

The Lone Star Dispatch

July 2015



2015-2016 LSHM Officers

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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.

Please forward to all miniature gamers here in Texas and beyond.

"Officers Mess - a note from the LSHM Board"

By Charlie Torok

Welcome to July. Summer is now half over but the gaming continues around the Lone-Star state. This past month featured a number of big gaming events across Texas - TEXICON in the DFW area, D-Day Bolt Action tournament in San Antonio, and a number of 200th Anniversary events surrounding the Waterloo Campaign.

July will bring our summer Muster event in San Antonio. This event is planned for 25 July at Dragon's Lair. The concept around the Muster is for players to try something new, not play the same old game. We have scheduled a number of new games this year, see the information in the newsletter. Games planned are Ed Youngstroms 28mm Napoleonic game, my 28mm Ancients game featuring Hail Caesar by Warlords, Ted Settlemire will run a micro-armor WWII game, David Bennett from Austin will run a 10mm Franco-Prussian War game, Grant Hopwood will run a 1/900th naval game, Joe Wicker plans a WWI air combat game, and William Gaskins is running his "All Quiet on the Martian Front" 15mm game. We will also host Forrest Atterberry and his board game group. Sign up now!

July is also our membership month, we ask that you think about joining LSHM and helping promote historical miniature gaming across the state of Texas. Our objective is to promote gaming and get gamers involved. We, the LSHM Board, is also continuing to plan our November Millenniumcon wargame Convention. We hope you plan to attend and also think about running a game - the GM sign up is now open.

Lots of big events coming soon. Get involved and get active in gaming.

We are always looking for input and news from around Texas – so far lots of news from the San Antonio Chapter of LSHM – we want your group showcased in the newsletter, just write me. *Charlie Torok*



Join us for these upcoming events:

July 2015



San Antonio Muster II

Historical Miniatures Games Day

When: 25 July 2015

Where: Dragon's Lair SA

Time: 11am – 3pm

Cost: Free

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

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



2-4 players per game:

Charlie Torok: 28mm Ancients - Hail Caesar by Warlords

Ed Youngstrom: 28mm Napoleonics - LPE

Grant Hopwood: Napoleonic Naval - Bloody Broadships

Joe Wicker: WWI Air Combat - Wings of War

Ted Settlemire: Micro Armor WWII

William Gaskins: All Quiet on the Martian Front

Rob Gravener: 28mm Gunfighter

David Bennett: 10mm Franco-Prussian War

Forrest Atterberry: ASL boardgame group



Le Petit Empereur *28mm Napoleonic Game*

by Ed Youngstrom

Join GM Ed in this fast and fun 28mm Napoleonic game:

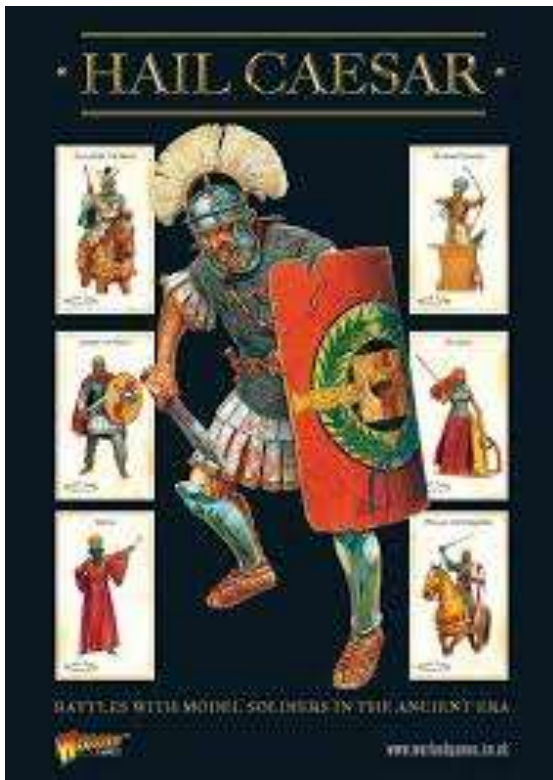
"Le Petit Empereur" (LPE) is a fast-playing game, with units abstracted to give a Napoleonic flavor. Each stand is one of seven types (elite cavalry, other cavalry, elite infantry, line infantry, light infantry, foot artillery, or horse artillery). There are no formations in the game, with the mechanics giving benefits to foot or cavalry as appropriate based on the situation. The player acts as an overall general. LPE's most interesting mechanism is the Morale Clock. As the armies take casualties, their Morale Clock goes down. Since the clock determines how many units can be moved, the players soon find themselves unable to control their entire army. They have to prioritize their moves without being able to do all they would like to do. As the clock ticks down toward zero, the choices become more and more critical, until one side's clock reaches zero and the game ends.

