

The Lone Star Dispatch

January 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.

Its 2018 and time for some new gaming projects – this year myself and a few others here in San Antonio are venturing into 28mm American Civil War using Regimental Fire & Fury rules.

We at LSHM would love to hear all about your projects for 2018 – please consider sending me your projects to publish in the newsletter. Just send me what you are working on and some pictures.

This months issue lists a number of gaming opportunities for you to enjoy this year. We will continue to update the list of events around Texas.

On January 14th we will hold our annual LSHM business and membership meeting at 2-4pm at Dragon's Lair in San Antonio. If you can attend please do – we would like to get your input on events for 2018. We will also look back at 2017 and ahead to the new year.

In this months edition of the newsletter are two compiled lists. The first is 2018 events across and near Texas – if you have an event not listed please send it to us. Also, is the beginning of a list of Texas game stores –we are missing many – please send me your local store so we can include it on our master list.

Have a great beginning of 2018 and see you at the game table.

Charlie Torok

2018 Events



Join us for our annual LSHM Business / Membership Meeting

14 January 2018

2 – 4 pm

Dragon's Lair San Antonio

We will be electing the board of directors, looking back at the year 2017, and Looking forward to what we have planned in 2018.

All are welcomed to attend – come on out and get involved in the club. See you on the 14th.

Please RSVP if you plan to attend: torokc@Hotmail.com



2018 - Texas Region - Conventions and Events

OWLCON, Houston, TX

2/23/2018 - 2/25/2018

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

TWISTERCON, Oklahoma City, OK

3/16/2018 - 3/17/2018

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

MAGCON, New Caney, TX

4/7/2018 - 4/8/2018

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

CARNECON, Arlington, TX

4/14/2018 - 4/15/2018

<http://www.meatshank.com>

CHUPACABRA CON, Round Rock, TX

5/4/2018 - 5/6/2018

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

WARLORD GAMES CON, Midwest City, OK

5/18/2018 - 5/20/2018

<http://www.warlordsgamescon.com>

BGG.CON SPRING, DFW, TX

5/25/2018 - 5/28/2018

<https://boardgamegeek.com/bggcon>

MANEUVERSCON, Tulsa, OK
8/17/2018 - 8/19/2018
<http://www.maneuverscon.com>

MILLENNIUMCON, Round Rock, TX
11/9/2018 - 11/11/2018
<http://www.millenniumcon.info/>

FOWSA - TEAM YANKEE, San Antonio, TX
TBA
<http://fowsa.blogspot.com/>

FOWSA - EARLY WAR, San Antonio, TX
TBA
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BAYOU WARS!, St. Francisville, LA
TBA
<https://www.facebook.com/BayouWars/>

FOWSA - MID WAR, San Antonio, TX
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SAN ANTONIO MUSTER, San Antonio, TX
TBA July
11am – 4pm

BAYOU BATTLES, Houston, TX
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Texas Gaming Stores

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Multiverse Games San Antonio

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We need your Game Store here!!

2018 Events



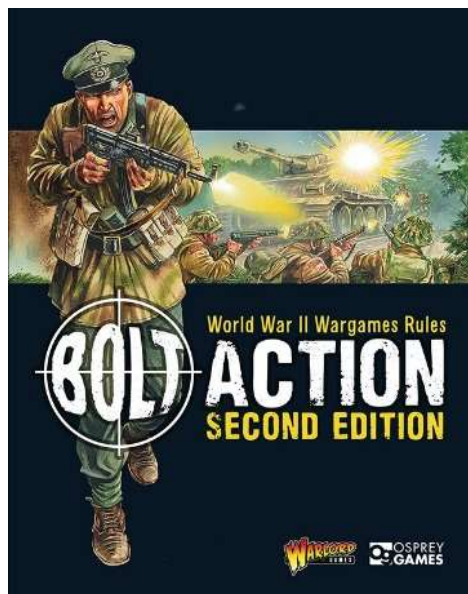
Join Dragon's Lair San Antonio for a BOLT ACTION CHALLENGE!!

Ok folks! Those of you who are interested in the Escalation League at DLSA, sound off! Entry into the league is to buy a Bolt Action unit or Tank box. The league starts On January 8th and runs through Feb 18th. 2 weeks of 500 pts, 2 weeks of 750pts and 2 weeks of 1000. You only need to play 1 game a week. This league will have a drawing at the end for all participants.

League night will be Friday as that is our normal Bolt Action game night!

I will be taking sign ups and requests for unit boxes This Friday, and all the way up to Christmas.

Happy gaming! ***Thomas Morgan***



MORTEM ET GLORIAM

Mortem et Gloriam Ancients Tournament in Austin!

We are planning a MeG Tournament for February or March in Austin at Nerdstock. This is specifically a BEGINNERS TOURNAMENT, so we will have fewer games with longer time allowance to reduce the pressure and let people concentrate on learning all the aspects of the game, rather than winning in a limited time frame. It will be OPEN format to allow more players who don't have armies from all periods.

