

Its December in Texas time to hit the local gaming stores and our sponsoring vendors to buy those Christmas gifts for others and yourself!!



*Lone Star Historical Miniatures  
Club*

We at LSHM Board of Directors and planning staff for MillenniumCon want to send out a big THANK YOU to all who attended and participated at MillenniumCon this year. We had a great turn out and increased our attendance by 50 this year!! **Total attendance was 362**, compared to 313 last year. We also had a record number of games at 112, and a big increase in the number of vendors who attended.

MillenniumCon photo gallery:

<https://www.tkrphotography.com/Client-Galleries/MilConXXI/>

We want to send a special thanks to those who ran games at MillenniumCon – we would not be successful without you showcasing your terrain, rules and figures – thanks much!!

*Charlie Torok*

# The Lone Star Dispatch December 2018



## 2018 LSHM Officers

Charlie Torok	<a href="mailto:torokc@hotmail.com">torokc@hotmail.com</a>	President
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## Inside this issue:

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**Upcoming Events**  
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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.

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**Thanks Frontline Games for attending  
MillenniumCon 2018**



# (Late) FoWSA 13

You are invited to the 13th annual Late-War Flames of War San Antonio Tournament, Otherwise known as FoWSA .

The tournament will be held on Saturday, **December 15, 2018 in the Annex at Dragon's Lair Comics, 7959 Fredericksburg Rd # 129 San Antonio, Texas** (Fredericksburg Rd and Medical Dr.). On the day of the event, registration opens at 09:00 AM, pairing at 10AM, and play begins at 10:15 AM. Expect play and awards to continue until 8PM.



## We will play 4th edition rules.

There are 16 player slots. First lists in and approved, first served. I will take stand-bys after that. Please Email all lists to Ian Straus at [ian.straus@att.net](mailto:ian.straus@att.net) by **noon December 8th, 2017** for approval. Send lists with subject line "**FoWSA 13 lists**". (If you use other subject lines, don't be surprised when I don't find them in my spam-filled email. )

This Late War Tournament will cost \$15.00 with a \$5 discount for current LSHM members who pre-register. Tournament fees will be payable on the day of event at the door. Lunch (pizza) is included in the entry fee. The Tournament will use **1780 points**. Armies must be built from the current late war Army books and official PDF lists available on line as of November 1st 2018.

Lists must show

- the player's name, player's city,
- the book or PDF on which they are based, the company nationality, name and page number,
- the number and types of stands in each platoon, as well as the point costs and upgrades for each platoon.

Bring copies of your list for your opponent to look at, and bring the source book or PDF.

Heroes may be used. However when a specific Hero is killed, all players using that hero immediately lose the hero in question for that round. (After all these guys are unique.)

There will be 3 rounds played. Missions will be announced at sign-in.

Priorities in pairings in round 1: Pair Axis vs. Allied; pair opponents from different cities.

Priorities of pairings in rounds 2 & 3 will be: No repeats vs. the same opponent; pair Axis vs. Allied; Highest cumulative scores vs. highest.

Prizes will be awarded to best overall general, best Axis, and best Allied players as well best terrain table, as well as lower prizes depending on attendance. Terrain will be appreciated, and I will give a prize for the best table. (We provide the table, you provide everything on top of it, 4'x6'.) We will set up terrain on Saturday at 9:00AM. Please tell me if you intend to participate in the terrain table contest, so that I may send you table criteria and forms.

**Ian Straus**, tournament director.

For FoWSA tournament and San Antonio Flames of War events information see our blog

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

Or the facebook page <https://www.facebook.com/groups/fowsa/>

# WARLORD GAMES



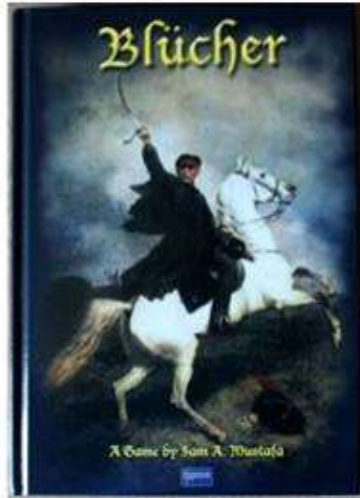
Thanks Warlord Games for attending  
MillenniumCon 2018

