

# The Lone Star Dispatch

## July 2017



### 2017 LSHM Officers

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### Inside this issue:

- Welcome & BOD update
- Upcoming Events
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- Gamers Workbench
- Upcoming FOWSA Tournaments
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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 July, summer and HOT here in Texas!!!!*

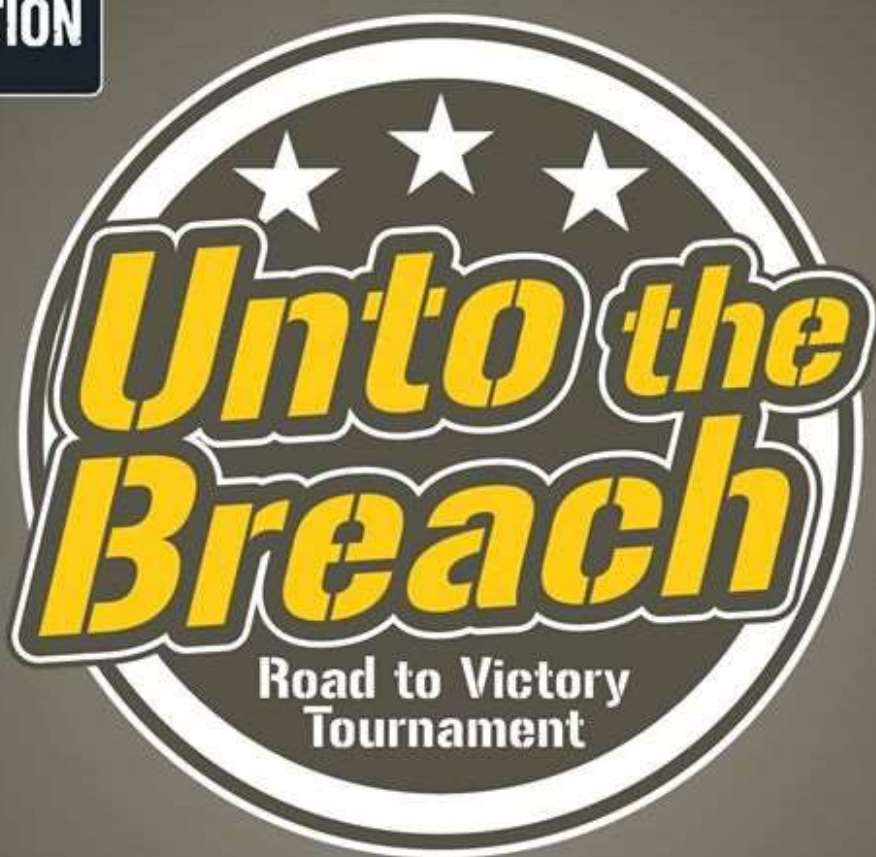
*July is finally here – time to start those summer war-game projects.*

*29 July will feature our 4<sup>th</sup> annual summer Muster in San Antonio. We hold this event every summer at Dragon's Lair – see the flyer in this newsletter. Sign up now prior to the event to make sure you have a spot – there are some great games planned. The Muster is designed to feature games we normally do not play – so try something new. See you on the 29<sup>th</sup>.*

*Also we are starting to plan for our fall gaming convention – MillenniumCon. So start to plan to run a game, our GM registration is now open. We will once again run the event all day on Friday. See the inserted flier in this newsletter.*

*Have a great early summer, now that your kids do not have any homework get them to the gaming store and out to a game event or tournament and introduce them to our great hobby. Hope to see you at the gaming table.*

*- Charlie Torok*



**Saturday, July 8th**  
**10 a.m. - 6 p.m.**



**Dragon's Lair Comics & Fantasy**  
**West Anderson Plaza**  
**2438 West Anderson Ln**  
**Austin, TX**

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**For more information or to sign up,**  
**email [Jon.cox48@gmail.com](mailto:Jon.cox48@gmail.com)**

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## COMICS & FANTASY



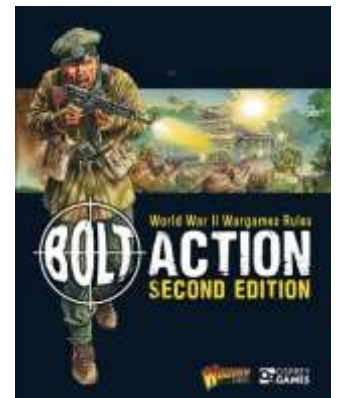
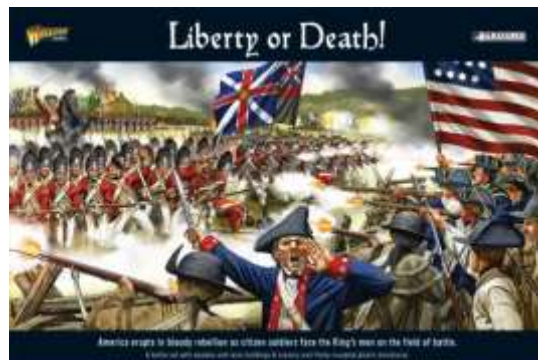
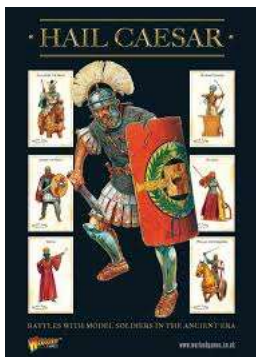
Dragon's Lair Comics and Fantasy<sup>®</sup>  
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San Antonio, TX 78229

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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 company supporting LSHM*





When: 29 July 2017

Where: Dragon's Lair San Antonio, Texas



Time: 10am – 4pm

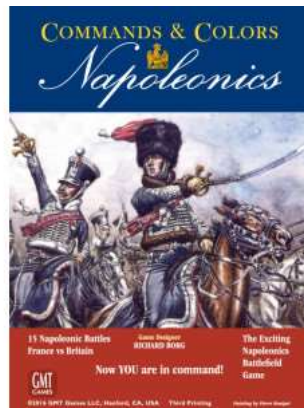
Cost: Free

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

# San Antonio Muster IV Historical Miniatures Games Day

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

2-4 players per game:  
Here are some of the Events planned:



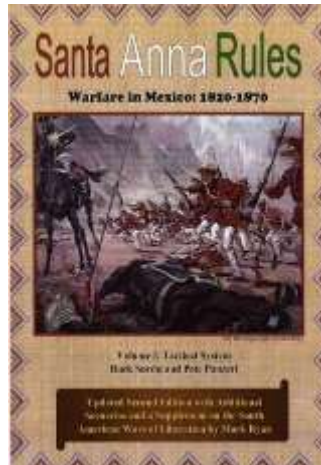
Command & Colors  
Block game



Test of Honour  
28mm Samurai



Blood & Plunder 28mm Pirates



Santa Anna  
28mm  
Mexican-American

Terminator



All Quiet  
on the  
Martian Front

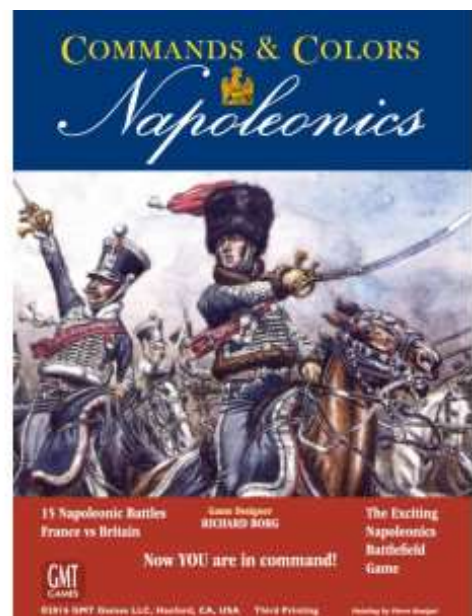


# Command & Colors Napoleonics

**By Mark Sanchez**

LSHM Muster 29 Jul 2017

Join Mark at  
the Muster  
for this fun  
and  
enjoyable  
block game



On 10 April 1809 the Austrian Archduke John invaded Italy. Napoleon had sent letters to his adopted son, Eugene, advising the defense of Italy. On 14 April, Eugene's force assembled near Sacile, with little intelligence about the enemy's strength. The Archduke, however, knew of Eugene's deployment and ordered General Frimont to attack the French at Pordenone on the 15th. Feldmarschalleutnant Wetzel led his Grenzer brigade across the Noncello River, while Generalmajor Schmidt's line brigade attacked from the northeast. The French infantry are being pushed hard. General Sahuc has formed his cavalry north of the town. The 35th Line Infantry holds positions in and around Pordenone. The stage is set. The battle lines are drawn; you are in command. Can you change history?



Clash at Pordenone  
Richard Borg's Commands & Colors  
Napoleonics system. GMT Games



# Texas Bolt Action Event

## Bayou Battles XIV – Houston, TX

August 11-13, 2017

My name is Rick Hoy, and I have been the Tournament Organizer for Bayou Battles for the past 12 years. We are one of the longest running miniature tournaments in Texas, having started out as a 6<sup>th</sup> edition Warhammer Fantasy tournament back in 2003. Last year we switched over to Mantic's Kings of War as our fantasy game system, and we also moved to a new hotel that gave us lots of extra elbow room. We realized we now had room to grow!



Last year, my 12-year-old son (a WWII fanatic!) and I got into playing Bolt Action when the Band of Brothers starter set hit the shelves, and we have enjoyed every minute of it. I quickly jumped into the tournament scene, playing at MilleniumCon and CarneCon, and enjoyed meeting new players and old friends from back in the Warhammer days. My enjoyment of the game has been so strong, I convinced my tournament helpers to add Bolt Action to our event! We are holding two separate one-day tournaments at Bayou Battles this year. Here are a few of the details:

	<u>Saturday, Aug. 12</u>	<u>Sunday, Aug. 13</u>	
Army Size	1250 points	700 points	
# of Games	3	3	
Game Time	3 hours	1.5 hours	
Max # Platoons	2	2	
Armored Platoons Allowed?	Yes	No	
Max Order Dice	None	None	<i>Please do not abuse this!</i>
Times	8:30am-7:00pm	8:30am-2:30pm	Lunch break included

**Prizes:** So far we have prize support coming from Warlord and Trenchworx. Warlord has offered to make Bayou Battles a Sanctioned US Event, and the Grand Prize for the player performing best over both days will be free entrance into the US Nationals Tournament at Adepticon in Chicago in March, 2018. We will have prizes for winners in various categories for each tournament and for those who play both days, as well as door prizes and give-aways, too. We will also have a prize for Best Table for those that bring some terrain for us to use at the event.

**Venue:** Bayou Battles will be held at the Wyndham West Houston, 14703 Park Row Houston, TX 77079. This is a full service hotel with restaurant/bar and we have a block of rooms reserved at \$79/night.

All the details on the tournament, including registration information, can be found on our website:

[Bayoubattles.com](http://Bayoubattles.com)

If you have any questions, please email us at: [bayoubattles@gmail.com](mailto:bayoubattles@gmail.com). Hope to see you in August!

**Start planning now: MillenniumCon20**

**10 – 12 November 2017**

**MILLENNIUMCON 20**

75th Anniversary - The Stalingrad Campaign  
July 1942 - February 1943

**Round Rock Texas**

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



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75th Anniversary - The Stalingrad Campaign  
July 1942 - February 1943



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# Game Report

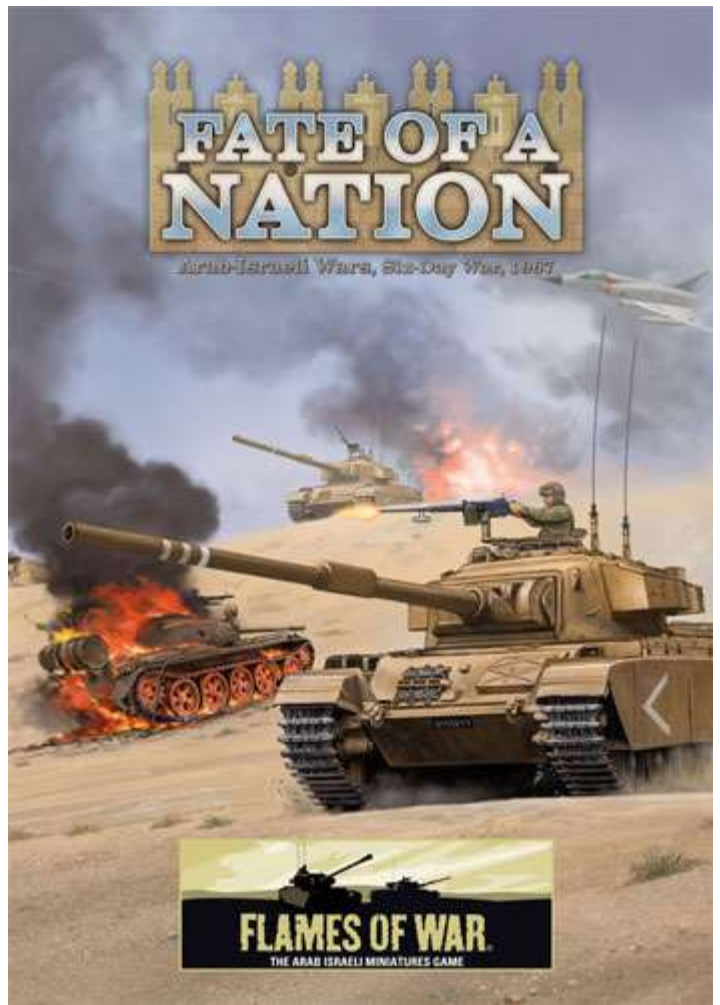
## Arab – Israeli War (Flames of War)

*By Chris Lisanti*

(San Antonio, Texas)



Chris Lisanti – a long time member of LSHM and his son have recently been putting their 15mm Arab-Israeli collection to good use.



Commemorating the 50th Anniversary of the Six Day War. Jordanian Armor Squadron (Chris) vs. Israeli Tank Company (Nathanael) in Hold the Line Mission.



The Israeli infantry moved up to contest the nearest objective supported by a line of armor (3 Ishermans and 3 Sho'ts) that took up hull down positions. The Jordanians sprang their 2 ambush platoons (2 Centurions and 3 Pattons) but got no hits even after re-rolls.





The Jordanian infantry bravely contested the objective and poured fire into the Israeli infantry without effect. Although the Jordanians took the game out to 10-11 turns, they eventually succumbed to a company morale check but not before they destroyed all the Ishermans and 1 anti-tank jeep.

The Jordanians have learned some important lessons and will not easily give up. More to follow.





# FATE OF A NATION

Arab Israeli Wars, Six-Day War, 1967

# Chris and Nathaniel fight game #2 of their Arab- Israeli War



2nd Battle Commemorating the 50th Anniversary of the Six Day War. Jordanian Armor Squadron (Chris) vs. Israeli Tank Company (Michael) in the Surrounded Mission with the Jordanians defending. Poor terrain in the middle of the table prevented the Jordanians from effectively getting much cover.



# Support LSHM Vendors and Sponsors:

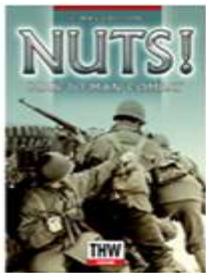
## NWS WARGAMING STORE



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

Christopher Dean  
NWS Wargaming Store  
<http://www.nswargaming.net>  
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\*\*Don't forget to mention  
LSHM when ordering!!



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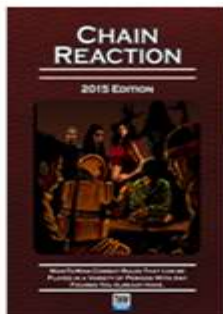
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We use *similar basic mechanics* and surround them with period specific rules. This allows you to learn one set of mechanics and play many distinctly different periods.



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# Texas Bolt Action Tournament Report

*By Joe Wicker*

Texas Bolt Action Warlords SARGE



Tank War Tournament summary:

4 platoon Leaders reported for duty on 3 June at Dragon's Lair in San Antonio this weekend. There were some really great battles fought on some rough terrain.





[www.wargameaccessories.com](http://www.wargameaccessories.com)

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[Jwlista@aol.com](mailto:Jwlista@aol.com)



***Here is another  
great company  
supporting LSHM  
&  
MillenniumCon19***



Leutnant Elliot Selle (left) skillfully maneuvered his panzers to victory.

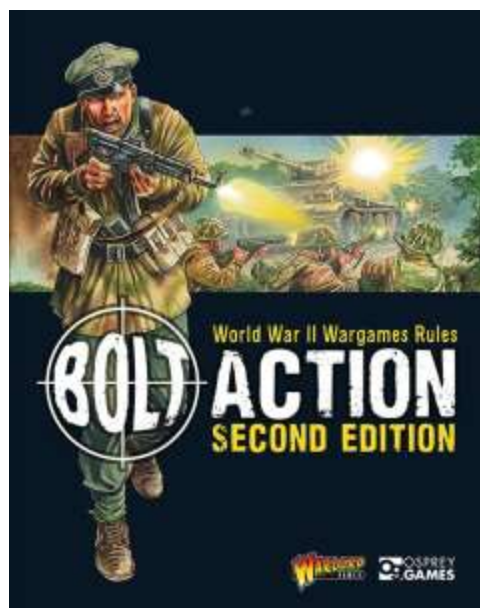


Feld Marshal Art Douglas (Right) brought two King Tigers to the battle field but was unable to capitalize on their strength as one of them ran out of fuel in the first minutes of the battle.

Junior Leytenant Torosky (Charlie Torok) commanded his 1st Company of the Medium Tank BN from the 26th Guards Tank Brigade to a solid second place seat, and was the only allied player.



Commanding a Panther Zug was Marcelino Martinez; he deftly destroyed many tanks but was cursed to fight two city battles which hindered his ability to maneuver with his mighty firepower.



There were only four participants but I don't think a low turn-out will be a trend. Some of the unique aspects of the tournament were random crew skills and minefields. Art had the skill "Crank Head", Marcileno had "Push Through", Elliot had "Quick Reflexes", and Charlie had "Follow Me". Each PLT LDR got to roll secretly for his skill and was able to use the skill once per round. Minefields were utilized in the 2d round to pretty good effect. Marcileno lost a Panther to one and the placement of the minefields by the PLT LDRs bottled up Avenues of Approach (AAs) for nice little ambush sites.



Lone Star Historical Miniatures  
(LSHM) Club



**Mark your calendar now!!**

**Post your convention / event / tournament here!!**





There weren't any new LTs this tourney as many lacked multiple tanks or just didn't understand Tank War. Tank War rules for BA are one way to play lots of points with few dice. For example, Elliot's 1000 force contained three die (three Panthers). Many LTs want more die and Charlie's force was a great representation of that as he had 12 die in his 1000 point platoon. Tank war can be played as a campaign by earning points to purchase skills for tank crew. The trick then becomes trying to keep them alive. If you have a crewman that has skill and the tank is destroyed, you have to roll to determine if that crew member survived. If he did survive, then you have to get him off the table before your opponent guns him down or worse...grease the treads of his tank with your crewman's guts. If he doesn't survive, you get to start all over which could be a great motivator to play more BA Tank War.

I think everyone is getting the hang of using HE on troops in a Building now. I also think people are catching to what provides cover to a tank and what doesn't. I have not seen any detrimental side effects of using a template under the V2 rules to date. For the most part the template has sped up the process for determining which figures are hit or not. Only one person submitted a historical background behind his platoon and the points helped him stay competitive. Historical backgrounds relate your platoon to historical units which provide BA platoons with a sense of personalization and depth.



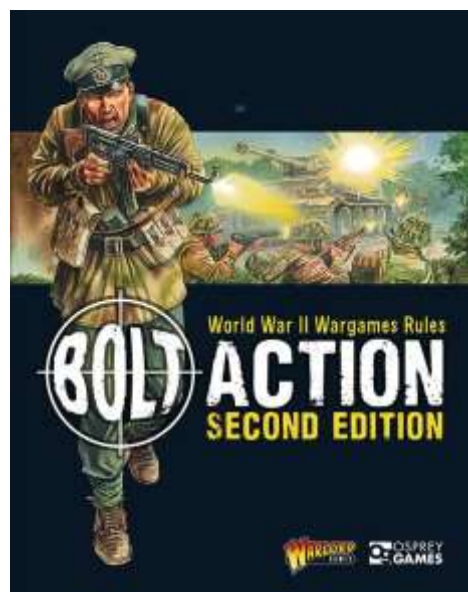


In conclusion, I want to thank Dragons Lair San Antonio for allowing me to host my tournament there. Cliff and his team have provided great support and a friendly environment for these BA events for over three years now; it is much appreciated.



Our next tournament is at Knight Watch Games on 12 AUG with a Pacific theme. You DON'T need a Pacific Army to play (even you German players are welcomed to participate); more info to follow shortly on Facebook. I encourage you to keep up the great BA camaraderie. Join me in bringing new people and teaching them the fun and excitement of Bolt Action.

Sarge Wicker.....OUT.





# Texas Gaming for 2017

Mark Leroux continues to put together a master list of events in and around Texas. If your event is not listed contact Mark and keep us updated – now you have no excuse not to be at the gaming table!!

~~TEXAS BOLT ACTION MED/NORTH AFRICA TOURNAMENT, San Antonio, TX  
3/4/2017~~

~~TWISTERCON, Oklahoma City, OK  
3/10/2017~~

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

~~BLOODY BROADSWORD Waco, TX  
[Bloody Broad Team Bash](#)  
Saturday 10:00 AM  
[The Game](#)~~



~~FOWSA – EARLY WAR, San Antonio, TX  
4/29/2017~~

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



~~CHUPACABRA CON, Austin, TX  
5/12/2017~~

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



~~WARLORD GAMES CON, Midwest City, OK  
5/26/2017~~

~~<http://www.warlordsgamescon.com>~~

~~TEXICON, DFW, TX (July 2017)~~

~~<http://www.texicon.net/>~~



# Texas Gaming for 2017

(Continued)

## BOLT ACTION TOURNAMENT

Austin TX Dragon's Lair 8 July 2017

Contact: Jon Cox at: joncox48@gmail.com



FOWSA - MID WAR, San Antonio, TX  
7/22/2017

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

SAN ANTONIO MUSTER IV,  
Dragon's Lair - San Antonio, TX  
7/29/2017



BAYOU BATTLES, Houston, TX  
8/11/2017

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

MANEUVERSCON, Tulsa, OK  
8/11/2017

<http://www.maneuverscon.com>

WARGAMES CON, Austin, TX  
8/18/2017

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



FOWSA - LATE WAR, San Antonio, TX  
September 9th

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

TEXAS BROADSIDE!, La Porte, TX  
12:00:00 AM

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



# Texas Gaming for 2017

(Continued)

REAPERCON, Lewisville, TX  
10/19/2017

<https://reapercon.com/>



LONESTARGAMEEXPO, DFW, TX  
10/27/2017

<http://lonestargameexpo.com/>

GAMEXPO, San Antonio, TX  
11/3/2017

<http://thegameexpo.com/>

MILLENNIUMCON, Austin, TX  
11/10-12/2017

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



BGG.CON, DFW, TX  
11/16/2017

<https://boardgamegeek.com/bggcon>



# Board Gaming Report

By Mark Sanchez

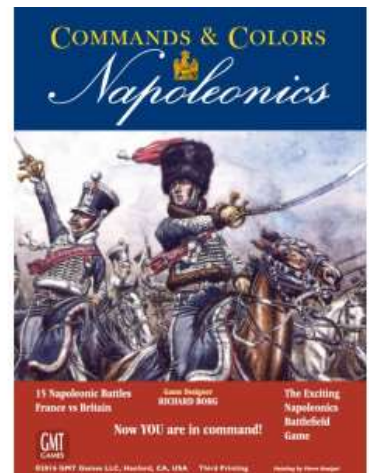
## CONSIMWORLD EXPO 2017

27 May – 3 Jun

17 Mission

Palms Hotel

Tempe, AZ



Several weeks ago I visited our FLGS (Friendly Local Gaming Store as in Dibles Hobbies) to recon the shelves of hex and counter wargames. Down near the floor, among the trade-in games, I found the treasure *Korea: 1950* published by GMT Games in 1990. Standing at the counter, going through the games contents with Jeff, I excitedly pointed out that I would soon be seeing the game's designer at CONSIMWORLD EXPO. Gene Billingsley, in addition to designing wargames, is also the GMT Games co-founder and current chief of office operations.

CONSIMWORLD EXPO is an annual Grogard event where large-scope, monster games are put on tables for multi-day, round the clock operations to play historic battles and campaigns to completion. Some of the extended monster-games allowed players to rotate in and out of the ongoing scenarios. An interesting historical flavor as if the previous commander was 'relieved' and the new one inherits the current deployments. In addition, EXPO provided ample open-gaming areas to get the maps on the table, deploy cardboard orders of battle, and enjoy some pickup wargaming fellowship.



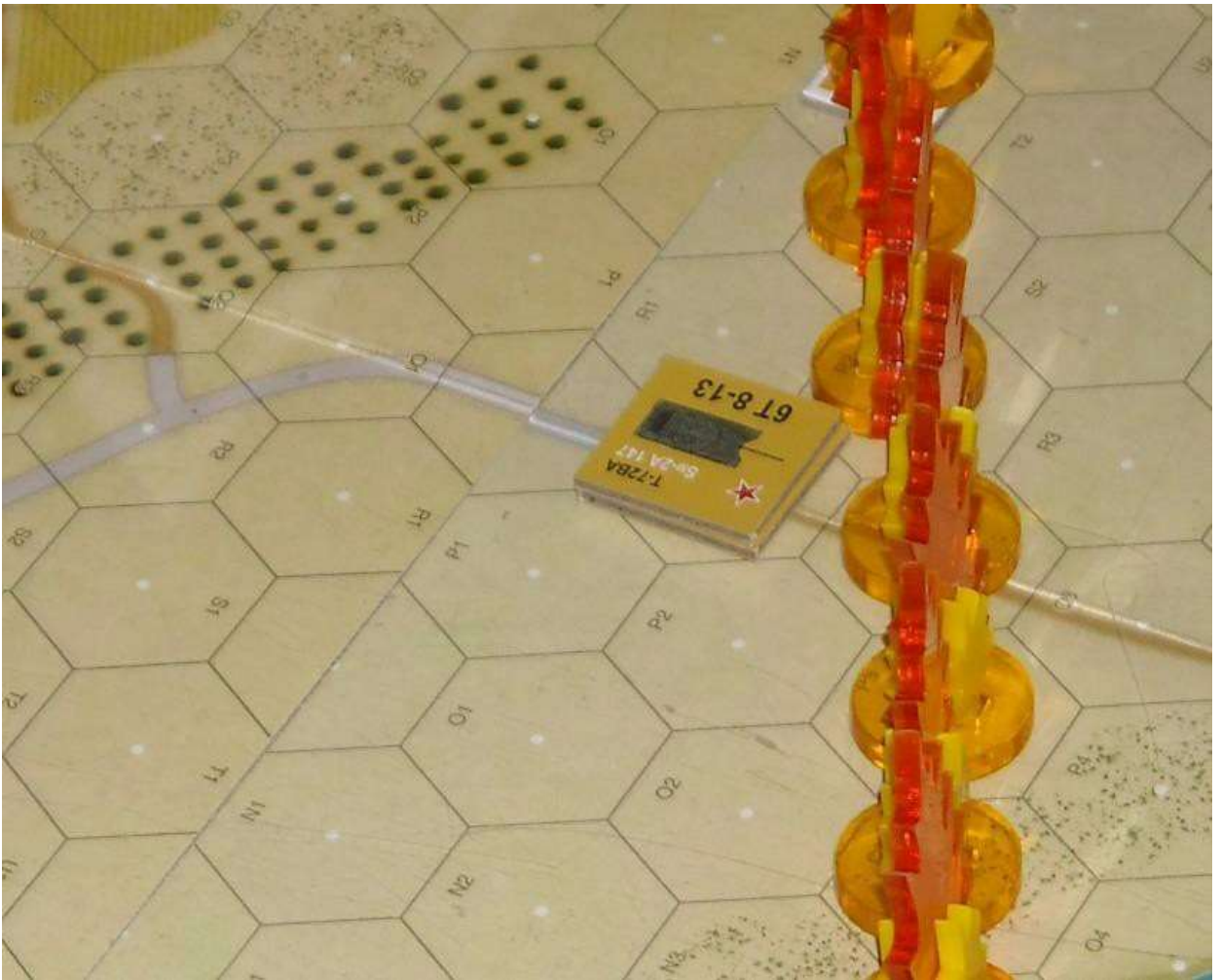
I enjoyed a conversation with Gene and his son Luke during a CONSIMWORLD breakfast buffet. We talked about *Next War Korea*, *Combat Commander*, *Command and Colors Napoleonic* as well as the happenings in game development and publication. And thank you for the complementary, mounted *Saratoga*, *No Retreat*, and *CC Napoleonic* mapboards.



Here's the ballroom in the late night hours as some tables await morning orders and others have wargamers continuing operations launched and underway.

Coming to EXPO with an interest in contemporary world conflict – my military career spanned the 1980s and 90s, how I miss the Cold War- I joined a drop-in game of GMT's *MBT* (As in Main Battle Tank) which sets NATO vs Warsaw Pact firefights in 1987 Germany.





Here are Soviet T-72s advancing behind a Warsaw Pact arty barrage and smoke screen. This advance was combined with Hind gunship sorties in NATO rear areas.

A group of wargamers from Minneapolis hosted *MBT* in addition to LNL Publishing's *World at War: Blood and Bridges* which is based on hostilities commencing in 1985 between NATO and the Warsaw Pact.

I recommend both these games to our LSHM members currently playing *Team Yankee*. Avalon Hill's *TAC-AIR* is another recommended publication in the WW III genre.

The friendly gentlemen from Minnesota were associated with a wargames club called the *1<sup>st</sup> Minnesota*. Yes, "Yankees"! Having joined Joe's *Johnny Reb* games, I could see LSHM's Confederate sympathizers as "Whitfield's Texas Legion" or "Terry's Texas Rangers"? I recall the dearth of volunteers to serve under McClellan at Joe's Antietam scenario!

The CONSIMWORLD EXPO venue offers monster-gaming, a monster flea-market, (gamers worried about excess airline baggage fees as they stuffed their bags with hex and counter collections). The EXPO also provides a seminar series on military history, wargame design, and news from the wargaming industry. Wargame designer Dana Lombardy held a seminar session which could have become a War College staff-ride on the Battle of Stalingrad.



Dana is revising his *Streets of Stalingrad* design to include the full campaign as well as component, single map, fights within the city. His Stalingrad seminar reflected graduate-level research on the battle to include actual data-collection from Russia to create his maps and orders of battle. Here is Dana standing before his Stalingrad city map. I think I'll stick to my simple *Combat Commander* and *Conflict of Heroes* Eastern Front scenarios!

Many wargamers are distracted by ballistic dice upsetting tabletop models, counter stacks, and terrain features. Dice towers are designed to alleviate the effects of errant dice.

At CONSIMWORLD EXPO I witnessed a new device comprising plastic peanut butter containers, screw-on caps, and small piece of felt. This 'dice tower' worked especially well with the two d10s that are the staple of many board wargames. Multiple and larger bottles would suffice for additional dice configurations. In this case it was certainly compatible with Robert E. Lee;s forces in the Shenandoah Valley.



Mark will be running a board game at the San Antonio Summer Muster held at Dragon's Lair on 29 July. Command and Colors (C&C) Napoleonic is a unique block game that feels like you are playing miniatures. The card system command & control really makes this a fun and challenging game. So plan to come out to the Muster and play C&C. Contact LSHM for more details.



# Mid War Flames of War



By Ian Straus



The next FoWSA event is Middle FoWSA 11, which will be themed to the 75th anniversary of the Stalingrad campaign. Tables will include terrain for both the open-country maneuver phase and the city fight. I have a good number of buildings, and have been painting more. Don't think of Stalingrad as fighting in Manhattan:



The tournament will be held on Saturday, July 22nd, 2017 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 to continue until 8PM. We will play 3rd edition rules, because 4th edition lists and cards don't seem to have been published yet for Eastern Front.



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 July 15th 2016 for approval. Send lists with subject line "Middle FoWSA lists".

This Mid 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 1600 points, plus an option to take the 80 point theme bonus below. Armies must be built from the current mid war Army books and official PDF lists available on line as of June 1st 2017, principally Eastern Front and North Africa. In commemoration of the 75th anniversary of Stalingrad, this tournament will be themed to the Stalingrad campaign, and will include at least one 3'x4' urban table for fighting in built up areas. Lists from the Eastern Front book will be allowed to take a theme bonus of 80 points, on the condition that their lists may not include Tigers, Panthers, Soviet assault guns or KV-85s, all of which are items of equipment not in the Stalingrad campaign.

Yes, this will affect choice of lists! But note that any category of troops will be historical: The Germans committed a Panzer division inside the city of Stalingrad.



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. 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 as prizes for best-painted army and best terrain table. 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.



For FoWSA tournament and San Antonio Flames of War events

Information see our blog

<http://fowsa.blogspot.com/> Or the facebook page

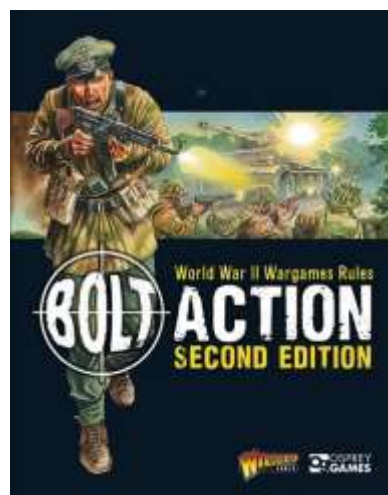
<https://www.facebook.com/groups/fowsa/>

# Upcoming Texas Bolt Action Events



Austin Texas Bolt Action  
Tournament at Dragon's  
lair Austin on 8 July

12 AUG 17 = Pacific theme  
tournament at Knight Watch  
Games in San Antonio



Contact Joe Wicker or visit Texas Bolt Action at:

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# Game Report

## TEST OF HONOR (ToH)

*By Pete Atack*  
(Austin Texas)



Four of us met up at Dragon's Lair in Austin for another test of our Samurai skills. My opponent fielded a warband led by Tadashi - a most dishonorable samurai (he benefits from using Dishonor in battles) leading a warband of Ronin and tepo armed commoners. Opposing them a fairly standard group of spearmen, with a few bowmen, and a tepo-armed commoner, but added in a mounted samurai to test out the cavalry on the table for the first time. Victory would be determined by three random VP spots that were numbered on the back with the VPs they were worth which was only revealed once you controlled the spot. The game was 6 turns.





# TEST OF HONOUR

THE SAMURAI MINIATURES GAME



Moving forward, Brady pushed his muskets forward looking for nice shots (hitting may be slightly difficult, but when they hit, they hit hard) while my men looked to use terrain as best they could to mask their advance from Tadashi's firepower.



Fate ended the first two turns before either side could fully activate, so both armies started to get a bit strung out. Some odd-chance shots resulted in my lone tepo killing a Ronin who was working the flank while my bowmen killed another Ronin lurking in the treeline near an objective that my mounted Samurai was closing in on.



By Turn 3, my Samurai Hero held the center VP spot and Brady's firing had been unlucky - 2 of 3 shots not only failed, but failed in a way that could injure his own troops (a "fumble" in game terms), leaving his men frustrated and having to reload as the real fighting began.



In the center two groups of my spearmen supported the Samurai and wounded a lone Ronin who was lurking. Tadashi then struck. Charging thru a burning building, he fell upon my Samurai pushing him back with an arm injury.



Far off on the flank, the mounted Samurai charged a musketeer who had just reloaded and killed him which led to another musketeer (busy reloading) to flee the battle while a group of Ronin also failed to hold their ground and backed away.



As Turn 4 started, Tadashi found himself largely unsupported. Assaulted by spearmen and my Samurai Hero, he was first wounded then killed by a blow from a naginata.



Following up on his success, my Samurai fell on a lone ronin and killed him with little effort, then feeling the pull of honor, charged a group of musketmen, who he failed to strike - leaving him exposed and unsupported.

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





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# Team Yankee Tournament

*By Ian Straus*



Second San Antonio  
Team Yankee Tournament  
Saturday, July 1, 2017

The second San Antonio Team Yankee tournament will be held Saturday, July 1st, 2017 at Dragon's Lair / San Antonio. [In the annex at Dragon's Lair Comics, 7959 Fredericksburg Rd # 129 San Antonio, Texas (Fredericksburg Rd and Medical Dr.)] Pre register by email, deadline June 24th. First come, first served until we fill up our reserved table space.

To pre-register, Email your list to be checked to [ian.straus@att.net](mailto:ian.straus@att.net) with subject line "San Antonio Team Yankee list".

Players will each use a single list with a maximum of 80 points of troops.

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

Sign-in from 9:30 to 10:00 AM, \$10 player fee payable at the door. Tournament begins 10 AM. There will be a lunch break. Several restaurants are nearby in walking distance. Expect the tournament to last to 6PM.



To pre-register, Email your list to be checked to [ian.straus@att.net](mailto:ian.straus@att.net) with subject line "San Antonio Team Yankee list".  
Players will each use a single list with a maximum of 80 points of troops.

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

Sign-in from 9:30 to 10:00 AM, \$10 player fee payable at the door. Tournament begins 10 AM. There will be a lunch break. Several restaurants are nearby in walking distance. Expect the tournament to last to 6PM.

Three rounds will be played. Missions to be played: Fighting Withdrawal, Free For All, and Dust Up.

Miniatures must be painted in two or more colors. Bring your rules & cards, your miniatures, copies of your list, measuring devices, and dice. Prizes will be awarded for 1st, 2nd, and 3rd place commanders. This is a Lone Star Historical Miniatures (LSHM) event sponsored by Dragon's Lair.

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.

Tournament administrator: Ian Straus. Tournament referee: Wes Knight. Staff will play.





## 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!

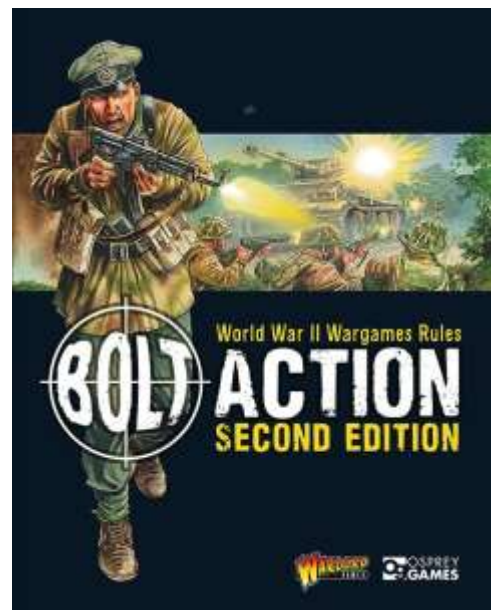


The cost of membership is \$5 and this goes towards promotion and prizes for our many events state-wide. This low cost membership helps us to promote the hobby through running tournaments and events in order to get gamers out gaming!! Please consider joining the group and helping promote our hobby.



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

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# **A Great Solution for Single Based Wargame Figure Collection Distention Disorder**

## **Steve Miller-DFW Irregulars/Southern Front**

### **June 17, 2017**

When I began wargaming with WRG 5th Edition Ancients back in the Neolithic period, my fellow wargaming compadres would snicker with derision at those that actually would play with single based figures. We used multiple figure bases and the ubiquitous rubber casualty caps one would find scattered on the table and on the floor after a game. We did use single based figures for Sword and the Flame, an occasional roll of dice in the Gladiatorial arena and for GW's Space Ship game. As I moved into playing more "smaller scale" games such as Saga, Dux Britannium, Chain of Command, Lion/Dragon Rampant, Bolt Action and the most rebooted games in history, Warhammer 40K and Warhammer Fantasy Battles; I did not stop painting figures because the scale is smaller on the table top. I wanted to have everything on the list so I wouldn't whine about "woulda', coulda', shoulda' had that unit" in a game. Our group originally used adhesive magnetic sheet purchased in 100' rolls (cost split among the group) to hold onto steel lined copy paper boxes and specialty boxes from U-Line. This became a bit problematic as the collections continued to grow.

On the advice of several gaming friends, I picked up a KR Bag and cardboard box inserts with foam cut outs for my Napoleon at War collection. That just didn't work out very well. I ended up supplying figures for both sides on the game table. That entailed a lot of figs, and a considerable expense for transport. I acquired another bag and foam transport system recently from Battle Foam. It was more along the lines for what I was looking. The major issue with it was that it was too small to hold the complete Bolt Action forces I had acquired and painted. Another issue was that neither of the systems I had currently would work with one another; leaving me with two sets of virtually useless transport systems. A friend of mine uses a foam system he transports in a large plastic bin for certain games. I liked the idea but wanted to streamline the process. I found the solution via Google (duh...I AM old remember). Here was a simple solution to pack, store my large collections in a very simple cardboard banker's box available from your handy-dandy office supply store in bulk packs.

Looking again online, I wanted a foam system that would/could hold at least 250 single based miniatures for transport to a con or allow me to pick what I needed for a weekly game at Full Spectrum in Arlington. I queried KR and Battle Foam but their solutions were just too expensive. A post online showed me the way to FeldHerr.net. out of Germany. I found a case that would hold 250 single based miniatures and not break the bank in the process. They also sell foam trays just like the competition but the pricing is reasonable. The FeldHerr foam trays fit in a “Goldilocks” fashion (just right) into a small cardboard banker’s box. Each tray holds 50 standard (Bolt Action, GW, 28mm single based figures) figures. The banker’s box holds 6 trays.

Here’s a shot of the case and foam tray. As you can see each tray does hold 50 figures.

There are larger cut outs in the center for taller figures. I use them for snipers, light machine gun teams (for my US Airborne guys).

The case itself is quite sturdy and has a soft inside cover. There is an adjustable strap as well.



Here’s a shot of the banker’s box with 300 + German and US Bolt Action figures. I frankly didn’t know the collection had figure distention to that level. It’s all Oscar’s fault for bringing me into this game. At least now I have an idea of how many infantry I have. I’m sure all have equal numbers in your collections. It’s not about numbers. It’s about the huge confusing mess I’ve allowed my collections to get into. This is my solution. Here’s the banker’s box. I’m sure all of you have your system. This works for me!

In conclusion, most of not all foam transport systems are expensive. Foam transport systems do not work together well there is no standard that I know of at this time. FeldHerr.net has given me a solution that is reasonably priced with customer service second to none.



I don't know any U.S. distributors but the money tells the story: Banker's Box Bulk Pack of 5: \$25 USD

Case and foam for 250 figures:  
\$65 USD

5 extra foam trays: \$25 USD

2 4" tall trays for GW Ork Killa

Kans: \$10 USD

Shipping: \$45 USD Shipping Time: 7 days from order placement (DHL from Germany) How many total figures did I store? 300+ Bolt Action, 250 GW 40K Orks, 16 GW 40K Killa Kans (supports)

Was it worth it? For me, yes! I'm ordering 20 more foam trays for my Saga, Lion Rampant/Dragon Rampant loose hordes. I know I've got a minimum of 300 of each. Yeah, I'm an addict but so are you! I'm sure I'll get flamed but hey, any solution for miniature collection bloating is a step forward. Your mileage may vary...

Feld Herr URL: <https://www.feldherr.net/feldherr-maxi-figure-case-for-250-standard-sized-figures/a-57043/>

**Steve Miller**

PS: I am not an employee, outrider, Evangelista, nor do I get a discount from Feld Herr.net. I am however a fan boy so sue me! LOLZ

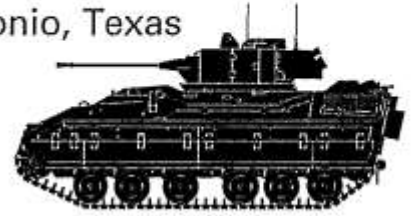




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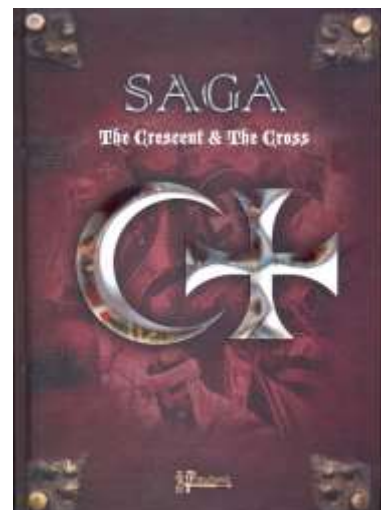
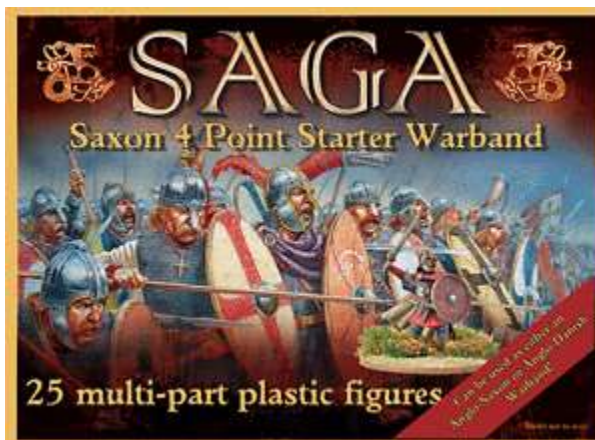
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<del>WG OPEN DAY</del>	<del>27-29 May</del>	<del>Oklahoma City, OK.</del>	<del><a href="http://www.warlordgamescon.com">www.warlordgamescon.com</a></del>
Nashcon	27-29 May	Nashville, TN.	<a href="http://hmgs-midsouth.org/conventions/nashcon/">hmgs-midsouth.org/conventions/nashcon/</a>
Origins	14-18 Jun	Columbus, OH.	<a href="http://originsgamefair.com">originsgamefair.com</a>
Texicon	7-9 July	Hurst, TX.	<a href="http://Texicon.net">Texicon.net</a>
Historicon	13-16 Jul	Fredericksburg, VA.	<a href="http://hmgs.site-ym.com">hmgs.site-ym.com</a>
ManeuversCon	11-12 Aug	Tulsa, OK.	<a href="http://www.maneuverscon.com">www.maneuverscon.com</a>
NOVA OPEN	31 Aug to 3 Sep	Crystal City, VA.	<a href="http://www.novaopen.com">www.novaopen.com</a>
Hubcon	8 – 10 Sep	Hattiesburg, MS.	<a href="http://www.facebook.com/HubCon/">www.facebook.com/HubCon/</a>
Millenniumcon	10-12 Nov	Round Rock, TX.	<a href="http://www.millenniumcon.info/ndex.html">www.millenniumcon.info/ndex.html</a>

# ***My 2017 gaming project: The Mexican-American War In 28mm***



***By Charlie Torok***

## **Lone Star Historical Miniatures (LSHM) club - Texas**

I continue to work my 2017 project (well its really only the first half of 2017, since I will switch over to ACW come August).. We held another play-test of Santa Anna rules. I also continue to develop my scenario I plan to use for the LSHM summer Muster to be held on 29 July.





Oscar (L) and Rob (wearing the Joe Wicker t-shirt) survey the table

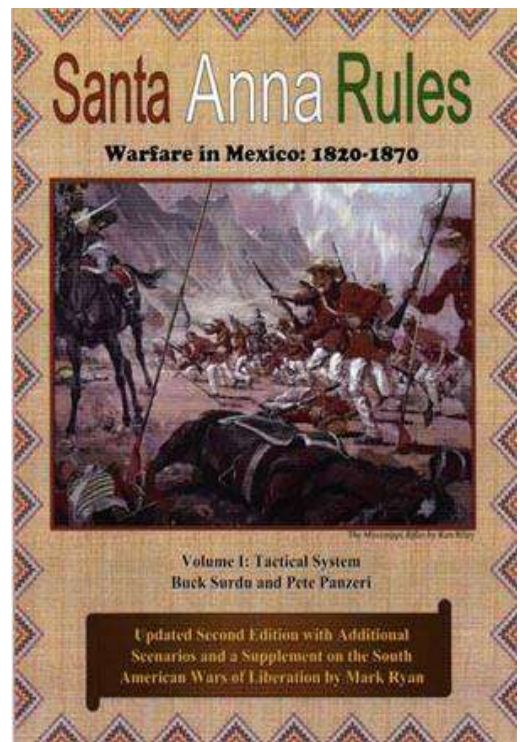
Mexican-American War (28mm): Five of us met up at Dragon's Lair SA for a "friendly" miniatures game on Friday night. We decided to play something different and put away the Bolt Action for one night. Rob, Oscar, Pete, Rick, and myself enjoyed a night of rolling dice.

The game was played on a 4x6 table using a beautiful Cigar Box Battle Mat and 28mm Old Glory and First Corps figures



## Mexican Order-of-Battle

We have really enjoyed using the rules by Buck Surdu: Santa Anna. These are very realistic in the application of Mexican and U.S. forces capabilities and restrictions. An excellent set of Mexican-American War rules and highly recommended by our group.



### San Sebastián del Oeste Village defense:

**Brigade:** General Bazquez +1  
San Sebastian Militia Battalion  
Zacapoxtla Militia Battalion  
Galeana Militia Battalion  
6th Infantry Battalion  
Artillery battery (2 guns – 4lb)  
Artillery battery (2 guns – 4lb)

18 figures	untrained
15 figures	untrained
14 figures	untrained
16 figures	green
6 gunners	green
6 gunners	green





## Mexican Relief Forces

**Brigade:** General Ampudia +1

5th Infantry Battalion	16 figures	green
9th Infantry Battalion	14 figures	regular
Morelia Militia Battalion	15 figures	untrained
Coraceros Militia Battalion	14 figures	untrained
6lb battery (2 guns – 6lb)	6 gunners	green

**Brigade:** General Juvera +1

Batallion San Patricio	14 figures	regular
6th Infantry Battalion	16 figures	green
Libertad National Guard	18 figures	untrained
6lb battery (2 guns – 6lb)	6 gunners	green

**Mobile Reserve:** General Torrejon +0

7 <sup>th</sup> Cavalry Regiment Lancers	8 figures	regular
1 <sup>st</sup> Cavalry Regiment	8 figures	regular
Auxiliary Mounted Militia of Puebla	8 figures	regular





Rob Gravener (still wearing his Joe Wicker t-shirt) prepares to attack the village of **San Sebastián del Oeste**







**1st Division: General Worth +1**

**1st Brigade:** Colonel Garland +2

2nd Infantry Regiment		13 figures	regular
3rd Infantry Regiment		13 figures	regular
4th Infantry Regiment		13 figures	Veteran
Duncan's Battery	(2 guns – 8lb)	8 figures	Veteran

**2nd Brigade:** Colonel Clarke +1

5th Infantry Regiment		13 figures	Veteran
6th Infantry Regiment		13 figures	regular
8th Infantry Regiment		13 figures	regular
Steptoe's Battery (2 guns – 12lb)		8 figures	regular

**Reserve Brigade:** Captain May +1

2 <sup>nd</sup> Dragoons		10 figures	veteran
Ringgold's Light Battery (2 guns – 6lb)		10 figures	veteran



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*Johnston at Shiloh painted by Cory Ring of Cigar Box Battle.com*

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U.S. troops hold the line against the Mexican attack



This is our second playtest of my muster game - very realistic and historically accurate rules: Santa Anna.

The US was able to capture the Mexican village after a tough defense, and were able to hold off the Mexican Army marching to its relief - American 12lbs made all the difference!! More games to follow - and make sure to sign up for the San Antonio Muster on 29 July - lots of games!!



Oscar Barela and Pete Hinojosa command the Mexican forces



# Flames of War / Team Yankee Update

*By Ian Straus* (San Antonio Texas)



2017 **Team Yankee** and **Flames of War** events in San Antonio: update 4/23/2017

~~Feb 25: First San Antonio Team Yankee tournament at Dragon's Lair / San Antonio. 70 points. Lists due by Feb. 18th. Done! A fun day for all!~~

July 1: Second San Antonio Team Yankee tournament at Dragon's Lair / San Antonio. 80 points. Lists due by June 24th.

July 22: Middle Flames of War San Antonio (FoWSA) tournament



July 22nd Middle FoWSA ( Saturday ) at Dragon's Lair / San Antonio.

1600 /1680 points,+ see theme bonus below.

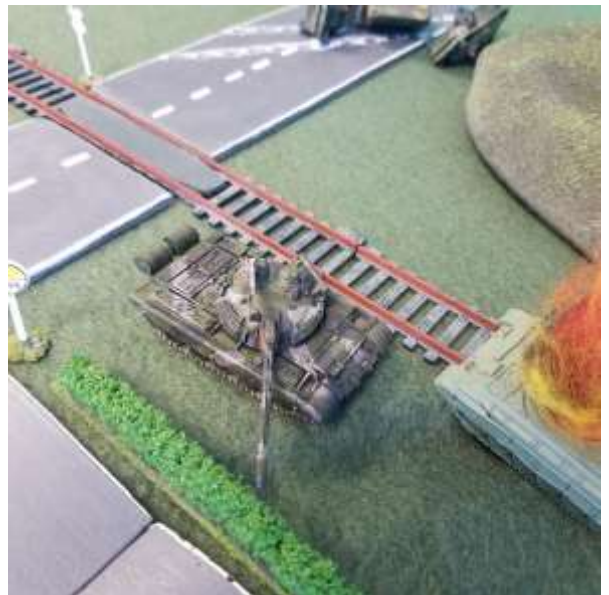
This tournament will use 3rd edition rules, because 4th edition / mid-war so far does not yet include Eastern Front material, and at least half of our players have Eastern Front armies.

The mid war tournament will be themed to the Stalingrad campaign, and will include at least one 3'x4' urban table for fighting in built up areas. Lists from the Eastern Front book will be allowed to take a theme bonus of 80 points, on the condition that their lists may not include Tigers, Panthers, Soviet assault guns or KV-85s.

Yes, this will affect choice of lists! But note that any category of troops will be historical: The Germans committed a Panzer division inside the city of Stalingrad.

and Late FoWSA on September 9th, using 4th edition rules, 1515 point lists.

For more information on all of these, watch this blog; the FoWSA facebook group and LSHM facebook group; the LSHM yahoo Groups, and of course the LSHM newsletter



# ***Texas Bolt Action Friday Night at Dragon's Lair San Antonio***



Friday night Bolt Action at Dragon's Lair. We had a good group playing this week. Rick Morizen and his grandson joined us for the first time - at first they just wanted to watch, but we would have none of that!!! Rick took command of my Russian Tank platoon (1,500 points) to fight Rob Gravener's German infantry platoon.



It was different and fun to fight a tank platoon vs an infantry platoon - a very historical game. Russian T-34's vs Wehrmacht infantry. Rick jumped right in and within a turn or two understood the mechanics of the rules and took command of his platoon.



Rick's Russian tank platoon moves forward on the left flank

It was a great game and Rick held his own. The KV-1 held its own and stood up to many Panzerfausts.

Rob's Germans move forward in battle formation.





Rob Gravener moves his German forces onto the board



Rob and Rick discuss the battle

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"In The Mood"



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His grandson jumped into a multi-player fight pitting Germans vs Americans and French. Joe Wicker and Oscar Barela assisted him in his first game.







Oscar Barela  
(seated)  
blames Joe  
Wicker for  
the loss!

Rick enjoyed the game so much that he purchased a Russian Army box and rules!! Great to have Rick and his grandson part of Texas Bolt Action and LSHM!!!







# FoWSA tournaments for 2017

in 2017 we will again have three Flames of War San Antonio (FoWSA) tournaments: Early, Middle, and Late war played in that order.

~~**April 29th, Early FoWSA** (Saturday) at Dragon's Lair / San Antonio.~~

~~This tournament will use 3<sup>rd</sup> edition rules, because 4<sup>th</sup> edition will only have been out since March.~~

**July 22nd Middle FoWSA** ( Saturday ) at Dragon's Lair / San Antonio.

This tournament will tentatively use 4<sup>th</sup> edition rules. More on that when Battlefront tips their hand a little more on 4<sup>th</sup> edition.

The mid war tournament will be themed to the Stalingrad campaign, and will include at least one 3'x4' urban table for fighting in built up areas. Yes, this will affect choice of lists! But note that any category of troops will be historical: The Germans committed a Panzer division to Stalingrad.

and **Late FoWSA** September 9th, Dragon's Lair SA.

For more information on all of these, watch this blog; the FoWSA facebook group and LSHM facebook group; the LSHM yahoo Groups, and of course the LSHM newsletter.



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## **Points of Contact:**

**Jeff Lawrence** [jlaw2424@gmail.com](mailto:jlaw2424@gmail.com)  
**Cal Kinzer** [ckinzer@juno.com](mailto:ckinzer@juno.com)  
**Tim Harwood** [tim95th@gmail.com](mailto:tim95th@gmail.com)

**Web Master is Jeff Hunt.**

## **GAMEMASTERS**

Easy registration of your game(s) can happen on the website. All games must use painted miniatures, be a board game you supply, or be an approved RPG. The site is now open for Game Master registration. GMs for Maneuvers do not pay to enter and run their games. Gamemasters, when you arrive see a staff member for table assignments.

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