In addition, Nerdstock does not open until noon on the weekend, so we plan on two games on Saturday and one on Sunday. Each will have a 3.5 hour time allowance.

LET US KNOW YOUR PREFERRED DATES! Contact Rob Smith on the LSHM facebook page if interested.

We need to nail this down soon, to please comment with your preferences.



San Antonio, Texas

By Chris Lisanti



Third World War Thursday Update. Wes and Michael (2 T-64 tank battalions--50 points each) took on Chris (1 Leopard II company--100 points) in a free for all scenario. It was the fight for fast food!

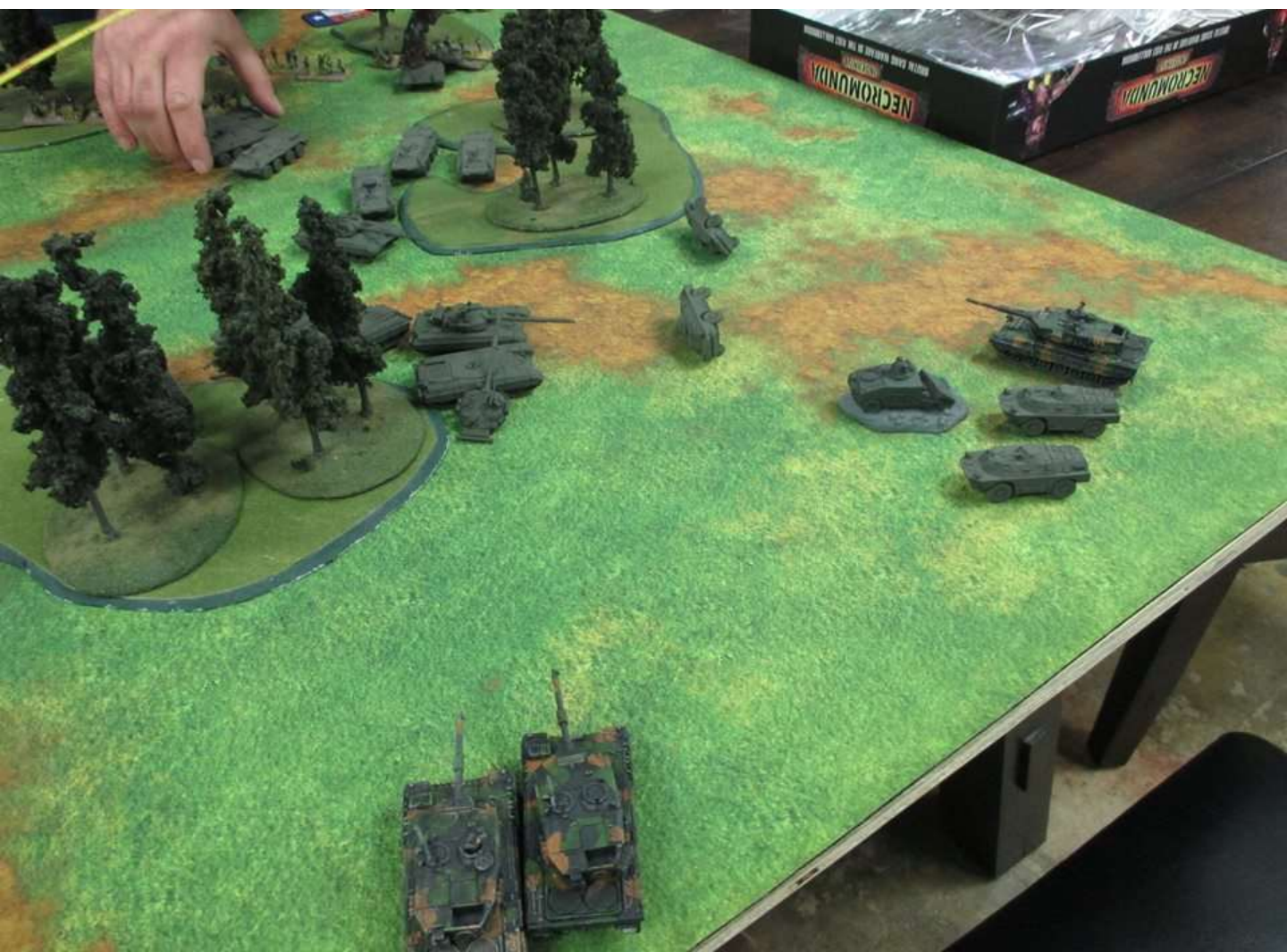




Tanks were deployed on the flanks with the armored vehicles (BMPs, Marders, Luchs and Gepards) in the middle through the town. The West Germans got the first turn and lit up two T-64 platoons with 1 platoon lost and the other down to a single tank. The Gepards lit up the Gophers while the Marders and Luchs engaged the BMPs in the middle.



The return fire by the Soviets netted no hits on the Leopard IIs while the armored vehicles in the middle took casualties. The theme of the night was the inability of the Soviets to hit the West Germans in concealing terrain. After the Soviet left flank was decimated leaving only infantry, a Leopard II platoon rolled on to the objective.





