

The Lone Star Dispatch

July 2018



2018 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.

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

Some great upcoming events around Texas in July and August:

FoWSA San Antonio 21 July
Bayou Battles Houston 10 August
Summer Muster San Antonio 11 August
Wargames CON Austin 17 August
FoWSA TY San Antonio 25 August
Bloody BroadSides San Antonio 25 Aug
ReaperCON DFW 30 August

Time to participate in some good wargaming.

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

Have a great Summer.....

Charlie Torok

We need your input for the monthly newsletter – if you have a gaming project or battle report submit it to me at: torokc@hotmail.com

We would love to hear from you!!

See you at the gaming table.



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[Contact Chris Fedor for more](#)

[Information at Phone](#): (512) 454-2399



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



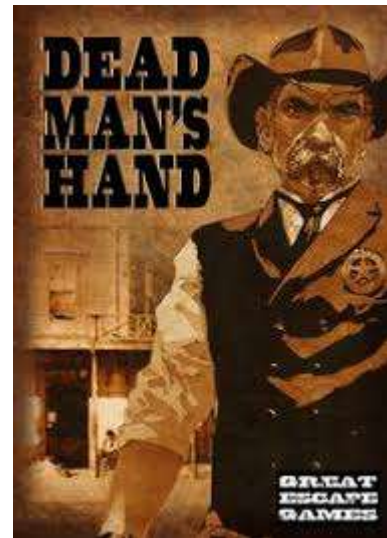
Time: 10am – 4pm

Cost: Free

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

San Antonio Muster V Historical Miniatures Games Day

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



Sign up now by contacting Charlie Torok





Announcing a new Gaming Store in Killeen, Texas



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

Tournament
4 August 2018

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

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

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

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

2018 - Texas Region - Conventions and Events

WARZONE HOUSTON

7/7/2018 - 7/8/2018

Wyndam Houston West-Energy Corridor - Houston,TX

Contact: John Daigle,Warzonehouston@gmail.com

<https://www.facebook.com/events/331458724043505/>

FOWSA - MID WAR

7/21/2018 -

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

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

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

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

BAYOU BATTLES

8/10/2018 - 8/12/2018

Wyndham West Houston-Energy Corridor - Houston,TX

Contact: Rick Hoy,bayoubattles@gmail.com

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

SAN ANTONIO MUSTER

8/11/2018 -

- San Antonio,TX

Contact: Charles Torok,torokc@hotmail.com

MANEUVERSCON

8/17/2018 - 8/19/2018

Wyndham Tulsa Hotel - Tulsa,OK

Contact: Jeff Lawrence,jlaw2424@gmail.com

<http://www.maneuverscon.com>

WARGAMES CON

8/17/2018 - 8/19/2018

DoubleTree by Hilton Hotel - Austin,TX

Contact: ,

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

FOWSA - TEAM YANKEE IV

8/25/2018 -

Multiverse Games - San Antonio,TX

Contact: Will Gaskins,ttgenerals@gmail.com

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

BLOODY BROADSIDES - LEARN TO PLAY

8/25/2018 -

Multiverse Games - San Antonio,TX

Contact: Will Gaskins,ttgenerals@gmail.com

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

REAPERCON

8/30/2018 - 9/2/2018

Embassy Suites - Denton Convention Center - Denton,TX

Contact: ,

<https://reapercon.com/>

LONESTARGAMEEXPO

9/7/2018 - 9/9/2018

Grapevine Convention Center - Grapevine,TX

Contact: ,info@lonestargameexpo.com

<http://lonestargameexpo.com/>

TEXAS BROADSIDE!

10/12/2018 - 10/14/2018

Battleship Texas State Historical Park - La Porte, TX

Contact: Andy Broussard, texasbroadside@comcast.net

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

MILLENNIUMCON

11/9/2018 - 11/11/2018

Wingate Hotel & Convention Center - Round Rock, TX

Contact: Charlie at: torokc@hotmail.com

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

BOARD GAME GEEK CON

11/14/2018 - 11/18/2018

Hyatt Regency - DFW Airport - DFW, TX

Contact: ,

<https://boardgamegeek.com>

GAMEXPO

3/15/2019 - 3/17/2019

San Antonio Hilton-Airport - San Antonio, TX

Contact: Vince Guzman, vince@namzug.com

<http://thegameexpo.com/>

TBA Conventions

FoWSA - Late War San Antonio TX TBA

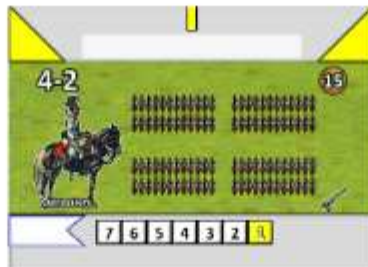
Demo/Participation Game



A miniatures game without miniatures?
Yes you can! Blücher (by Sam Mustafa)



Rules taught, cards and terrain will be provided. Come learn Grand Tactical Napoleonic miniature gaming.



When: Sunday July 29
Time: Noon - 6pm
Where: The Game Closet
4008 Bosque Blvd, Waco TX



This event is part of the new monthly historical miniatures gaming day at The Game Closet sponsored by LSHM on the last Sunday of every month. Look for information on this and other events on the LSHM Facebook page and at The Game Closet.