San Antonio Muster II

25 July 2015

Some of the Featured games

Sign up now!



Hail Caesar

Warlord Games

28mm Ancients Game

by Charlie Torok

Join GM Charlie as he puts on a Warlord's ancients game for the first time:

I traded a few years back for some 28mm Romans, I had always known I wanted to jump into ancients at some point – and the deal was too good to pass up. I have been collecting both plastics and metal unpainted figures over the years as I found good deals, well now I can put them to use. I painted up a few units of Gauls to augment my Carthaginian army these past few weeks in order to be ready for 25 July. I plan to run the game as a learn to play (both for me and the players – so if you sign up have patience!!). See you on the 25th of July – sign up now to play in this or any of the featured games.

Past Events

Operation Overlord

Bolt Action Group (BAG)

Tournament - 6 June 1944 (2015)

For all those who don't play Bolt Action 28mm WWII you missed an awesome event yesterday (6 June - great date for a WWII tournament). Will Easton put on a great event and Dragon's Lair hosted excellently as always. We had around 20+ players and event organizers on hand to witness a changing of history as the Axis forces (Germans, Hungarians, Spanish, and Japanese) held the Allies (Americans, British and yes Russians) on the beaches of Normandy and threw them back into the sea. As Rob Gravener said - Eisenhower was fired and now Patton is in charge of the Western allies (For the next event???).

This is the 2nd straight Axis victory (Battle of the Bulge was #1) - so we need some of you fence sitters to go to Dragons Lair and buy an allied army and help us out!!

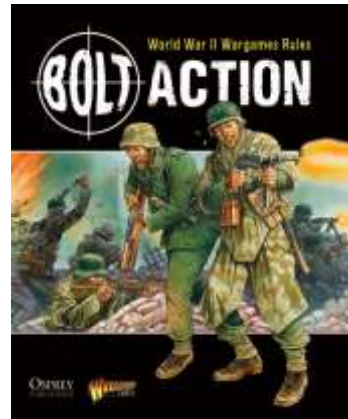
Thanks to Russell Pickett who built and set up the beautiful Normandy beach terrain model, also to Rob Gravener who provided some great terrain tables, everyone (even the losing side) had a blast. See you at the next tournament and get those figures painted!!!

I think the reason the allies lost was that most of the allied figures were not painted, whereas most of the axis figures were.

Our next big event will be the San Antonio Muster on 25 July at Dragon's Lair.

See: <https://www.facebook.com/groups/708364662615535/>

Contact: Will Easton at txntemplar@gmail.com



San Antonio Bolt Action Group (BAG)



The Workbench

Gamers sharing their projects across Texas!

Fate of a Nation: Israeli Forces

By Chris Lisanti

As June usually finds us commemorating D-Day, June was also the month of the Six-Day War 5-10 June 1967. My son Nathanael is a big fan of the Israeli Defense Force, and when Battlefront released "Fate of a Nation" supplement, we had to try it out. The Israelis have a combination of all the best WWII rules (German: Mission Tactics, Stormtrooper + Mounted Assault; American: Plt/CC + ZiC artillery spotting; British: semi-indirect fire, Guards re-roll failed morale checks) and more. What's not to like!