Meanwhile the Soviet right flank was still contesting the right objective with BTR vehicles and T-64s engaging the West German Leopard II commander who was in the open contesting the objective. A last ditch attempt to take out the West German commander was thwarted when two shots resulted in only a bail with him remounting the next turn.





The vaunted luftwaffe (4 ship of Tornadoses) appeared twice with disappointing results (did not range in on the first strike while bailing out 2 tanks on the second strike) -- but it was agreed, they looked good doing little! Come by next Thursday to Multiverse for more action.





Third World War Thursday recap. Michael (T-64 battalion) and I (West German panzer grenadier company) played a 51 point intro game of annihilating the opponent. I lost 2 of my 3 Leopard IIs and the 3rd one ran in a single turn leaving me only with Marders and Grenadiers (my 2 helos were taken out earlier by good Gopher shooting). However, it still took Michael's remaining T-64s several turns of shooting machine guns and assaulting to get the stout grenadiers to leave the battlefield. We had to bring out some of my Jordanian M-60s as T-64 proxies, but next week we should have a full Soviet complement. Come on down and check out the action or join us Thursday evenings at Multiverse for Third World War Thursdays! Start time between 5:30 and 6:00.

***Join the San Antonio – Texas
Team Yankee FOW group – a
part of the Lone Star Historical
Miniatures (LSHM) club.***

***The group plays at Multiverse
Games San Antonio***

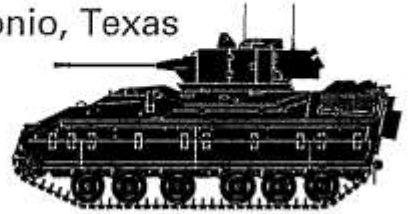




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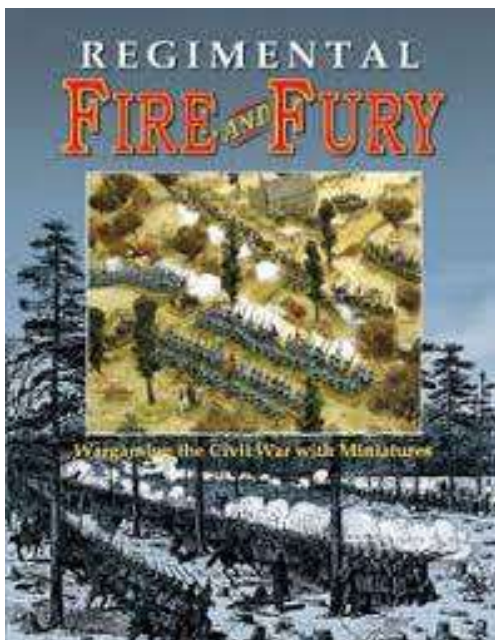
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Dibbles carries *Fire & Fury* Regimental ACW rules: San Antonio's game of 2018