Welcome new LSHM members – We added 41 new members at MillenniumCon, thanks for joining and helping us to continue to promote the hobby:



Max	Acmas
Mitchell	Bates
Shannon	Beeson
Bobby	Bell
George	Bott
Jeb	Boyt
Paul	Brunn
Nathan	Castillo
Andrew	Cook
Marc	Coupland
Tom	Crandall
David	Crater
Chris	Cunningham
Greg	Dryanski
Alvaro	Erize
Eric	Freeland
Craig	Gulledge
Ken	Hafer
X	Hawkins
Mike	Heath
Todd	Heightshca
Mike	Heisor
William	Hill
Cliff	Holder
Travis	Husted
Wyatt	Jander
Andrew	Knestrick
Troy	Lancto
Nick	Leyua
Johnathon	Leyua
John	Lindley
Matthew	Lopez
Randy	Miller
Chip	Miller
Vincent	Panetta
David	Pevear
Gary	Powell
Thomas	Raines
Charlie	Ray
Jodi	Sires
Tomasz	Smglewski

**GET REAY FOR THE CAMPAIGN AHEAD!**  
**Participation/Training Game**



**A Napoleonic Campaign (Spring 1813) is coming in  
January 2019 using Blucher!**

**This is the last training game before the campaign starts.  
So come get your Napoleonic fix in before the winter  
break!**

**When: Sunday, December 16, Noon**

**Where: The Game Closet, Waco TX**

**GM: Alan Spencer**

**(Campaign will be fought using 6mm minis and cards)**

***FYI - there will be no LSHM Last Sunday of the Month Game  
for December. Will restart in January! Happy Holidays!***

8 - 10 November 2019

# ***MILLENNIUMCON XXII***

Texas' largest War-Gaming Convention

Round Rock, Texas

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



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Club

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Room Rate \$90 MillenniumCon

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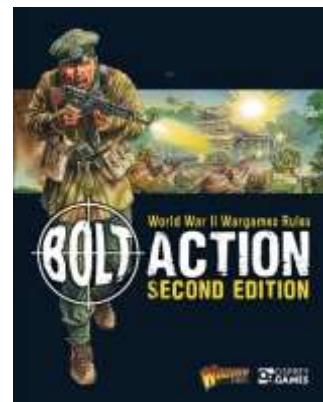
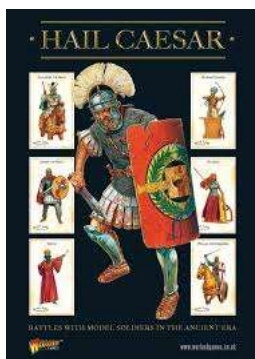
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**Dragon's Lair now carries most Warlords rules and products, if it is not on the shelf just ask and they will order it for you – saving you the shipping cost.**



*Here is another great local store supporting LSHM*





# Thanks to the

# Vendors who attended

We hope to see you next year!!



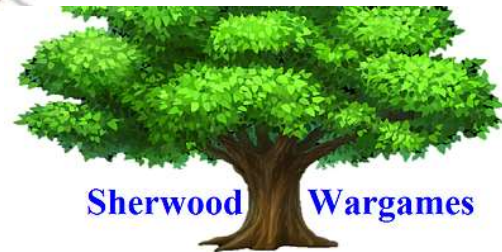
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*Myth Adventures*



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# Fundraiser – Thank YOU



We were able to raise over \$300 for the Alamo Chapter of MICA.

By Andrew Fisher



# A few Pictures from MillenniumCon XXI

MillenniumCon photo gallery:  
<https://www.tkrphotography.com/Client-Galleries/MilConXXI/>



TKRphotography capture it!





