Martin) for putting on great games. And thanks to all who attended - see you at MillenniumCon and the next Muster!!

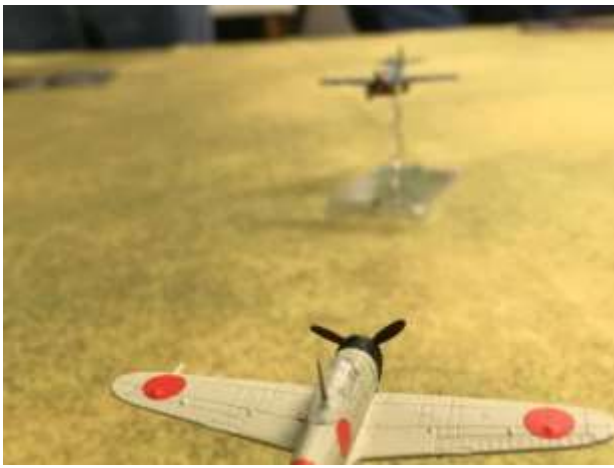


Thanks as always to Dragon's Lair San Antonio for hosting this event!!!



San Antonio Muster III

By Joe Wicker (GM) I hosted a great WWII Pacific air battle that was played by four players utilizing the Wing of Glory (War) battle system. They were all first time players and I was told they had a great time. The forces were two Gruman F4 Wildcats vs two Mitsubishi "Reisen" Zeros. After the smoke had cleared, both Wildcats and one Zero were downed while one Zero returned to his airfield with heavy damage.



More pictures from Muster III



San Antonio Muster III

More pictures from Muster III



First annual Cav Open Texas Bolt Action Tournament

By: *Tyler Buenaflor*

Hello everyone, my name is Tyler Buenaflor and will be writing this in regards to an event I ran up here in Killeen, TX. Going into this, I was super nervous about everything for this event such as prize support, how many people are going to show up and "why am I stressing so much?!?!". After planning the event for about four months and trying to spread the word about it, it seemed as if I was done! But as every T.O. (tournament organizer) knows the job is never done! I was able to borrow a generous amount of terrain from Jon Russell, Casey "wardaddy" Pittman, Steve Miller, and Oscar "mad dog" Barela, which helped to make the tables look more realistic for the players!



Axis:

Brian Ching - finns
Casey Pittman - Germans
Ben knoll - Germans
Fred Brannan - Germans
Stefan - Germans

Allied:

Oscar Barela - free French
Steve miller- U.S.
Mr z- early war French
Dave Vajgrt - British commandos
Jordan - U.S.
Tyler Wallace - U.S.
Seth Longoria - British airborne



First annual Cav Open
Texas Bolt Action Tournament



The prize support I was able to obtain was awesome! thank you so much Twelve people showed up to the event eager to throw dice and claim victory! Before the mission first match started I handed out the "Mission Packets" to the players which contained the missions they were playing and their score cards. I also instructed the players to yell "FUBAR" When they rolled the infamous double sixes so they could receive an additional prize.

***thank you so much to
our sponsors and those
who provided prizes:***

Warlord Games

TrenchWorx

Bolt Action US

Frontline-Games

Quantum Leap Games

First annual Cav Open
Texas Bolt Action Tournament



More pictures from the 1st Cavalry Open Bolt Action Tournament.



First annual Cav Open **Texas Bolt Action Tournament**



At the end of the event I handed out the "FUBAR" prizes first. Oscar won the award by rolling three "FUBAR'S", followed by Tyler Wallace, Steve miller, Brian Ching, and Dave Vajgrt. The coveted "CAV Shield" trophies went to Oscar and Casey for "Best Axis and Allied generals". The "Best painted" award went to Dave's British Commandos and the "worst luck" prize went to Mr. Z who had 3 straight losses. After the event we went to a bar to talk about the love of the hobby and laugh about the days events. Thank you so much to everyone who attended! I hope I can live up to the standards I set for this event and do better next year!



Napoleon At War & Drums and Shako's 28mm Napoleonic's

By Charlie Torok

Rob Gravener and I met up and played a game of 28mm Napoleonic's using the Napoleon at War (NaW) core rules and Drums and Shako's Command and Control system. We still need to playtest a few more times but the overall mechanics worked well. One problem I always had with NaW was there really was no C2 – and any player of Napoleonic's will tell you that is the most important aspect of the game.



Russians vs French and
Wurttemberg, figures by Old Glory.

More to follow as we pursue this combined game rules system. Rob and I plan to try it again here soon.



1:900 Napoleonic Naval

Game Report

By Jeff Hunt



Scenario: Classic British vs French and Spanish on the High Seas.

Players: From bottom center going around clockwise: Chuck Gibke, Gary, Grant Johnson, Ken Nickel, Cole Kisinger, Jeff Key, Little Paul, Paul Kisinger, and a new to our game Dennis.