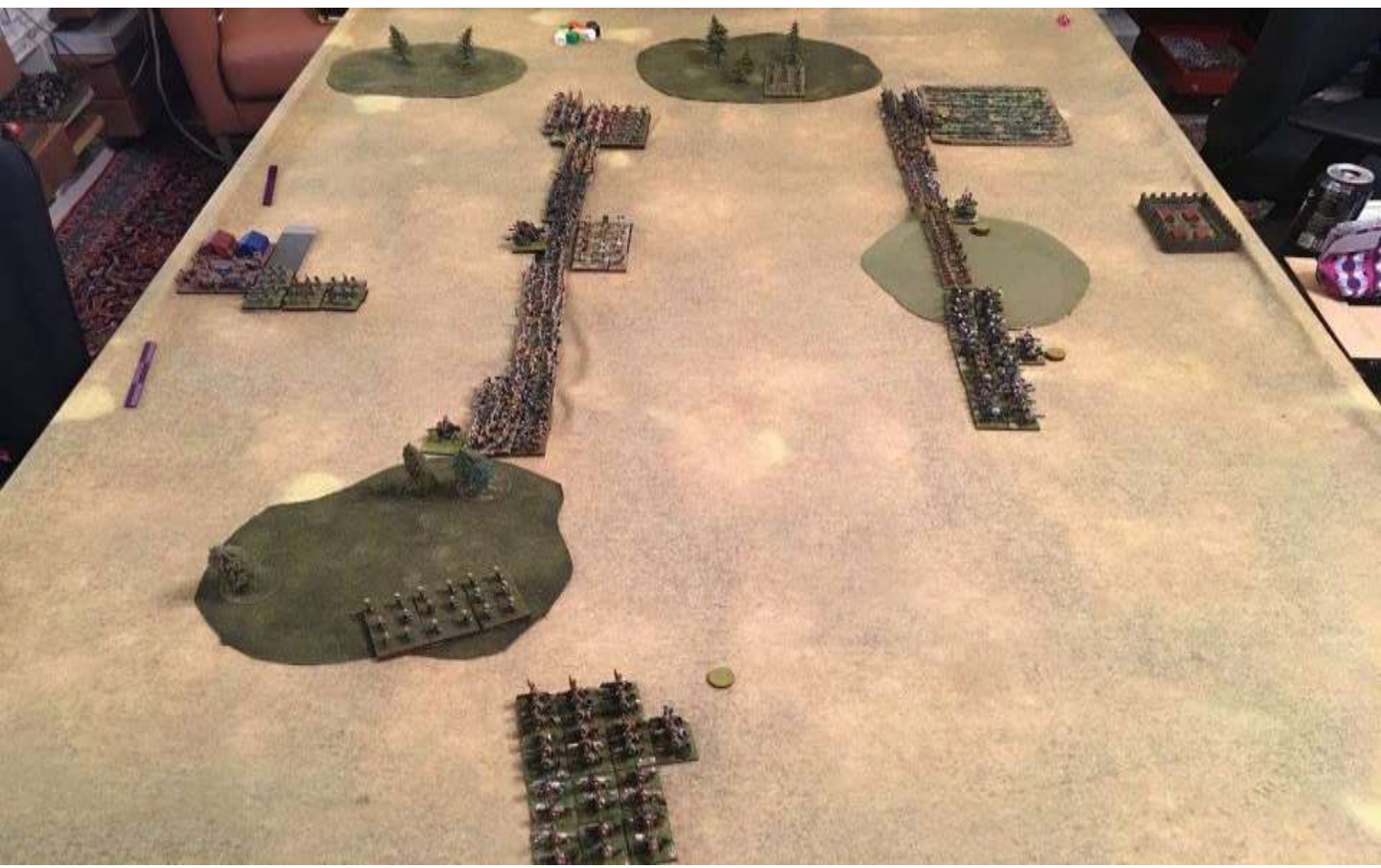


MORTEM ET GLORIAM

Game Report by Rob Smith

Beka and I defended civilization against Kevin's and Albert's ravaging horde of tribesmen somewhere in Gaul. We used Mortem et Gloriam and the armies were 10K points.

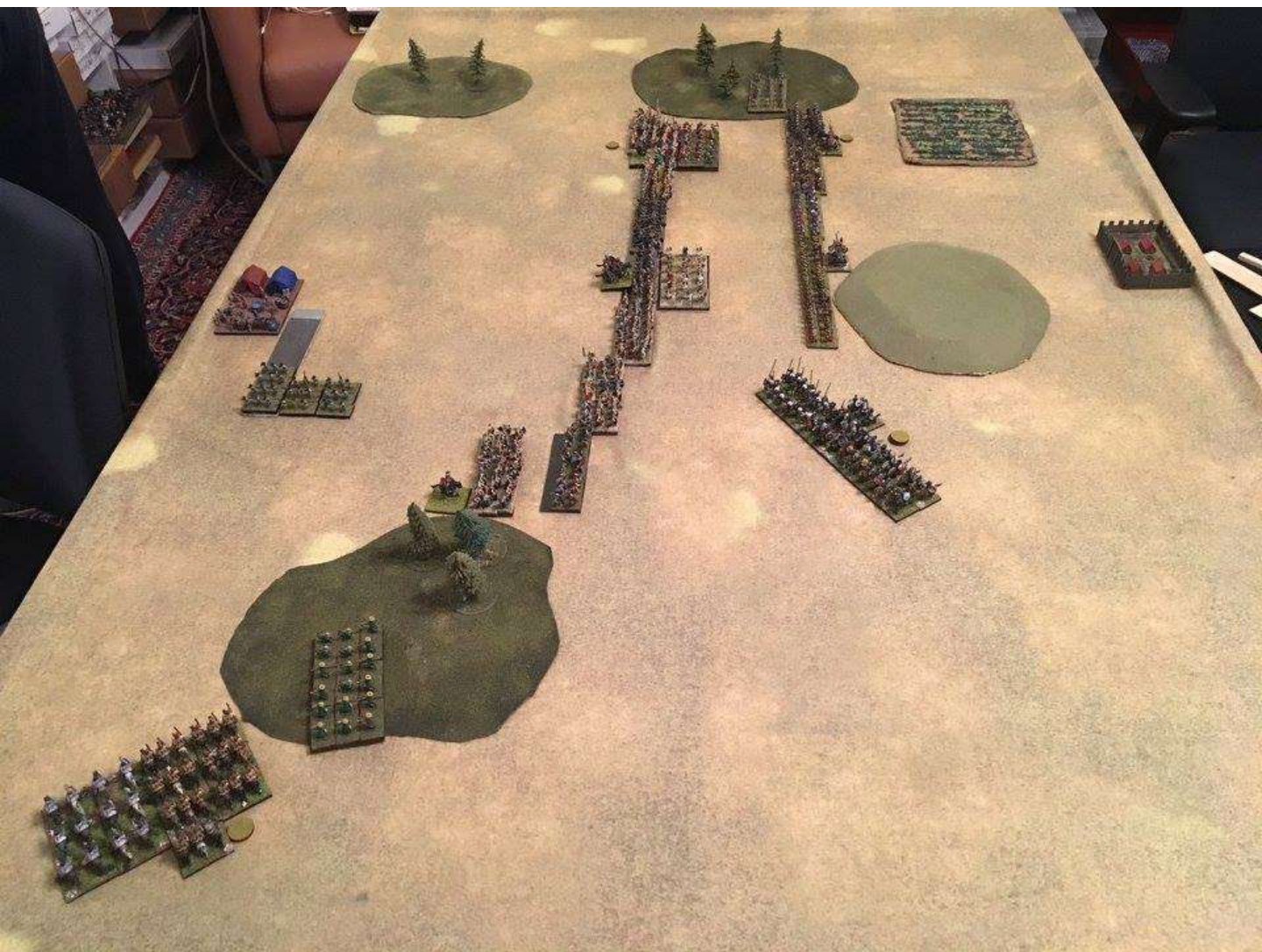
This was my second foray with the Foederate Romans, but the first since I had refurbished the 30 year old army, with new basing and additional figures. I'm very happy with both how it looks (despite very old figures) and how it plays.





