

The Lone Star Dispatch

August 2018



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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.

Summer is upon us!! A great time to sit inside a nicely air conditioned gaming room and either paint or roll dice!!!

Some great upcoming events around Texas in August:

If you live in San Antonio then join us on August 11th for the 5th Annual Summer Muster – a day to play a game that is new and you might be interested in. This year we feature Blood & Plunder, Gear Krieg, Spectre Operations, Wings of War, Dead Mans Hand and possibly some other fun games.

MillenniumCon is in full planning mode. This will be number 21 (XXI). Make sure to mark your calendar and reserve the weekend (NOVEMBER 9 – 11). We always need volunteers to help out so contact us (or we will contact you!!).

1 August to 23 September is the window for Game Masters to register their games – see inside for info on MillenniumCon.

Have a great Summer.....

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.

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August 4th - 5th

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Sunday - 9am-5pm

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available for the Bolt action
tournament - lots of awesome
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word and register here:

[http://frontline-
games.com/content/22-open-
house](http://frontline-games.com/content/22-open-house)



Hours of Operation:

Mondays : Closed

Tuesdays - Thursdays : 10AM-10PM

Fridays & Saturdays : 10AM-12AM Midnight

Sundays : 10AM-8PM



Store Game Highlights

Blood & Plunder by Firelock Games has been gaining popularity at the 'Verse! There have been several games played at the shop & everyone is enjoying it. Multiverse Games carries a small stock of the Blood & Plunder products from Firelock Games and we do plan to re order more for players. There are some Old Glory Miniatures ships and pirate miniatures that can also be used in place of the

Blood & Plunder official miniatures, if you are looking to filling in your crew too.



Ian doing a demo of Blood & Plunder at Multiverse Games.



Parking right next to us, across the street by the Bakery, & Next door to Hildebrand Art Gallery.



SAGA is also another historical store favourite that is played from time to time in the store and we would like to see more of it! We are working to better restock the products from Gripping Beast, so that more games can be played. SAGA 2.0, Age of Vikings, and Aetius & Arthur are items we are trying to keep on our shelves at the moment. The miniatures will hopefully be coming

real soon!
Old Glory Miniatures are available for trying to fill in your armies with whatever we have available. If you are interested in playing a game at the shop, please feel free to message us on our Facebook: [facebook.com/multiversegamestx](https://www.facebook.com/multiversegamestx)
The more gaming in shop means that we will try to restock those games.



Recurring Games at the Multiverse

- CCG Wednesdays
- Third World War Thursdays (Team Yankee)
 - Warhammer 40K Fluff Fridayz
 - Dungeon Crawl Classics Saturdays
 - Sails of Glory & Wings of Glory



*Multiverse Games
Historical Weekend, Sunday*



When: 11 August 2018
Where: Dragon's Lair SA



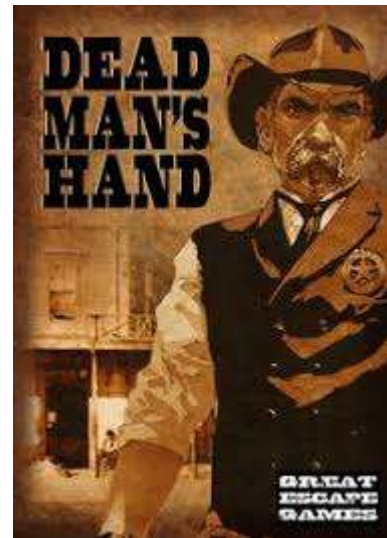
Time: 10am – 4pm

Cost: Free

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

San Antonio Muster V Historical Miniatures Games Day

Contact: Charlie Torok and sign up
for one of the games – first come /
first serve at
torokc@hotmail.com

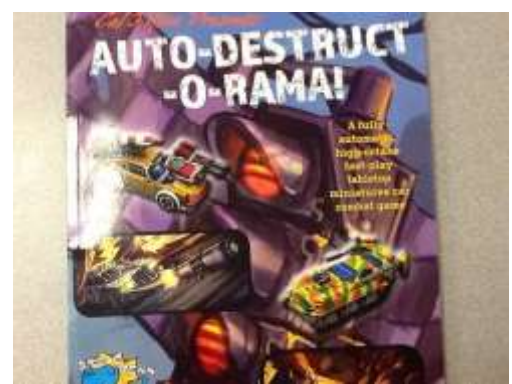


Sign up now by contacting Charlie Torok



San Antonio, Texas

By Blake Radetsky



Summer School is back in session - and here is the report card!!

