

The Lone Star Dispatch

April 2018



2018 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	
Oscar Barela	oscar_barela@hotmail.com	
Mark Sanchez	msanchez387@satx.rr.com	

Inside this issue:

Welcome & BOD update
Upcoming Events
Past Games played
Future Events planned
Bolt Action Games
Gamers Workbench
Flames of War – WWII
Flames of War – Team Yankee
SAGA Games
Battle Reports
Product Review
Sponsors and Advertisers
Discounts to Members

The Lone Star Historical Miniatures (LSHM). We promote miniatures wargaming in primarily historical periods but also fantasy/sci-fi. We are not dedicated to one rule set or scale. We promote miniatures wargaming by running events, helping local conventions, and assisting with tournaments, financial backing and run demo games. We will also run gaming classes at schools. We encourage all gamers to be a part of our group to help support our common hobby.

Welcome to April and the start of Spring/Summer – time to dust off your miniatures / rulesets / and dice and get to the gaming tables!!

Good news for LSHM, we submitted our tax-exemption / non-profit request to the IRS back in September and recently were approved as a 501(c)7 non-profit club. This will allow us to save a significant amount of money by not having to pay federal taxes. What does this mean to LSHM and you as a member – more \$\$ for us to put back into the hobby through prizes, sponsorships and events. Thanks to everyone who helped in this effort.

I continue to work on my 2018 project – the American Civil War in 28mm (see article in this newsletter). We would love to hear about your 2018 projects – shoot me a note and some pictures of what you are working on. I see a group playing the new SAGA version 2 rules, some playing Spectre Operations, Napoleon at War and others trying out Mortem Et Gloriam ancients. Lots of neat stuff going on.

Charlie Torok

We need your input for the monthly newsletter – if you have a gaming project or battle report submit it to me at: torokc@hotmail.com

We would love to hear from you!!

See you at the gaming table.



APR
14

CarneCon2018

Public · Hosted by CarneCon

[Mansfield Activities Center](#)

106 South Wisteria Street
Mansfield, Texas 76063

Bolt Action tournament to raise canned food items for a local food pantry with proceeds going to Operation Home Front. 5 games over 2 days. bring your appetite as we serve food on both days. Registration at www.meatshank.com

Saturday, April 14, 2017

1200 - 12:30 pm Setup / Doors Open / Registration / Welcome

12:45 - 3:00 pm Game One

3:15 - 5:30 pm Game Two

5:30 - 6:15 pm BBQ Dinner

6:15 - 8:30 pm Game Three

8:30 - 9:00 pm clean/prep for day 2

Sunday, April 15, 2017

9:00 - 9:15 am Setup / Doors Open / Registration / Welcome...

9:15 - 11:30 am Game Four

11:45 - 2:00 pm Game Five (snacks provided)

2:00 - 3:00 pm Lunch Provided / Awards / Clean up



Presents

Napoleon at War!

Sunday April 29, 2018 Noon- 8pm

The Game Closet
4008 Bosque Blvd, Waco TX

Round Robin Open Gaming Event
(non-tournament)

This popular rules set is making its way back onto the gaming scene. Division level 15mm armies battle it out to find the next Napoleon.

Rules: Napoleon at War, Version 1

Rounds: Three 2-hour rounds

Scale: 15-18mm

Points: 1000 pts maximum. Mandatory organics, & at least 1 support and 1 reserve force.

Table: 6x4 foot tables. Terrain will be preset as much as possible.

No unpainted, unbased units!

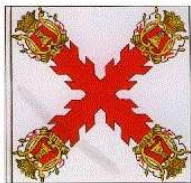
This is meant to be a fun, enjoyable, meet-n-greet event. Prize will be award to the Best Sportsman.

Please pre-register with Alan Spencer via email (gamingenglishcivilwar@gmail.com) with your army list so we know how many tables to reserve.

Also - please bring extra terrain mats/terrain in case they are needed.

Vive L'Emperor

This event is part of the new monthly historical miniatures gaming day at The Game Closet sponsored by LSHM on the last Sunday of every month. Look for information on this and other events on the LSHM Facebook page and at The Game Closet.



Dawn at The Alamo

Lone Star Historical Miniatures

By Dennis Castillo



Members of the San Antonio chapter of the Lone Star Historical Miniatures (LSHM) group had a great game at Dragon's Lair in San Antonio Texas on 6 March 2018 (the 182nd anniversary of the fall of the Alamo).



Members of the San Antonio chapter of LSHM

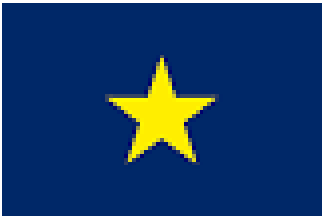


It seems only fitting that the group would play this game on 6 March and in San Antonio Texas.

The model of the Alamo comes from the Fort Sam Houston Museum. About 3 years ago the museum was moving locations on Fort Sam Houston and decided to throw it away. One of our members saved it from the trash heap (of history).



The defenders managed to hold out causing heavy casualties on the Mexican attackers.



Republic of Texas flag



Some unfortunate events for the Mexicans alerted the defenders to the assault which let them prepare for the onslaught.



Here's some more pictures from the north wall. I was the distraction and I wiped out poor Joe, he retired after I killed Travis, and had a complete battalion on the wall and wiped out the entire force holding the northern section of the Alamo. So I did my job.





What was the end result? Santa Anna was irate having to commit the reserves to a later assault ignoring the pleas to parley which finally smashed the rebel Texans.



The Alamo game and figures are the mastermind of Dennis Castillo, he will be presenting the game at many events throughout the year to include the San Antonio Muster in August and at the LSHM annual convention at MillenniumCon held 9-11 November in Austin Texas.

US Warlord Demo Team Presents

5TH ANNUAL WARLORD GAMES CON "BOXCARS TO VERSAILLES"



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*5th Annual Warlord Games Con - "Boxcars to Versailles"
May 18th - 20th, 2018
Reed Conference Center
Midwest City, Oklahoma*

Get ready for our 5th annual gaming event where we give you the opportunity to try out all of the tabletop wargaming products from Warlord Games. Additionally we will have Arena Rex, Circus Maximus, Savage Core, and CounterBlast as well.

The painting contest will have two categories with awards, one for historical pieces and one for non-historical.

And there will be tournaments - Bolt Action, Beyond the Gates of Antares, Test of Honour and Konflikt '47.

This is the first year we have classes for the kids where they will be introduced to miniature painting as well as tabletop wargaming. And the kids will be able to submit what they painted into the painting contest in their own category known as The Young Guns.