Albert put together an Old Saxon list from his collection of miscellaneous barbarians. I don't have Albert's list, but I remember that there were three Noble units (6), six Warrior units (9), one Peasant unit (10), two archers skirmisher units (9), and one javelin skirmisher (9), along with three commanders.

**MORTEM
ET GLORIAM**



While we Romans won the Pre Battle System, the Saxons chose their terrain wisely and got good placement. All rolls to move terrain after placement failed on both sides. This left the Saxons with both their flanks covered, a critical condition for fighting a battle with no cavalry!



This is one of the things I really love about MeG. Armies that depend on terrain to fight successfully have more control over terrain selection and placement than in previous rules (FoG). While there is rolling for terrain to be in the left, center or right sectors, but the player chooses which side of the table it will be on. So helpful terrain can be placed on your side of the table and you can place disruptive terrain on the opponent's side.



This battle is a perfect example of the Saxon ability to cover their flanks with terrain.



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Battler Report

15mm Napoleonic Wargame

By Steve Miller

We had a GREAT Napoleon at War game yesterday at the Rat Palace. 7 players, 12x6 fully 3D terrained table. We played a classic version of take and hold the crossroads, loosely based upon Charles Grant's Programmed Scenarios...quite loosely.



The French under the command of the Master of Europe consisted of French regulars supported by VIII Corps (Westfalians) under the command of General Greg. French Center was under the command of the Celtic terror of the Highlands Jamie, whilst the French flank against the vaunted Prussians was commanded quite ably by "Good Clay".



The Allies were commanded by General [Scott K Hendrickson](#), ably supported by [Ken Nickel](#), [Alan Spencer](#) and myself, the notorious [Steve Miller](#)-the person that ruined wargaming in North Texas as we know it according to some wags.



The game took every bit of the 12 foot allocated to it as each player commanded a 2K force. The British kept their Light Cavalry and Heavy Cavalry Brigade in reserve while the Austrian reserves consisted of a Grenadier brigade and 6 pdr artillery battery.

The Brunswick Brigade took the function of demonstrating on the right flank to draw off some of the Westfalians onto "the knuckle". The bulk of the French were concentrated in the center and closer in upon the crossroads. The Austrians whittled down the French and Westfalian center by great use of combined arms while the British took positions in the center to dislodge the French already at the crossroads. The right flank French forces maintained steady pressure upon the Prussians keeping them from reinforcing or attacking the flank of the center French.

The British cavalry forces finally arrived on turn 3 to support the Allied advance. The game began to end as players had to leave for the early evening and the French forces began to fail their force morale rolls. Even the hat of Napoleon himself could not keep the Westfalians from leaving the field en masse. We had a great game with great friends! Napoleon at War is viable and easily learned and played by new players