***More Pictures of MillenniumCon XXI***





**SUNDAY January 13<sup>th</sup>**  
**Starting at 1:30pm**



SUN, JAN 13, 2019 AT 1:30 PM

**Battle of Arnhem (Bridge Too Far) 1/300**

Table Top Generals - San Antonio, TX

★ Interested

Thanks NeWay Designes for attending  
MillenniumCon 2018

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# TEST OF HONOUR

THE SAMURAI MINIATURES GAME

*By David Beeson*

## **Test of Honor Battle report from Millennium Con 21**

The game was set-up for six players which we divided into three one-on-one fights, to start. As the game situation might dictate we would move to a two-on-two or a two-on-one action. The players never do what you expect so you must be ready to adapt, meet them where they are and have fun! This semi-controlled chaos is what keeps me fascinated about running table top games.

The scenario begins at the home and Dojo of a famous Sensei. The Sensei has offended a Samurai lord. This anonymous Samurai lord has contracted with a band of seven Ninja to take out the Sensei to uphold his honor. The Ninja leader hired a bandit crew to block any help that might come to the Sensei's aid. The bandits hired a group of Ronin to block one of the two roads leading to the Dojo. Our Sensei has many friends throughout the Provence and has been warned of the impending attack.



The Sensei has a small retinue made up of his five daughters and two trained Asakura. The Sensei has trained his daughters to fight since they were old enough to hold a bow or sword. They will be a very rude surprise to the vile assassins.

There are two Samurai heroes coming to the Sensei's aid with their own retinue, they were summoned by the Sensei's Asakura. The Samurai heroes were trained by the Sensei as was the Ninja leader hired to kill him.

The bandit leader is looking for an opportunity to double-cross the Ninja because the samurai lord who hire them ruined his father and took his ancestral lands.



The victory conditions:

The Ninja must kill the Sensei and deliver his head to the Samurai lord. They must successfully get our Sensei's head across the ford of the river. The Sensei and his daughters can take up positions in any of the three buildings to await the attack.

Each Samurai hero and their retinue must fight past the bandits and Ronin to cross the bridge and aid their teacher.

The bandits must stop the samurai from crossing the bridge and look for a way to backstab the ninja.



The Ronin must stop the samurai facing them and kill as many as possible.

In Test of Honor you build a warband with the cards that represent each warrior type, each type has a point value. In this scenario victory points are gained equal to the points of the warrior type that is cut down. If you are familiar with Test of Honor you will understand the point cost, if not that will be another article. In addition, each group gains victory points for completing or preventing a victory objective from being achieved.



The game opened with the Ninja advancing on the Dojo, the Ninja lieutenant (Lt.) and leader quickly entered the Dojo and found it empty. The other Ninja, moving in slow support began to take unseen bow fire. They could not (by using their wit test) ascertain where the shots where coming from and it unnerved them; so they remain behind “in support” the entire game.

The first Samurai warband advanced boldly and where promptly confronted by the waiting Ronin. The Ronin hero advanced wielding his huge club. He began cutting down a group of bowmen. As the gigantic club slew the remaining Asakura, the group's wise Samurai attacked the Ronin's hero and was promptly knocked down.

The second Samurai warband's attack faired a bit better as the bandit hero (bow armed) recklessly advanced against, and engaged, the Samurai hero. The hero's katana bit deep and cut the kimono armored bandit down. The remaining bandits fell back on the ford.

Back at the Dojo, as the Ninja leader emerged from the Dojo, our Sensei charged from his house followed by his eldest daughter. The Ninja Lt. deflected an arrow and was wounded by another as he exited the Dojo. The Ninja "support" were still befuddled (all five) by arrow shots from just the one bowmen/bow person.

The Sensei, having moved in the Ninja leaders charge range, was attacked. The eldest daughter and her father responded in kind. The Ninja, moving with lightning speed and agility, avoided all sword strikes and drove his opponents back.

Both relieving Samurai groups, the bandits and the Ronin fought a "seesaw" battle of attrition as they all moved back toward the ford and bridge.



Back at the Dojo, the Ninja Lt. was reluctant to expose himself to further bow fire and opted to stay indoors while his leader fought on alone. The Ninja leader attacked his Sensei again and knocked him to the ground. The Ninja leader then turned on his second opponent wounding her and driving her back. The Ninja then became the target of the Sensei's bow armed daughters (all three, although the ninja "support" would claim they were still under heavy fire) the ninja leader could still not be hit, what magic did he possess?