Five allied ships vs four British, the extra ship for the allied force was a huge 112 gun Principe de Asturias. The British has superior crew grade to make up the difference. After the lines were set we randomized the lines for keeping the line, and as usual the British were superior and clearly will win the wind gauge. The Allied fleet pushes forward to engage the enemy at closer range and the British were able to turn across the top of the wind as you can see in the first picture. Also, the British were able to keep a very tight line and get all of their ships firing during the early turns.

In the 2nd picture you can see that poor Ajax for the British received a stern rake from the French ship Mont Blanc. Ajax was taking a beating as the two lines past each other. On the Allied side both Mont Blanc also suffered mightily from this initial pass. As fortune smiles on the British fleet sometimes much of the Allied fire was spread among many ships as they just could not quite get the concentrated fire they had planned.



As you can see from the 3rd picture a full scrum had broken out with neither fleet maintaining a proper line. Both good and bad things happen when you fail to keep you line. Many rakes were given and received by both fleets. Also an unusual number of critical hits occurred throughout the game. The French 120 gun Imperial gave out two critical hits on back to back turns, one to Ajax and one to Leviathan.





The battle wore on and soon each fleet had ships that were either stuck or so badly mauled they could barely cause any damage to the enemy. What started as 5 on 4 which then became 4 on 3 and finally at the end of the battle only one ship from each fleet was in fighting shape. 112 gun Principe de Asturias for the Allied fleet and 80 gun Canopus for the British. Thus both fleet were in tatters but a marginal victory was awarded to the Allied Fleet.

Jeff Hunt

Portsmouth Miniatures

TwisterCon Webmaster

WarlordGamesCon Webmaster

Hobby Update:

New ships have arrived and they are just wonderful. My graphic artist Darby Eckles did a magnificent job with the 3D graphic design which we worked on for almost a full year. Then off to the 3D printer the graphic went and finally many steps later we have completed our upgrade to ships with much greater detail and shaper castings. I sure you will agree these are some of the best Napoleonic Naval miniatures on the market. Please visit my website, www.portsmouthminiatures.com, for more details and photos of the new ships.



Portsmouth™
Miniatures and Games

We are proud to present our line of miniatures and accessories in 1:900 scale which has been shown to be the preferred scale on the game table. These ships are just the right size to see a good amount of detail while playing. The ship's hull is made of white metal, the masts are steel, and the sails are paper. Using silicone to glue the sails to the masts makes for very flexible glue joints. We designed these ships to be very sturdy as they are made to be played with as well as look good.

Our ships come either in kit form to allow you to assemble and paint, or we can do the work for you in which case all you need to do is select which nationality, ship type, and quantity. Our painted ships are first packaged in protective gift boxes which are then packed in a shipping box to ensure the ship arrives safely.

We have four ships in our line representing these ship sizes:

- Single Decker - 32 through 44 guns
- Small Double Decker - 50 through 68 guns
- Large Double Decker - 70 through 88 guns
- Triple Decker - 90 through 136 guns

Description	Price
Single Decker Kit	\$9
Small Double Decker Kit	\$14
Large Double Decker Kit	\$15
Triple Decker Kit	\$19
Painted Single Decker	\$29
Painted Small Double Decker	\$36
Painted Large Double Decker	\$37
Painted Triple Decker	\$44

Warlord Games Bolt Action Battle Report

By Oscar Barela

Got a Demo game in yesterday wit an old friend Scott at the Dragons Lair. We played 750 points early war Germans vs. French! Maximum Attrition. Scott chose to run the French and I played the Germans. Great game good time!!!



Support LSHM Hobby shops:



DRAGON'S LAIR[®]

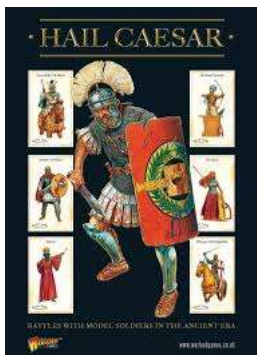
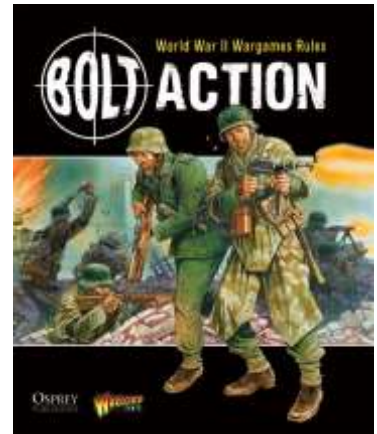
COMICS & FANTASY



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

Ph. #: (210) 615-1229

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



1/72 (20mm) World War II Gaming

French vs Germans 1940

(Battle Report)

By Richard Schwartz

On May 15, 1940, General Guderian crossed the Meuse River with three armored divisions. He turned two of them west, leaving the 10th Panzer Division and the Grossdeutschland Regiment to hold the southern flank of his westward drive to the sea. The key to this southern hinge was Mont Dieu (God Mountain) atop which sat the tiny village of Stonne. From this position, the French planned to launch an attack with two mechanized divisions in an effort to cut off Guderian's breakthrough. In the 48 hour fight, the village of Stonne changed hands 17 times.