The Israelis used a combination of American WWII equipment (some enhanced) with newer state-of-the-art equipment. An example of the former is the Israeli Sherman a.k.a. "Isherman". The most noticeable enhancement to the venerable Sherman is the massive 105 mm cannon with the very long barrel (what the US Army wouldn't have given for this gun). It has an AT 16, FP 2+ and rated as a break through gun. The older Shermans were also used with smaller guns, but facing Jordanian Centurions and Pattons, we elected to go with the more powerful Isherman.

Another modification is putting a 105 mm recoilless gun with AT 16 and FP 2+ on your own personal jeep. The jeep does have the drawback of having an awkward layout, but on the bright side it has a 3+ save and ignores the +1 penalty for shooting over 16 inches due to .50 cal tracer round. Ouch!

All those cool special rules and more cost you points. The force above will run you 1,600 points. The infantry are lavished with FN FAL automatic rifles, light machine guns and blindicide anti-tank weapons. Paratroopers take the iconic Uzzi submachine gun. All the infantry are well equipped for tank assault rated AT 4. Lastly, the "Every Soldier a Leader" (mission tactics) can allow anyone to be a platoon commander who in turn can take the company morale check using "A War of Survival" special rule.





Finally, what P'lugh Tan'kim (Tank Company) would be complete without the defining tank of not just the Six-Day, but also the Yom Kippur War ... the Sho't Kal! This upgunned Centurion was equipped with a vicious L7 105 mm breakthrough gun rated at an astounding AT 18 FP 2+. Basically, if the Sho't hits you and you survive, you're surprised.

We are looking forward to more battles reenacting the Six-Day War, and hope that there will be peace on the real battlefields.

Shalom

Fate of a Nation

Jordanian Forces

By Chris Lisanti

Our opponent to the IDF in the Six-Day War was a choice between the larger UAR forces and smaller Jordanian forces. FOW rated Jordan as trained while the UAR was conscript. In order to generate a reasonable force in little time and play with something above conscripts, we went with the Jordanians. The first version of Fate of a Nation had Jordan with the old "hen and chicks" rule, but the latest version dropped this odious rule and gave them semi-indirect fire instead. A great upgrade!



The Jordanians were noted to stand their ground tenaciously hence the "Jordanian Lions" (British bulldog) special rule in addition to the unique "Qadri" rule which allows a platoon or company to pass a morale check on a 5+ even after the commander leaves. The above trained force will run you 1,650 points. The infantry have standard rifle/MG teams with a super bazooka team (AT 11 tank assault 5). Artillery is also available.



The Jordanians had the modern US supplied M113 armored personnel carrier. The M113 was better armored and faster than the IDF WWII American vintage half-track and is rated as a Light Tank with armor of 2 in front/sides with additional amphibious and wide tracks special rules. The cool beret and mustache are extra however!

As Jordan was militarily equipped by the west, they have the identical anti-tank jeep used by the IDF but painted with Jordanian camouflage. It has the same 105 mm recoilless gun with AT 16 and FP 2+, awkward layout, and 3+ save. It has the same .50 cal tracer round that allows these cool jeeps to ignore the +1 penalty for shooting over 16 inches. These are a real bargain at 30 points apiece!

Fate of a Nation

Jordanian Forces (continued)

The Sareya Mudara'aa (Armored Squadron) was predominantly filled with the US Patton tank with Jordanian camouflage and British insignia (notice the red triangle). These solid tanks are equipped with a 90 mm gun rated AT 16 FP 3+ with wide tracks and solid armor.

The Sareya Mudara'aa squadrons have the "Operation Tariq" special rule that requires them to always defend. The Jordanian infantry was outfitted with traditional WWII vintage British helmets while robustly supplied with bayonets. Huzzah!



The Jordanians rounded out their Pattons with a few Centurion 5 tanks equipped with the 20-pounder gun rated AT 17 and FP 3+. The Centurion (like the Sho't) has protected ammo. Taking a few of these is helpful if you encounter the Sho't as the extra point of AT can make the difference especially at range against the Sho't's front armor of 12.