*Weekend Pass w/Tournament:
\$45 (One tournament only)*

Weekend Pass Only: \$35

One Day Pass: \$25

First 25 pre-paid registrations will get a bonus item in their swag bags.

*If you have any questions contact us at
WarlordDemoTeam@yahoo.com.
To register visit our website:
www.warlordgamescon.com.*



SAGA V2

by Pete Attack



With the release of the SAGA 2.0, the local folks here in Austin have dusted off some lonely Dark Ages minis, cracked the binding on some new rulebooks, tried to forget tons of tribal knowledge attached to the original rules, and start rolling SAGA dice again.

Over the past two weeks about 7-8 of us have been getting in some games at Dragon's Lair in Austin featuring Vikings, Anglo-Danes, Anglo-Saxons, Irish, Normans, and Jomsvikings.



A bunch of hits from a Norman charge on the Anglo-Saxon Fyrd.

I'm not sure I'd classify any of the changes as "major" as nothing was truly blown up and redone, but there were *many* key minor adjustments made to movement, combat, the Warlords themselves, and most importantly the Battle Boards. Overall feedback has been positive or neutral pending further plays as I think there is some adjustment period especially to players who had grown accustomed to specific warbands or play styles. Game-play does feel more straightforward, simplified, and oriented towards combat / ease of combat.

Norman cavalry
into the Anglo-
Saxon flank



Flemish
mercenaries
trying to support
the Warlord. The
warlord was later
killed by levy
archers!

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

FEATURED SECTIONS

SPECIALS!

SPECIALS AND SALES! (Updated 7/31/2017)

PLASTIC MODELS & MINIATURES

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- PSC/ITALERI, WARLORD,
ZVEZDA, 4GROUND, RUBICON,
PERRY, SARISSA, TANKS, ARMY
PAINTER

BOARD GAMES

BOARD GAMES - MMP, COA, LW,
ATO, PSC, COMPASS, GMT, WGP,
DVG, A&A

DICE, TOWERS, COUNTER TRAYS

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GAME BOXES, COUNTER SHEETS

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PUBLICATIONS SECTION

NWS WARGAMING STORE

Website: <http://www.nswargaming.net>

Email: contact@nswargaming.net or store@nswargaming.net

All Categories



SEARCH

2018 - Texas Region - Conventions and Events

MAGCON

4/7/2018 - 4/8/2018

Infinity early college - NCISD Annex - New Caney,TX

Contact:

<http://www.magcon.org/>

**Send us Info on
your event so
we can publish
it!!**

CARNECON

4/14/2018 - 4/15/2018

Mansfield Activities Center - Mansfield,TX

Contact: Philip Medick

<http://www.meatshank.com>

LONEWOLF GT-KINGS OF WAR

4/28/2018 - 4/29/2018

DFW Airport Marriott South - Fort Worth,TX

Contact: Mark Cox

<http://lonewolfgt.com>

CHUPACABRA CON

5/4/2018 - 5/6/2018

Wingate Hotel & Convention Center - Round Rock,TX

Contact: Al Griego

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

WARLORD GAMES CON

5/18/2018 - 5/20/2018

Sheraton Midwest City Hotel & Convention Center - Midwest City,OK

Contact: Jon Russell

<http://www.warlordgamescon.com>

FOWSA - EARLY WAR

5/26/2018 -

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

Contact: Ian Straus

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

2018 - Texas Region - Conventions and Events

CAPITOL CITY CLASH-KINGS OF WAR

6/8/2018 - 6/10/2018

Courtyard Marriott Austin NW Lakeline - Austin, TX

Contact: Todd Serpico

<http://www.capitalcityclash.com/public/>

FOWSA - MID WAR

7/7/2018 -

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

Contact: Ian Straus

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

**Send us Info on
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BAYOU BATTLES

8/10/2018 - 8/12/2018

Wyndham West Houston-Energy Corridor - Houston, TX

Contact: Rick Hoy

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

MANEUVERSCON

8/17/2018 - 8/19/2018

Wyndham Tulsa Hotel - Tulsa, OK

Contact: Jeff Lawrence

<http://www.maneuverscon.com>

WARGAMES CON

8/17/2018 - 8/19/2018

DoubleTree by Hilton Hotel - Austin, TX

Contact:

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

REAPERCON

8/30/2018 - 9/2/2018

Embassy Suites - Denton Convention Center - Denton, TX

Contact:

<https://reapercon.com/>

2018 - Texas Region - Conventions and Events

LONESTARGAMEEXPO

9/7/2018 - 9/9/2018

Grapevine Civic Center - Grapevine, TX

Contact:

<http://lonestargameexpo.com/>

TEXAS BROADSIDE!

10/12/2018 - 10/14/2018

Battleship Texas State Historical Park - La Porte, TX

Contact: Andy Broussard

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

MILLENNIUMCON

11/9/2018 - 11/11/2018

Wingate Hotel & Convention Center - Round Rock, TX

Contact: Charles Torok

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

BOARD GAME GEEK CON

11/14/2018 - 11/18/2018

Hyatt Regency - DFW Airport - DFW, TX

Contact:

<https://boardgamegeek.com>

TBA Conventions

Bayou Wars! St. Francisville LA TBA

San Antonio Muster San Antonio TX TBA

LoneStarGameExpo Grapevine TX TBA

FoWSA - Late War San Antonio TX TBA

Bloody BroadSides Waco TX TBA

GamExpo San Antonio TX TBA

Alamo Indy GT San Antonio TX TBA

FoWSA-Team Yankee IV San Antonio TX TBA

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Gaming Schedule Weekly:

Wednesdays - Kings of War & Wings of Glory

Thursdays - Third World War Team Yankee

Fridays - Alternating between Special Events & Warhammer 40k Fluff Nights

Saturdays - Historical Saturdays

Sundays - Gates of Antares & Test of Honour

General News & Updates!

- Store terrain has been sorted through and is now available for use in the shop for players.
- Painted miniatures (historical, fantasy, etc) are starting to get priced and are on the display shelves!



LSHM receives
10% off at the
store always!
So just let us
know at the
register

Store Hours:

Mondays & Tuesdays - Closed
Wednesdays & Thursdays - 2PM-10PM
Fridays & Saturdays - 12PM-12AM
Sundays - 12PM-8PM
Events Planning, please contact:
tara@multiverse-games.com

Game Report

By Oscar Barela



Episode 3 of CHAOS CITY- Trouble in Twisted Oak

Eduardo “El Chico” Cruz shuffled around uncomfortably in his seat. The handcuffs were beginning to rub his wrists raw. He started to realize what all the fuss was about now that he had been placed in an armored truck surrounded by armed police and police vehicles. The fear started to set in as the police convoy began to move. “El Chico” as he was called by the Cartel was a known as a Master Chef when it came to the drug industry. Purity and intensity in its highest form when he cooked and cultivated his products. At 20yrs. old he was a master of his skill and the Drug Lords new it.