Blake runs a summer school program in San Antonio Texas. He has been offering Historical and Gaming classes to middle and high school students for 10+ years. He introduces the concept of gaming, provides the students with models, paints and all the accessories to play the game. For the “final exam” the students run a full game from start to finish using the models they build / painted. Rules and models are furnished by the game companies. For this report Blake introduced 8 students to the game of Auto-Destruct-O-Rama: We had 8 fearless drivers competing in a Auto-Destruct-O-Rama (ADOR), Death Derby!!





Last week's Wargaming summer school classes was Auto-Destruct-O-Rama, a cleaned up published set of mad max style of rules called Axles and Alloys. Here are a couple pictures from class.





Some brought their custom Hot Wheel cars and new players borrowed Hot Wheels not yet tricked out. A Death Derby is a last car standing scenario.





It was a crazy brew up, at one point three vehicle were destroyed in a bottle necked ramming feast, with drive by shootings from other vehicles.





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4th San Antonio Team Yankee Tournament 25th of August 2018

What: The fourth San Antonio Team Yankee tournament will be held Saturday, 25th of August at Multiverse Games, 739 West Hildebrand Avenue, San Antonio, TX 78212. First come, first served until we fill up our reserved table space. Knowing you're coming enables us to have enough terrain set up for you.

How to Register: e-mail your force list to Chris Lisanti at Lisantic@aol.com no later than 20 August. Formation with a maximum of **64 points**.

Lists must show: Player name, source book and pages, company/battalion name(s) (the force diagram name), and a list of HQs and platoons showing for each one the platoon's point cost and the count and description of teams, including upgrades.

When: Sign-in from 9:30 to 10:00 AM. \$10 player fee payable in cash at the door. Tournament begins 10 AM until 6-7 PM. There will be a lunch break with several fast food establishments nearby.

Missions: Three rounds with missions are from the current "More missions" PDF: Rear Guard, No Retreat, Free For All on 4x6 foot tables. If you want to bring terrain and set up a table, that will be appreciated: Tell us in advance.

Rules of Engagement: We want as many people as possible to play while encouraging really cool looking battles. Therefore, all your miniatures must be painted in two or more colors or else 3 victory points will be deducted. Proxies should be minimal—you get one platoon "mulligan", but more will cost you 1 victory point. Bring your rules & cards, your miniatures, copies of your list, measuring devices, and dice.

Prizes: 1st place NATO and Warsaw Pact commanders. The highly coveted **Top Gunner** award will be given to the commander with the most tank on tank kills—killing tanks the old fashioned way. Other prize support as well.

Sponsors: This is a Lone Star Historical Miniatures (LSHM) event sponsored by Multiverse. For more LSHM information see the LSHM and FoWSA Facebook pages, the FoWSA blog, the LSHM Yahoo Groups, and of course the Millenniumcon web site.

*Team Yankee is a trademark of Battlefront Miniatures



My 6mm Blucher Project (aka "Are you out of your friggin' mind?") by Alan Spencer



For some time I have been in the market for a grand tactical rules for the Napoleonic Wars to do in 6mm miniatures. I have played other rule sets, but none had what I was looking for.



French Infantry block (MN18 & MN20) from Irregular Miniatures

Then I found some demos on YouTube about Blucher, a game rules set written by Sam Mustafa. After watching a play through and downloading the free reference sheets, I bought the book. It had the feel without the overload detail I was looking for. I was hooked.

Blucher Rules

Blucher is designed to use any scale of figure (or just unit cards), but with the emphasis that you are commanding armies and corps. And it can scale up or down based on your requirement/space/figure limitations. The smallest unit represented is a brigade of infantry (3- 5000 men), cavalry (2000-3000 horses), or in the case of an artillery unit, a grand battery (3 or more batteries 24-36 guns).

Base Sizing/Mounting

Since most 6mm players have defaulted to a 60mm frontage x 30mm depth for all 3 basic units for many rule sets, I decided to use a two 30mm x 30mm stands to represent a basic unit with some exceptions ... for now. More on the "for now" later.

I am trying to incorporate as much “system” detail on the stands as I can. This is NOT in the rules, it’s just for the “diorama” of it all. So my units depicted with “skirmishers” in front have the skirmish ability as seen with my French conscripts below.