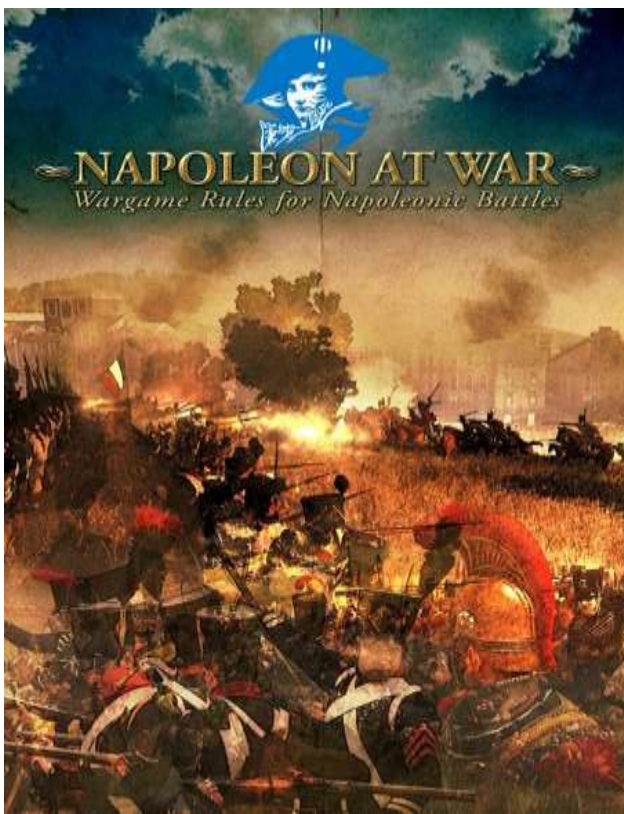


We introduced two new players today. They were locked into the system by turn 2.





The game can and does support multi player games quite well. The game system embraces fast/aggressive play with a tangible result either way. One of the players noted that the game is not forgiving for player/thinking errors. This is a good thing in my book as the game moves so fast that one MUST put a plan into place and work that plan good or bad. [Scott K Hendrickson](#) suggested we try a army level tweak and see how reconstituting depleted brigades would work. We did not do that today.



Lessons Learned:

I need a bigger Rat Palace. That 40x30 building sure is looking good. I wonder if I can talk my spouse and the City Planning Board into constructing one. Who knows...I could retire and put together a Tejas version of the Wargaming Weekend venue popular in England. Dust off those Napoleonic and get to rollin' dice! You should be playing at the Rat Palace!



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7/31/2017)

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Gaming Projects



By Chris Lisanti

Don't let your Soviets be boring! I just assembled 8 T-64s recently and tried out weathering and tank modifications to make them look more interesting.

I had a field day weathering. First I dry brushed the tank with a lighter green (Russian Uniform) followed by battlefield brown on the tracks and the lower hull. Then I put on a powder rust treatment by Tamiya on the tracks and wheels. I then put some.



dry dust paint on an old brush and dabbed a little around the hull giving it spots and small streaks of an almost white color. Finally, I used some pigment to give it the mud look especially in the front but also on the skirts and the back. The mud didn't look too real when I put it on at first (the edges were too smooth or rounded), so I took a toothpick and scraped the edges to make them look more irregular.

T-64s have stowage around the turret that easily comes off with snips and with some sanding gets a nice result (see pics). Additionally, I omitted a snorkel on one and a gas tank on another (see pic where a TOW missile almost got him with expected blackening from the explosion--I call him "Lucky 201") and a back bar on a third one (don't know what that thing is really called). I fully utilized the decals and added a 2nd Guards decal to the left side of the turret (as you look at the tank) to distinguish the company and battalion commanders from the non-commanders (see pic). Finally, I had some Gale Force Nine barbed wire and cut some out and placed it on the front of the hull to simulate the cable that many T-64s have (see pic).



I hope this post has encouraged you to not let your Soviets be boring, but exciting!



Gaming in San Antonio

Join the Third World War
Team Yankee group



Christopher Lisanti created an event for the group.

December 29 at 9:21am



JAN

4

Third World War Thursday

Thu 6 PM · Multiverse Games · San Antonio, TX

Christopher Lisanti invited you

★ Interested



MULTIVERSE

Gaming Projects

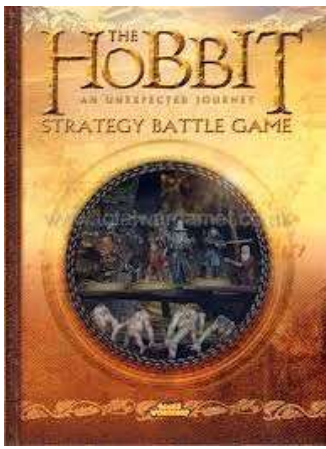
By Cassy Pittman



Some progress on my USMC for TY. Still a ways to go but happy with the color scheme.



TEAM YANKEE
WORLD WAR III



The San Antonio Lord of the Rings / Hobbit Gaming Group

Contact Charlie Torok if interested in playing

Lord of the Rings / Hobbit Strategy Battle Game (SBG) in San Antonio Texas. A group of us met up for our annual visit to Middle Earth (A Christmas time tradition) this past Thursday at Multiverse Games in San Antonio. Orcs, Elves, Dwarves, Evil Men (Easterlings) and Uruk-Hai fought for domination of Middle Earth.

The group plans to play more in 2018 - so watch for news on when we will be playing - new players welcome to try out this fun skirmish game.