The initial French attacks on the 15th were repulsed with heavy losses in tanks.



Early on the morning of the 16th, the German panzers were lined up on the main street preparing to advance and further exploit their gains.



1/72 (20mm) World War II Gaming



To the surprise of the German's, the French launched yet another armored attack, led by Lt. Billotte. Billotte, in his Char B1, found a route into the village, followed by two other Char B1's, and found the Germans nicely lined up! This is where our game began.

Having knocked out the lead PZ III, Billotte advanced aggressively seeking additional targets, including some hapless German soldiers trying relentlessly to find a crack in the thick armor of his Char B1.



As Billotte attacked, his supporting Char B1's advanced into the town. One of them attempted to drive through a court yard, and got hung up on a stone wall for most of the game, leaving Billotte on his own.



1/72 (20mm) World War II Gaming

Meanwhile, the supporting French infantry advanced under intense fire to assault Stonne church, driving the Germans out of the adjoining graveyard strong point, and then seizing the church itself in hand to hand combat.



1/72 (20mm) World War II Gaming

Billotte continued his rampage, despite taking over twenty hits from the inferior German armor and antitank guns.



Billotte destroyed all of the German heavy armor before the game ended, which was a good historical outcome.

The game system, originally called Hit the Dirt, was created in the late 1980's by Richard Schwartz.

Many thanks to Justo Perez (Uncle Greasy), Steve Miller and Ben Gauthier for a terrific game experience at Madness Games in Plano.

Richard

Support LSHM Hobby shops:



TableTop now carries a full line of Bolt Action and 4Ground terrain. LSHM members also receive a nice discount – just mention you are a member of LSHM next time you visit the store!!!



Store Hours:

2-10 Sunday - Thursday

2-12 am Friday and Saturday

16111 San Pedro Avenue, San Antonio Texas 78232

Website: www.tabletopsa.com

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

We need your gaming store listed here!!!

Contact Charlie Torok or one of the LSHM Board Members

GM Registration begins on 1 August 2016



11 – 13 November 2016

Austin Texas



*Hopeless Glory" & the 100th Anniversary of The battle of
the Somme November 1916*

Logon and sign up for GM Registration at:
<http://www.millenniumcon.info/index.html>



**To Run a Great
Game at
MillenniumCon
this year!!!**

The Return of Rob Gravener

(AKA UncleBobGoesToTexas)

Bolt Action 28mm WWII game

By Charlie Torok



It was sure good to sit down on a Friday afternoon and roll dice with Rob Gravener. Rob has been out of gaming for the past 6+ months with an illness. He is one of the fixtures here in Lone Star Historical Miniatures and a veteran of the Texas Bolt Action group.



Rob has been busy building a 1940 French army. On this afternoon of gaming we played a 1,250 point battle, with me using my MIGHTY Italians.

Some things never change – even after 6+ months. Rob was able to gain a victory over my army in what was a very fun game.

Glad to have you back Rob, looking forward to many more games!!





GRIPPING BEAST

Houston Texas

SAGA Campaign

By *Russell Helms*

(Here is the final results of a MAGNIFICENT campaign of SAGA held by the Houston Texas SAGA group led by Russell Helms)

It's been eight fortnights. Four months since the shores of Christendom have known peace. It seems so long ago, now, that Warlords with their bloodthirsty warbands of barbarian Pagans, bent on plunder, land, and glory, began landing on the beaches of Ireland, Germany, and so many other Christian lands.





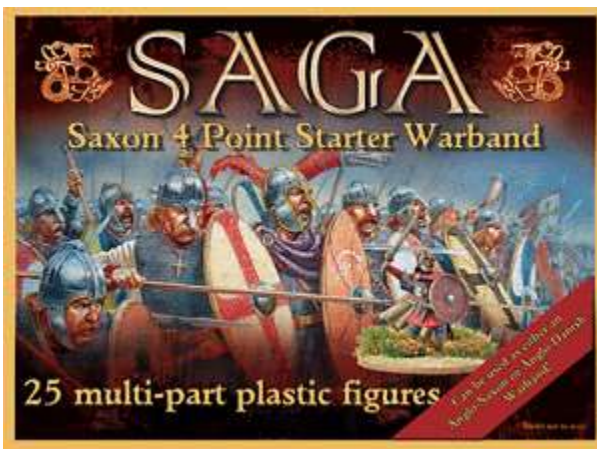
GRIPPING BEAST

The Christians, otherwise peaceful and gregarious, dared not turn the other cheek in the face of what could be the end the world as far as they knew. Instead, Christian Warlords, took up the sword and gathered their own warbands to defend holy lands and home. They would defend their lands by the sword... or die by it.

Initial forays and raids into Christian lands were beaten back more often than not. Stalwart Christian men-at-arms, vowing to never take a single step back, held the Pagans at bay in nearly every bloody battle.