The Ronin ambush was sprung to devastating effect as the Ronin hero cut down the first Samurai hero. With victory in sight, the Ronin did not see the Samurai spearmen make their move toward the bridge.

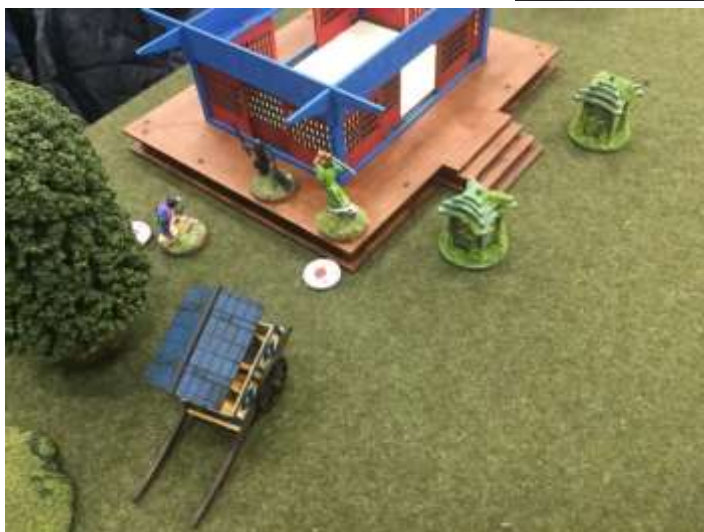
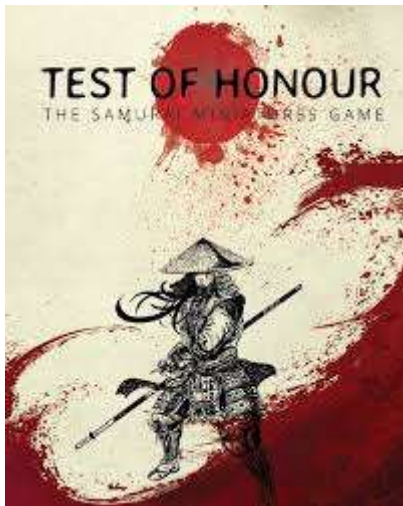
The second Samurai group was locked in an inconclusive fight for control of the ford with the remaining bandits, a fight that would end in a bloody stalemate.

Back at the Dojo, the Ninja Lt. moved out of the Dojo to attack the downed Sensei only to be attacked by daughter number two and her yari. Daughter number one charged the Ninja leader but he knocked her down and left her wounded as he turned to attack his Sensei. The Ninja leader ended his former teacher's life with a ghoulish smile. He was thwarted from taking his head by three more arrows shots that either missed or he deflected.



The spearmen from the first samurai group crossed the bridge into the Dojo compound. The Ronin hero launched a furious assault on the remaining Asakura from the Sensei (now acting as the leader of the first Samurai group). The Ronin's hero monster battle club could not defeat the lone spearwoman. She avoided seven attacks and recovered from two knockdowns. This allowed the spearmen to aid in the fight at the Dojo. This brave warrior was finally allowed to meet her ancestors has the final blow from the war club stuck home.

Back at the Dojo, The Ninja Lt. attacked and finished daughter number two. He took advantage of his success and moved to remove the head of the lifeless Sensei. This dishonorable action was successful. The spearmen of the first Samurai group seeing this cravenly act, attacked with rage driving him back without his noble prize. The Ninja leader drove back the Sensei's first born with one move and attacked the spearmen with two more actions killing one and driving the remaining back.