Skirmishers in front of infantry, light cav single depth, heavy 2 deep

Not all armies have the same abilities, so not all of them I do will have skirmishers on the base.

Heavy cavalry will be depicted with two stands of 8 figures (2 deep). Light cavalry will be two stands of 4 figures (1 deep). These are shown in the above picture as well.

For artillery, there are 3 different types in this game; medium, horse, and heavy. At this scale, it is often hard to distinguish from a distance the different poundage of each gun. So for med/light batteries, there will be just 2 cannon per stand, with 2 stands representing an artillery “unit” (that’s the word used in the rules). For heavy artillery, the unit will have a 4 horse limber stand behind it. For horse artillery, a 6 horse limber.

As depicted below are my French artillery as heavy artillery (note the limber stand behind).



My Irregular Miniatures French Foot Artillery.

Miniatures

Next step, what miniatures to use? There are some outstanding 10-12mm figures out there, yet with so much detail, it would take as long as 15mm figures to paint. And for that “grand tactical” feel, I didn’t want hundreds of figures. I wanted thousands (This is where the “are you out of your friggin’ mind” part comes in.)!

So I returned to an old favorite hobby supplier, Silver Eagle Wargame Supplies (run by Jacob Kovel), U.S. seller of Irregular Miniatures (IrM) out of the UK – both long time participants in the wargaming hobby. These miniatures have been around a long time, so their cost per figure is very low.

While IrM minis do not have all the detail of other manufacturers (which are 8-12mm in actual size/scale) IrM minis are “true” 6mm – which means lots of “little” details will be lacking. This doesn’t mean they cannot look super with some simple “6mm” painting techniques you can add *just* the right amount of detail to make them workable. It does involve a little research to know what the important parts to highlight are.

Painting (or Pain?)

There are some who can paint eyes, mustaches, etc on their 6mm figures. I’m not one of them. Especially for this scale, I use the “wargamer” standard – so if it looks ok/good at arm’s length, it is okay by me.

6mm figures typically coming in strips or blocks. So here are some tips I use on getting them painted.

1. Mount your figure (strips or block) on plastic bottle tops. Using simple elmer's glue holds them nicely, and because it is plastic, easy to separate from the top. Also, you can hold the strip/block in lots of directions to paint the detail you want.
2. Spray paint is your friend. Use the main color of the uniform so spray paint LIGHTLY your figures. 1 second sprays per side (don't forget direct down) max. For cav, same thing, just know you may have to go over large areas of the horse.
3. Paint straps, especially if white – as these show up at a good distance.
4. Undercoat detail colors. So for red, yellow, etc, put a spot of white down, let it dry, then paint the color you want. For metallic colors, undercoat with black. Remember – you are only giving the “impression” of the color, so it may be “larger” than it would be in life.
5. Shade/ink – you do not want to do any shading down in 6mm, as colors fade from view. The only exceptions to that is for very detailed figures that shading would help. See my heavy cavalry below:



Brigade of caribiners on left, cuirassiers on the right.

This brings out the detail that “painting” them in would be horrendous amount of time.

6. Flocking: flocking is your friend as you can cover over a myriad of figure/paint issues with flocking. Again it is the visual “effect” you are looking for, not the actual full detail painting I’m

going for. If you want the “contest winning” version of 6mms, I suggest you go for a slightly larger scale.

That’s it for now. Hope to see you on the tabletop soon.



Announcing a new Gaming Store in Killeen, Texas



Legacy Defined Games
701 W Elms Rd, Suite 210
Killeen, TX 76542
254-415-7166

Tournament
4 August 2018

The new management of Legacy Defined Games in Killeen, Texas is pleased to announce their first-ever Bolt Action tournament to be held on Saturday the 4th of August 2018. Players may pre-register by sending their lists to; events@legacydefined.com through BoltAction.EasyArmy.com. Players will submit three lists, of 1300, 1050, and 775 points.

The shop will open at 09:00 with play beginning at 10:00. A \$10 entry fee will be collected at that time.

Come on up and have some fun. Killeen is home to a small but growing Bolt Action community and the new owner (Dean Clifford) has been quite welcoming. While there, take a little side trip to Fort Hood and check out their two museums which include some terrific outdoor vehicle displays from WWII on up. Any inquiries can be sent to Legacy Defined Games by email, Facebook, or (254) 415-7166.

contact info for Le Fromage Grande: Dean Clifford (254)231-6895 DeanC@LegacyDefined.com

2018 - Texas Region - Conventions and Events

FRONTLINE-GAMES OPEN HOUSE 8/4/2018 - 8/5/2018

2918 South Cooper Street, Arlington, TX - Arlington, TX

Contact: Mario Smith,warlord@frontline-command.com <http://frontline-games.com/content/22-open-house>

BAYOU BATTLES 8/10/2018 - 8/12/2018

Wyndham West Houston-Energy Corridor - Houston, TX

Contact: Rick Hoy,bayoubattles@gmail.com
<http://www.bayoubattles.com/>

SAN ANTONIO MUSTER 8/11/2018 -

- San Antonio, TX

Contact: Charles Torok,torokc@hotmail.com

MANEUVERSCON II 8/17/2018 - 8/19/2018

Wyndham Tulsa Hotel - Tulsa, OK

Contact: Jeff Lawrence,jlaw2424@gmail.com
<http://www.maneuverscon.com>

WARGAMES CON 8/17/2018 - 8/19/2018

DoubleTree by Hilton Hotel - Austin, TX Contact:

WGC,wgc@wargamescon.com <http://www.wargamescon.com/>

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

FOWSA - TEAM YANKEE IV

8/25/2018 -

Multiverse Games - San Antonio, TX

Contact: Chris Lisanti,lisantic@aol.com

<http://multiverse-games.business.site/>

BLOODY BROADSIDES - LEARN TO PLAY

8/25/2018 -

Multiverse Games - San Antonio, TX

Contact: Will Gaskins,ttgenerals@gmail.com

<http://multiverse-games.business.site/>

REAPERCON

8/30/2018 - 9/2/2018

Embassy Suites - Denton Convention Center - Denton, TX

Contact: questions@reapercon.com

<https://reapercon.com/>

BLOODY BROADSIDES - TOURNAMENT

9/1/2018 -

Multiverse Games - San Antonio, TX

Contact: Will Gaskins,ttgenerals@gmail.com

<http://multiverse-games.business.site/>

LONESTARGAMEEXPO

9/7/2018 - 9/9/2018

Grapevine Convention Center - Grapevine, TX

Contact: info@lonestargameexpo.com

<http://lonestargameexpo.com/>

TEXAS BROADSIDE!

10/12/2018 - 10/14/2018

Battleship Texas State Historical Park - La Porte, TX

Contact: Andy Broussard,texasbroadside@comcast.net

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

MILLENNIUMCON

11/9/2018 - 11/11/2018

Wingate Hotel & Convention Center - Round

Rock, TX Contact: Charlie

torokc@hotmail.com

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

BOARD GAME GEEK CON 11/14/2018 -

11/18/2018

Hyatt Regency - DFW Airport - DFW, TX Contact: ,

<https://boardgamegeek.com>

GAMEXPO

3/15/2019 - 3/17/2019

San Antonio Hilton-Airport - San Antonio, TX Contact: Vince

Guzman,vince@namzug.com <http://thegameexpo.com/>

TBA Conventions

FoWSA - Late War

San Antonio TX

TBA

Napoleonic Naval Wargaming Tournament



SEP
1

Bloody Broadships Tournament

Public - Hosted by [Multiverse Games](#)



SAT, AUG 25 AT 11 AM

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★ Interested

9 – 11 November 2018

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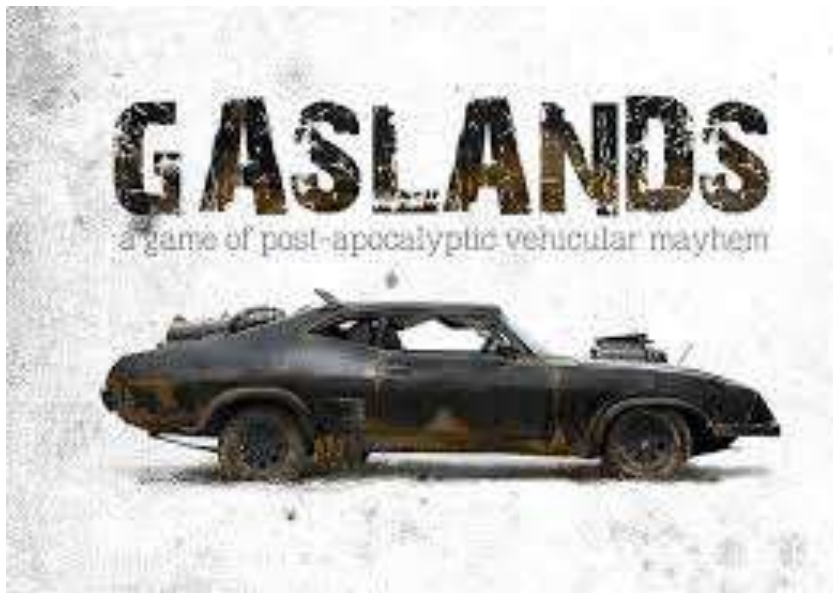


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Room Rate \$90 MillenniumCon



By Adam Rios – Austin, Texas

Gaslands first game today with Seth Longoria, Deven Peterson, and myself. After rolling around basically trying to kill each other we decided to give the Zombie Bash scenario a go. Basically, you spread a ton of zombies around the board and the team that can run over the most zombies wins. I set out about 40 zombies (those little zombies from the Zombies! Mini game work great with the Hot Wheels scale I used for our Gaslands vehicles.

Deven rolled with DELIVERANCE and OLD BLUE



Deliverance was armed with nasty rockets and Old Blue twin MGs

Seth took on the Paragons of Pervdom MR SPRINKLES an MR STICKY



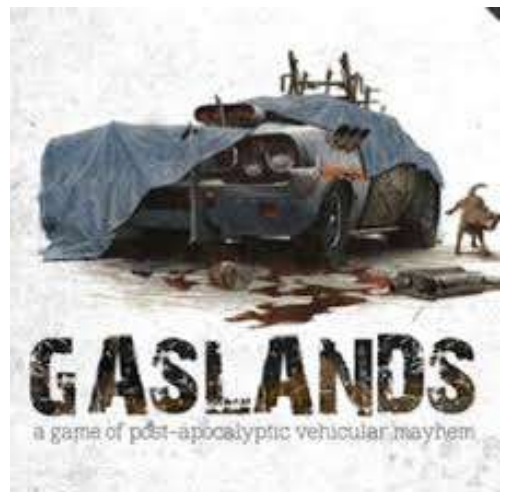
Mr Sprinkles had some Nasty Flamethrowers and Mr Sticky a heavy MG with a nasty Glue Dropper in the rear

I fielded Big Momma and GrapeNutz



Big Momma had a Heavy MG and some extra armor and GrapeNutz a nasty Mortar and Heavy MG.

Big Momma started out early and strong getting speed built up and driving down three zombies while zooming to the center of the board. Not to be shown up, her crazy daughter GrapeNutz shot out over one zombie, slid to the side and got another zombie, and then spun forward to get yet one more zombie to even the score.



None too thrilled with what was witnessed, Deliverance decides zombies can come later and aims to take GrapeNutz out, and not on a date neither! Speeding over some zombie speed bumps he shoots quite a bit of armor off of GrapeNutz truck then starts ramming her rear bumper (True movie Deliverance lines were spoken in jest)!!!



Sadly, GrapeNutz died as she lived, in a blaze of Glory!

Her Big Momma wasn't long for this world either as Old Blue wore her down and her axle gave loose in a tight turn maneuver causing her to flip, crash, and Burn!



Meanwhile, Mr Sprinkles is traipsing all over the land hunting zombies

Mr Sticky was not long for this game as he made a driving error and drove out of the arena, disqualifying himself, shortly thereafter so did Mr Sprinkles. Maybe they had another movie to shoot, Waffle Cones and Whipped Cream vol. 7 so we were told.

Old Blue and Deliverance mopped up many more zombies and with the deaths of Big Momma and GrapeNutz, and the disqualifications of Mr Sprinkles and Mr Sticky, they won the match.



GASLANDS

a game of post-apocalyptic vehicular mayhem

Gaslands is easy to learn, cheap to get into (Osprey cheap ruleset and mod up some Hot Wheels with your bitz box) and away you go! This is one that will be making the rounds at my gaming table again real soon. Already am thinking of some Hot Wheels Airboats with guns racing around the swamps of Louisiana, Watch out for them thar Gators!

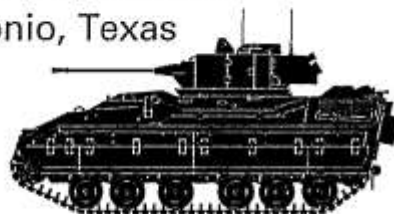
Adam Rios



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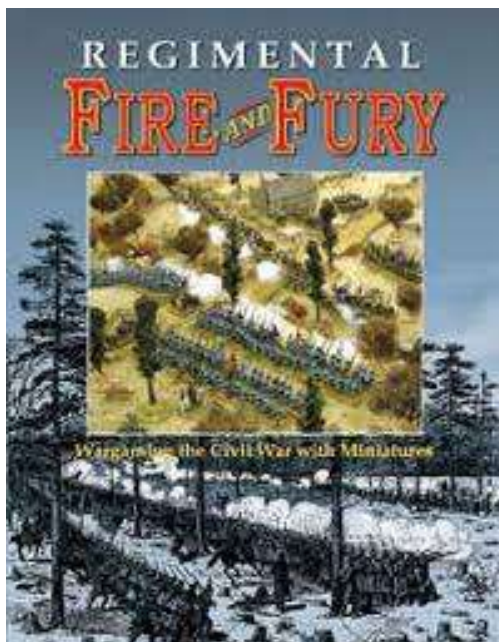
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Dibbles carries *Fire & Fury* Regimental ACW rules: San Antonio's game of 2018

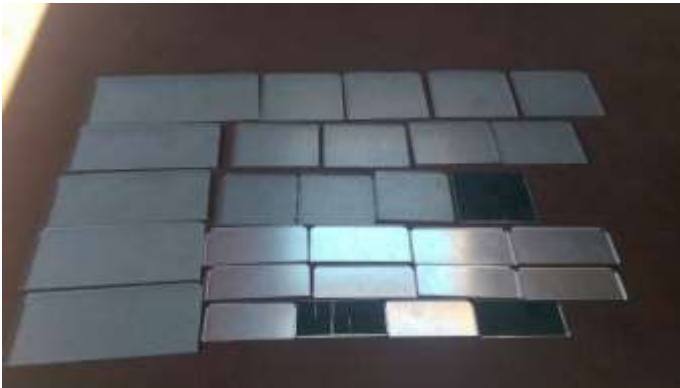


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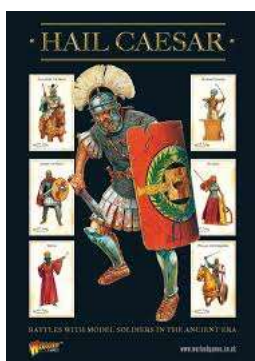
Dragon's Lair Comics and Fantasy[®]
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San Antonio, TX 78229

Ph. #: (210) 615-1229

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



Here is another great local store supporting LSHM



San Antonio, Texas

By Chris Lisanti



Third World War Thursday Update

July Report

Tony (E. German T-55s) attacked Michael (W. German Leopard IIs) in the Counterattack mission. The E. Germans spearheaded a horde of T-55s to the free objective, took out the Gepards that permitted the Frogfoots to have their way with the Leopard IIs.



Early in the Game
East Germans on
One Objective



The W. Germans just couldn't kill the 30 T-55s fast enough. The 2nd battle saw Nathanael (T-64s) take on Chris (Hummer Cavalry) and Gabe (W. German Leopard I company) in a modified Free For All mission with two objectives placed automatically in the middle of the table.





Although the NATO team had a good first turn taking out two T-64s, they couldn't manage more than one more T-64 killed. Again, Leopard IIs without air cover were prime targets for Frogfoots with one Leopard II destroyed and the other failed its morale (22 of our 64 points gone in one turn).



The Hummer ATs couldn't connect well and the Dragons were horrible in a last ditch effort . Lesson learned: don't let your Leopard IIs play with Frogfoots!



HUMMERS in Flames

Hope to see everyone next Thursday at Multiverse and don't forget the upcoming tournament also at Multiverse on 25 August playing 64 point formations.



**MULTIVERSE
GAMES**



Located at 739 W Hildebrand, San Antonio, TX 78212. The Multiverse carries a balanced variety of historical, fantasy, and science fiction gaming. It features 2 private and rentable gaming rooms to fit your needs, an outdoor patio with, & an indoor gaming area with GaMExpo's Free To Play Board Game Library.

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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!

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Mario and his family from Frontline Games!! — at [Sheraton Midwest City Hotel](https://www.sheratonmidwest.com/) at the Reed Conference Center.

Return to the Lord of the Rings

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Plan for some LoTR gaming soon!!

It's been an incredible seventeen years since the first The Lord of the Rings™ Strategy Battle Game releases, and six since The Hobbit™ was added to the range. And now, there's an entirely new edition coming, with a brand-new boxed game!

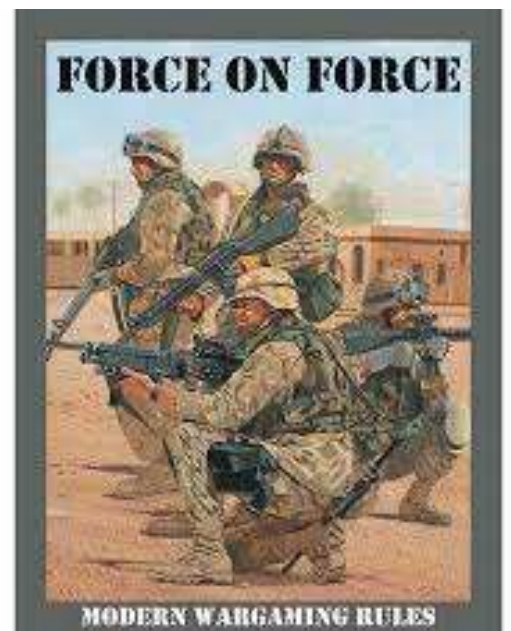


Middle-earth Strategy Battle Game: The Battle of Pelennor Fields is a new boxed game based on the climactic battle from The Lord of the Rings: The Return of the King™. Inside it, you'll find plastic models for two armies and a brand new edition of the game rules

The Battle of Pelennor Fields will be available in August 2018.

Force-on-Force

By Pete Atack – Austin, Texas



Somewhere in some part of a tumultuous Russia...

Staring at his map, the Russian commander considered his odds of clearing this insurgent infested area with his infantry team and BTR. There were about 13 dismounts in his command equipped with the standard Russian fare : AKs, PKMs, and RPGs.



Waiting in the ruins and trees were his opposition : about 20 insurgents broken into 4 teams and a heavy machinegun in a fighting position. Each team fielded about 4-5 members with a mix of weapons - the most important were 2 RPGs and a heavy RPG29.



Both sides were considered average in terms of morale and skill so the fight would be balanced but tough for both sides. Both sides opened by skirmishing forward alternating between wanting to see and fight and trying not to be seen and fired upon. The early fighting turned quickly against the Russians as several men were hit and pinned and the BTR attracted some attention, but the long range firing did not damage the armored vehicle.



Continuing to move off-road, the BTR engaged with two RPG teams taking some light damage, but took the pressure off the Russian infantry who in support of the APC managed to wipe out one RPG team. The second RPG team was also wiped out in a hasty assault in some road-side ruins, breaking the right flank of the insurgents. On the other flank the Russian infantry had it worse, losing about 50% of their numbers, but they were able to do enough damage to break the insurgent force.

More learning and more battle will follow as we grow the force and get more stuff painted!



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San Antonio, Texas

By Joe Wicker
San Antonio Sarge



Date: 13 JULY

From: Obersturmfuehrer Wicker, Kommandeur, 1st Kon.

To: Obersturmbannfuehrer Shreiber, Kommandeur, Deutschland regiment, 2d SS Division (Das Reich)

Russian order of Battle ([Charles Torok](#)) : 4xT34s (some 76mm, some 85mm), 1 Sniper team, 3 tank rider squads, 1 regular squad, 1 flame thrower team, 2 antitank teams, 1 SU 76, and 2 trucks.



2d SS order of battle: me, 3 PZr Ills (Untersturmfuehrer Grieme), 1 Tiger (Obersharfueher Thaler), 1 MMG team, 1 air observer, 1 PZRgren squad (Ushar Brandt), 1 flakvierling, and 1 truck.



Situation: the 2d SS has been ordered to attack Russian elements of the 21st Tank Regiment near Dolshik. Ukraine. Our Objective was key terrain beyond a ridge. As we attacked so did the 21st Tank Regiment which appeared to be after our battalion command post. I decided to leave the MMG and the flakvierling to defend our command post and the rest to attack our objective.

1400 hours - My Attack commences. Oshar Thaler advances in the middle, and the 3 PZR IIIs along with me and 1 INF squad on the left over the ridge. The Russians advance tentatively, but their antitank and flame thrower teams are out front. Small arms fire occurs - my air observer is killed by a sniper.

1415 hours - Multiple hits on the Tiger but Thaler is resolute. Panzerfausts fly closely by but miss. I continue to press my attack on the left when an SU 76 and 2 T34s arrive right where my objective is. I order Usturm. Grieme to destroy them quickly. Ushar Werner on the far left, in tank #3, comes under heavy fire. The MMG suppresses the sniper. The flak continues to pour fire into the Russian INF in the hill to it's north.





1430 hours - All tanks press the OBJ. Ushar Werner's tank takes multiple hits and is finally destroyed....the crew was lost. One Soviet tank rider squad dismounts and flank attacks my position. I order my squad to prepare a close assault on the SU 76. One T34 is immobilized by a direct hit, and the SU 76 gun falls silent due to intense fire on it. On our right, and middle the Soviets seem to hesitate.





Two veteran war-gamers enjoy a day of Bolt Action and “war stories”

1445 hours - The dismounted tank rider squad attacks me and I'm wounded at this point. Under strong leadership, Ushar. Brandt close assaults the SU 76 and destroys it! He takes our OBJ. Oshar. Thaler joins the 2 remaining Pzr IIIs and press the attack on the remaining T34s on the left. Their relentless fire suppresses the T34s. On the right, a 4th T34 arrives and starts to press the flakvierling but it is clear the Russians have lost the will to continue the attack; they begin to fall back. I receive medical aid.

Logistics: Although I am wounded and one Pzr III is destroyed, we are ready to continue the attack under Usturm Grieme. I am recommending Ushar. Brandt for the Iron Cross, 2d class for destroying the SU 76 and securing the objective. respectively,

Osturm Wicker, Kommandeur



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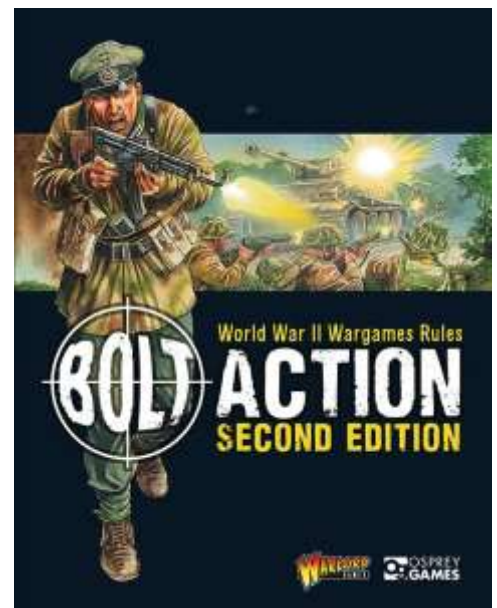


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By Justin Baeza
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Third World War Thursday Update

July Report

Epic beat down Team Yankee.

Blind domination: having no idea my enemy size my 100 points including 7 chieftains 7 swingfire missile carriers, abots, 8 scorpions, infantry with 2 Milan's, and harriers got steam rolled by over 30 soviet tanks. 22 T55 tolled thru woods on both flanks with no line of sight East Germans lost few forces inflicting losses that could not be sustained.

T72 shooting was accurate vs my up armored chieftains. My one hope was my harrier strike aircraft....





Ok here is my beef, I sacrificed 4 scorpions to get a killing blow on two AAA sams so my harriers could strike on left flank. I proceeded to take 7 hits from tanks. AA, and fail 6 saves which Westly promptly rolled 5 and 6 and killed three of my harriers. (What!!!) so my single harrier ranges in third attempt hits only three and kills one - bails 2.





I lost 14 points of forces to kill a T55. Please modify the AA from 50 Cal it's too powerful. Lol. It was fun just had no counter as I caught zero breaks failing armor saves and morale checks my infantry and abots were left facing still over 30 tanks.





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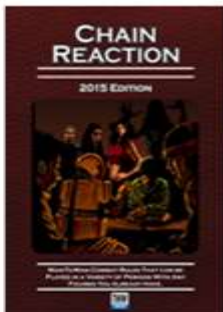
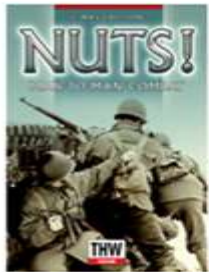
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