The last vehicle in the Jordanian arsenal is the modern Anti-aircraft Walker Bulldog from the US. It is classified as a light tank with wide tracks. Armor is only 1, but its ROF is 5 with AT 6 and FP 4+. The only downside to going Jordanian is no real option to be in the Yom Kippur War. However, Battlefront has yet to come out with this, and the equipment will probably not be too different in the Yom Kippur War, so we think the Jordanians are still a cool way to go.



العربية

Past Events

200th Anniversary the battles of Ligny and Quatre Bras (16 June 1815 / 2015)

The prelude to Waterloo

We fought the twin battles of Ligny and Quatre Bras on the 200th anniversary. A great set of battles fought on separate tables simultaneously. We used the Napoleon at War (NaW) rules. The order-of-battle was a generic 2,000 pt list for each participant. We did this as opposed to the actual OOB to keep the games manageable and give us a chance to finish the games. These were two battles that led to Waterloo two days later (18 June 1815) History was not repeated, in fact it was reversed. In the actual battle the French under Napoleon's personal command defeated the Prussians under Blucher at the village of Ligny. In our 15mm miniatures game the Prussians under Shane's command defeated Napoleon (Charlie) winning the battle in 8 turns at 5-0. The game was highlighted when a lone Prussian Landwehr (militia) battalion twice pushed back a determined French assault on the village of St Amand.



In the other battle approximately 20 miles away at Quatre Bras the French, under Marshal Ney, were fought to a draw, but Wellington (commanding the combined British and allied - Dutch, Brunswickers, Hannoverians, Belgians) was forced to retreat in order not to be surrounded. On our second table the French (Joe) was able to soundly defeat the allies (Mark) and British (Charlie) thus forcing the combined allies to retreat back to Waterloo. Joe led an impressive massed cavalry attack on the British right that broke the defenders.



*200th Anniversary
The battle of Waterloo
(18 June 1815 / 2015)*

Past Events

A group of us from Lone Star Historical Miniatures (LSHM) Group met up on the 200th anniversary of the Battle of Waterloo to refight the historic battle. We played the game on a 4'x 12' table arrayed in an L shape. The table covered the ground between Planchenoit in the south-east to Hougoumont in the west. We used 15mm miniatures and The rules set was Napoleon at War.

The British and their allies held the ridge and placed strong garrisons in the Hougoumont and La Haye Sainte and placed their Dutch and Brunswick allies in the villages of Papelotte, La Haye and Frischermont. The Prussian army was ready to enter the table on the east edge using a random entry roll of the dice.

The French began the game with a massive bombardment by all their artillery, they focused on the towns, villages, and farms garrisoned by the British and their allies. This was followed by an assault of French columns. This first wave was repulsed with heavy loss. The farm of La Haye Sainte fell by the combined artillery and infantry assault. All the while the French were massing their cavalry to attack the center. Hougoumont was fought over throughout the battle, but the British were able to hold on until the end. The Prussians began arriving on turn 3 and the bulk of the army arrived on turn 4.



At this point the French committed the Guard to the battle. Their victim was the Brunswick brigade holding the ridge line between the village of Papelotte and La Haye Sainte. The middle guard was repulsed, but the two old guard battalions took the ridge. Further east between the La Haye Sainte and the Hougoumont the French cavalry assaulted the main British ridge, but was repulsed by the combined British Highlander and Guards brigade.

The day ended with heavy losses on both sides, but few brigades broken. The French held 6 of 10 objectives. Both sides claimed overall victory and a re-match is planned for the 201st anniversary!!!

This was the 3rd battle fought this week, we also played the battles of Ligny and Quatre Bras on Tuesday (16 June - also on the 200th anniversary).



Bolt Action Russian Front 1941:

Italians vs Russians – 1,250 points

by Charlie Torok

Rob Gravener and I met up for some Saturday afternoon Bolt Action. I brought my Italians and Rob his Russians. We played a 1941 Barbarossa scenario with the Italian 8th Army meeting up with a Russian force west of Odessa. Both sides were battling for control of a Russian village. The Italians fought well for 4 turns, Rob could not roll past a 4 for his life. But then turn 5 came and the Italian will to fight came to an end. The highlight ...of the game was when, after 30-40 misses, a Russian anti-tank rifle team took out my tank at long range - it was all downhill from there.

Good fun as always.

Past Events



Flames of War San Antonio FOWSA 10 Late-War Tournament



Announcing the tenth annual Flames of War San Antonio Tournament, otherwise known as FoWSA 10. The tournament will be held on Saturday, Sept 12, 2015 in the Annex at Dragon's Lair Comics, 7959 Fredricksburg Rd # 129 San Antonio, Texas (Fredricksburg Rd and Medical Dr).

There are 22 player slots. First lists in and approved, first served. I will take stand bys after that.

This Late War Tournament will cost \$15.00 with a \$5 discount for 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. On the day of the event, registration opens at 09:00 AM and play begins at 10:30 AM. Expect play to continue until 8PM.

The Tournament will use 1800 point Armies built from the current late war Army books and official PDF lists available on line as of 1 Aug 2015.

Prizes will be awarded to best overall general, best Axis, and best Allied players as well as prizes for best-painted army and best terrain table.

Contact Ian Straus for more information or visit the FOWSA website at:

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





Hello all! This is Mark with a short report about MillenniumCon. The web site is up and running:

Looking for Game Masters to run games -

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

DATES: Friday, November 6th - Sunday, November 8th, 2015

LOCATION: Wingate Hotel and Convention Center, Round Rock, TX (North of Austin, TX)

CONVENTION HOURS: Friday: 12pm - 12am; Saturday: 8:30am - 12:00am; Sunday: 9:30am - 1:30pm

REGISTRATION HOURS: Doors open Friday: 11am; Saturday: 8am; Sunday: 9am

PRICES AND REGISTRATION: Weekend pass = \$30; Single Day Pass = \$20; Online Registration will start in October, You may also register at the door

HOTEL RESERVATIONS: The Wingate Hotel and Convention Center offers special room rates for MillenniumCon attendees, \$89 plus tax and fees. Mention that you are with the MillenniumCon convention when you make your reservation, and you will get your rooms at the discounted rate. You must make reservations by phone (512-341-7000). Internet reservations for the hotel do not give the special discount. The hotel offers a complimentary hot breakfast, free internet, and in-room microwaves and refrigerators.

Contact us if you have questions or any suggestions.

Mark Leroux



We need volunteers !

Contact Charlie Torok at: torokc@hotmail.com

If anyone has a trailer to transport 50+ folding tables that would be a great help.



MillenniumCon18 Update!

GAME SUBMISSIONS

Summer is here! Which means MillenniumCon18 is coming soon! We are now accepting game submissions from GM's. Some early birds have already submitted their games. Also, the dealer's room still has booths available.

To submit a game, go directly to our registration website <http://millenniumcon.gamecon.us/reg/> . You can logon with the account you created for last year's convention. If you didn't register for MillenniumCon last year you must create an account.

For detailed information about being a Game Master at MillenniumCon, please go to our information website <http://www.millenniumcon.info/gm.html> or you can email Charlie at torokc@hotmail.com

This year we will have a theme. "Decisive Battles in History"! However, GM's can submit games from ANY GENRE. You are NOT required to run a game associated with the theme. We just think it's cool to have a theme!

VENDOR REGISTRATION

Vendors who are interested in participating in MillenniumCon18 can fill out the registration form online at <http://www.millenniumcon.info/vendors.html> or send an email to vendor@millenniumcon.info



Volunteers Needed

- Game Masters
- Front Desk – Hospitality
- Concessions
- Table setup and teardown
- Prize donations

We are looking for individuals or groups to work 2 hour shifts during the convention. Contact Charlie Torok: torokc@hotmail.com for more information.

We have a Truck – just need a Trailer!!



Truck and Trailer needed:

Art Douglas has volunteered his truck, now all we need is someone to loan us their trailer!!! We will need this to haul our folding tables from San Antonio to Round Rock on The morning of 6 November, then Take them back Sunday afternoon. We will provide The labor to load and unload.

If you have a trailer we would very much Appreciate the assistance.

Contact Charlie Torok or Mark Leroux for details.



Join LSHM

July is Membership Month at LSHM

Summer (July) and Fall (November) are our traditional membership drive months here in LSHM. We use two events to push our members to re-new or sign up.

Welcome our two newest members:

Tyler Buenaflor and Casey Pittman

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.

Contact one of the board members, or come on out to our San Antonio MUSTER II held 25 July, or attend MillenniumCon in November. Both events are highlighted in this months newsletter. Thanks to all, the LSHM Board of Directors – Join Today!!



Membership Matters!



LSHM - SAGA game night at Dragon's Lair SA

A group of us met up for some SAGA 28mm Dark Ages / Crusade miniature gaming last night. Some great games and excellent looking figures. Grant Hopwood and I had an epic struggle - Grant fielded his Crusader Knights against my Normans. It went back and forth, but my elite mounted troops had the upper hand. I went in for the kill, however Grant was able to save his Warlord and on the following turn isolated my leader and killed him.... Great game Grant - and yes a rematch is already planned.

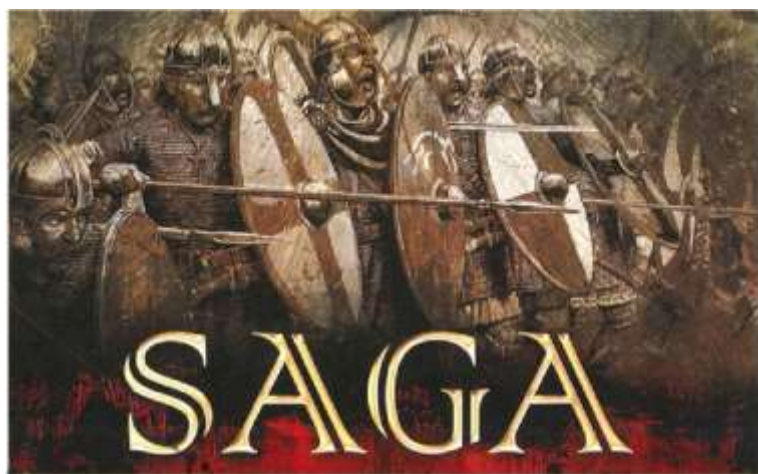
SAGA is a great skirmish type game, loads of fun and plenty of armies to choose from. We play every 3rd Friday night at Dragon's Lair - SA. There are two other very active SAGA groups in Texas - one in Houston and the other in Austin. The Austin group plans to run a SAGA tournament at MillenniumCon18 in November.



Future Events



SAGA every 3rd Friday at
Dragon's Lair San Antonio



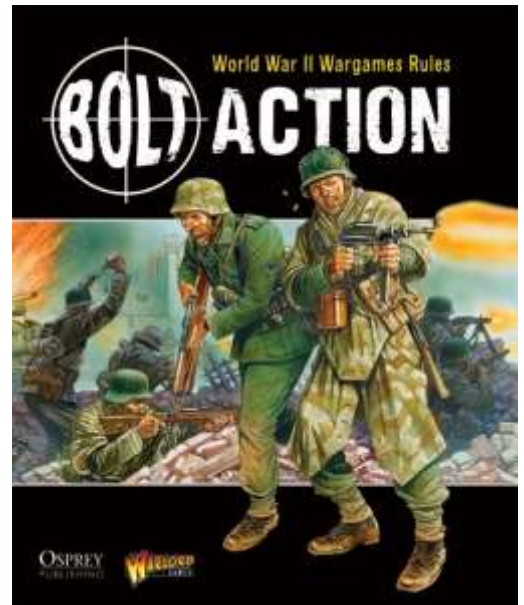
WHO: San Antonio SAGA Game Group
WHEN: We play the 3rd Friday of each month (6pm-9pm)
WHERE: Dragons Lair San Antonio
All are welcome to join
POCs: Charlie Torok (torokc@hotmail.com) & Blake Radetsky (fifthussars@rocketmail.com)



WHO: San Antonio LoTR/Hobbit Game Group
WHEN: We play the 3rd Friday of each month (6pm-9pm)
WHERE: Dragons Lair San Antonio
All are welcome to join
POCs: Charlie Torok (torokc@hotmail.com)

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

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



More Future Events



LSHM is planning to run a few Games at GAMEXPO this year. If interested contact Charlie Torok or Mark Leroux



GameExpo San Antonio

October 9-11th there is a new con in San Antonio, GameExpo



SAGA – Houston Texas

When: 1 August 2015
Where: Fat Ogre, Houston TX

The Houston Area SAGA Players can be found on Facebook (under the same name). Currently we have a recurring SAGA tourney/event on the first Saturday of every even numbered month at Fat Ogre in The Woodlands. Contact Russell Helms at: vorthrax@gmail.com



October 9 - 11, 2015

<http://texasbroadside.webs.com/>

More Future Events???

We need your event listed here!

More Workbench



My Gaming Projects

by Joe Wicker

Some of the projects I have been working for the last two weeks: The Grossdeutschland raft came out very nice, I completed my SD.KFZ 222 (GD), my 3d PZ II (10th Panzer Division), the tank crew w/pea dot pants (I'm now ready for tank war), and finally more American infantry w/sniper team and BAR gunners. With Rob's 12 rafts and my two, we can pretty much do any river crossing scenario. I just need to paint up the 2d one now.

I received the majority of my US Paras so I'll start on them soon. I'm going with the 101st "Screaming Eagles".

Since I feel I have the Pea Dot down, can anyone say, "SS"? More to follow.....



My Cavalry project

By Tyler Buenafior

The Cavalry are built by using Perry Civil war plastic Cav and Soviet Plastic sprues. I got the tutorial from Bolt action. net on how to make regular cav and cossacks. Hopefully they can charge into the Facist lines and liberate the mother land- URRHHHH!"



Product Review

Product Review

by Charlie Torok

CIGAR BOX BATTLE STORE™

I have been in contact with Chris Ward from Cigar Box Battle Mats about his great gaming mats. For those who have seen them on the table top, they are first rate and look beautiful.

I recently used his **Europe Just Fields Battle Mat** during our 200th anniversary Waterloo game. Needless to say they looked great on the tabletop (see pictures). One aspect of the mats that I really like is they allow you to place the hills under the mat giving it a “rolling terrain” look. The mats do not wrinkle and provide a smooth surface for ease of movement of both individual vehicles, figures or movement trays.

These battle mats are highly recommended, Chris is great to work with, and you will be pleased with whichever mat you purchase. Chris provides a wide variety of mats, see his web page at:

<http://cigarboxbattlestore.bigcartel.com/>

Remember to mention LSHM when purchasing.



Europe just fields battle mat



Open grasslands battle mat



WW2210 Wehrmacht Raft And Crew



Joe's beautifully painted raft

Product Review

by Joe Wicker

The Bolt Action Group (B.A.G.) I play with in San Antonio like rivers! We searched the internet to find products to help us battle out or re-enact river crossing battles from WW II. We found a great item from Blacktree miniatures that will enable us to do that now.

<http://www.blacktreedesign.com/northamerica/home.php>

I was impressed with the detail of this early war German raft. There was not much flash on the figures so they cleaned up quickly. The 5 piece set fits together nicely. The figures are detailed to include breast eagles. The epaulets are large enough to paint details on, and the camouflage bands around the helmets stand out so that they can be easily painted. Each figure has unique detail, i.e. one has a helmet cover, one has a zeltbahn rolled up on his back, and they all have some kind of “kit” used in the period. The soldiers are nicely posed (for the limitations of being on a raft). Blacktree likes to create different versions of a product so perhaps they can make another version of this item with the lead soldier aiming to provide covering fire for the crossing.

The only flaw I found was on the raft itself. On the left side there was a molding flaw that damaged the rope hanging on the side. As you can see, if I had not mentioned it, you wouldn't be able to tell so don't let that stop you from purchasing a GREAT product.

Overall I give this product an A for detail, ease of build, and creativity of the soldier poses.