 **SCRIBBLYBEE  
STUDIOS & GAMING**

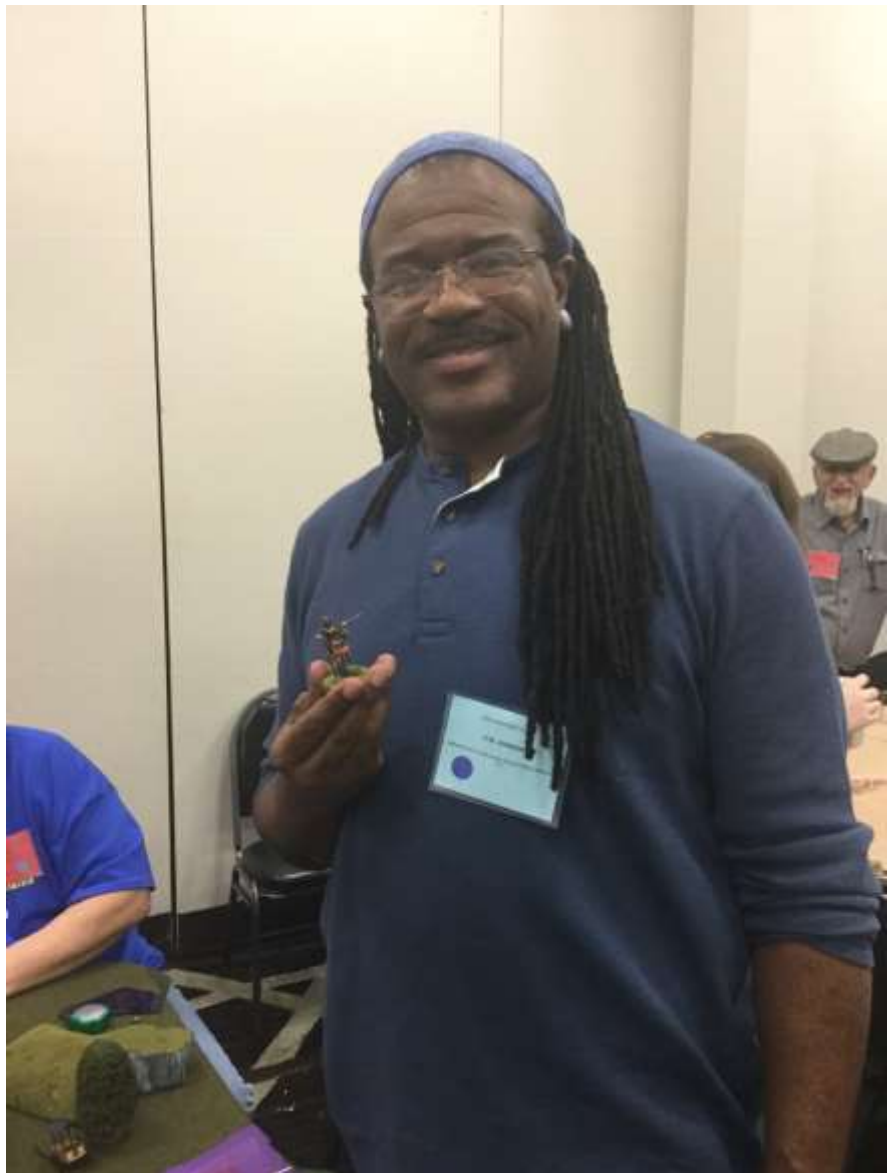
The game ended with the Ninja Lt. picking up the head of the Sensei and running toward the ford with the Ninja leader fighting a rearguard action. They were followed closely by the remaining daughters, the spearmen and of course the infamous “Ninja support” group.

All seemed to have had a very good time! I want to thank my players, Alphonso (the Ninja Leader and winner), Randy, Greg, A.J., Paul, John, his son Diego, and Thomas from Poland. I also want to thank my son Jacob (the games would have been much more difficult and a whole lot less fun without him).

Thanks to all the guys at Millennium, Charlie, Mark, Ian and the rest. Mostly, I want to thank my wife and business partner Shannon, she is the inspiration to all we are doing!

David & Shannon

ScribblyBee



# MULTIVERSE GAMES

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# *Spectre Operations & Modern Bolt Action*

*By Andrew Fisher*



Thank you everyone for the strong showing and support to our Modern-Era Wargaming section during Millenniumcon 2018!



During the event we ran a total of five scenarios using the Spectre Operations and Modern Bolt Action rulesets. Games ranged from all-out street warfare between law enforcement and criminal enterprises, MENA insurgents vs. US Army, and a city fight between Russian and NATO forces to recapture the port city of Sevastopol, Ukraine



We again appreciate all those who signed up, played in the other pick-up demos, and those who expressed interest in modern-era wargaming. We will definitely look to continue this next year, and using player feedback, make the scenarios even more fun and exciting!