While a great many Pagan barbarians fell, only to rise again to Valhalla, several of their warbands would find unsteady purchase on formerly Christian soil. Soil fertilized in the blood and ruin of it's defenders and invaders alike.



GRIPPING BEAST

In the end, the Pagans were subdued. Brought to heel by staunch military might and prowess... and the occasional princess offered up in marriage. And so, much of the lands have become newly settled by barbarian invaders. Their legacy will live on in the blonder hair and blue eyes of the children of these lands for ages to come even while they begin to kneel before the cross of the one God.

Now, the greatest of the Christian Warlords, [Garrett](#) the Celtic, pursues the legendary Pagan Warlord, [Clements](#) kiviik the Cold as he continues his rampage across Christian lands. Each warlord vowing that all the ages, now to the ends of time, will reverberate with the echos of their SAGA!





GRIPPING BEAST

LEAGUE FINAL SCORES

Overall Team Scoreboard

Christians: 230.5 - WINNERS!

Pagans: 185.5

Territories Controlled (including home territories)

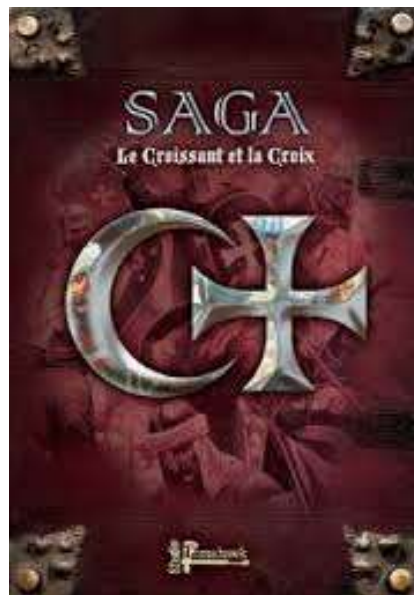
Christians: 9

Pagans: 10 - WINNERS! (Not that it matters. It's just cool!)

Current Leaders

Christians: [Jimmy Garrett](#) (27)

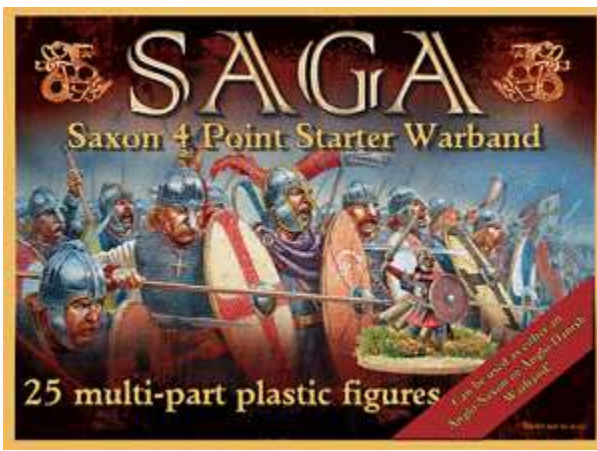
Pagans: [Casey Clements](#) (25)



Next [Jimmy](#) and [Casey](#) will face off to play a Championship game which will determine the overall winner of the 2016 Houston Area SAGA League.

I invite all participants to attend the Championship game. I plan to do an awards ceremony where prizes will be awarded after the conclusion of the game.

Location, date, and time for the Championship game are to be determined but it should occur within the next couple weeks. I hope to make an announcement with details by the end of this week.



**GRIPPING
BEAST**

I'd like to express my deepest appreciation to all of you who have played in the league. I love playing SAGA and I hope that you all have had as good a time playing as I have running the league.

I would also like to thank [Jimmy Garrett](#) and [John Burkwall](#) for captaining the teams. They both stepped up to take on a duty that made my job of running the league immeasurably easier. Much appreciation, gentlemen!

Lastly, I especially want to say thank you to all those who stuck it out and played, if not every game, as many games as you honestly could, even when you knew you were not going to be in the final Championship game. Thank you for demonstrating character and honor when you didn't have to.



Warlord Games Bolt Action Battle Report

By Oscar Barela



OI!!! Had a Blast doing a demo at Knight Watch Games this past Friday night. Got to run a 1000pt. game with Robin Adair and Duncan Garcia. It was the Spanish Blue Division vs. the Soviet 63rd Guards Rifle Division. Bloody as all battles the final outcome was a squeek on by victory for the Spaniards!!! i had to take cover from all the rounds and explosions going on so i only got a few pics!!!! looking forward to seeing these two new players on the field of battle again.



Gamers Workbench

By **THE MASTER** Jeff Caruso and his dog Hagar!

A little conversion I did back when MiniFigs was run out of Pine Plains, N.Y. by Steve Carpenter. The rider was originally holding a sword, so I added a hilt to the empty scabbard and gave him a pistol. The horse is from MiniFigs Norman and had high cantles that had to bring cut back and has epoxy added.