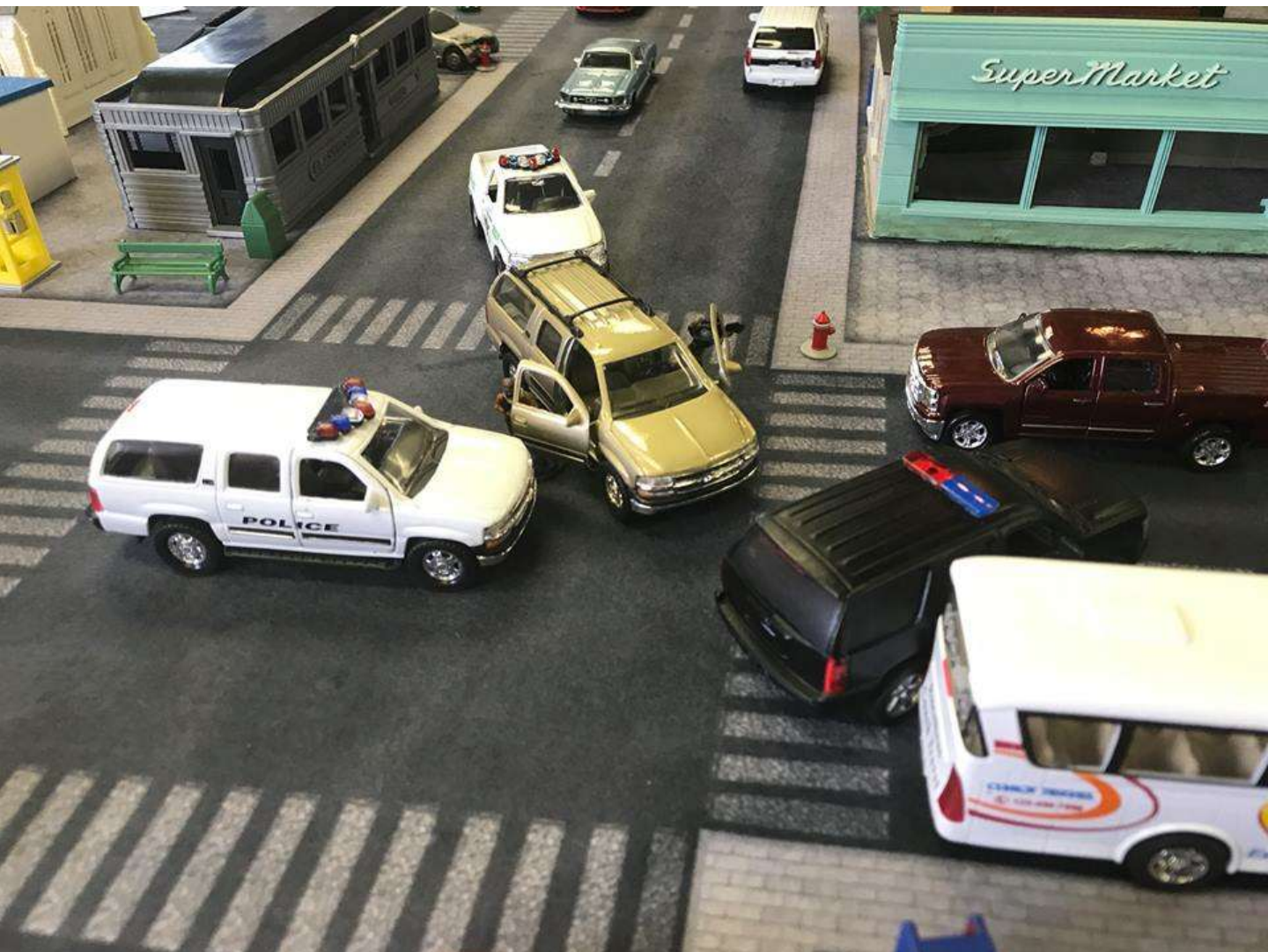
Heavily sought out by every Cartel, gang, customer, police and DEA Agent in every state. He drew a small smirk as he reminisced on all the money, women and good times he had. Fearing now that he will be losing all that and spending the rest of his life behind bars if he got convicted. He shrugged a little deeper in his seat. There was no way he would rat out the Cartel, he knew how brutal his slow death would be. The Cartels reach was everywhere. On the street, in the prison, in the court system. The cartel had eyes, ears, bullets and blades everywhere. They could just reach out and touch you at any moment. He prayed he would get through this, he prayed he'd get rescued and be able to resume his life of luxury...not someone's toy in prison...



Suddenly radio chatter started to escalate as screeching tires, crunch of steel and multiple pops of automatic fire began to fill the air. Out of nowhere the convoy is struck at its rear element by a tan suburban followed by a mail truck striking and taking out the lead vehicle. Masked gun men jumped out and started their shooting rampage as officers took defensive positions and fired back. The convoy grinds to a halt...the Cartels Elite Force has just engaged the Suburb of Twisted Oak Police Department and ALL HELL JUST BROKE LOOSE!!!!

The second to last patrol car gets slammed hard snapping the rear axle and stunning the officers inside. The Cartel Force jumps out opening up on the both vehicles as the officers in the last vehicle jump out exchanging fire. The Sheriffs patrol truck pulls up behind the tan suburban to provide immediate assistance. The Cartel Force from the mail truck that struck the lead vehicle opens doors spraying lead.

A call on the radio "CALLING ALL CARS! OFFICER DOWN!!! OFFICER DOWN!!!" and the entire police force converged on the scene. The Cartel Force continued their barrage of lead advancing towards the armored truck. A grenade goes off at the rear of the column as an exploding truck comes crashing down killing two officers and the innocent driver. In retaliation the officers move in with help from the local sheriff. Incapacitating a number of cartel members.





At the front of the column and surrounded the cartel pitch a Molotov cocktail setting a Police SUV on fire and taking down a couple of officers in the gunfight by the gas station. Suddenly the sound of 400hp dual exhaust and a blur of blackness screams down the road and skidding to a stop. The satin black paint of the 67 Pontiac Firebird shimmered in the heat, Detectives Dirk Anderson and Darius Jones leap out under a barrage of fire returning the favor and dispatching a number of the Cartel.