In particular, I want to thank several individuals and companies for providing the miniatures, terrain, and donations to make this and our raffle fundraiser benefiting the Military Intelligence Corps Association (MICA) such a success. In all, every participant who signed up for a scenario received a swag bag worth approximately \$20 and we were able to raise over \$300 for the Alamo Chapter of MICA.



Thank you again for all who participated and the following individuals/companies for your generous donation in time, merchandise, and collections:

- **Spectre Miniatures** – Swag bag donations, raffle donations, MCON exclusive miniature, and the flight to Austin, TX all the way from the U.K.; being a good group to have a ‘pint’ with.
- **Crooked Dice Miniatures/7TV** – Swag bag and raffle donations (a lot of people were hoping to win your 7TV box set)
- **Miniature Building Authority** – Raffle donations and con-specific discount on your webstore (your LMTV was also a huge hit)
- **The Crows Nest Hobbies** – Raffle donation
- **Special Artizan Service Miniatures** – Con-specific discount code
- **Black Site Studios** – For the fantastic custom city table, custom terrain, and swag bag rulers; another good group to have a ‘beer’ with.



Thank you to these individuals who greatly contributed to the overall success – without them it could not have happened.

- [Nate Edmund](#) – For the laminated unit cards, desert table/terrain, table space in the main game hall, and Ranger Army
- [Pete Hinojosa](#) – Being the other Spectre/MBA Gamemaster and Insurgent forces
- [Oscar Barela](#) – Being our Modern MC, the Soviet Armor, and contributing much of the ‘mob’ forces
- [Dan Warner](#) – Providing the French Foreign Legion portion of the NATO MBA force
- [Brian Ferrans](#) – Our local gaming group masterbuilder of Blacksite Studio kits