Michael
Lisanti's Orc
horde
advances
through the
village towards
Charlie Torok's
Urak-hai



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Art Douglas' beautifully painted Easterlings advance on the elves of Nathaniel Lisanti





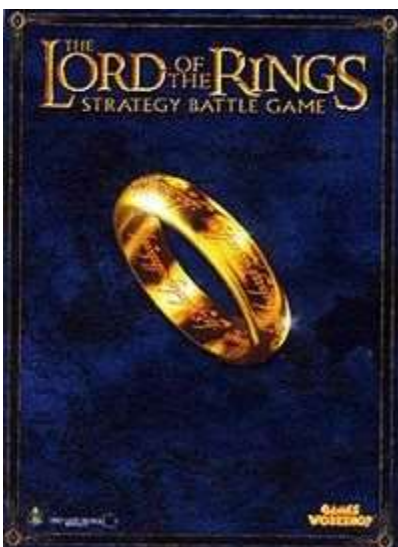
The younger Lisanti brothers show no mercy to the old men!!



Isengard Troll
and Urak-hai
hold the upper
hand on the
forces of
Mordor led by
Gothmog



The elves and
Easterlings battle it
out for domination of
middle-earth

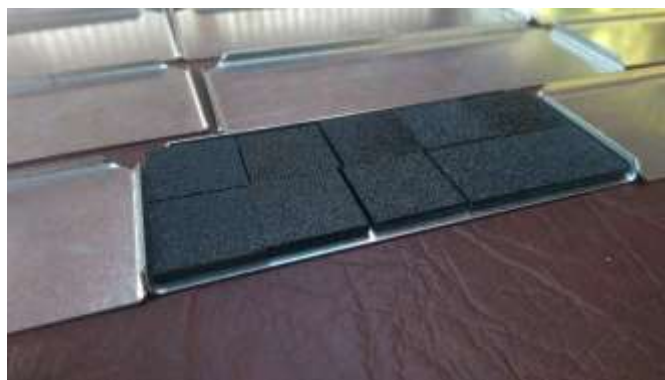


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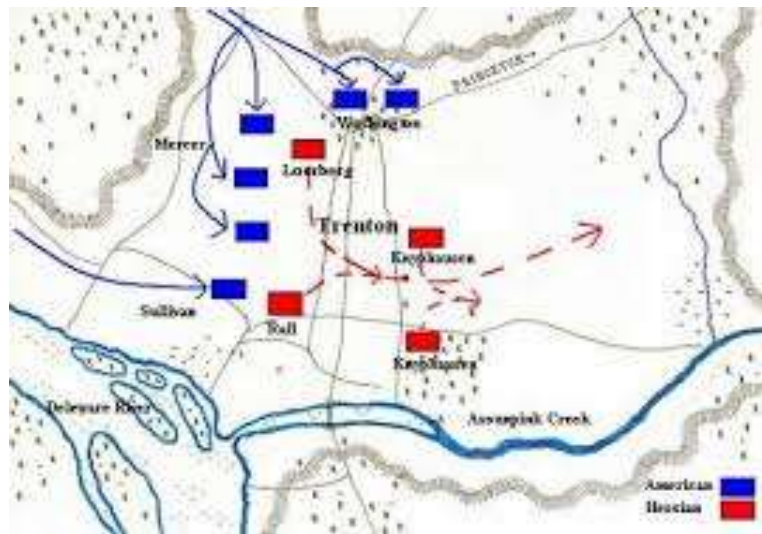
By Mr. Steve Miller

Battle of Trenton 2017

Game Report

We had a great 54mm Battle of Trenton to honor the 241st anniversary of Washington's victory over the Hessians at the Battle of Trenton. We used All the King's Men rules. Played on a 6x12 table. Great day, great friends!

Merry Christmas to the Hessians!





General George Washington's army crossed the icy Delaware on Christmas Day 1776 and, over the course of the next 10 days, won two crucial **battles** of the American Revolution. In the **Battle of Trenton** (December 26), Washington defeated a formidable garrison of Hessian mercenaries before withdrawing





Battle of Trenton

The Battle of Trenton was a small but pivotal battle during the American Revolutionary War which took place on the morning of December 26, 1776, in Trenton, New Jersey.

[Date](#): December 26, 1776

[Result](#): American victory



The Hessian force at Trenton numbered 1,400 under the leadership of Colonel Johann Rall. Although Rall had received warnings of colonial movements, his men were exhausted and unprepared for Washington's attack—though rumors that they were drunk from [Christmas](#) celebrations are unfounded.



As he approached the town, Washington divided his men, sending flanking columns under General Nathaniel Greene and General John Sullivan. Meanwhile, Colonel Henry Knox's cannons fired on the garrison. Rall attempted to rally his troops but was never able to establish a defensive perimeter, and was shot from his horse and fatally wounded. The Hessians quickly surrendered. All told, 22 were killed, 92 wounded, 918 captured and 400 escaped. The Americans suffered two frozen to death and five wounded.