Under a hail of bullets the Cartel Force makes its way to the armored car breaching the rear door executing the guards and getting inside to recover their prize. El Chico looked up from the pool of his warm urine to see his rescuers. Heavily armed and masked they shove him aside and prepare to defend. Seeing that there is no way out on foot they step on the gas and push through the wreckage of the postal van in a desperate attempt to get away. SWAT Team members close in pitching a Flash Bang grenade stunning the occupants and gunning them down before they could get any further.



El Chico...with his butt clenched began to sob...the rescue attempt failed. He was going to need more than a cup of hot cocoa and a blanket...a pair of dry pants would help.



A group of players from the Lone Star Historical Miniatures (LSHM) Club play weekly at Multiverse Games in San Antonio Texas.



Located in: [West Anderson Plaza](#)

[Address](#): West Anderson Plaza,
2438 W Anderson Ln B1, Austin,
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San Antonio, Texas

By Chris Lisanti



Flames of War San Antonio (FOWSA) Team
Yankee Tournament update.



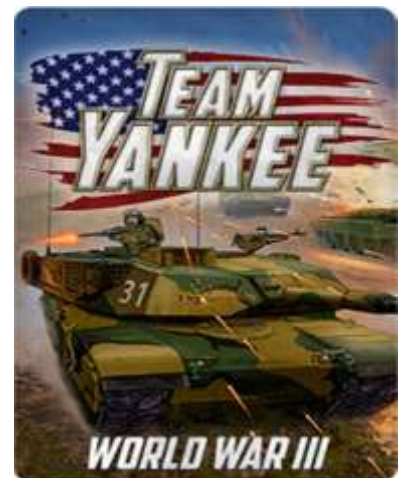
We had 6 players attend this months Team Yankee tournament. Those attending were: Wes, Michael, Ian, Alex, Jacob and myself). I think it was a good time had by all. I got to play Ian, Alex and then Michael Iturria.



I ended up on the winning end against Ian (Soviets) although he had one T-72 that absolutely refused to die. My USMC/West German infantry hordes just could not be cracked in a defensive mission.



The tables got turned against me against Alex's Afghanistan infantry/helicopters hordes. He defended against my attack. It was a double loss in the end due to time elapsing, but Alex definitely had the better of it although I was heartened that he didn't break my marines with 4 infantry stands bravely withstanding withering fire from two infantry companies, 2 Shilkas and several Hinds. They were pinned and then assaulted by both infantry companies whereupon they pinned both down in defensive fire and exacted casualties resulting in morale checks for both, but both passed.



My last game was against Michael Iturria (British) who desperately wanted to attack in the counterattack mission, but lost the dice roll. My marines in Hueys flew on turn 1 to the far objective and then sat on it the whole game. Michael knew he was beat but exacted several platoons from me in order to get 3 points in a losing effort. Congrats to Alex for winning the tournament.



More good times to come and many thanks to Ian and Dragon's Lair for putting the tournament on.

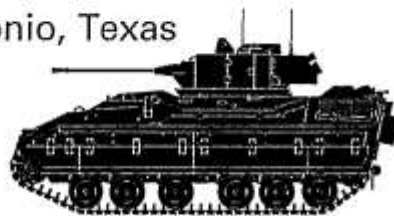
Chris Lisanti



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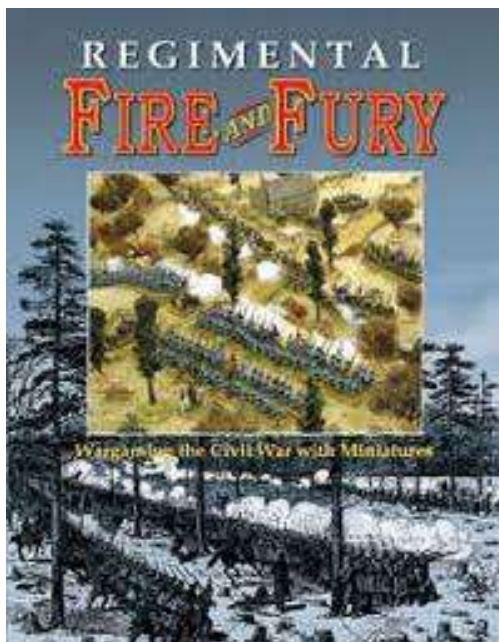
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Dibbles carries *Fire & Fury* Regimental ACW rules: San Antonio's game of 2018



Lord of the Rings - Demo Day

by Mark Leroux

I had an open Saturday morning on my calendar and wanted to have a game of Lord of the Rings - Strategy Battle Game. Most of the usual LotR crowd had planned to play other games later in the day and they weren't available. I asked about hosting a game at Multiverse Games. They were kind enough to set a table aside for me and put an announcement on social media.

I was wonderfully surprised to see some newbie players arrive at the table that Saturday morning! Good to know that there are players still interested in the world of Middle Earth.

We setup the table with a quick fantasy themed layout. My 3D-printed square tower was placed in the middle of the board as an objective. Two other minor objectives were placed at the halfway line.



The scenario was simple. Three objectives were valued at 3/5/7 victory points. Whichever side had the most number of stands on an objective at the end of the game would win that objective and the corresponding victory points.

I pulled out some of my armies and broke them up into two 400 pt lists. The sides were: a Wood Elf army led by Legolas and Thranduil vs. a horde of Moria goblins with a Shaman and a Cave Troll! I let the new players play while I served as referee.



The battle began with both sides moving towards the objectives. The elves left a few archers behind so they could fire at range. The troll charged ahead and took several hits from bow fire. The troll threw a boulder at Thranduil.

The boulder missed, but you can imagine the worry on the elf player's face. The rest of the horde ran as fast as possible (5 inch move) toward the objectives. The elves had a movement advantage (6 inch moves) but the elf commander was hesitant. Perhaps due to the boulder throwing incident. This gave the goblins time to swarm around the objectives. The troll made it to the doorway of the tower and blocked the entrance with its giant body.

On the final turn, the battle became tense. The Elves were in a tight spot and needed to turn the tide quickly.



The goblins had overrun all three objectives. Archers finally brought down the troll and that filled the elves with hope. Thranduil moved to another objective and successfully used the 'Nature's Wrath' spell. This spell knocked down all the goblins on the objective. Elf warriors moved in and quickly cleaned out the stunned goblins which helped secure that objective for the elves. But it wasn't enough to win the battle. The goblins secured the tower for 7 victory points. The elves got the 5pt objective. The last objective was contested resulting in a goblin victory!



It was a great battle for the new players and the outcome was contested until the very last turn. There was plenty of action. At times the players were holding their breath as they rolled the dice. I was so glad the event turned out well. Hopefully, we will see the new players on another game day.

Napoleon at War – Historical Scenario

Battle of Eckau July 18, 1812

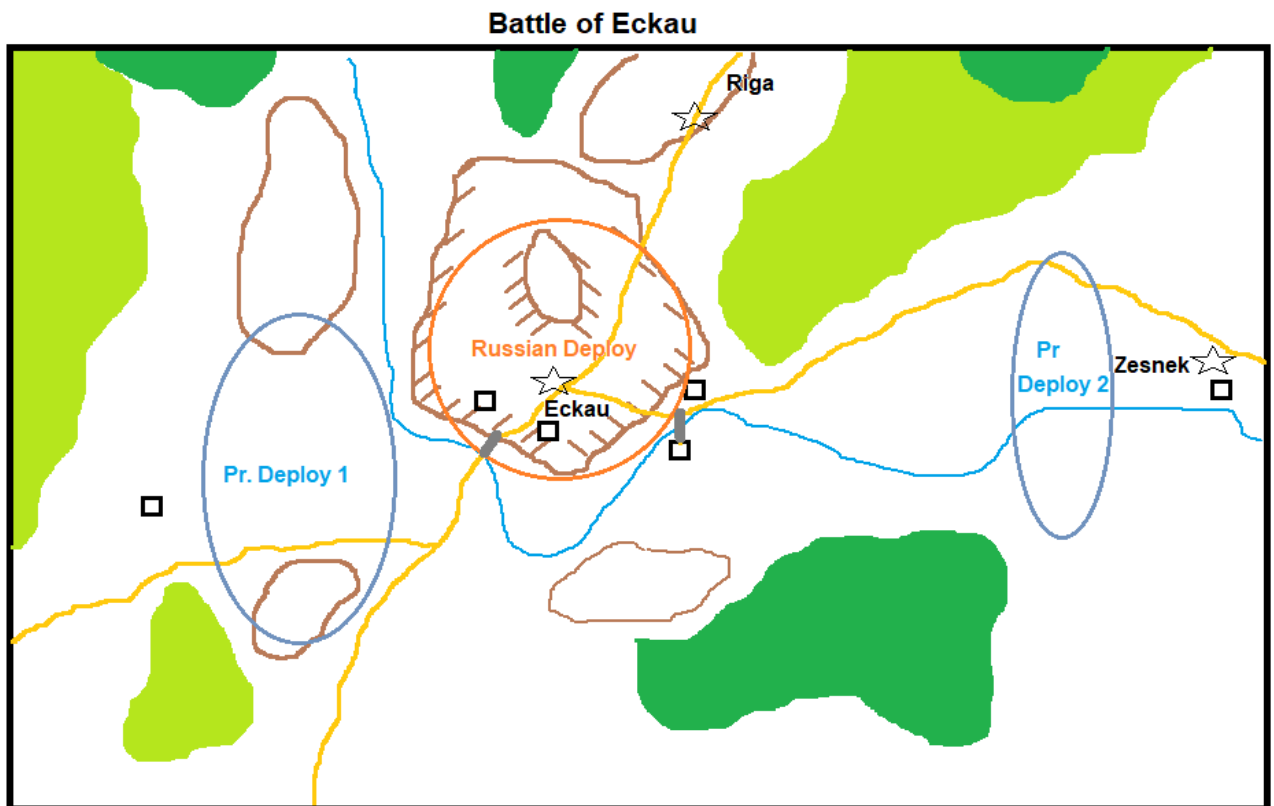
Submitted by Alan Spencer

A fascinating battle between the Prussians and Russians in the 1812 campaign.

French Marshal Macdonald's X Corps was moving northward toward Riga. The reluctant Prussian allies, under General Graver, were moving with them. The Russian governor of Riga, General Essen, sent Lt. Gen. Lewis, with some reserve depot battalions to Eckau. From there they would be a threat to the Prussian lines of communication. The Prussians had to move against Lewis's force to ensure their logistics were not cut off.

Setup:

Place objective markers in Eckau, Zesnek and on the road to Riga north of Eckau. The Russians deploy in and around Eckau. Prussians then deploy the Von Below's and Von Horn's brigades south and west of Eckau River in deployment area 1. The brigade under Kleist, sets up just west of the village of Zesnek in deployment area 2. Prussians move first.



Reserves: Reserve rule in effect.

Russian reserves enter from the north via the road to Riga. Cossacks may enter from any board edge.

Prussian Zone 1 reserves enter from south via road to Eckau. Zone 2 reserves enter from the east via the road near Zesnek.

Terrain Notes:

The river, while fordable, can only be crossed in column. Artillery may only cross the river via one of the bridges. The swamps are impassable terrain to all. All hills are gentle. Woods are rough going. Units uphill to their opponents add +1 to their dice rolls in melee.



Russian Jaegers advance through a wooded area in this 2013 game played at MillenniumCon15



Rob Gravener's French advance in column on the Russians

Victory Conditions (Maximum 8 turns).

If Prussian forces are forced to retreat – Decisive Russian victory.

If Russian forces are forced to retreat – Decisive Prussian victory

Otherwise: VPs are awarded +1 for each objective, +1 for each enemy unit destroyed, +1 for each Prussian unit in the Russian deployment zone at game end.

Historical Note:

The Prussians advanced on Eckau, disregarding the casualties caused by Russian artillery. The Russian depot battalions fought well, especially the jagers. However the Prussian artillery, infantry training, and the Prussian ability to regather their cavalry was decisive. The Prussians assaulted the bridges after a long artillery bombardment and forced the Russians to retreat to Riga. The Prussian lines of communication was secured.

This battle was the Prussian shining hour in the campaign as they captured the only Russian flag (Revel's Regiment) taken in the entire campaign by the French Grande Armee. The flag was returned in 1823 to Russia in return for a Prussian flag captured during the Seven Years War.



Prussian OOB Battle of Eckau
CO: Lt. General Graver

Subcommander: Oberst von Below (Prussian Deployment Zone 1)

Name	Bases	Sk	Special	VAL	DIS
1/3 rd Infantry Regt	6	2	Alte Regiment, Gebt Kein Pardon, Pro Gloria et Patria, Jager	C	D
1/5 th Infantry Regt	6	2	Alte Regiment, Gebt Kein Pardon, Pro Gloria et Patria, Jager	C	D

Subcommander: Oberstlieutenant von Horn (Prussian Deployment Zone 1)

Name	Bases	Sk	Special	VAL	DIS
1/10 th Infantry Regt.	6	2	Alte Regiment, Gebt Kein Pardon, Pro Gloria et Patria, Jager	C	D
2 nd Leib Inf Regt	6	2	Gebt Kein Pardon, Pro Gloria et Patria, Jager	C	D
Fusilier Leib Regt	6	2	Alte Regiment, Gebt Kein Pardon, Pro Gloria et Patria, Jager, Lt. Inf	C	D

Independent Units (Prussian Deployment Zone 1)

Name	Bases	Sk	Special	VAL	DIS
2 nd Pr. Ft Battery	4	-	6-pdrs artillery	C	D
3 rd Pr. Ft. Battery	4	-	6-pdrs artillery	C	D

Subcommander: Lt. General Kleist (Prussian Deployment Zone 2)

Name	Bases	Sk	Special	VAL	DIS
E. Pr. Jager Battalion	6	2	Gebt Kein Pardon, Pro Gloria et Patria, Jager, Lt. Inf	C	D
5 th Fusilier Regt	6	2	Alte Regiment, Gebt Kein Pardon, Pro Gloria et Patria, Jager, Lt. Inf	C	D
3 rd Fusilier Regt.	6	2	Alte Regiment, Gebt Kein Pardon, Pro Gloria et Patria, Jager, Lt. Inf	C	D
Med. Ft. Battery	4	-	6-pdrs artillery	C	D

Reserve Subcommander: Colonel von Czarnowsky (Zone 1 Reserves)

Name	Bases	Sk	Special	VAL	DIS
1 st Combined Hussars	4	-	Gebt Kein Pardon, Pro Gloria et Patria, Light Cavalry, Overstrength	B	D
2 nd Combined Hussar	4	-	Gebt Kein Pardon, Pro Gloria et Patria, Light Cavalry, Overstrength	B	D

Reserves Subcommander: Oberstlieutenant von Jurgass (Zone 2 reserves)

Name	Bases	Sk	Special	VAL	DIS
1 st Comb. Dragoons	4	-	Gebt Kein Pardon, Pro Gloria et Patria, Overstrength	C	D
2 nd Comb. Dragoons	4	-	Gebt Kein Pardon, Pro Gloria et Patria, Overstrength	C	D



Russian OOB Battle of Eckau

CO: General Lewis

Subcommander: Tuchkov III

Name	Bases	Sk	Special	VAL	DIS
Revel Line Battalion	6	1	Stubborn (depot battalion)	C	R
Koporksy Line Bat.	6	1	Stubborn (depot battalion)	C	R
Minsk Line Battalion	6	1	Stubborn (depot battalion)	C	R
Tobolsk Battalion	6	1	Stubborn (depot battalion)	C	R

Subcommander: Col Potemkin

Name	Bases	Sk	Special	VAL	DIS
4 th Jager Battalion	6	2	Stubborn (depot battalion), light infantry	C	R
20 th Jager Battalion	6	2	Stubborn (depot battalion), light infantry	C	R
21 st Jager Battalion	6	2	Stubborn (depot battalion), light infantry	C	R
34 th Jager Battalion	6	2	Stubborn (depot battalion), light infantry	C	R

Subcommander: Klebeck

Name	Bases	Sk	Special	VAL	DIS
Iambourgh Dragoons	4	-		C	D
Nizhyn Dragoons	4	-		C	D

Independent Units:

Name	Bases	Sk	Special	VAL	DIS
Polish Uhlan	4	-	Light Cavalry, Lancers	C	D
#23 Line Ft.Hvy. Batt.	6	-	Stubborn, Defective Gunpowder, Heavy Artillery	C	D

Reserve Subcommander: Gen Voeikov

Name	Bases	Sk	Special	VAL	DIS
Volyn Line Battalion	6	1	Stubborn (depot battalion)	C	R
Belozersky Ln. Batt.	6	1	Stubborn (depot battalion)	C	R
30 th Jager Battalion	6	2	Stubborn (depot battalion), light infantry	C	R

Reserve Independent Unit: (May enter via any board edge)

Name	Bases	Sk	Special	VAL	DIS
#11 Don Cossack	4	-	Light Cavalry, Irregular, Poorly Equip, Hidden Deploy, Scuffling	C	D

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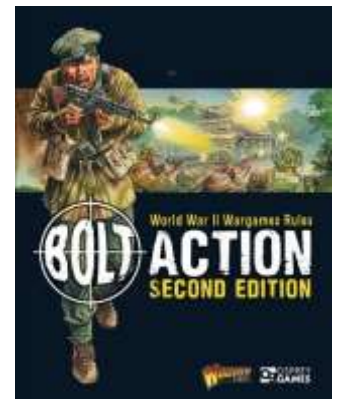
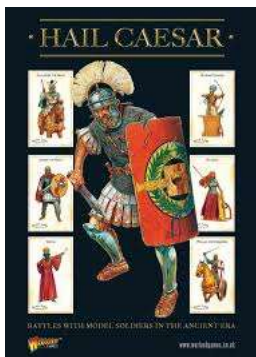
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Texas Bolt Action

By Joe Wicker



Lone Star Historical Miniatures & Texas Bolt Action

By Joe Wicker Texas Bolt Action Warlords SARGE

3d Battle of Kharkov Tournament summary:

The Moscow radio proudly announces that the Allies have held on to Kharkov despite heavy pressure from Axis forces to dislodge them. The battles were hard fought but the tenacity of the several Russian forces such as Leytenant Jacob Mayer's Shtrafbat platoon from the 40th Army, and the Chinese Nationalist Guerilla Group 221 lead by 1LT Andrew Fisher held firm against the onslaught.





The victory point totals were 190 for the allies and 188 for the axis. As you can see by the point totals, it was a bitterly fought tournament. Best allied team went to platoon leader (PLT LDR) Jacob Mayer (58 points) followed by Andrew Fisher (49 points), and the best Axis PLT LDR went to Brian Farrens (47 points) commanding elements from the 1st SS Division, and Oscar Barela (45 points) commanding elements from the RECON abteilung, 2d SS Division.

The terrain was based off of several recorded accounts to include the rail station, inner city fighting, and the surrounding country side of Kharkov. The rail station was a dense map and the opposing forces had to close in till they could see the “whites of their eyes” to score good shots. Because of this, there were some great street fights and close combats. Oblt Barela stated after facing 1LT Jacob Mayer in the first round, which was to Break Out and get into the enemy’s start zone, “It was brutal.



I was facing a sea of rifles and I realized that attacking wasn't going to get me a victory since he was flowing past me. I had to pull back fight it out with him. There were just too many Russians though.”

New comer Oblt Warren Silliman Fallschirmjaegers displayed awesome firepower and aggressiveness by boldly advancing against the Russian hordes in fierce hand-to-hand combat all along his front.



After eliminating 1 Russian squad on his right flank in a close assault, his 1st Assault squad suffered heavily after being close assaulted by a mechanized Submachine gun squad on his left flank (dying to the last man in the name of the fuehrer). Oblt Silliman was proud of his men for fighting to the last man.

Two new Lieutenants, Leytenant Kurt Hoover (USSR) and Warren Silliman (German), expertly upheld the Texas Bolt Action community reputation by displaying great player skills through fire and maneuver.

Not new to the BA Community but new to the tournament scene was Obersturmfuerher Brian Farrens. Brian displayed superb maneuver skills with his mechanized force. Returning LTs David Crowley, Erik Mendoza, Charlie Torok, and Andrew Fisher proved their tactical skill yet again on the BA battlefield. Between the four of them they accounted for 172 points of the 378 points totaled; that's an impressive 22% of the points!

Everyone learned something including myself. Version 2 rules have been out for over a year now and everyone is feeling comfortable with them. The validity of Tiger Fear on a MV IV tank is still a debate going on here. In the future, I may house rule that only Veteran PZR MK IVs get that controversial advantage. Another issue is Warlords allowing Panzerfausts and STG 43/44 assault rifles in the 3d battle of Kharkov army lists.





Both of these items were in development at the time and only selected regiments had them for field testing yet they are in the army selector lists for both German and Russian. The preparatory bombardment rules appear to be effective despite being simplified as, once again, units were destroyed and pinned. Many of the pins were shrugged off after the elements first order exemplifying units survived the barrage and went about their grim business. Issues I look forward to discussing over the next few weeks.



Finally, 10 PLT leaders formed 5 teams in this team tournament. I continue to be thrilled with the enthusiasm central Texas is showing toward this Game and WW II history. Several people submitted historical backgrounds behind their platoons and again, the points made a few differences in tournament placement. Andrew Fisher turned in the best background for the third time in a row and continues to illustrate the rich historical history behind BA. Indeed, everyone's background write-up reflects great pride in their respective forces.





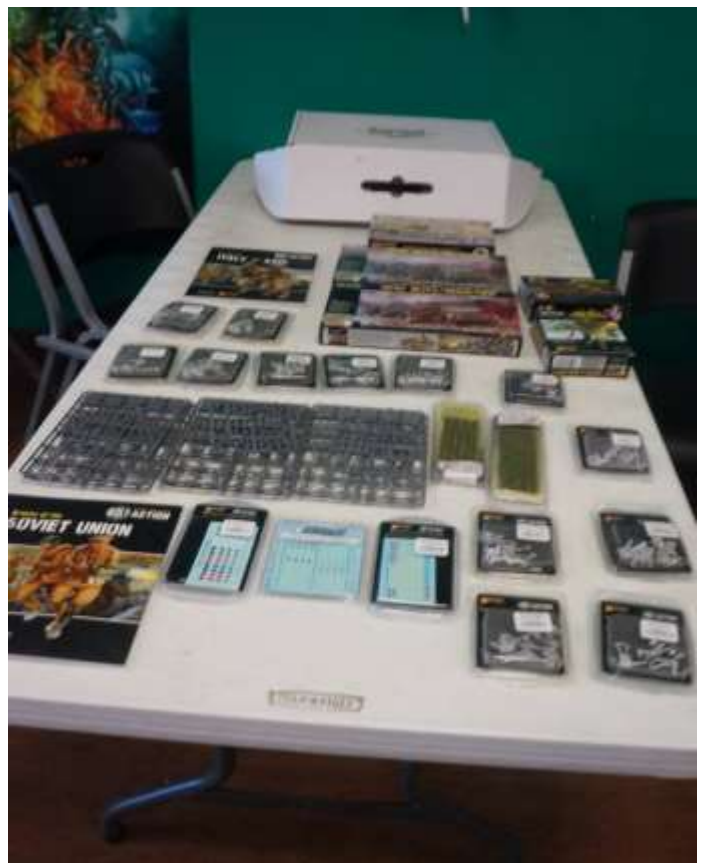
In conclusion, I want to thank Dragons Lair for hosting and sponsoring this tournament. A special thanks to Lone Star Historical Miniatures and Army Group North Miniatures (<http://www.agnminiatures.com>) for sponsoring this tournament. If you are ever in San Antonio, you would do well to stop by Dragon's Lair and introduce yourself to Cliff and his staff while shopping the wonders of his store.





The next tournament is at Dragons Lair, SA on 30 June 18 and it will be a Western Europe ('44) tournament; more info to follow shortly on Facebook. I encourage you to keep up the great BA camaraderie as we see more people become PLT leaders. Join me in bringing new people and teaching them the fun and excitement of Bolt Action.

I will be trying new scenarios, looking at new prizes, and new surprises in the upcoming events I'll be hosting. Get your forces ready for the breakout of Normandy to Market Garden in the next tourney. Sarge.....OUT.



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Mortem et Gloriam Ancients Tournament in Austin!

By Rob Smith

Lone Star Historical Miniatures (LSHM)

Tournament Report

Rank	First Name	Last Name	Army	Round 1	Triumph	Round 2	Triumph	Round 3	Triumph	Total Score
1	Bob	Putnam	Mongol Conquest	10		15	T	15	T	40
2	Ian	Baker	Lowland Gallic	15	T	12		4		31
3	Albert	DiMarco	Galatian	15	T	4		12		31
4	Michael	Miller	Mongol Conquest	15		0		15	T	30
5	William	Robinson	Mongol Conquest	9		15	T	6		30
6	Kevin Biff	Stork Coon	Foederate Roman Yamato Samurai*	15		4		6		25
7	Grant	Johnson	Indian	8		15	T	2		25
8	Gordon	Derr	Classical Indian**	3		6		8		17
9	Martin	Wolverton	Komnenan Byzantine	7		2		6		15
10	Lisa	Robinson	Tang Chinese	0		2		8		10
11	Bob	Huey	Greco Bactrian	3		0		0		3

* Biff Played only the second round with Kevin assisting.

** Gordon stepped in to round out the matchups and played in all the rounds with a Classical Indian army.

March 24, 25 2018 in Austin Texas.

The results are the first image. We had 16 people signed up, but several had to drop out for various reasons, so we only ended up with 10 players. But that's OK. It was for fun, learning, and comradery!

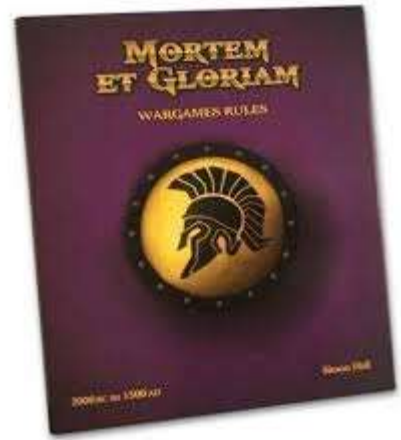
The Gang! From left:
Bob Putnam, Kevin
Stork, Lisa Cuoco-
Williams, Michael
Miller, Ian Baker, Will
Robinson, Marty
Wolverton, Grant
Johnson, Albert
DiMarco. Not shown:
Bob Huey, Biff Coon, W
Gordon Derr, Beka
Clark-Smith, Rob Smith



Round 1 - Will (Mongol Conquest)
and Albert (Galatians) set up.



Round 1 - Marty (Komnenan Byzantine) and Mike (Mongol Conquest) set up.



Round 1 - Gordon (Classical Indian) and Grant (Classical Indian) set up. — with [Grant Johnson](#).



Round 1 - Bob H (Graeco-Bactrian) and Bob P (Mongol Conquest) set up.



Bob Putnam (Mongol Conquest) wins First Place "Caesar". His army had only 6 uGs!





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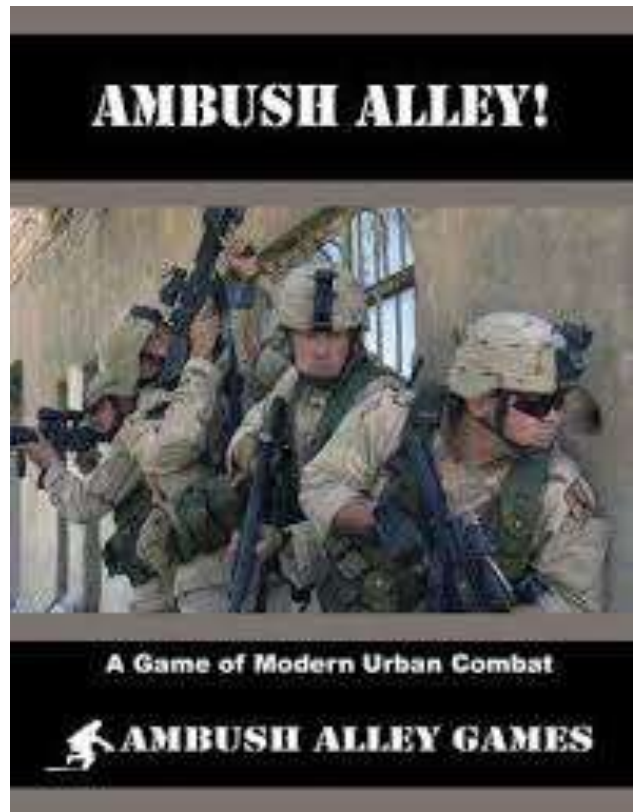


Force on Force

by Ambush Ally

submitted by Adam Rios

I was able to gather the usual suspects this afternoon for some Force on Force action. A patrol of USMC were sent in under the pretense of securing a small village so that a well could be dug, the real mission was to help an Afghan policeman with vital intel to share on the Taliban in the area out of there and back to safety.



The village is small, and only had two ANP as security. Marines made it close and were immediately attacked by the other ANP soldier, he was a Taliban sympathizer.



Marines were then ambushed from the surrounding hill areas by fanatical Taliban. Three marines made the ultimate sacrifice but certainly inflicted more than they took and were also able to get the policeman back to the Green Zone.



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San Antonio, Texas

By Chris Lisanti



Third World War Thursday Update. Good turnout this week. Michael and Justin played Brit vs. Brit while Wes and I worked with two new players Mike and Nick.



Wes and Mike played American (Armored Cav and M-60 companies) while Nick and I played Soviets (T-72 and T-64 battalions) in the Free For All mission to get Mike and Nick acquainted with the mechanics of play.

We played on a 6x8 table with 100 points total per side. The Soviets moved out aggressively on both flanks. Good saves and/or poor shooting kept the Soviets going (BRDM-2s/infantry on the left flank and T-72s on the right flank). However, the Soviets could not put substantial dents in the ITVs on the left or the Patton tanks on the right.



Several turns of fire resulted in the right flank nearing a formation morale while the left flank lost a company of Storms, infantry and BRDM-2s with only a single T-64 casualty. The only substantial American advancement was an infantry platoon on the right but not close to the objective.



Game was declared over due to time, but the Americans had the advantage especially on the right flank. We welcome our newest players Mike and Nick, and hope to see them back at the tables very soon.

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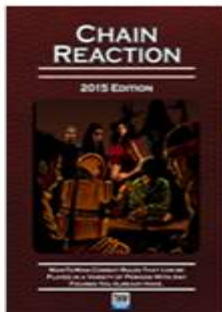
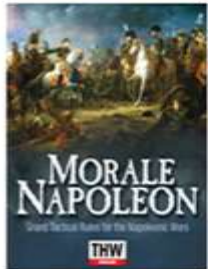
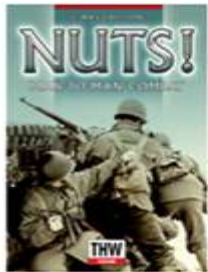
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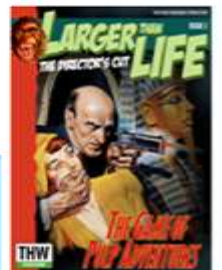
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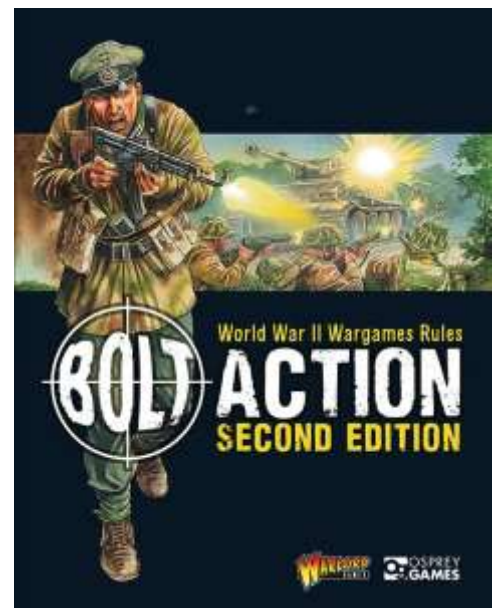
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