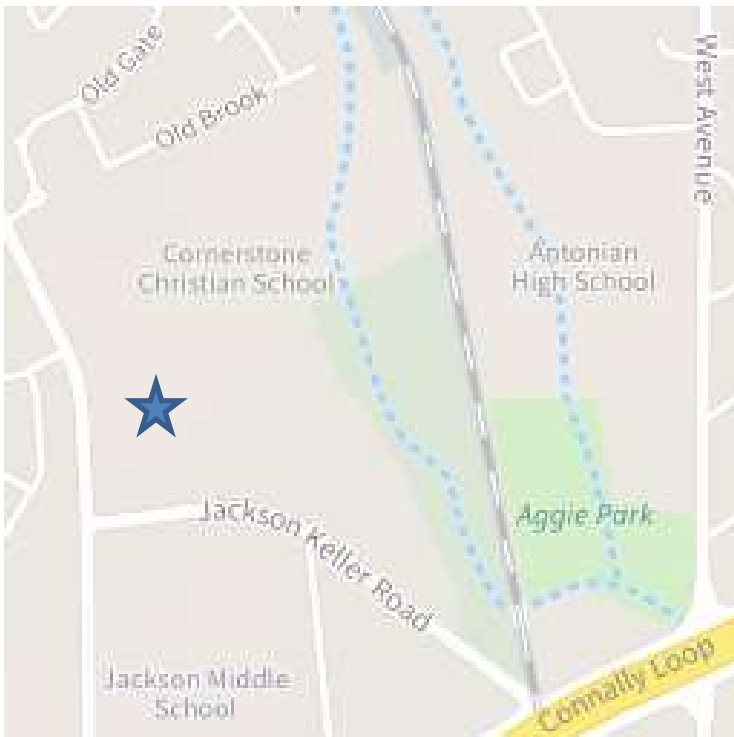


New Game Store in San Antonio Texas

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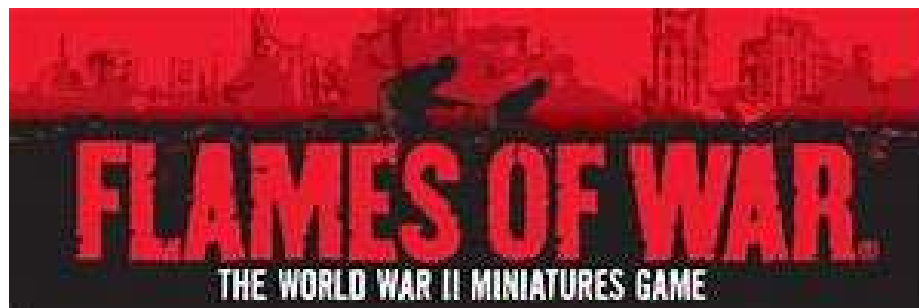
TableTopGenerals, started in 2012, is a Brick and Mortar and convention retailer. We also host pop-up gaming events, corporate Dungeons & Dragons sessions, and occasionally open a “Game Store Speakeasy”. Feel free to message us if you are interested in joining one of our ongoing games, or would like to start a new one!



[WWW.THETABLETOPGENERALS.COM](http://WWW.THETABLETOPGENERALS.COM)

# San Antonio, Texas

By Chris Lisanti



WWII Tanksgiving Update. 8 players with four German (Wes, Brendan, Michael and Chris) attacking four American (Wes, Tony, Evan and James) in a slightly modified Last Day In Combat Mission from Infantry Aces campaign.



The Americans started holding 4 objectives while the Germans had 3 with one in the middle. The Americans seized the middle objective with the Germans unable to move units to contest it.





Chris' Begleit infantry unit took advantage of an aggressive American infantry deployment contesting one of the American objectives while some American Stuarts quickly moved over to contest a German objective.





Wes' Tigers contested another American objective, but it was too little as the Americans held out beating the Germans on a score of 24-16.







A great time was had. Next up: 6 December Team Yankee. See you at Multiverse! Don't forget the late war FOWSA on 15 Dec 2018 at Dragon's Lair San Antonio.





**Thanks Sherwood Wargames for attending  
MillenniumCon 2018**

A note from Sherwood Wargames:

Our website address [www.sherwoodwargames.com](http://www.sherwoodwargames.com) and they can text or phone us on 225 590 3499.

Phil  
Sherwood Wargames



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# 2018 / 2019 - Texas Region Conventions and Events

## **FOWSA XIII - LATE WAR**

December 15, 2018 -

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

Contact: Ian Straus,ian.straus@att.net

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

## **GAMEXPO**

March 15, 2019 - March 17, 2019

San Antonio Hilton-Airport - San Antonio,TX

Contact: Vince Guzman,vince@namzug.com

<http://thegameexpo.com/>

## **OWLCON**

February 22, 2019 - February 25, 2019

Rice University - Houston,TX

Contact: ,

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

## **REAPERCON**

August 30, 2019 - September 2, 2019

Embassy Suites - Denton Convention Center - Denton,TX

Contact: ,questions@reapercon.com

<https://reapercon.com/>

## **TEXAS BROADSIDE!**

October 18, 2019 - October 20, 2019

Battleship Texas State Historical Park - La Porte,TX

Contact: Andy Broussard,texasbroadside@comcast.net

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

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

# Gaming Store in Killeen, Texas



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



# SHOGUN

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**Thanks Shogun Miniatures for attending  
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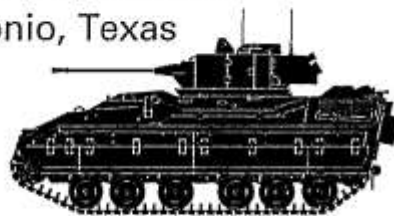




# Dibble's Hobbies

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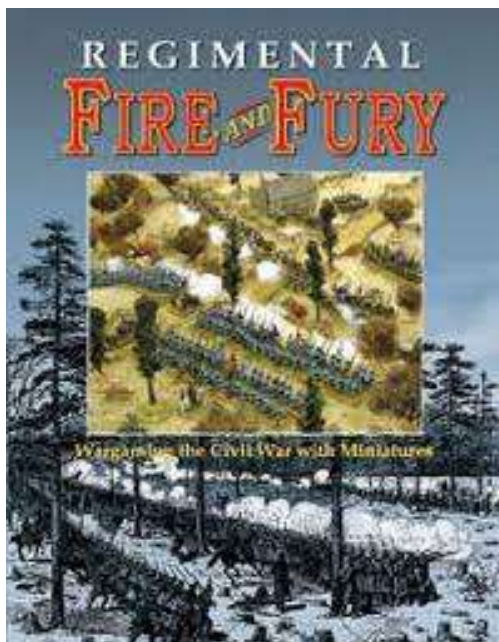
Our product lines are focused toward:

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





# Raven Banner Games: 28mm ACW Miniatures

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10% discount code: LSHM18



**Thanks Raven Banner Games for attending  
MillenniumCon 2018**



# *The San Antonio Game of 2019!!*

Le Baton 28mm Napoleonics

Join us at:

<https://www.facebook.com/groups/502538916895699/>

We probably bit off more than we can chew by doing a 6 BDE (3v3) to start. 1 and 2nd BDE of the 4th Infantry Division II Corps drove the Austrians off the field while the Duchy of Warsaw was unable to break the traitor Saxons. Vive La France



# Support LSHM Vendors and Sponsors:

## NWS WARGAMING STORE



[www.nswargaming.net](http://www.nswargaming.net)

Christopher Dean  
NWS Wargaming Store  
<http://www.nswargaming.net>  
nws-online@nws-online.net

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

## NWS WARGAMING STORE

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

Email: [contact@nswargaming.net](mailto:contact@nswargaming.net) or [store@nswargaming.net](mailto:store@nswargaming.net)

All Categories



SEARCH



## San Antonio Blood & Plunder Group

<https://www.facebook.com/groups/2008908972654821/>





## 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!

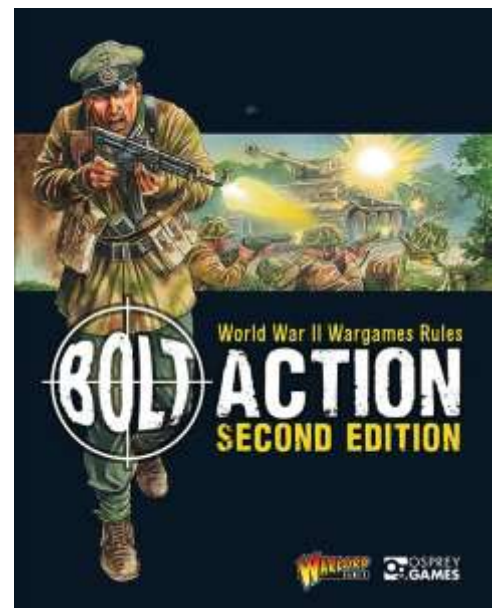


The cost of membership is \$5 and this goes towards promotion and prizes for our many events state-wide. This low cost membership helps us to promote the hobby through running tournaments and events in order to get gamers out gaming!! Please consider joining the group and helping promote our hobby.



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

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ISSUE #18

A Review of  
*A Terrible Roar*  
Chickamauga Scenarios

The cover art features a central illustration of a Civil War battle scene. In the foreground, blue-clad Union soldiers are positioned in a trench, some holding rifles and others standing. Several American flags are visible, including one on a pole in the center and another on a horse-drawn carriage. The background shows a hazy landscape with more soldiers and structures. The title 'ACW GAMER' is written in large, bold, white letters with a red outline, and 'THE EZINE' is written in smaller, bold, white letters below it. The entire scene is framed by a red border.

# ACW GAMER

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Summer 2018

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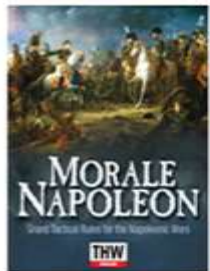
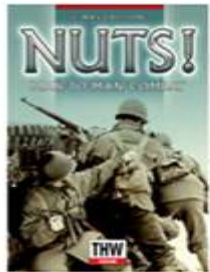


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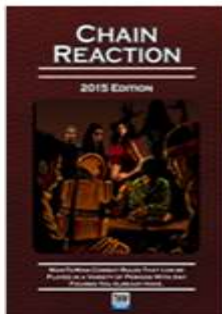
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