A monthly featured article by the MASTER PAINTER Jeff Caruso and his dog Hagar



The horse represents Cabaret Dancer, an Appaloosa mare best horse I ever owned. An alpha mare, the kind you would want to ride into battle. The flavor of the week is Colonials so I dusted her off and redid the rider's arm firing the pistol, sawed it off and made it more natural looking. Added a sword hilt to the empty scabbard as the British Officer was originally waving his saber in the air. Charlie has faced her in combat before if we played Colonials on the sand table.



**GRIPPING
BEAST**

SAGA Gaming in Austin Texas

By Pete Attack

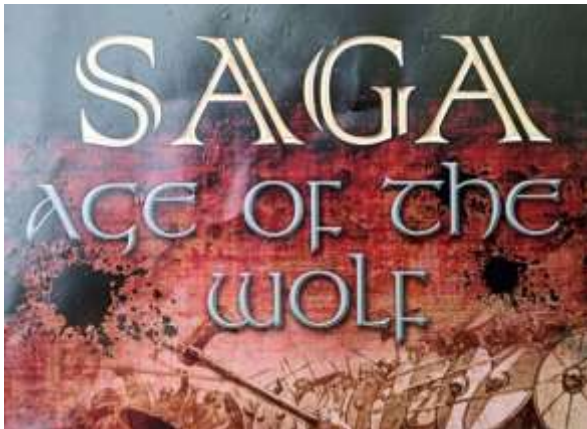


The Admin Notes!

First I want to say *Thank You* to Chris for helping get this organized at Dragon's Lair and making sure we've got table space to play the campaign!

Second - *Thank You* to you guys who are playing!

OK - to business. I forgot to collect the \$10 from anyone, but no worries - I'll be sure to get it from you next time.



The Roster.

I've updated and attached based off the most current info. A big thanks to James for putting this together and sending out. Going forward, I'll keep this updated in two ways (there is no need for players to update the spreadsheet).

1. If you play at DL and we are there, I'll update the sheet based off the last game you completed.

2. If I'm not there to get the info, you must send / text me a pic of your roster sheet after you are done with the Post Battle updates.

All updates to your warband roster should be done in the presence of your opponent.





GRIPPING BEAST

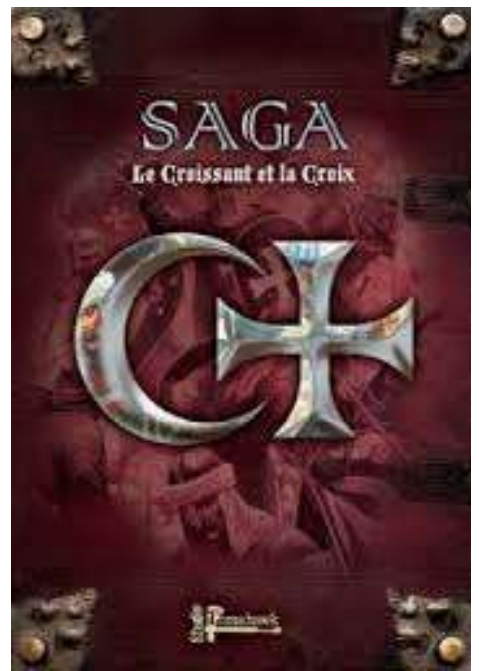
SAGA Gaming in Austin Texas

Next steps.

August 10th at DL is the next meetup for Season 1.

Expected games on the 10th

- Jake Campaigns against Pete
- Adam Campaigns against Albert
- Battles driven by Todd and Dave (I'll try and publish and update with this info later this week).



Season 2. Once all Season 1 battles have been concluded I will send out the updated spreadsheet. That email will have a deadline attached to it that will require EACH player to email me separately with their Action and Opponent. That will allow me to notify everyone of their opponents so you can plan on when to meet up. Failure to provide the update will result in a Defend action.

James - if you took some pics of any of the games, can you send them to Charlie (on copy) so he can use them for the LSHM newsletter.



GRIPPING BEAST

SAGA Gaming in Austin Texas

Early Notes on the Campaign.

It was fun! Rolling up your info is pretty interesting and gives great context to the campaign. There were five of us and we were able to play 4 games of Season 1. It appears Adam and I will play at least 3 matches in season 1!

Get used to playing 4 point games. It is not easy to grow your Warband. The only way to add *new* units is thru the fate table (about a 33% chance to do it), and nobody has done it yet.

Losing sucks, but it is not a disaster. Unless your Warlord dies. Even when you lose a match there are opportunities to recruit and roll on the fate table. Some losses will be permanent (for the winner and loser), so be careful with your men's lives! And if you don't want to be careful with your men - watch your Warlord. His death or injury can force you onto the defensive (Albert and Brady for Season 2), put you in the position of ransoming him back from an opponent, creating a Blood Feud and costing you precious resources.

Wording. Pay attention to "units" as there is a difference between "units" on your roster and "units" on the table. I'd recommend reading Page 23 (Managing Your Roster).

Playing games - and playing them ASAP. There is a bit of an advantage / disadvantage cycle for players here. If you wait to play, your opponent may get in several matches which could make his warband more formidable - or more vulnerable - depending on if he wins or loses or rolls good on the fate table. Remember - you will play the most current roster your opponent has with all the good and bad that represents.

I'm sure there is more, but that is some good food for thought after 1 evening of play.



Southern Mid War Nationals @ WarGamesCon

Location:
Doubletree by Hilton
6505 IH-35 North
Austin, TX 78752
1-512-454-3737



Dates: Saturday and Sunday, **August 27th – 28th 2016**

Tournament Format: Mid War, 1700 Points, Straight Swiss
Format, 5 Round (2 Days)

Convention Registration:
<https://www.frontlinegaming.org/community/wargames-con-2016/>

Flames of War Mid-War FOWSA Tournament

By Ian Straus



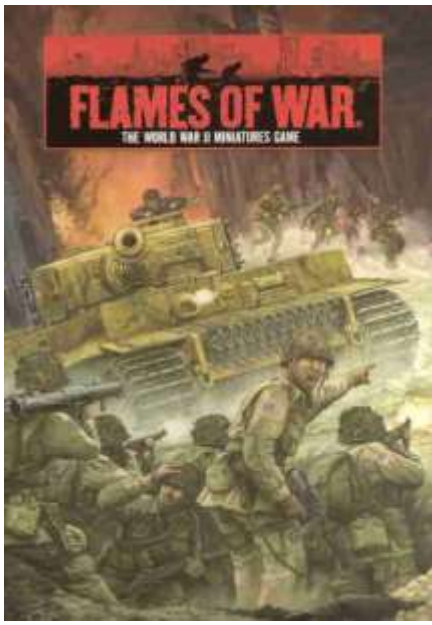
Ian Straus put on a great show at Dragon's Lair SA for the annual Flames of War Mid-War tournament. We had 18 players for the event. Thanks to Ian for running a fantastic event and Dragon's Lair for providing a wonderful venue and some great prizes.



Here are the tournament results

Name	City	Army	List Score
Mark Bayne	Austin	Soviet Kazachny Bn.	24
Bryan Koches	Bryan	Soviet Infantry	23
Jake Mayer	Austin	Soviet Tankovy (Red Army)	22
Warren Silliman	Leander	German Panzergrenadier co.	20
Arthur Douglas	San Antonio	German Grenadier co	18
Chris Jackson	Leesville	Italian Fucilieiri (Sicily)	18
Alex Montileone	Austin	Italian Infantry	17
Scott McKenzie	Hockley	German Pioneers (Afrika)	17
Justin Baeza	San Antonio	German Panther co	14
Carl Bellati	Houston	German kompanie	14
Colin Mckenzie	Hockley	Finnish	14
Kyle Miller	Sabinal	German Panzerkompanie	14
Mark Leroux	San Antonio	US Rifle co	10
Mike McGrail	Midland	Soviet Strelkovy Bn.	9
Joe Shaffer	Cibolo	Soviet Radzveki (mech)	8
Ricky Moore	Fort Worth	Australian Rifle co	6
Charles Torok	San Antonio	Italian Bersaglieri	5
Nathan Dibbern	Houston	US Rifle co	4

Flames of War Mid-War FOWSA Tournament





BANE OF WAR

Welcome to the BANE OF WAR 7 tournament January 14 and 15, 2017

This year we will be playing Late War, at **1515 points**, in all theaters (all lists in the Late War Books, Forces and approved PDF's).

44 players - Players will pre-pay and pre-register to be guaranteed a spot
(WE WILL NOT BE GOING OVER 44 PLAYERS!!)

Where: Texas Military forces museum, 2200 West 35th Street. Camp Mabry
BoW participants play in a WWII museum, surrounded by WWII Tanks, planes, 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 @ \$30.00- Allowing 22 allied and 22 axis armies, so sign up soon! Armies should only be chosen from the Late War books, or PDF's that are applicable to that period.

Scoring –

Typical FOW scoring, adding a plus 1 if you win and either wiped your opponent, captured the objective, or reached the end of round 6. (*Timing someone out before round 6, and receiving the win will not give you the bonus point*).

Special Rules –

ALL lists get the same free sporadic air, this will take your air slot but does not count against your points.

- 4/5/2+ bombs - 4/6/3+ rockets- 3/3/5+ mgs - NOT flying Tanks or jets.

US TD security teams that moved in the previous round causes the TD section to shoot as if moved, same if they moved that round.

Sportsmanship scores are added at 10 percent.

Number of Wins will be used as a tie breaker

Painting will be in its own category having no affect on the overall winner.

Organizer: Mark Bayne mark@baneofwar.com

Referee: Mark Bayne, and...

Special Note – Western Front will NOT be playing Eastern Front until the final round, if possible.



OCT

7

Texas **BROADSIDE!** 2016

Oct 7 - Oct 9 - La Porte, TX

Andy Bouffard invited you

★ Interested

Texas BROADSIDE! 2016 is less than five months away and we're opening up GM game submissions!

Volunteer to run a historic war-game (any period, as long as it happened or hypothetically could have happened) and this year you'll receive free admission to the USS TEXAS on Friday October 7th, for our GM-only game day, AND a free convention t-shirt! Please mark your calendars for the weekend of October 7-9, 2016. Visit <http://txbroadside.com>

Will you be the first to sign up to have fun and help raise funds to help preserve BB-35?!?

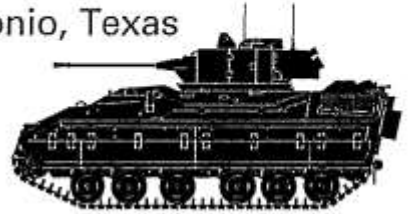
Support LSHM Hobby shops:



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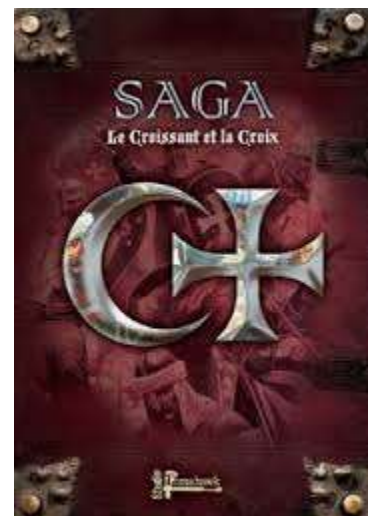
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**GRIPPING
BEAST**



**Dibbles now carries a full
Line of 28mm Metal
Revenge Miniatures for
SAGA and Crescent and the Cross**

Bolt Action Group (BAG) News

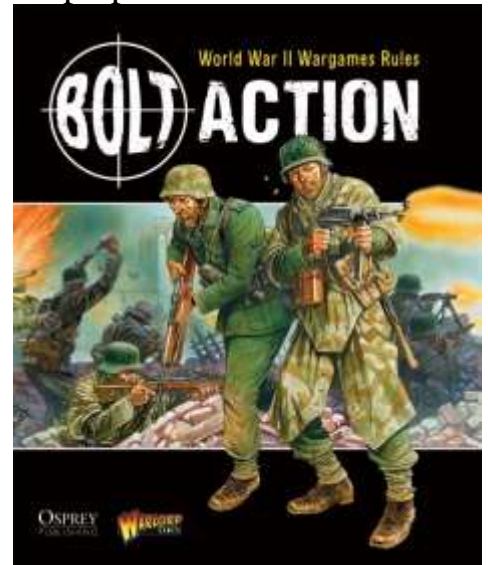
<https://www.facebook.com/groups/TexasBoltAction/>



Texas Bolt Action Events

Just a heads up on events for the next few months so you can prepare!

- ❖ Market Garden, August 13th
- ❖ MillenniumCon- Texas Bolt Action championships!
Round Rock - November 11-13 (Also a Primer)



Contact Casey Pittman
if you have any questions:
casey.pittman1@gmail.com

Gamers Work Bench

From Oscar Barela's paint table:



I finally got to finish up my Rubicon M-20 Scout Car for my First Free French Recon Platoon!!!! Great kit!!! Loved it!!! Very much the same as the Warlord kit!!! Here next to my Rubicon M-20 is My M-8 Greyhound Warlord plastic kit!!! Both are FANTASTIC!!! Only prob is needing to convert up some crew!!! Let me know what you think!!!



We need your gaming project listed here!!!

Contact Charlie Torok or one of the LSHM Board Members

Support LSHM Vendors and Sponsors:



NWS Wargaming Store Specials

We have 4 options for specials including sprues, dice, vehicles, and now a \$5 off any Army Starter Set!

See store for details! :-)

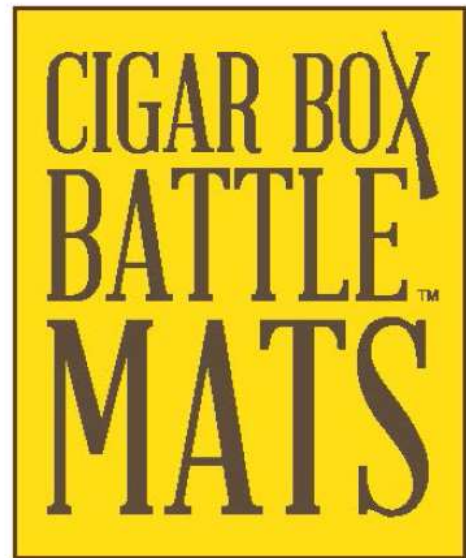
**Don't forget to mention LSHM when ordering!!

Christopher Dean
NWS Wargaming Store
<http://www.nws-online.net>
1-407-925-7782 24/7



We need your gaming news here!!!

LSHM Game Vendors



Chris Ward and Cigar Box Battle Mats provides some great gaming mats, a number of LSHM members use these in setting up their tabletop battlefields! Here are some newer announcements from Cigar Box Battle and our webstore link:

www.cigarboxbattlestore.bigcartel.com



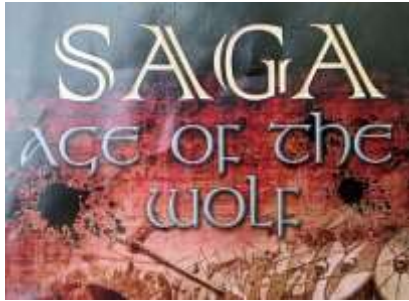
Mention LSHM when ordering
My best,
Chris Ward



Joe Wicker used the European Fields Battle Mat for his WWI Wings of War game at the SA Muster last year.

Age of the Wolf campaign
game: Austin Texas

By James



Here are a couple pics of my game with Adam Rios. My Anglo-Danes raided Adam's Irish, which resulted in a Forest Road Ambush Scenario. Despite losing three-quarters of his warband, Adam won when his Warlord escaped off board



**GRIPPING
BEAST**

The Forest Road Ambush is a bit odd to me. The ambushing player wants the ambush area where the defender sets up to be as clear of terrain as possible, and yet have as much terrain that is just beyond L of the road as possible, so that they can set up as close to the defenders as the scenario permits. The shape of the ideal terrain piece might be something like a large letter 'L.'

For woods, this allows a small piece of the woods to dip into the L-stick range of the road, while having a long stretch of linear woods just beyond L-stick range of it. If it's a hill, you can set it in closer and so set up a unit or two behind it. You might even use the long stem of woods terrain piece to touch or come close to the road to slow down anyone trying to move off the road if the attacker can get a unit on the road itself. The small base of the L-shaped terrain would just beyond L-stick range to hide a smaller unit.

The defender wants terrain to be close to the road so the attacker can't use it very effectively while they themselves can dive into it, if necessary. The attacker needs speedy, heavy troops to be in position so that they can be on the road and ahead of the column in a bound or two.

Brady

Support LSHM Vendors and Sponsors:



Lone Star Mensa of Central Texas Challenges YOU!

Come out to Austin Games Night and pit your skills against some of the most avid gamers in the Austin area! Held from 7 – 10 PM every Fourth Saturday of the month at Dragon's Lair Comics and Fantasy®, 2438 West Anderson Lane, Austin, [Tx](#).

Lone Star Mensa is the local chapter of American Mensa, a not-for-profit society whose sole qualification for membership is an IQ score in the top 2% on any of a number of standardized IQ tests. The purpose of Lone Star Mensa is to facilitate and encourage social and intellectual interaction and personal and group development amongst diverse people.

www.lonestarmensa.org



Contact Grant Hopwood on the LSHM Facebook page for details.

Tuesday Night / Game Night
Join LSHM on Tuesday nights at Dragon's Lair SA starting around 6pm. Each week a Fun and Exciting game is played.

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/>



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!!!

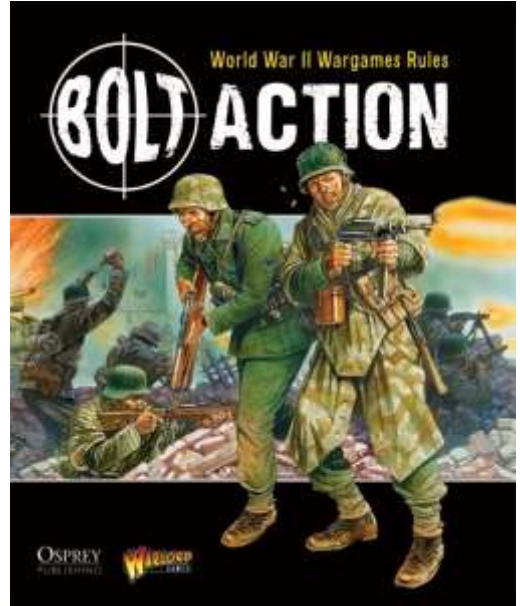
Please support your local gaming club!

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



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

[By Mr. Steve Miller](#)

54mm British Napoleonic Infantry for Eagle Rampant, Black Powder, Sharp Practice 2, Nothing like playing 54s!



[Steve Miller](#) Majority All the King's Men. Some are soft plastics from Armies in Plastic and Accurate Miniatures. There's really no secret on how to paint soft plastic figs. I just use Rustoleum white flat, paint with acrylics, Minwax Royal Walnut stain brushed on, Dull Cote spray, highlight, done. The Brits took about 5 days from start to finish. The basing took longer than the block painting. Ken Cliffe is the owner of All the King's Men. He's one of the good ones in our hobby. Here's a link to his site. Download a set of his free AWI rules. It's all I have played for years until Sharp Practice came out. Eagle Rampant looks promising...

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
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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>

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

By Tyler Buenaflor

Working on my 13th SS Handschar, working on the autumn camouflage scheme. Working on support weapons and a squad.



“The Tyler Page” Gamers Workbench



Putting some little touches on [Andrew Lomgoria's](#) British paras.

By Tyler Wallace



Future Events



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

We need your event here!!!