Gaming in Dallas from Lloyd Eaker

Last month our game group played the World War 2 naval action, the Battle of First Guadalcanal. We used the “General Quarters third edition” rules. This engagement was a night action and the game was played with six players, with myself as the game master. Wray Landreth, Marshall Mahurin and Robert Walton acted as the Americans. Calvin Maloy, Herb Flather, Bob Smith and Glenn Taylor were the Japanese players.

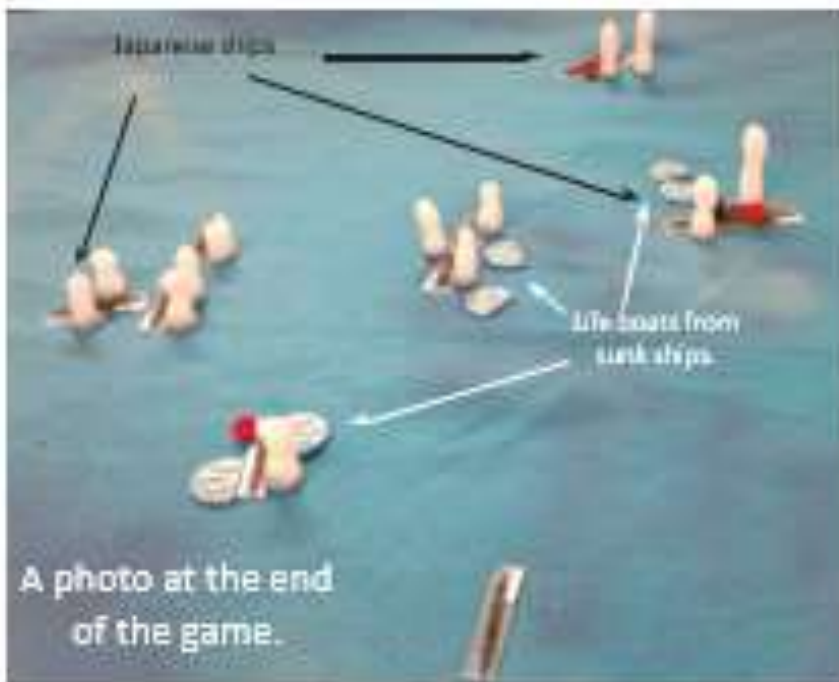
The Japanese fleet entered the Iron Bottom Sound area with 11 destroyers, a light cruiser and 2 battleships. Their fleet was in disarray and the destroyers were scattered in 4 different divisions. The Americans were patrolling in 1 column. With 2 divisions each of 4 destroyers, 1 in front and 1 behind the cruiser division. The cruisers were an antiaircraft cruiser, followed by 2 heavy cruisers, a light cruiser and then another antiaircraft cruiser.

The two fleets were sailing towards each other at the start of the game. Instead of a double blind with two tables, I used a large table with each division’s lead ship represented by a colored dice. Then following the lead ship was a white dice showing the direction of the column and whether it was a line astern or abreast. The players were giving a pad for orders and told which die was theirs, which nationality and roughly what their ships were. The players did not know who was on their side. Though much information could be gleaned by watching the players and various communication notes passed to me, then to the various players.

For the first 4 turns the players wrote down their moves and then left the room while I plotted the moves, did radar or visual searches and wrote on their pads any information they gleaned.

The battle was early in the war and the American’s radar was neither very good or trusted by the commanders and admirals. Plus even when trusted they did not have a good staff structure to understand the information. Much of the radar information was unable to verify friend or foe. For play the Americans MUST visually see a target before firing. The Japanese had good night time optics and training giving them an advantage in visual spotting. Their torpedoes were better though many of the ships had some older ones.

Some of the Japanese acquired visual contacts on the end of the 4th turn. The Americans had some radar contacts but could not verify the targets. There were also 6 different sets of dummy markers moving around that confused the issue as well.



The collision rules were used, so that ships, not in the same division, that approached within 2 inches of another ship (measured center to center) might collide. We had 4 near miss collisions during the game, 2 were attempts to ram.

During the gun fights the Americans were advantaged because their light cruisers were able to fire at much higher speeds than the Japanese. The Japanese battleships were advantaged in that almost no gun could penetrate their armor. However, these battleships had essentially HE rounds readied (for shelling the airfield) these rounds could do terrible damage to a destroyer but could not penetrate cruiser armor.

At one point an American cruiser caught a battleship with a large number of hits, most turned out to be critical hits or hitting important but not heavily armored sections. This battleship ended up being sunk the next turn when it has another American light cruiser cross its bow at point blank range and fire into its armor protection. The other Japanese battleship was damaged and broke off to get away.



However, when it came to torpedoes.

The Japanese were devastating. At the close range the Americans were no slouches either. Many destroyers were sunk by 1 hit. Many ships were hit by the torpedo spreads continuing after the initial target was hit or missed. Including 1 of the battleships.

Over all the Americans won the battle because Henderson Field was not attacked. However, both sides found the engagement very costly.

Thoughts from Dallas and Lloyd Eaker



A couple of months ago Steve Miller wrote an interesting article speaking of miniature sizes. He also talked about “games of the week”. When I first read this I did not catch his meaning on the “game of the week” as I use the term differently. I believe Steve’s usage is referring to the newest fad game. Which will change pretty soon. For us in Dallas see “LaSalle” as one. Though some have stayed a little longer than a week.

However, when I refer to a game of the week it is which ever game we are playing that week. This brings up a different set of problems. Our game group has been meeting at either my house or my print shop for over 20 years. During that time we have had many, many fad rules or games of the week. Like “LaSalle”, “DBA”, “Black Powder” or “Hail Caesar”. These games we played and then decided to forget them. Some even come back to be discarded again, see “Tactica”.

However, every week we play a game, usually using a set of rules we have played before, and then someone (usually me) has to reread or remember the rules. This can lead to confusion due to players conflating one set with another. It can also be a problem when using “table rules”. Did we really change that? So I often rewrite the cheat sheets for the rules or we try to play the rules in the RAW (rules as written). It does mean we are often not as clued into the rules as we should be if we play them all of the time.

I see this related to the figure size debate Steve was having. Since we often change which rules we also change which figures we are using. For land games, I stick with 28s for everything except ACW, WW2 and Napoleonic. For ACW and WW2 I use 1/72nd as I have a large collection of each. For Napoleonic I have 28s for battalion level games and 15s mounted on large 3” square bases for brigade level games. I tried 15mm for battalion games and found the basing too fiddly. The 1/32nd WW2 have been sold. This allows my terrain to be usable for most of the games we play. Except for the period variations on buildings etc.

Since I never play tourneys I see no reason to meet any rules parameters for basing or figure size. 45 years ago I decided on having both sides in any period I play. Plus since I do not worry about the current “rules of the week” fad. I just use rules I am satisfied with. This may not be suitable for others but works for me.

Napoleonic Naval Wargaming Tournament



SEP
1

Bloody Broadships Tournament

Public - Hosted by [Multiverse Games](#)



SAT, AUG 25 AT 11 AM

Bloody Broadships Learn To Play

Multiverse Games - San Antonio, TX

★ Interested

9 – 11 November 2018

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Room Rate \$90 MillenniumCon



Blood & Plunder

By David Crowley

Some pics of today's game with [Tony Lopez](#) it was fun we learned son things along the way and I think tony learned not to underestimate 7 men in a long boat haha



Even though my Salty Dogs of England felt the fury of the French/English contingency of the Silver Coast it was one good game. I am glad I had a patient player in David as we were able to hammer out ship rules.



Join us at the San Antonio Muster on 11 August at Dragon's Lair for some introductory games of Blood & Plunder – play for free to see if you want to join the Blood & Plunder gaming group:

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

The ships added another dimension to an already fun game. There was a grappling action, a ship was fighting to keep from running aground, and deadly ship cannon fire. The ship rules are well thought out.



Thanks again David for a fun game and Multiverse Games for the play area. Can't wait until I can play again.

The San Antonio Blood & Plunder face-book page – join now!

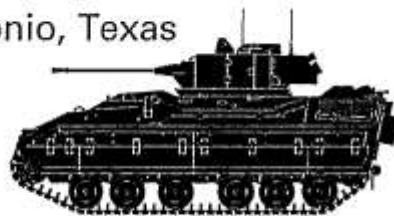
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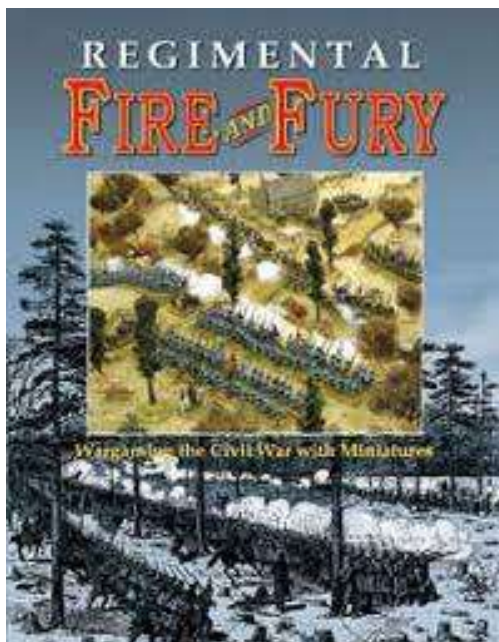
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Dibbles carries *Fire & Fury* Regimental ACW rules: San Antonio's game of 2018



San Antonio, Texas

By Chris Lisanti



Third World War Thursday update.

The Lone Star Historical Miniatures (LSHM) Club of San Antonio Texas plays Team Yankee each Thursday night at Multiverse Games. Come on out and join us for some modern war-gaming.



**Lone Star Historical
Miniatures Group**

Three major clashes last evening. Nathanael (Soviet T-64s) took on Gabe (W. German Leopard IIs) with the Soviets coming out on top. The Frogfoots controlled the skies (first two pics depict the carnage).





T-64s from Ambush

Wes (Soviets) took on Zack and Michael Lisanti (W. German armor) with the T-64s dying honorably and to the tank for the great cause, however in a losing effort. Leopard II, Jaguar I and Tornado strike fighters did the main effort.

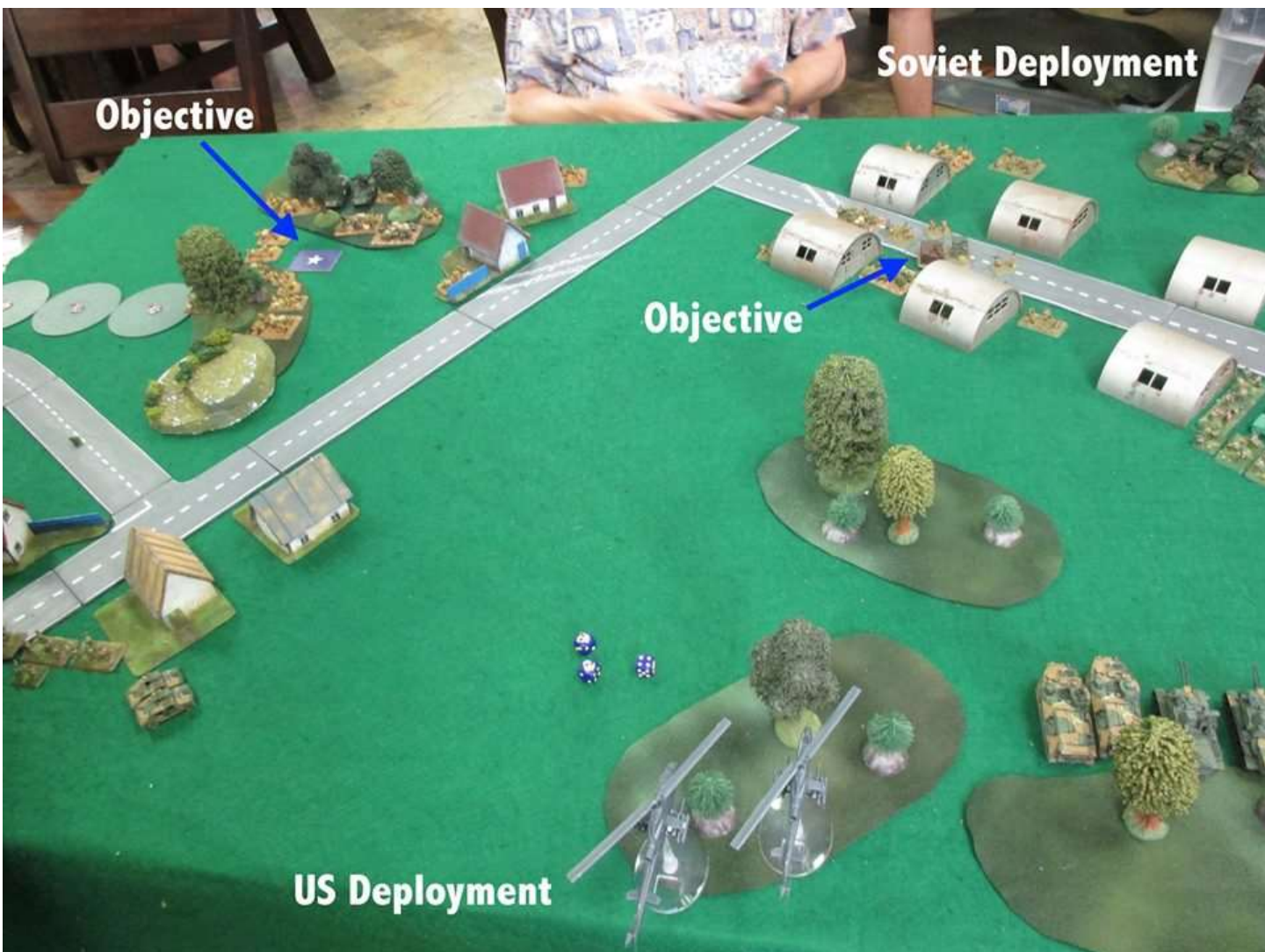




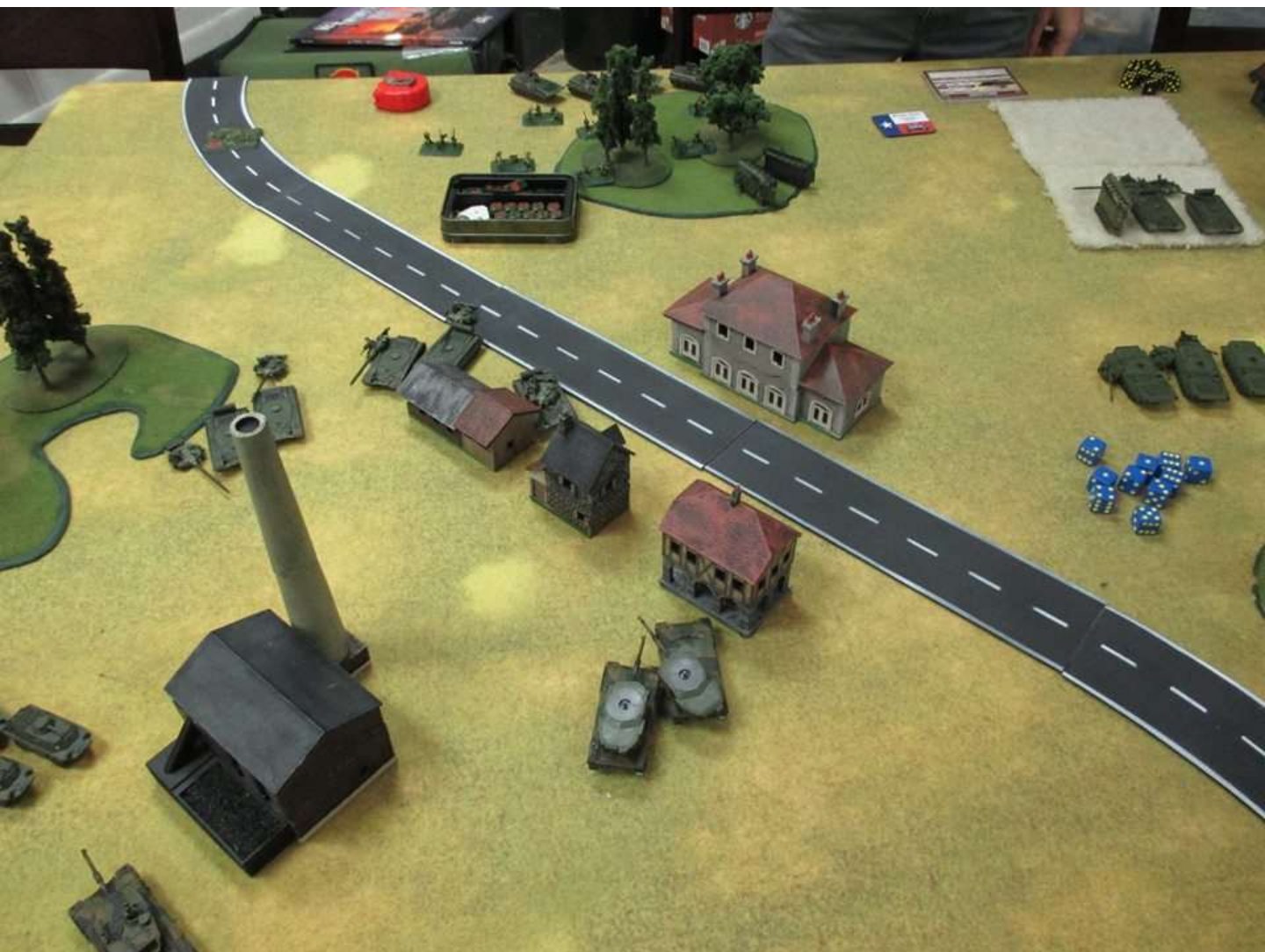
The last battle was an infantry slog between Tony (Afgantsy) against Chris (USMC rifle company) and Don (US Army armor with Cobras and A-10s) (last pics for this battle). It was brutal assault action seeing the Marines not being able to kill much in assaults, but the vaunted Afgantsy unit routinely failing counterattacks.



T-64s from ambush killed a single Patton prior to withering return fire from 4 other Pattons, 2 Cobras, A-10s and Hummer TOW missiles. The Hinds came in behind a line of Americans only to lose two to the Sgt. York platoon while the other two fell to 50 cal fire. In the end, two successful assaults (one by the marines that had been joy riding around the battlefield in their Hueys watching the deck guns spray bullets around) and the other by a single M-60 patton pushed the Afgantsy unit off the objective and they failed to counterattack.



A great group of guys, fun was had, and tales told. Welcome to both Zack and Don who played with us for the first time. Others are definitely welcome. See you next Thursday 6 PM at Multiverse Games.



Test of Honour (ToH)

Samurai Wargame

Mark Leroux and Blake Radetsky
Lone Star Historic Miniatures



**Lone Star Historical
Miniatures Group**

We had a very successful Test of Honor day at Multiverse Games in San Antonio Texas on Sunday. Blake brought some excellent Japanese buildings.



We had three games running at the same time, that was awesome! Jim Bailey brought and set up a very cool table that Ozzie and Mateo played two games on it.



Jim and I (Blake) played a demo game for him to learn, then he played Nick for a second game. Nick played Mark after he lost to Jim. Rodney played Ernie in a close game. And finally Alphonso and I played an epic 22pt game that was crazy, Alphonso won finally.



It was great to see Ted, Mike and Tony as they showed up to watch a bit offer supporting remarks and Ted and Tony supported their habit with some purchasing of Blood and Plunder goodies.



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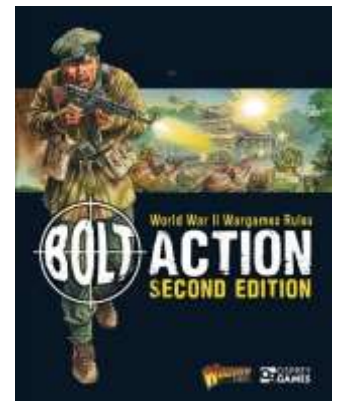
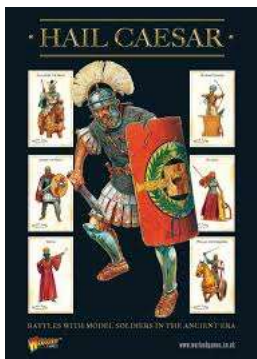
Dragon's Lair Comics and Fantasy[®]
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San Antonio, TX 78229

Ph. #: (210) 615-1229

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



Here is another great local store supporting LSHM





Gear Krieg Game Report

By Paul Womble

Here is a short paragraph describing Gear Krieg's game mechanics:



Gear Krieg is one of several games produced by Dream Pod 9 based on their *Silhouette* game system. The game revolves around alternate activation of Combat Groups (groups of vehicles or squads of infantry) between opponents.



The core mechanic involves rolling a number of 6-sided dice (the number of dice is based on a units skill), taking the highest result and comparing it to a set threshold number.

Play Gear Krieg at the San Antonio Muster on 11 August at Dragon's Lair – sign up now by contacting Charlie at: torokc@hotmail.com





If the result is higher than the threshold the test is a success; if it is lower the test is a failure.

The margin by which the test succeeded (Margin of Success, MoS) or failed (Margin of Failure, MoF) helps to determine the final outcome of the roll.





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

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Gaming Schedule Weekly:

Wednesdays - Kings of War & Wings of Glory

Thursdays - Third World War Team Yankee

Fridays - Alternating between Special Events & Warhammer 40k Fluff Nights

Saturdays - Historical Saturdays

Sundays - Gates of Antares & Test of Honour

General News & Updates!

- Store terrain has been sorted through and is now available for use in the shop for players.
- Painted miniatures (historical, fantasy, etc) are starting to get priced and are on the display shelves!

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



Modern - Bolt Action Battle Report

By Andrew Fisher

Another good game of Modern Bolt Action - Russian Army versus Afghan Insurgents - with [Nate](#) Edmund.

We tweaked the Insurgent list available on [jayswargamingblog](#) to help make a standalone insurgent list more viable; the changes made a much closer game with the Afghans winning in the end. As always, he brought some awesome terrain.



World War II Wargames Rules

BOLT ACTION





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Christopher Dean
NWS Wargaming Store
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All Categories



SEARCH

Bolt Action Battle Report



From: Oberleutnant Wicker, 2 Kompanie KDR
To: Major Rausch, 1BN KDR, 192 INF REG, 21st
Panzer Division
Subect: Battle report, 14 JUN 2kms NE of St.
Columbe, France (Knight Watch Games store).



Enemy (Parric):1 company, 2d BN, 357th INF REG, 90 INF DIV consisting of 3 INF squads, 1 MMG team, 1 bazooka team, 1 Air Observer team, 1 M8 Greyhound, & 1 M4 Sherman tank.



Friendly (me): 3 INF squads, 2 MMG teams, 1 Puma, 1 Stuka zu Fuss, 1 medium Mortar w/spotter, & 1 sniper team.

Situation: Enemy forces have landed near La Vienville, France (Utah Beach the Americans call it) and are advancing inland. My unit was ordered to intercept and push them back into the sea.



1000 hours: American first elements advance from the coast NE of the village and spread out with MMG on my left their right. 1 INF squad in the middle with the Air Observer, and bazooka team. On my right is the armor and 2 squads. I concentrate my Kompanie with 3 squads on the right along with my Sniper. The Zu Fuss and the Puma are in the middle with two MMG teams, & my mortar team on my left. The Americans lay down a heavy bombardment which results in pinning all my units.



1015 Hours: The Zu Fuss lands a massive bombardment and kills many US Troops including the Air Observer team. Fortunately, he never had a chance to call in an air strike. The Puma and the Sherman exchange shots but miss each other. Both sides INF maneuver for clear lanes of fire.



1030 hours: More exchanges between the Sherman and the Puma to no avail. The Sherman prevents my right flank from advancing. Their MMG advances on my left but shifts to the center.

1045 Hours: The Sherman presses my center & the Puma fails to stop him. An unseen 3rd US squad enters a building in my center and lays down suppressive fire. Their MMG team takes up a position behind the house but the zu Fuss makes a hit on it, killing most of the crew. My MMG teams kill more of his troops in a hail of bullets.



1100 hours: The Americans press my right flank with their armor; my men hunker down and take a few casualties but hold. In the center, my MMG teams silence the enemy MMG team. The Puma shoots at the Sherman & scores a hit but fails to destroy it. The mortar section loses the spotter to the enemy bazooka team in close combat and 1 crew member.



1115 hours: An all out push from the Americans. The Sherman takes several hits and catches on fire. The crew puts it out and stands fast though heavily pinned (7/9 pins). The INF squad on my right presses the attack but takes heavy casualties. Their squad in the center advances but is also heavily hit. Their Bazooka team is eliminated by one of my MMG teams. Suffering many casualties, the Americans fall back and regroup.



Summary: Give me more artillery support and I can drive the Americans in this sector back into the channel. My losses are minimal but the 357th lost 1 MMG team, the air observer, the bazooka team, and 2 squads.

OBLT Wicker
2d Kompanie KDR

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And unlike our major competitors AGNM often include free product samples with larger orders including terrain pieces, and samples taken from our Objective Markers Range as several L.S.H.M. Club members can attest. Even small orders will often be gifted some of our exclusive hit, morale, immobilized, and pinned counters.



Vehicles only; figures are not included but are shown here for scale purposes 'live' during a game. (F.Y.I. the hexes are 3" ones.)



Although not yet featured at our webstore, feel free to inquire at our [info@](mailto:info@agnminiatures.com) e-address about our fine range of resin national and unit Objective Markers, many made from original national badges from as low as \$2.50 each, postage included.



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



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!!!

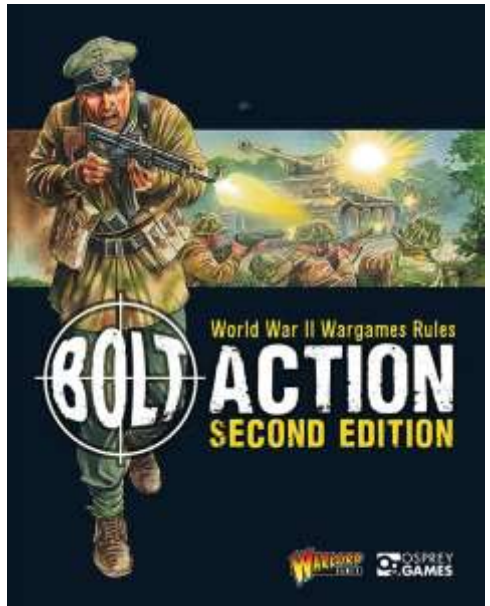
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Mexican-American War Game Report

By Tony Rocha



May 5th, 2018 myself and fellow West Houston Warlord Mike Porterfield set up the “Bring Me The Leg of Santa Anna” scenario in the education room of the Palo Alto Visitors Center near Brownsville, Texas.

The scenario is this: After the Battle of Cerro Gordo, the Mexican army retreated back towards Mexico City. However, General Santa Anna decided to stay at a local farmhouse to rest and have a chicken dinner with his staff officers. However, a scouting party from the 4th Illinois was seen approaching the farm. Not knowing the size of the force approaching, Santa Anna and his staff quickly fled, leaving the chicken dinner, his spare prosthetic leg (lost in the Pastry War Of 1842) and \$18K worth of gold and silver, which was needed to pay his soldiers.

It is here where the scenario takes a small detour from history...



It seems that Captain Morelos, an officer of the elite Grenadiers of the Supreme Power, is determined to get into the good graces of Santa Anna and decides to send a raiding party back to the farmhouse to get back the prosthetic leg. Returning the leg to the general could gain him high praise and probably a promotion. If Morelos is able to find the money and grab a bit of chicken as well, so be it.

Unfortunately for the captain, most of his grenadiers have already left the Mexican camp to defend the capital city. He is only able to gather 20 men, not enough to make a successful raid.

So Captain Morelos enlists the help of Lieutenant Rodriguez of the 2nd Light infantry. With Rodriguez's men, the captain would have a force of 40 men.

But Rodriguez is not the glory seeker that the captain is. The young lieutenant is a pragmatist and that gold will mean a lot more to the men of the Mexican army than a silly cork leg. Besides, Rodriguez is no fan of General Santa Anna.

But both officers realize that they cannot spend too long at the farm looking for the leg and money. Mexican scouts have reported that though only a small skirmish party occupies the farmhouse, the bulk of the American forces are fast approaching. So the Mexican raiding party will only have a short time to find the items and run, or they will be overwhelmed by the American army.

Our first game was played by two young gamers, Logan and Juaquin each took one of the opposing sides. Logan took the Mexican forces, Juaquin the Americans.

As the scenario takes place in the evening, the Mexicans move under cover of darkness. Though the American skirmishers have a lookout, they are not expecting anyone other than their American compatriots. So they take a seat at the dinner table and begin to enjoy the chicken and wine the general left behind.

Logan, running the Mexican side, decides to go for speed and sends his grenadiers down the dirt road that leads to the front of the farmhouse. He then sends his light infantry through light brush on the opposite side of the road from farmhouse, which has two sheds.

Juaquin checks to see if his American lookout sees anything. But as it is dark and has been a long day, the sentry sees nothing.

Continuing down the road, the grenadiers see the silhouette of the farmhouse and a faint light coming from inside. The light infantry makes better time than expected and reach the first shed...

But the rattling of buckles and straps catches the attention of the American lookout, who yells “Who goes there”? It is then that he sees the outline of a large shako...the U.S. army doesn't wear shakos...

Juaquin orders his lookout to fire, which fails to hit the oncoming Mexican grenadiers. But it does alert the men inside eating the chicken dinner.

Logan, knowing that his men have been discovered, runs one grenadier squad (10 men) up to the front of the farmhouse, sending his second 10-man grenadier squad further down the road and toward the second shed. The light infantry break into the first shed but find nothing other than hay and cow pucky.



Juaquin sends 5 men from the farmhouse, 4 to take up firing positions outside the farmhouse and one to take a horse and ride towards the approaching American army. The rest of the skirmishers wolf down their chicken and wine then barricade the doors.

Logan then has his first squad of grenadiers, commanded by Captain Morelos, try to break down the farmhouse door. They are unsuccessful, as the Americans inside desperately push back.

Outside the farmhouse the four American and lookout fires upon the second squad of grenadiers and three of the grenadiers fall to the ground, mortally wounded.

The Mexican light infantry however are now approaching the second shed and the Americans don't see them coming.



Logan then splits his light infantry into two squads of ten. The first squad then fires upon the Americans, who can be seen due to the flash from their firing. Two Americans fall, while the other two fall back to some haybales further away from the second shed. The second light infantry squad makes it to the front of the second shed...

At the farmhouse, the Grenadiers successfully force their way inside. The American sergeant fires his pistol, but the ball smashes harmlessly into the wall. The sergeant and his four remaining men now go hand to hand fighting against the rushing grenadiers.

Meanwhile, the second squad of grenadiers run towards the haybales, where they saw the remaining Americans run off to. The lookout, still perched on the balcony of the farmhouse fires one last shot at the running grenadiers, taking another down. The lookout then dashes into the farmhouse to help his comrades inside.

The American on the horse successfully races past the light infantry at the second shed, who are too surprised to react to the rider.

The fighting inside the farmhouse is fierce but quickly ended. The Americans are outnumbered and fighting the Mexican army's best soldiers, who are also motivated by their Captain Morelos. The Americans are quickly put to the bayonet and sword but are able to kill one of the grenadiers as well.

At the haybales, the second squad of grenadiers, angry at losing some of their comrades, charge into the last two Americans. As at the farmhouse, the Americans are quickly dispatched.

The light infantry at the second shed enter, but as the first one, find nothing of value. Logan orders his second squad to fan out and search the crates and barrels near the sheds.

So far, everything is going well for Logan and his Mexican forces...but then, the blare of trumpets breaks the night air. The American reinforcements are coming!!

The Mexican forces may hold the farmhouse, but other than some tasty chicken and a gulp of wine, they have little to show for their efforts. They need to find that leg and money!

Captain Morelos has his men in the farmhouse take the place apart, but they find neither the leg or the money. Where would the Americans have put them?

Meanwhile outside the second shed, there is a loud cheer. The light infantry has found the gold and silver in a crate packed for shipment!

Now the call of the bugles is noticeably closer. As the second squad of grenadiers are searching the haybales for the leg, a blast of musket fire takes down two more of them. The Americans are here!!

Logan has what is left of his second squad of grenadiers leave the haybales and move down the road past the farmhouse, while the light infantry inside the shed comes out to take up firing positions.

Juaquin now has three squads of Americans coming onto the battlefield and had one squad kill two of the grenadiers at the haybales. The other two are moving as quickly as they can toward the farmhouse.

Logan's first squad of grenadiers exit the farmhouse and investigate a small watering trough and carriage that are on the side of the farmhouse.

The squad of light infantry that has the gold and silver are now moving onto the road and back towards the Mexican lines. The other light infantry squad fires at a squad of American infantry that has just come out of the brush, killing two of them.





More bugles can be heard and the yells of the approaching Americans are making the Mexican soldiers more desperate.

The grenadiers search the trough, nothing! They search the carriage...YES!!! The cork leg is found under the seat! Now Logan has all items he needs...but can he get them off the table?

By now the light infantry carrying the silver and gold are moving steadily down the road, though is there something coming through the brush on their left?

The other squad of Mexican light infantry then charges into the American unit they just fired into and the fighting goes hand to hand.

The first grenadier squad sees an oncoming American squad and unleashes a volley into them. But the fire has little effect and the Americans return fire and prepare to charge.

The second grenadier squad, with Captain Morelos in the lead and carrying the prosthetic leg, begin to leave the farmhouse area. But the Americans are now pouring into the compound...

One of the light infantry soldiers carrying the gold and silver yells out at Lieutenant Rodriguez, "Sir, what about the others? Shouldn't we go back and try to help them?"

"We have to get this gold back to the army, soldier. The Americans are on us and..."

A burst of fire comes from the bushes on the left, dropping the soldier who spoke out. Rodriguez grits his teeth. He wants to set a line and fire back at the Americans, but he can't afford to fight and get stuck in. He has to keep the men moving. "Andele, muchachos!! Keep moving!"

The other light infantry squad are having a tough time with the Americans. Though they were holding their own against the first squad, now they are fighting two more squads. Within moments they are overwhelmed and either killed or captured.

The first squad of grenadiers defeated and ran off one squad of Americans, and now are moving further down the road when they see the light infantry getting fired on from the brush. The grenadiers fix their bayonets and begin to move toward the brush...

Captain Morelos' squad is moving closer to the road but breathing down their necks are two squads of American infantry. Another burst of fire from the Americans causes another grenadier to fall.

Morelos' makes a fateful decision. He must break these Yankees or he will never be able to return the leg to Santa Anna. