

The Lone Star Dispatch

April 2017



2017 LSHM Officers

| | | |
|---------------|--|----------------|
| Charlie Torok | torokc@hotmail.com | President |
| Joe Wicker | tabium@gmail.com | Vice President |
| Ian Straus | ian_straus@att.net | |
| Mike Gomez | mret@texas.net | |
| Mark Leroux | mleroux@gmail.com | |
| Casey Pittman | casey.pittman1@gmail.com | |
| Oscar Barela | oscar_barela@hotmail.com | |

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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.

Welcome to April and Springtime in Texas. Lot of great war-gaming going on this spring and summer here in LSHM. This edition of the LSHM Newsletter is packed with past – current – future gaming events and opportunities.

Wargames Illustrated – the premier gaming magazine in the world did a feature on LSHM and our gaming here in Texas. They highlighted the club and our yearly convention – MillenniumCon.

We have already begun to plan for the November convention. If you would like to help, run a game, donate some prizes or are more interested please watch the newsletter for future updates or write one of the board members listed to the left. We want to make this event even better and would love to have your input.

There are many gaming events planned and tournaments coming up soon, see inside this edition for specifics and please get involved.

Try out a new game, come by to learn how to play something you have not, or how about running a game. The San Antonio Muster in July is a great place to showcase your favorite game, contact me if interested.

See you at the gaming table - Charlie

LSHM is featured in this month's
edition of Wargames Illustrated magazine
pick up your copy at:

Dragon's Lair

Knight Watch Games

Dibbles Hobbies

And other gaming stores across Texas



WARGAMES
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**Take time to thank the editors at
Wargames Illustrated for featuring our
group in their awesome magazine!**

contributors@wargamesillustrated.net



CLUB FOCUS

LONE STAR HISTORICAL MINIATURES (LSHM) CLUB

Charlie Torok provides details on the LSHM club and the convention that he and the other members run every year.

LSHM began in the early 1970s as a small group of historical wargamers who met in one of the local game / model train stores in San Antonio, Texas. Dibbles Hobbies, owned by Jeff Chladek, was the first location to be used. The small store would place tables over the center check-out island in order to make space for tabletop gaming. This remained the small club's venue for many years. As more and more players began to show interest the club began to expand beyond the small train shop. Games started to take place in club members homes and at other venues. The club also began to expand beyond San Antonio. For the first twenty or so years the club remained a loose group of enthusiastic wargamers. In the early 1990s the club began to formalize its by-laws and club officers' roles and responsibilities. The club began to collect dues and reach out and spread the news and get more players interested in historical gaming. By the late 1990s a small group of Austin gamers led by Rob Smith (Great Hall Games in Austin) had a vision to run a gaming convention. The group was organized and large enough to put on its first show, Millennium, in 1998 (based on the new millennium just a few years away). After running and growing the event over 15 years the Austin/Waco group passed the torch to the San Antonio group which now runs the event.

There are a number of other major shows across Texas run by groups affiliated with LSHM. TEXICON in the Dallas-Fort Worth area, OwlCon in Houston and Texas BroadSides which takes place on the battleship *Texas*.

The LSHM mission statement reads: The LSHM gaming club is located throughout the state of Texas. We promote miniature wargaming in both historical and non-historical genres. We are not dedicated to any one company, ruleset, or game store. The club currently has eight active board members and over 450 members on the contact list. The group communicates through a monthly newsletter and over social media, mainly concentrating on its facebook page: Lone Star Historical Miniatures - Official Group.

ONE CLUB, MANY LOCATIONS

The club has membership throughout the state of Texas, with active groups in San Antonio, Austin, Houston, Dallas-Fort Worth and other cities in the state. The club also has members who reside outside of Texas and regularly attend events and MillenniumCon. We tend to migrate towards local game stores that provide gaming space and sell the products we buy. The San Antonio group rotates between a couple of stores (Dragon's Lair and Knight Watch Games). A few of the

clubs groups play in members' homes. Major events coming up in 2017 include: Flames of War - Bane of War, Return to Middle Earth - Lord of the Rings Strategy Battle Game, the annual Summer Muster, English Civil War, SAGA, *Hail Caesar*, *Black Powder*, and *Bolt Action*, just to name a few.

In Houston, Russell Helms recently put on a six month long SAGA campaign that was hugely successful. Titled the Houston Area SAGA League the campaign had over 22 players using the map of Europe as a backdrop. In Austin, Pete Atack organizes a group that plays SAGA and *Hail Caesar*. They regularly meet at Dragon's Lair - Austin for their weekly game nights. Additionally, Casey Pittman organizes a weekly *Bolt Action* group that also meets at Dragon's Lair. In the Waco area Alan Spencer leads a group of ECW gamers. The Dallas-Fort Worth area has a number of groups, one of which is led by Steve Miller who hosts games in his magnificent game room called "The Rat Palace". Joe Wicker leads the San Antonio *Bolt Action* group; he puts on a quarterly tournament rotating around a number of stores. The first quarter of 2017 features an Operation Barbarossa 1941 themed event. There are also a number of members scattered throughout the state who play regularly and attend many of the events. The LSHM club is looking to expand beyond these cities and grow our membership all over the state.

MILLENNIUMCON

The club puts on an annual war-gaming convention each November in central Texas. We plan the event around the 11th of November to coincide with U.S. Veterans Day (Armistice Day). Last year it fell nicely starting on Friday the 11th and going to Sunday the 13th. Our group plays most historical periods, scales and rules systems. We also venture outside the historical realm and play many non-traditional games. Last year saw a record number of games provided by club members and also an increase in the overall attendance. This has been a nice trend the past few years. This was our 19th annual gaming show.

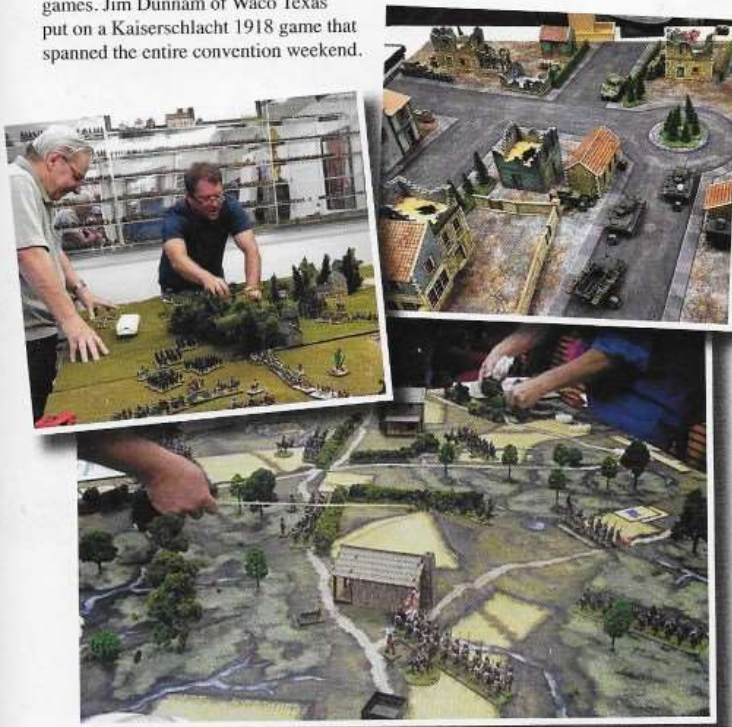
Last year's MillenniumCon celebrated the 100th anniversary of the end of the Battle of the Somme (November 1916) by featuring a number of WWI themed games. Jim Dunnam of Waco Texas put on a Kaiserschlacht 1918 game that spanned the entire convention weekend.

Along with his game were a number of other WWI trench games, *Axis&Allies* WWI 1914 boardgame, air combat games (*Wings of War* and *Aerodrome*) and a naval battle. Tournaments played a big part in MillenniumCon with *Flames Of War*, *SAGA* and *Bolt Action* each having major events. One game that always draws a huge crowd is Mike Gomez's chariot race based on the old Avalon Hill game - *Circus Maximus*. Mike has built an arena that fills a 5 foot by 16 foot table and hosts up to 14 players. There were a total of 95 games, tournaments and demonstrations over the three day weekend. There were 14 vendors who had a great weekend of meeting their customers face-to-face and selling their products. We also had over 30 companies provide products as prizes for games and tournaments.

Casey Pittman from Austin put on two spectacular Warlord Games *Bolt Action* tournaments over the convention weekend. On Friday his "Best Job I Ever Had" event (a play on the quote from *Fury*) drew maximum participation. Players from across Texas, Oklahoma and Arkansas fought over beautifully terraced tables. Players fielded reinforced platoons for this event. Instead of the standard tournament format, each side (Axis and Allies) selected a general to command the team. The general decided who fought on what table and against which opponent. This made for some interesting matchups and also led to a number of grudge matches. All the players had a great time. The second event was a Saturday Tank War tournament, where players got to field their armored forces.

Wargames Illustrated provided a free subscription that was awarded to a club member who attended the convention. We were able to sign up over 100 new members during the show. An old gaming veteran from the Dallas area (Mr Steve Miller) won the subscription. Additionally other prizes were awarded to the top three best-in-show games: first place going to "Kaiserschlacht 1918", by Jim Dunnam, second place to "Bolt Action Generals", by Casey Pittman and a third place (tie) awarded to "Aerodrome 1.1 World War I Air Combat", by Mike Becnel and "Circus Maximus", by Mike Gomez.

This year will be the club's 20th straight show, already planned for 10-12 November. The 2017 theme will be the 75th anniversary of the Battle of Stalingrad 1942. This should make for some great looking Stalingrad games. Casey Pittman who runs the *Bolt Action* events is already working on a themed tournament. Many other Game Masters have shown an interest in running games featuring the German offensive during the summer of 1942, the assault on Stalingrad, the Russian counter-attack, the German Winter Tempest offensive and the final destruction of the 6th Army.



LSHM WARGAMES CLUB

If you would like to connect to the group here in Texas join our official face-book page. We have a main LSHM club page, along with a number of other focused and affiliated group pages.

OFFICIAL LSHM FACEBOOK PAGE:

www.facebook.com/groups/lonestarihstoryminis

TEXAS BOLT ACTION:

www.facebook.com/groups/TexasBoltAction

FLAMES OF WAR SAN ANTONIO:

www.facebook.com/groups/fowsa

HOUSTON AREA WARGAMERS:

www.facebook.com/groups/houston.area.wargamers

HOUSTON AREA SAGA PLAYERS:

www.facebook.com/groups/HoustonAreaSAGAPlayers

The LSHM Club also publishes a monthly newsletter. If you would like to be added to the list just contact LSHM using our official face-book page above - we would love to include you. If you ever make it to Texas check us out and visit one of our many club locations, and if you ever happen to be in central Texas in early November come visit us at MillenniumCon.

Charlie Torok, LSHM Board member



Saturday, July 8th
10 a.m. - 6 p.m.



Dragon's Lair Comics & Fantasy
West Anderson Plaza
2438 West Anderson Ln
Austin, TX

For more information or to sign up,
email Jon.cox48@gmail.com

Support LSHM Vendors and Sponsors:

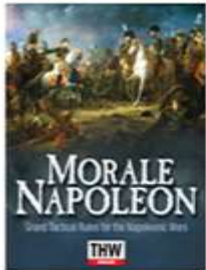
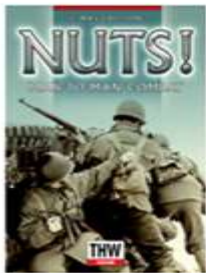
NWS WARGAMING STORE



www.nswargaming.net

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

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LSHM when ordering!!



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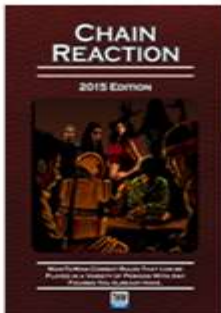
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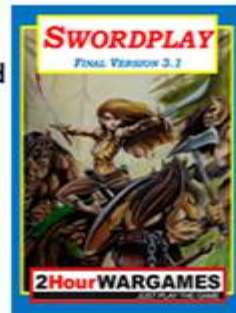
LSHM25

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<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>



Mark your calendar now!!

Post your convention / event / tournament here!!

San Antonio Muster IV Historical Miniatures Games Day

When: 29 July 2017

Where: Dragon's Lair SA

Time: 10am – 4pm

Cost: Free to LSHM members

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



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AUGUST 11-12, 2017

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San Antonio Muster IV

Historical Miniatures Games Day

When: 29 July 2017

Where: Dragon's Lair SA

Time: 10am – 4pm

Cost: Free to LSHM members

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



2-4 players per game

Specific games to be announced. If you are interested in running a game at the Muster contact Charlie Torok: torokc@Hotmail.com

Raven Banner Games

By Stephen Huckaby

Stephen Huckaby here bringing you the latest from **Raven Banner Games**:

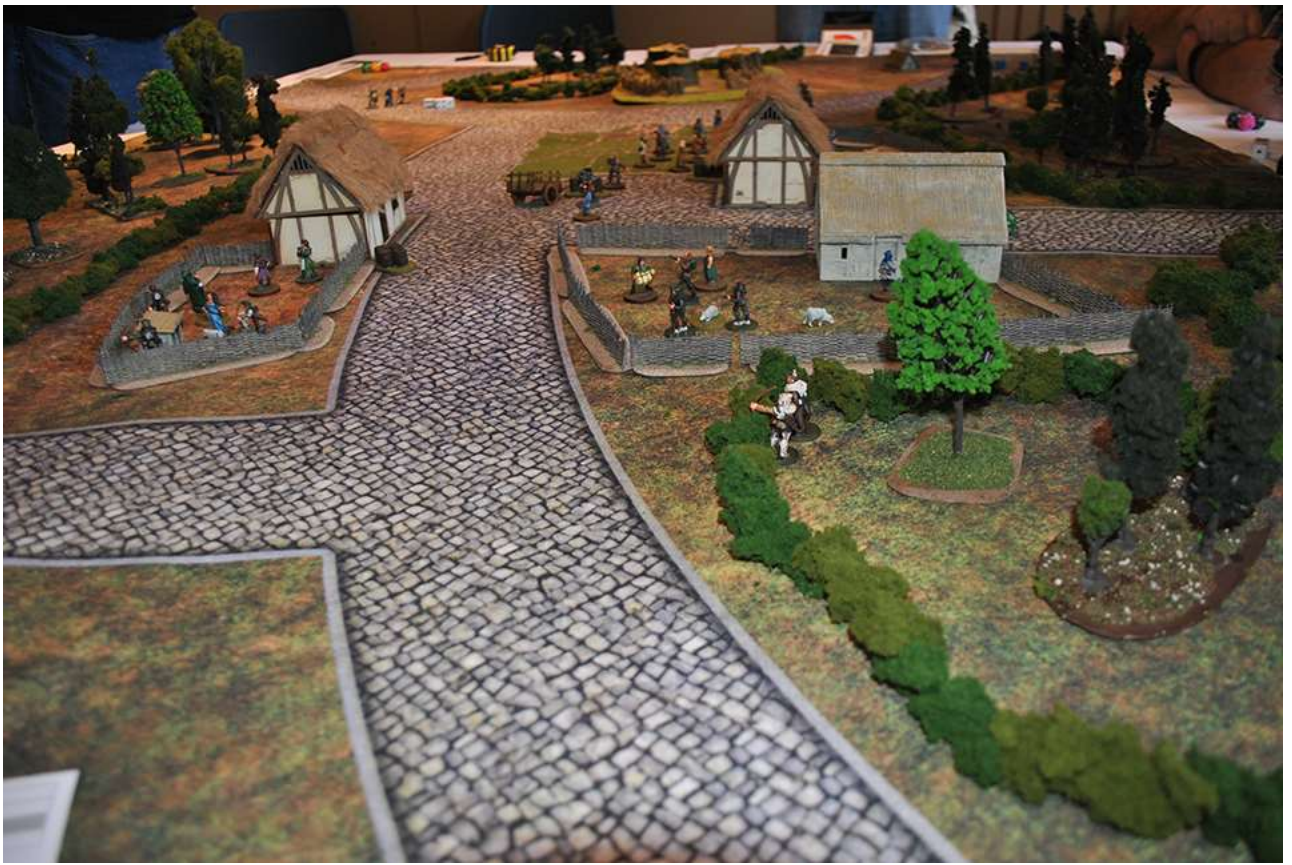
February & March 2017 were particularly active months for our company with vending at **Owl Con** and launching a new Kick Starter for the *ACW Gamer* figure line.

RBG shared a vending space with the friendly folks from Table Top Generals at **Owl Con**, held at Rice University in Houston. The convention featured historical, fantasy and sci-fi miniature games as well role-playing games and Euro-style board games.



Cigar Box Battle mats saw some action in a spectacular way with Houston Beer and Pretzels' *Robin Hood* game:





Robin Hood wins the day in this spectacular miniature game.:

Pictures courtesy of Andy Bouffard.



And **Osprey's** *Roni* game by Brent Lloyd:



We would also like to announce that **Cigar Box Battle** mats has cut some corners to bring you something new: round mats!



<http://cigarboxbattlestore.bigcartel.com>

CIRCULAR MATS!

60" wide Circular Battle Mats

Our NEW Circular mats have been added as options to the following designs
#102, #102b, #119, #120, #190, #191, #240, #250, #350, #380, #410

I would also like to announce that due to the loyal support of LSHM members at **Texas Broadsides**, **Millennium Con** and **Owl Con**, **Raven Banner Games** has created the new 'Lucky 7' reward card. Buy six CBB mats at any of the shows where we vend (Texas, Louisiana, Oklahoma) and get the 7th mat (of equal or lesser value than show price) free! Stop buy our booth to pick up your 'Lucky 7' card at any event where we are vending.

Our new **Kickstarter** project introduces 28mm American Civil War Union soldiers in greatcoats. Perfect for recreating winter battles such as Fredericksburg, Stones River, Chattanooga or Nashville.



The **Kickstarter** has successfully been funded, however gamers will be able to obtain the figures by contacting me. More information at:

https://www.kickstarter.com/projects/1773971808/28mm-miniature-civil-war-union-soldiers-wearing-gr?ref=user_menu

That's all for now, talk to you next month in the LSHM newsletter!!

Stephen Huckaby

Texas Gaming for 2017

Mark Leroux continues to put together a master list of events in and around Texas. If your event is not listed contact Mark and keep us updated – now you have no excuse not to be at the gaming table!!

~~TEXAS BOLT ACTION MED/NORTH AFRICA TOURNAMENT, San Antonio, TX
3/4/2017~~

~~TWISTERCON, Oklahoma City, OK
3/10/2017~~

~~<http://www.twistercon.com/TwisterCon/Default.HTML>~~

~~BLOODY BROTHERHOOD Waco, TX
[Bloody Brotherhood Team Bash](#)
Saturday 10:00 AM
[The Game](#)~~



~~FOWSA - EARLY WAR, San Antonio, TX
4/29/2017~~

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



~~CHUPACABRA CON, Austin, TX
5/12/2017~~

~~<http://www.chupacabracon.com/>~~



~~WARLORD GAMES CON, Midwest City, OK
5/26/2017~~

~~<http://www.warlordsgamescon.com>~~

~~TEXICON, DFW, TX (June 2017)~~

~~<http://www.texicon.net/>~~

~~BAYOU WARS!, St. Francisville, LA
6/2/2017~~

~~<https://www.facebook.com/BayouWars/>~~



Texas Gaming for 2017

(Continued)

BOLT ACTION TOURNAMENT

Austin TX Dragon's Lair 8 July 2017

Contact: Jon Cox at: joncox48@gmail.com



FOWSA - MID WAR, San Antonio, TX
7/22/2017

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

SAN ANTONIO MUSTER IV,
Dragon's Lair - San Antonio, TX
7/29/2017



BAYOU BATTLES, Houston, TX
8/11/2017

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

MANEUVERSCON, Tulsa, OK
8/11/2017

<http://www.maneuverscon.com>

WARGAMES CON, Austin, TX
8/18/2017

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



FOWSA - LATE WAR, San Antonio, TX
12:00:00 AM

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

TEXAS BROADSIDE!, La Porte, TX
12:00:00 AM

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



Texas Gaming for 2017

(Continued)

REAPERCON, Lewisville, TX

10/19/2017

<https://reapercon.com/>



LONESTARGAMEEXPO, DFW, TX

10/27/2017

<http://lonestargameexpo.com/>

GAMEXPO, San Antonio, TX

11/3/2017

<http://thegameexpo.com/>

MILLENNIUMCON, Austin, TX

11/10-12/2017

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



BGG.CON, DFW, TX

11/16/2017

<https://boardgamegeek.com/bggcon>



Ancients: Hail Caesar



Lone Star
Historical
Miniatures

By Pete Attack

Hail Caesar Leaning Game : March 2017 at Dragon's Lair, Austin

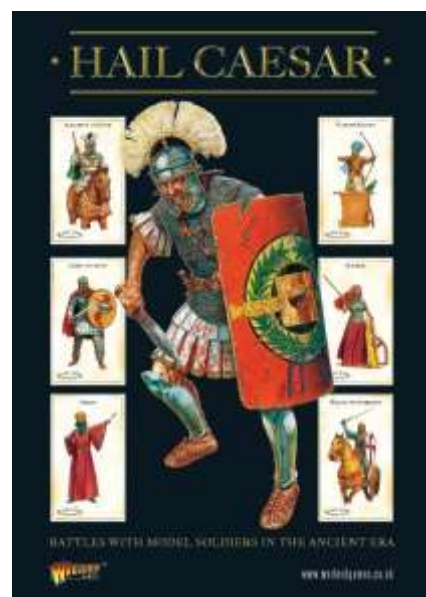
Little by little, we are growing the Hail Caesar group here in Austin. Six of us (including 3 new / relatively new) gathered on a Saturday morning to play a basic scenario to teach the basics of the rules. Putting together 800-point lists of Imperial Romans and Gauls, creating some cheat sheets with troops stats and key rules, and writing up a quick scenario, each side set up and started moving troops.



Getting through the basics fairly quickly, questions were more around how best to use different troops types, maximizing abilities, or why the dice refused to follow brilliantly developed plans!



There are two more events set up in April at DL (the 19th and the 22d) which will also be smaller learning-focused games before the group moves back into standard games for control of the Ancient world.



Hex Wars

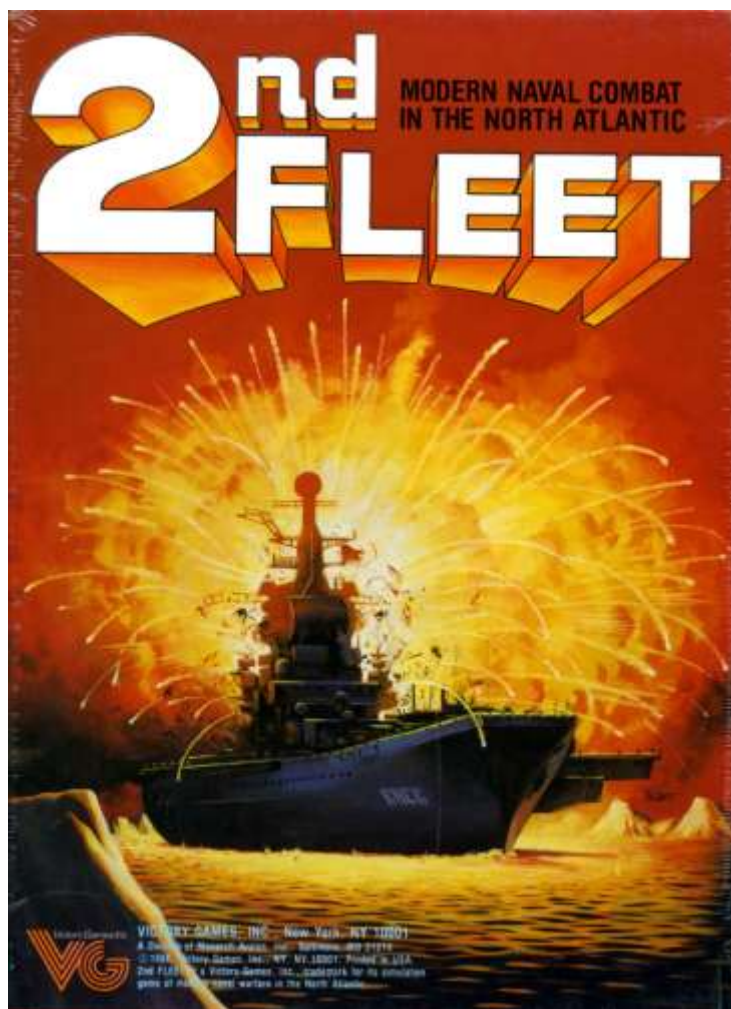
Board game update

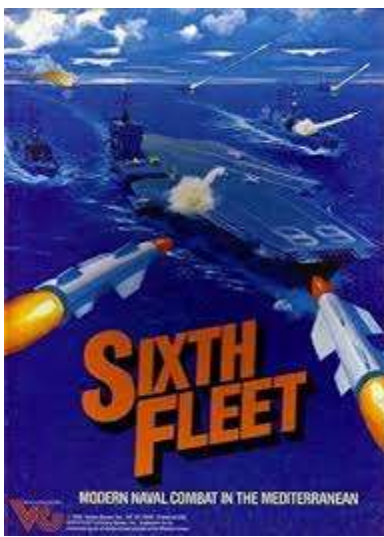


By Mark Leroux

Cold War hex-n-counters

Cold War gaming is rising in popularity. The list of miniatures games for the time period include Team Yankee, FoW: Arab-Isreali wars, FoW: Vietnam, Cold War Commander, and Force-On-Force.





But an interesting artifact from that era is the old Avalon Hill-style simulation game. These games usually including a detailed hexagonal map and cardboard counters to represent the playing pieces. Combat involved rolling dice and cross-referencing a chart that would return the outcome of an attack. Each of these games were developed from a copious amount of historical research and were designed with the maximum amount of realism that could be achieved and still be played in about 20 hours. Most modern games try to hit the sweet spot of two hours to complete, but these games were meant to suck up an entire weekend.

While simulation games probably wouldn't sell in today's tiny toy and collectible card game market, for guys of a certain age (40+ years old), these were a hobby in and of themselves. Many players have a shelf dedicated to a dusty collection of Avalon Hill book-boxes which they love dearly.





My friend Joe invited me to try a few scenarios of the [Fleet Series by Victory Games](#). Each box set of the series focuses on one of the US Navy strategic 'fleets' and its specific theater of operations. The forces are divided into the United States and NATO allies versus the Soviet Union and Warsaw Pact allies. The units of each side are separated into Air units, Surface ships, and Submarines. All the units represented come from the late 70's to mid 80's TOEs.

We started out with a few small introductory games (the kind that can actually be played in a few hours) of [2nd Fleet in the North Atlantic zone](#). We had a mind-bending game of duck and dodge with small groups of submarines in the frozen sub-arctic waters.



Then another short game of Soviets vs. Norwegians over the northern fjords

We quickly found out that battles in this time period were very quick and very deadly. Each game turn represents a 8 hour period in real world terms. It can be very easy to have an entire squadron of very expensive F-16s or Su-27s eliminated in a single day. For example, Joe launched a cruise missile attack from a US submarine on to my Soviet air base in Pechenga, and thus disabling four squadrons of interceptors, bombers and ground assault units for two days or six turns.

We enjoyed that game so much we planned another weekend battle. This time we decided to try [7th Fleet, which involves the Western Pacific zone](#). The map for this game is huge! With the Soviet base in Kamchatka at the northern most point and the Soviet bomber base in Vietnam at the southern most point and the tiny island of Guam with its US B-52 bomber wing to the eastern most point.



Rather than run the introductory scenario, we went straight to the biggest scenario appropriately called 'World War Three'. North Korea starts the whole thing by crossing the 38th parallel and the Soviets invade the Japanese island of Hokkaido. The US attempts to send Marine brigades on amphibious assault ships to reinforce the NATO allies. I took the Soviet side, Joe took the NATO side.



This game is ongoing at the time of this report. But, it is not looking good for the Soviets (me). Both carriers Minsk and Novrossiysk are destroyed as is a large amount of the Soviet air forces. On the US side, the carrier groups Midway and Kitty Hawk are still afloat but the escort ships are severely damaged. The Japanese navy is nearly gone. One Amphibious Assault ship has made it to port in South Korea. I'll post a final tally of the game when we finish. Sorry, but the scope of this game is too large to write a useful After Action Report.

Some people wonder why they haven't updated these games to modern (post-Iraq War era). This is because the nature of strategic warfare has changed dramatically since the age of NATO vs. Warsaw Pact. And thankfully, those theoretical battles have passed into historical record.

By Mark Leroux

Gaming Project

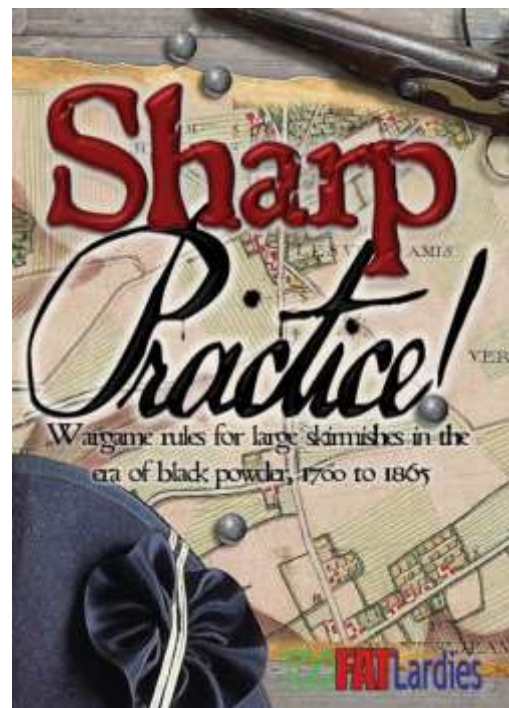
By Bryce Percy

This is my first unit for Sharp Practice done, and I can get two standard size regiments for Pickett's Charge out of a bag of miniatures. But it looks like I may need more color bearers to use all these flags that I have.



10 stands of Texas infantry. Just have to do the Colonel/ command base.

There's one unit for Sharp Practice and 2 regiments for Pickett's Charge.

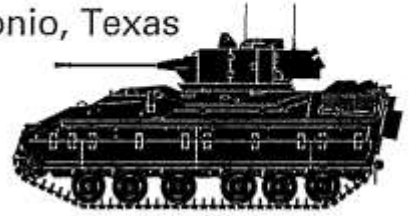




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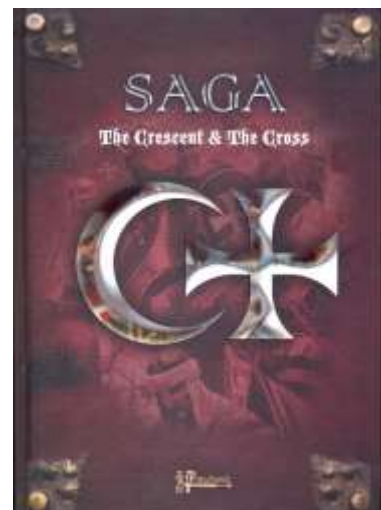
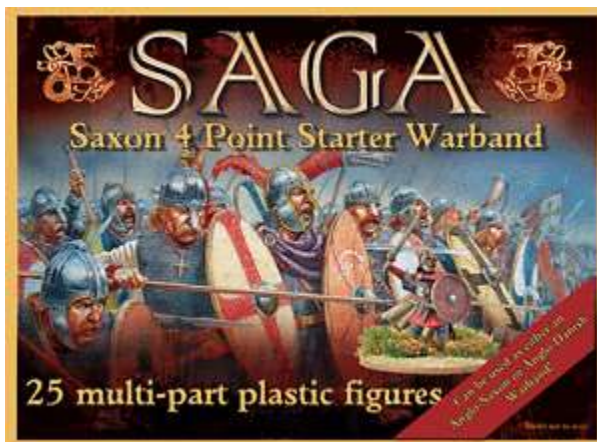
(210)735-7721



**GRIPPING
BEAST**



Dibbles carries SAGA



Carne-Con Texas

By Casey Pittman

I had a great day at Carne Con Day 1. [Philip Medick](#) has done a fantastic job and it is great to meet other players from around the state.

Played what is probably the hardest game to date today against [Joshua Cook](#). He had won on turn 6 but it went to turn 7 and I was able to snatch victory from him. Games like that are why I love this community and game so much.

I highly recommend to some you to take a chance and travel out of town to play in an event.





Warlord Games will be at these events:

| <u>CONVENTION</u> | <u>DATE</u> | <u>LOCATION</u> | <u>WEBSITE</u> |
|--|-----------------|------------------------|--|
| Lubbock-Con | 27-28 May | Lubbock, TX. | www.lubbockcon.com |
| WG OPEN DAY www.warlordgamescon.com | 27-29 May | Oklahoma City, OK. | |
| Nashcon midsouth.org/conventions/nashcon/ | 27-29 May | Nashville, TN. | hmgs- |
| Bayou Wars | 9 – 11 Jun | New Orleans. LA. | www.bayouwars.org |
| Texicon | 12-14 Jun | Hurst, TX. | Texicon.net |
| Origins | 14-18 Jun | Columbus, OH. | originsgamefair.com |
| Historicon | 13-16 Jul | Fredericksburg, VA. | hmgs.site-ym.com |
| ManeuversCon | 11-12 Aug | Tulsa, OK. | www.maneuverscon.com |
| NOVA OPEN | 31 Aug to 3 Sep | Crystal City, VA. | www.novaopen.com |
| Hubcon www.facebook.com/HubCon/ | 8 – 10 Sep | Hattiesburg, MS. | |
| Millenniumcon www.millenniumcon.info/ndex.html | 9-12 Nov | Round Rock, TX. | |

LSHM Wargaming goes to school in Texas

By Blake Radetzky



Wargaming goes to school: Historical gaming style.

Well its that time again, I'm getting ready to take wargaming to school. This summer will be my 22nd year to offer wargaming classes at Alamo Heights Summer Program called Summer at the Heights and my 12th year to offer wargaming classes at St Mary's Hall called Summer at the Hall. These classes run from May 30th to August 4th so my summer is full of wargaming.



Some of Blake's students from last year playing Warlord Games Hail Caesar



Bringing wargaming to kids ranging in age from 10 to 18. The best part is that the kids get to learn to clean, prime and paint miniatures if required for the class, learn the rules, and play games using their miniatures. AND, on the last day of that class they take home their miniatures they painted!



So here is the list of wargaming classes I am offering this summer.

Wild West using Gutshot rules in 25mm

Wings of Glory, World War I (they get a plane)

Warlords' Hail Caesar in 25mm

Warlords' Bolt Action in 25mm

Warlords' Beyond the Gates of Antares in 25mm

SAGA - Viking Age in 25mm

A Fantastic SAGA (fantasy) in 15mm

DBA 2.2+, Rome & Her Enemies in 10mm

Victory Without Quarter in 10mm

Cheese Wars X in 10mm

Axles and Alloys - hot wheels death race





Students will not only have fun playing games but will learn the history surrounding the historical events. They will learn the patience and skills of collecting and painting miniatures, the mechanics of gaming (movement distances, weapon ranges, tactics and how to win or lose), and the friendships associated with the gaming hobby.

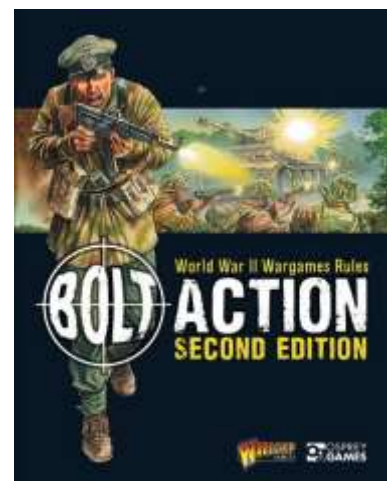
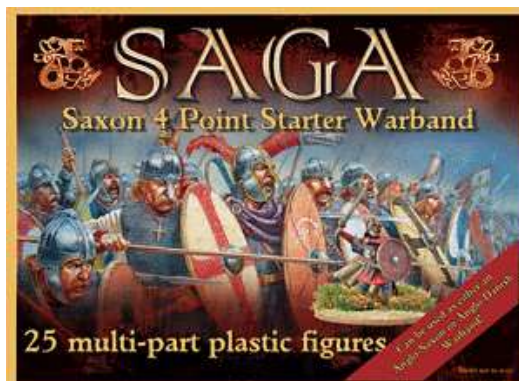
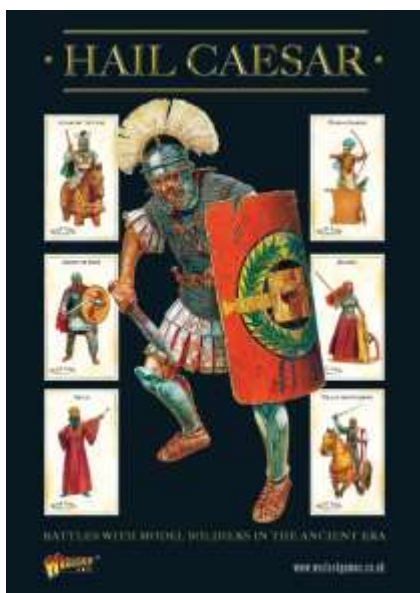
We hope to see many of them join our group and participate for years to come here in Lone Star Historical Miniatures of Texas. Some of them may even eventually move to your area and continue to grow our hobby. The hobby is not “greying” here in Texas!!!



I usually read/review two to three new rules every year to see if they would be a good match for my type of classes I plan to offer . Most authors and game companies are happy to send the rule to me for free, which is a bonus if I can use them.

If I can use them for the classes, then the process begins. I decide what type of class it will become, a squad level game or a mass battle event. Next I spend time looking for miniatures for the class that the kids will receive. And finally terrain considerations. Finding miniatures depends upon the type of class, if a level where its student versus student then that is not much of a problem.

However, for a large mass battle class, the students cannot receive an entire army and paint it and play with it in a short class cycle. So each student receives enough minis to create a unit. Then all the students together create the army which will fight against forces I field. For example, we used Warlord Games' rules, Hail Caesar. The students all received a 10 man squad of Romans that they painted. Together they formed the Roman army. I had to paint up an equal force of Celts for the Romans to battle.





Pendraken Miniatures

A special thanks goes out to many of our gaming company friends who have donated materials, games, figures, rules and prizes for Blake's students to use during the classes.



GRIPPING BEAST

Company's that have donated or sold product at discount to me for the classes are:

- Warlord Games
- Gripping Beast
- Aerodrome / Ares Games
- Pendraken Miniatures
- Mantic Games
- Hawgleg Publishing
- Two Hour Wargames
- Army Painter



Thanks for your continued support of this event.



Luke (one of Blake's recent students) plays in a SAGA tournament held at MillenniumCon 2016 against Pete Attack – one of the veteran gamers to attend the event.



So that's about it. I am overwhelmed in getting terrain built painted, enemies for the students to fight against painted and gathering miniatures for the kiddos to take home.

Ya'll have fun and hopefully you will see me and some of my students gaming at our local game stores!

Blake Radetzky



Luke holds up his winning prize from the SAGA tournament held at MillenniumCon 2016 – another war-gamer added to the ranks of LSHM!!

New Game Report

TEST OF HONOR

By Pete Attack



Test of Honor (or "Honour" if you are on the other side of the Atlantic...)

With the announcement of the preorder from Warlord, several Austin players 'conspired' with Dragon's Lair to order several bundles to begin rallying the Samurai. With everything arriving on the 25th, Dragon's Lair set aside some table space for the group to unbox, review,



TEST OF HONOUR

THE SAMURAI MINIATURES GAME

For the first two hours 4 of us assembled Samurai and Ashigaru (armed with bows, muskets, and spears). Once we'd assembled enough to play the learning scenario (1 samurai, 2 bowmen, 3 spearmen per side) we got down to testing things out. The rules, available for free online, are very simple at only 16 pages with very little chrome or difficulty. There is also a Battle Guide with a few more select rules, but mainly scenarios.





From noon until about 4pm we played 3 learning scenarios (6 different players) while 3 other players stopped in to watch while they waited for their games to show up in the mail. In short it was a quick start to the ToH community in Austin with 9 players present and a few more lurking and good for the store (all core boxes and almost all expansion boxes sold out during the demo). Several of us will be meeting at DL again on April 2d at 3pm.



As for a complete review... I'm hesitant to say too much after only playing one scenario and helping out with 2 others. That said... play is quick. Rules are very intuitive. Terrain is limited and not meant to be a big part of the game, IMO. Combat is quick with no real modifiers to keep track of, but the different weapons types can give some varied results based on a table if you roll very well. The scenarios in the manual are made to be played in a thematic campaign, but there are obviously no issues with playing pickup games.



As we get in more games and get some figs painted up, I'll pass along some more detailed updates.

By Pete Atack



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Early FoWSA IV

Saturday, April 29, 2017



The 4th early war San Antonio Flames of War tournament will be played Saturday, April 29th, 2017 at Dragon's Lair / San Antonio, 7959 Fredericksburg Rd # 129 San Antonio, Texas (Fredericksburg Rd and Medical Dr., in the Annex).

Bring your **1,650 point army**, drawn from any Early War FoW book! edition rules will be used.



The tournament will accommodate 18 participants. First registered and with lists in, first served; others on standby; and we will look for a volunteer on standby to ensure an even number of players.

The Tournament will cost \$15.00, but \$10 if you are a member of LSHM at the time of pre-registration. Tournament fees are 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 10:00 AM and play begins at 10:30 AM.

Lists: Make 1650 point lists from the Barbarossa, Blitzkrieg, Burning Empires, Hellfire and Back, Rising Sun, or the early war columns of Gung Ho or Banzai books. (Request permission for PDFs.) Please email all lists to ian.straus@att.net by April 22nd at noon, central time, for approval, with subject line " Early FoWSA 4 list".

Bring a copy of your list and the source book to show to your opponents. Lists must show: The player's name, the source book and page, company name, types and numbers of stands in each platoon, and point costs; and should list any special rules and options that apply to your force.

Three rounds will be played. Pairings will be done with these priorities: No repeat pairings; opponents from different cities; historical opponent armies. And in round 3, priorities will be: No repeat pairings; the highest vs. highest- scoring players; opponents from different cities. Rounds will be 2 ½ hours, plus up to 15 minutes to finish the current turn. Missions will be announced at 10AM, will be from the 3rd edition rulebook, and will include one fair fight and one defensive mission.

Tables will be themed to the theaters of war: France, Poland, Mongolia, North Africa, Russia, Finland, and possibly the Pacific depending on the forces pre-registered. Table contest: Terrain will be appreciated, and I will give a prize for the best 4'x6' table setup. (We provide the table, which will likely be 5x6; and you provide everything on top of it.) Please tell me if you intend to participate in the table contest. Tables must have a density of at least one terrain feature per 2'x2' area, and the whole table must have at least five terrain features that limit line of sight. Impassable terrain and major rivers in the center of the board are not to be used, nor may more than half the table be difficult terrain. Lone houses are not acceptable, as not realistic for any theater of this war. Terrain will be defined in writing using the FoWSA table form.

Miniatures must be 15mm of any brand or brands (other scales for aircraft are acceptable), and must be painted. (Just primed or painted in one or two colors does not qualify.) Proxies are only acceptable if close to the actual listed equipment, and "close" will be defined by arbitrary rulings of the Umpire.

Prizes will be awarded to best overall general and for 2nd place, best-painted army, best terrain table. (There is no point talking about best Axis or best Allied in early war. Where would you classify the Soviets as they invade Poland?)

Ian Straus ian.straus@att.net
Tournament organizer

For frequent FoWSA tournament and San Antonio Flames of War events information see the facebook page <https://www.facebook.com/groups/fowsa/>; or the FoWSA blog; or the LSHM Facebook or Yahoo groups.

Texas Bolt Action & LSHM Mediterranean themed Tournament

Saturday, March 4, 2017

By Joe Wicker



Mediterranean Madness, Dragon's Lair San Antonio Texas



17 players participated in the event

Just like the course of history, the allies bull dozed the axis forces off the coast of Africa, through the island of Sicily, and up the boot of Italy for a decisive victory. Nate Culver led the drive and redefined French tactics and maneuver by skillfully racking up 52 points for an allied win and the top spot of the Mediterranean Tourney; he was awarded the British Distinguished Service medal for his actions.

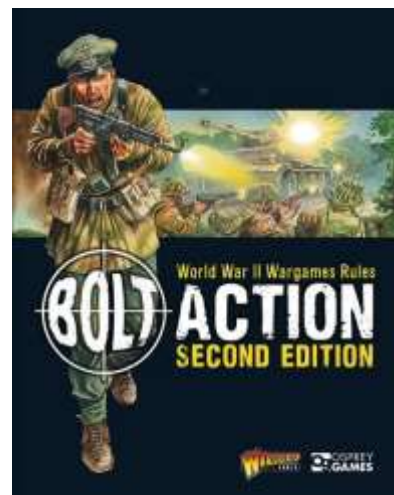


[Mediterranean/N. Africa](#)

Saturday, March 4 at 10 AM

[Dragon's Lair San Antonio](#)

7959 Fredericksburg Rd, Ste
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Close on his heels was newly appointed Lieutenant (Bolt Action rank) Andrew Fisher (Captain Fisher [USA] in real life) leading elements of 1st PLT(+)/A Co, 1-16 INF REG, 1ID with 49 victory points. PLT LDRS Chris Lisanti and James Miller were close behind with their allied platoons.



The lead axis player was Nathan Brakel leading his German forces in a gallant attempt to stop the allies from conquering North Africa with 44 points. Jim Johnson deployed from Houston with his veteran HEER troops in an effort to support Nathan and came in second place for the axis with 41 points. Leutnant Michael Lisanti did well with his platoon to take third place in the axis ranks. The two big losses of the day went to Leutnant Michael Lisanti when he faced Lieutenant Andrew Fisher, and when Leutnant Nathan Brakel beat Leftenant John Bradley.



Probably the most memorable moment of the day was when Nate Culver beat Nathanael Lisanti in the third round while fighting over a bridge in the center of the map. Nathanael charged over the bridge into a well placed ambush by Nate which obliterated Nathanael's forces and morale. Nathanael took the defeat like a good soldier and promised to be back with a VENGANCE next time. Neither axis nor allied forces brought any airpower which resulted in artillery and close combat to decide the day.

Both victories were by fifteen points and occurred in the first round. At this point in the swirling battles it was a draw in points but then the allies utilized maneuver (and perhaps favorable die) and were able to blast through the axis forces culminating in an allied victory with 322 points to 265 by the axis.



Several new comers participated in the tournament. The new PLT LDRS are Andrew Fisher, John Bradley, Jason Lynnstaedter, James Miller, Jimmy Gollihar, and Matt Paschal.



I want to say a SPECIAL "WELCOME" and thanks to Jimmy and Matt who drove from Waco, TX to participate in the tournament. We in LSHM hope to enjoy your company and enthusiasm more often in the future. I wish you the best of luck in getting your Waco Bolt Action group up in running!



Of note, many old timers are adjusting to the new BA V2 rules and the new comers are catching on well. During the tournament, the veterans patiently explained rules and regulations to the newbies who listened and learned earnestly. The best historical write-up came from Andrew Fisher. Both high scorers failed to submit lists or historical write-ups but still claimed high scorers through maneuver on the battlefield.





The option to take a medal in-lieu of models to the top PLT LDRS of each faction was well received; I was encouraged to continue the effort. I want to thank Dragon's Lair San Antonio and LSHM for the great prize support! Without your help, this effort wouldn't be nearly as successful as it has been. Until next month, stay safe and keep on gaming....SARGE OUT!

Joe Wicker

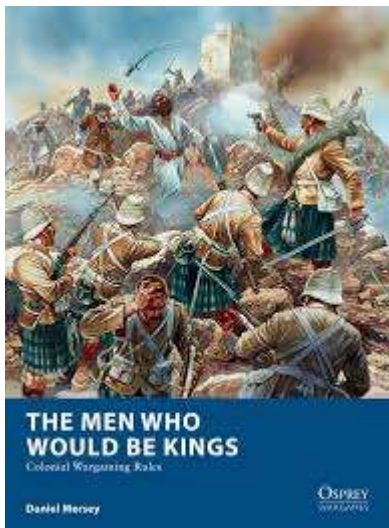


Gaming Project

By Marcus Smith

I'm looking to make my DAK my primary BA army so I did a repaint of my Stug III. They were rare indeed (only 6 models made it to combat in North Africa) attached to Fallschirmjager units. I will have to add an airborne element to my overall DAK for accuracy but I couldn't resist including my favorite German armored vehicle to my existing DAK.





The Capture of Piet Petronius-1880

By Steve Miller
DFW Irregulars



Lone Star Historical
Miniatures Group

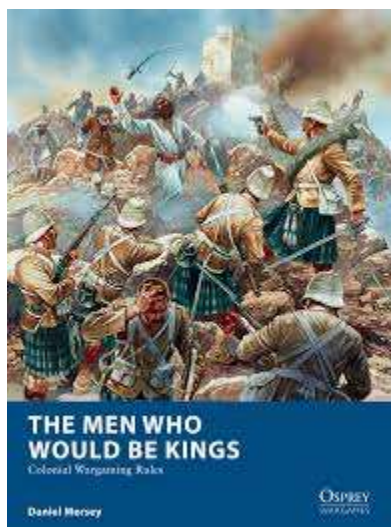
A Solo Game Using The Men Who Would be Kings, Daniel Mersey
Liberally Adapted from The First Boer War, Joseph Lehmann
Steve Miller-DFW Irregulars/Southern Front

The Men Who Would is Kings (abbreviated TMWBK) is a great fast play Colonial game. I was drawn to it, as I really liked Lion and Dragon Rampant. Some of the mechanics in those two games such as activation, morale and simple melee/reaction transfer quite well to this period. I also have a nice collection of colonials including British (Stadden circa 1975) used in my 28mm War of the Worlds game, Boers (Falcon circa early 80s), Arabs (various manufacturers circa mid 80s), and Zulus (Old Glory I believe circa 1990-ish). These collections have not seen the light of day since about 2000 so this was the time to dust 'em off and get them out.



Mersey has included a solo gaming component that seemed to work well with a smaller Afghans vs. British game. I wanted to try it with an enemy that had modern weapons and field craft. After reading *The First Boer War* by Joseph Lehmann for the umpteenth time during 2017 Spring Break, it was a done deal.

The solo gaming segment is called “Playing Against Mr. Babbage”. This is a dice controlled, automated action game. Each time the British move, fire, or charge; the automated “Mr. Babbage” motivates the Boers. An after action report follows.



Piet Petronius was a member of the Transvaal Council and a radical adherent to the ideals of the Revolutions of 1848 and the American Revolution. His roots were Boer; independent, highly religious, a quiet conservative in appearance.

Recently, large diamond deposits were unearthed near the small farm town of Kimberly by an English concern. Additional gold deposits were found further north in the Natal. English commercial concerns have moved quickly to dominate the gold mining industry and threaten the fortune of the Boer family; the De Beers. Given the political and economic instability in the region; the Boers decide to strike for independence.

Petronius held court at his farm near the Skraakenberg Kopje. The British East India Company presses the Governor to take Petronius into custody for sedition. The stage is set for an epic first battle on the veldt near Cape Town.

Forces: 25mm and 28mm

British:

- 1-Ground Rocket Troop
- 2-Regular Infantry x12 figures
- 1-Regular Infantry (Punishment Battalion) x12 figures
- 1-Cape Town Mounted Constabulary x8 figures



Boer:

- Kommando Koptje: 12 figures (may be mounted or dismounted)
- Kommando Junkers: 12 figures (maybe mounted or dismounted)
- Kommando Smythe-Fruitbat: 8 figures (maybe mounted or dismounted)
- Kommando Fannin: 8 figures en route from Bulenberg

Table Size: 6x6

Turn 1:

British forces under Major Hedrick Batguano, Esq. arrive on the farmstead of Petronius thinking a quick snag and grab will take the area Boer forces (commandos-citizen soldiers, skilled in field craft and crack shots). The wife of Petronius and a field hand meets them initially. Color Sergeant Harvey Wallbanger tries to put the woman into custody and is cut down by a bush knife wielded by the field hand. Battle is on!

Two Boer Kommandos arrive and begin firefights with the regulars at long range from the Skraenberg Kopje above the farmstead. Years of hunting and protecting their farmsteads against native raids pay off with the "rooineks" being pinned on the left and right. The rocket battery commander orders the rocket fired but the rocket is a "dud". Piet gathers several of his friends that were staying the night and go to the upstairs firing positions. Piet's father constructed the farmhouse and is a massive stone construction with an upper housing of dense and expensive ebony wood imported from the Congo. The British trudge forward in open order braving the fire of the Boers.

Turn 2:

Mr. Babbage motivates Smythe's and Koptje's Kommandos to move forward and engage the British in short range firefights giving better than received. Two British units are pinned. That means they can only shoot with ½ dice and must try to rally under fire. Not easy when facing angry Boers with rifles. The British return fire, pinning 1 Boer unit. Mr. Babbage tests for a responsive action and the Boers "slink away" to the protection of the Skraenberg Kopje. Mr. Babbage rolls for his patented "recycling machine". The unit melts away. Round 1 to the British!

Turn 3:

British forces form close order and prepare to return fire to the stinging fire put upon them by the Boers. The punishment platoon fails their check and stands in place. Platoon H and J give fire and the Boers react. They pass their pinning test and stand tall in the face of Martini-Henry's best efforts. The rocket troop has limited ammunition and does not pass their activation to shoot. Major Batguano is not pleased. There is no way into the farmhouse without their support.

Mr. Babbage rolls a charge into the pinned British to the chagrin of the Boer commander Smythe. They are easily repulsed by the regulars with cold steel and pluck in the best traditions of the service. They have been mentioned in dispatches to Whitehall. As a result, Babbage rolls a reaction and the unit melts back into the veldt to reappear the next turn in the same place but at long rifle range. Mr. Babbage manages a wry smile. He rolls the arrival of Fannin. His commando arrives to the east of the Skrackenberg Koptje. They immediately form mounted skirmish line and start to give fire to the "rooineks", pinning H Platoon. Things are looking rather grim for the British.



Turn 4:

The British rally all Platoons and move against the farmhouse taking long and short-range rifle casualties. Fire from the farmhouse kills the horse of Major Batguano. He is shaken but not stirred. It is reported Piet's wife in revenge for his aborted detention took the shot. Mr. Babbage responds by rolling a charge upon a rapidly depleting platoon; routing it. It melts in the hot African veldt never to be seen again. It is reported in dispatches that Boer women and children shoot the stragglers and take their weapons. That is a fact that will haunt the British throughout the conflict. The Cape Town Mounted Constabulary arrives to support Batguano. They fail their move motivation roll and stand in place to the rear of Batguano's position.

The remaining two British platoons are pinned again by rifle fire and are becoming rather sparse and shaky. They do pass their morale rolls and stand in place. The mission is becoming rather “sticky” according to Batguano’s journal. Koptje’s commando returns via the cattle paths in the Skraakenberg Koptje; giving long range rifle fire onto Batguano’s platoon.



Additional fire is noted and casualties are taken from the farmhouse. Protests to the Transvaal Council about the use of large caliber elephant guns against the NCOs and officers of the British units. The Transvaal Council as “loser talk” summarily dismissed this protest.

Mr. Babbage rolls two charges upon the depleted British force. H and J platoons rout. Piet Petronius escapes through the Skraakenberg Kopje to the north and is seen at the Boer Council chambers in Pretoria. Major Batguano is called back to Whitehall, faces charges and is summarily cashiered from the British army. He later takes residence in the Belgian Congo training Askari units in British drill and tactics.

By Steve Miller

DFW Irregulars

Dallas – Fort Worth



Take Aways:

1. This game must contain at least 2:1 attacker/defender units if playing British vs. Boers. The Boers shoot as sharpshooters and have “field craft” allowing them to go “down” for additional cover modifiers.
2. Playing against “Mr. Babbage” may be an acquired taste and may be unsuitable for a multiple player game against the automated opponent. I’ve had a blast in the two games I’ve soloed so your mileage may vary.
3. Keep the terrain simple. There is a balance. Too much terrain is boring in this game. Too little terrain is deadly for the forces involved as rifle ranges are a maximum of 24”.
4. Field guns, machine guns, rocket batteries are a bit funny to play. They either work quite well or suck VERY VERY badly.
5. Playing against Mr. Babbage is a challenge and does not produce the same results each game. Highly recommended as a diversion for an evening after work or afternoon. The game lasted 2.5 hours and that was because I took two days to play it.

Would I do it again? You bet. The rules are recommended as a fast play alternative to older, slower rules systems. Now it’s time to put on multiple player games without the “help” of Mr. Babbage

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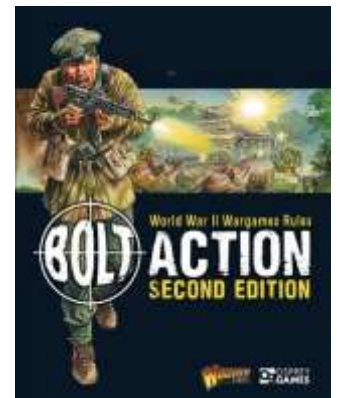
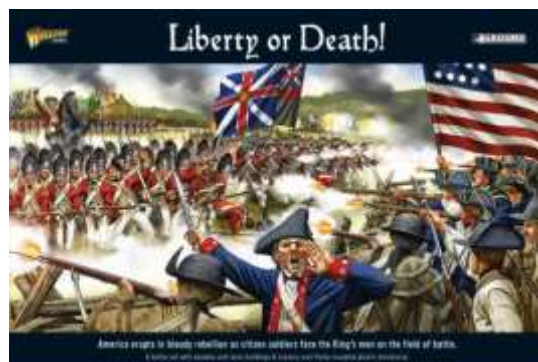
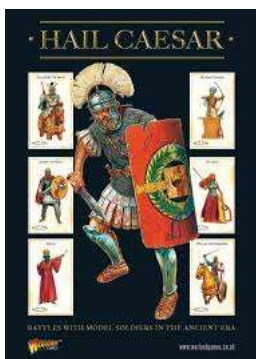
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Dragon's Lair now carries most Warlords rules and products, if it is not on the shelf just ask and they will order it for you – saving you the shipping cost.



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Bolt Action Game Report

By Eric Anthony

Battle Report 3/18/2016

Belligerents: United States and Germany

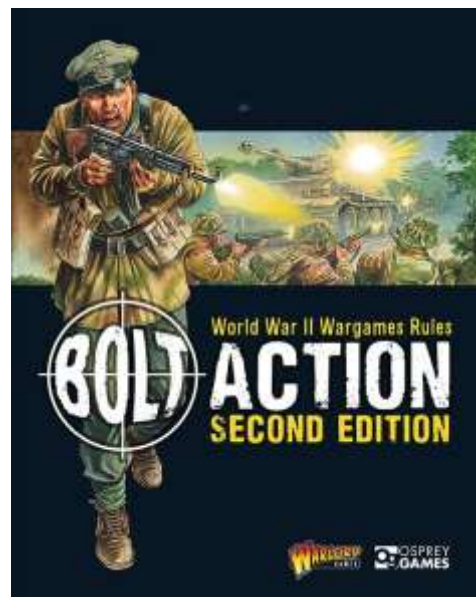
Commanders: LT Erik Mendoza and LT [John Bradley](#)

Mission: Sectors

-Both commanders deployed their forces in anticipation of enemy confrontation. Due to a lapse in communication and the blurring of front lines, neither force called in a preparatory bombardment. The battle begins.

Turn 1

Both forces begin moving, trying to control the buildings on the edge of a small village. Lt. Bradley moved for his Pz. IV in an attempt to cut off american reinforcements and eliminate the american headquarters section. The first casualties went to the German forces, as a squad of infantry occupied a building and was direct hit by an Airborne Pack Howie.





Turn 2
Panzergrenadier reinforcements arrive for the Germans, and a halftrack takes the field with a small squad inside. It is quickly eliminated by the oncoming Sherman, which takes cover from the Pz. IV behind a small grove of trees. An American squad of infantry fires down on the small anti-tank gun, bringing it down to one man. The airborne howitzer puts another round through the building occupied with Heer infantry. A Jeep driver looking for medals takes a back road to put him completely behind enemy lines. He takes fire from the German HQ unit, but only gets a pin. The Heer infantry squad regroups and another takes the field. The Pz. IV continues to move up.



Turn 3
American airborne forces take advantage of the rattled German infantry retreating from their burning halftrack. They quickly move through the cover of the hay field and mow them down with coordinated fire. The Sherman moves forward to take on the Pz. IV, but the shot goes wide. The Pz. IV returns fire, striking a glancing blow and pushing the Sherman crew down in the hull. The Heer infantry squad in the building moves out and takes on the infantry that fired on the anti-tank gun. They go down and won't get back up for the rest of the game. Another infantry squad is fired upon by the glory seeking Jeep, and then runs to occupy a building. The Jeep survives another volley of fire from the HQ unit.





Turn 4

The American HQ unit opens fire on the infantry unit in the building, along with a garrisoned MMG. The airborne howitzer and Sherman stay down, and the Pz. IV shot goes wide again. More American infantry moves up on the village edge. The HQ unit puts a bullet through the gas tank of the Jeep, setting it ablaze. A posthumous Medal of Honor is awarded. German and American infantry continue to skirmish at the village edge, scoring casualties on both sides.

Turn 5

An American infantry squad is wiped out, and Airborne forces whip around to flank the Germans at the village edge, scoring a casualty. The Pz. IV lands a direct hit on the Sherman and howitzer, killing the crew of both. Infantry continue to skirmish, and more casualties are had on both sides. The American MMG team packs up and pushes forward to move on the German flank.



Turn 6

Infantry continue to skirmish and most of the American infantry goes down to avoid incoming fire. After contemplation and a low dice roll for a Turn 7, the German High Command decided to withdraw the attack, and results in an American victory!

All in all, a great time playing John, and my second win this week down in Corpus Christi!

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

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WarlordDemoTeam@yahoo.com.



Gaming Projects

By Tyler Wallace

The makings of a winter German army. Ultimately plan to have Panzer Grenadiers, Volksgrenadiers, and Waffen SS elements. Time to paint up the kitty cats!



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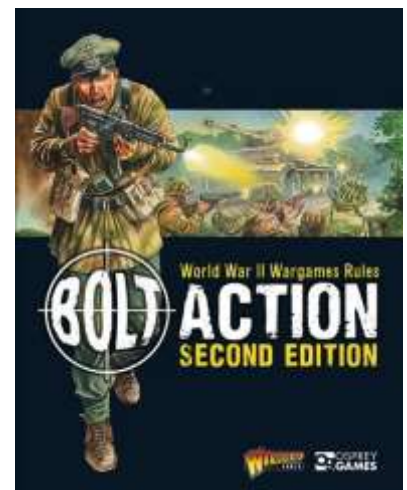
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Chris Ward and Cigar Box Battle Mats provides some great gaming mats, a number of LSHM members use these in setting up their tabletop battlefields! Here are some newer announcements from Cigar Box Battle and our webstore link:

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 Dragon's Lair San Antonio.



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

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4th Annual Warlord Games
GAME-DAY

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May 26, 2017 at 5 PM to May 28, 2017 at 6 PM

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FoWSA tournaments for 2017

in 2017 we will again have three Flames of War San Antonio (FoWSA) tournaments: Early, Middle, and Late war played in that order.

April 29th, Early FoWSA (Saturday) at Dragon's Lair / San Antonio.

This tournament will use 3rd edition rules, because 4th edition will only have been out since March.

July 22nd Middle FoWSA (Saturday) at Dragon's Lair / San Antonio.

This tournament will tentatively use 4th edition rules. More on that when Battlefront tips their hand a little more on 4th edition.

The mid war tournament will be themed to the Stalingrad campaign, and will include at least one 3'x4' urban table for fighting in built up areas. Yes, this will affect choice of lists! But note that any category of troops will be historical: The Germans committed a Panzer division to Stalingrad.

and **Late FoWSA** in September, date TBA.

For more information on all of these, watch this blog; the FoWSA facebook group and LSHM facebook group; the LSHM yahoo Groups, and of course the LSHM newsletter.

Gaming Project

By Jim Simpson

My last German project before I start my 10mm Roman army.
A winter theme.
I figured to utilize my existing camouflage AFVS and transports.
...Any thoughts?



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

[By Mr. Steve Miller](#)

RD and I played a 1500 point Bolt Action 2 game at the Rat Palace Redux. Great game, a dead draw. A couple of things we learned:

1. Reduce the size of the table to 6x4. We played on a 6x6 today. Too big. Game plays like 40K in that respect



2. Thinking 750-1000 points is a better way to do a smack down. 1500 points was a bit slow with all the dice being pulled from the vaunted sack.

3. Airpower is overrated. Flak is too! Lol

4. You should be playing at the Rat Palace! Great friends, great terrain, great day!



Join LSHM

If you are not a member of LSHM please think about joining now. This would be a great time to join. We hope to see everyone at the gaming table!!!

Please support your local gaming club!

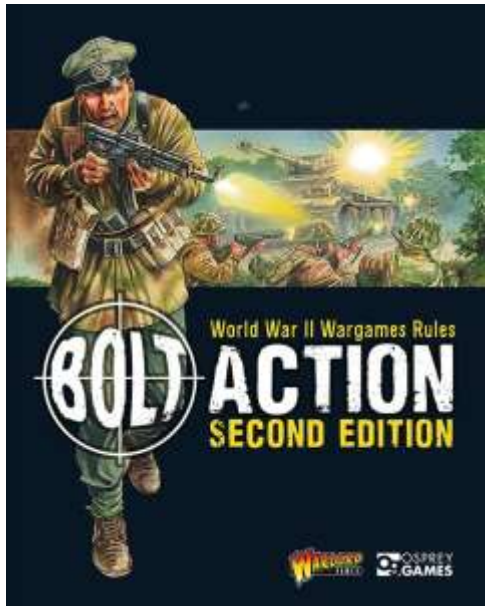


The cost of membership is \$5 and this goes towards promotion and prizes for our many events state-wide. This low cost membership helps us to promote the hobby through running tournaments and events in order to get gamers out gaming!! Please consider joining the group and helping promote our hobby.



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

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



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Points of Contact:

Jeff Lawrence jlaw2424@gmail.com
Cal Kinzer ckinzer@juno.com
Tim Harwood tim95th@gmail.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. GMs for Maneuvers do not pay to enter and run their games. Gamemasters, when you arrive see a staff member for table assignments.



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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.

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