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Stephen Huckaby and Raven Banner Games will be at MillenniumConXX

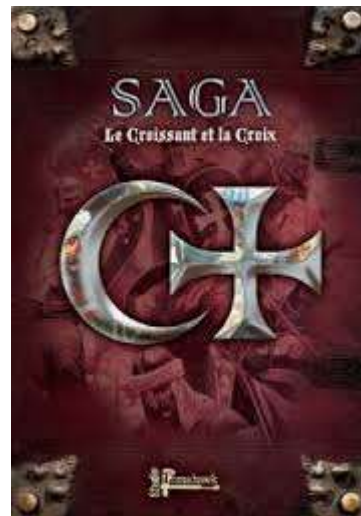
SAGA Crescent & the Cross Battle Report

Saracens vs Milites Christi

By Charlie Torok

Lone Star Historical Miniatures (LSHM)

Grant Hopwood and I met up for an excellent game of SAGA today Saracens vs Crusaders. Grant used his battle-board to magnificently outmaneuver the Saracen hordes to win a decisive victory.





Saracen battle line:

1 x Warlord mounted

4 x warriors mounted w/bow (8 figures each)

2 x warriors mounted w/wpns (8 figures each)



Milites Christi battle line:

1 x Warlord mounted

2 x Hearthguard mounted (4 figures each)

2 x warriors mounted w/wpns (8 figures each)

2 x warriors crossbow (8 figures each)



Grant used his battle board to full potential as his mounted knights were able to out-fight the Saracens to victory. Casualties were heavy on both sides, but the Saracens saw defeat facing them and elected to retire from the field of battle.





The “dead” pile up off the battlefield, there were many more dead Saracens than Crusaders.

The Lone Star historical Miniatures (LSHM) club plans to play lots of SAGA in 2018 - join in on this fun, fast and easy to learn game.



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**Cory Ring
Cigar Box Battle**



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

Bolt Action Battle Report



19.5.1944 21:00

Unteroffizier Böhmler v. 3.K/G.R.
131 reporting

At 11:00, Oberleutnant Heger, Kdr. 3. Kompanie, received orders from Oberst Nagel to investigate report of possible probe by British forces on the road between Pontecorvo and Pico.

OLt Heger took a platoon from 3 Komp (with a mortar team and machine gun team from 4 Komp attached) along with a StuG M42 75/18 850(i) from 46 PzJgr Abt., and left Pontecorvo heading west at 11:20. He had been informed that a Panther from the Panzer Division would be dispatched from Pico and join the platoon along the road. The Panther did not arrive.

Two kilometers west of Pontecorvo, we encountered a civilian who informed us that enemy troops were to the south, heading north along the road between Pontecorvo and Esperia. Cutting across country, we reached the road and proceeded south 2 kilometers where we found that the road split into two narrow tracks. Both roads had small bridges that spanned a small, but sharply banked stream. Between the two tracks, there were a couple of houses.





As the buildings provided perfect cover overlooking the bridges, Olt. Heger issued orders for the platoon to take up positions within the buildings. The time was about 15:00. The machine gun team, a squad, and Olt. Heger moved into a two storey building positioned between the two tracks. A second squad moved to a ruined building on the left flank while my squad moved by truck toward the bridge on the right flank.



Almost immediately, we observed enemy infantry moving to cover behind a couple of buildings on the opposite side of the stream. We disembarked the truck and moved behind the cover of a stone wall to cover a possible enemy advance to the nearest bridge.

An HE round was fired from the StuG M42 at the second floor of the building across the stream. Within a few seconds, a tremendous barrage of heavy artillery began falling on our center positions. The barrage was so intense that it stunned most of the members of the platoon unfortunate to be in the area of fire. It also damaged the radio inside the StuG M42. We observed rounds striking the building but were not immediately aware that an enemy round had fallen directly through the roof into the room where Olt Heger was standing. Both he and Fähnrich Fischer were killed instantly.



Enemy infantry began moving from their positions forward while our troops were under artillery fire. Enemy forces were estimated to be two companies, one regular infantry and the second paratroopers, with medium machine gun and PIAT teams. A mg carrier of some sort was also supporting their advance on our left flank.

A large volume of enemy small arms fire was directed towards the damaged building and our machine gun team was put out of action. Enemy mg fire from the carrier combined with rifle and light machine gun fire was directed against our squad covering the left flank but as they were entrenched in a damaged stone building, they took only minor casualties.



It was then that one of the men in my squad believed he saw a hand signal from the squad in the building that indicated we should fall back to the house and we did so in good order. As I was trying to determine what had happened to Olt Heger, the enemy attempted to assault the building but was driven off with the loss of a squad. Unfortunately, multiple squads of enemy infantry along with a machine gun opened fire on the survivors of the defending squad, putting them out of action. I immediately issued orders to my squad to enter the building and hold against another expected attack. The crew of the StuG M42, who had previously been stunned by the artillery fire were now in action and opened fire against an enemy squad approaching the building. Our mortar team also joined in but enemy forces continued to move forward across the center of the stream as well as on both flanks. A PIAT team opened fire on our StuG M42. Rather than risk complete encirclement, we fell back to find a better defensive position at Pontecorvo.

In total, our losses were 8 dead, including Olt. Heger and 6 seriously wounded. The StuG M42 crew returned to its repair depot for repair to the radio.

Enemy losses were approximately 12 to 15 dead and wounded.



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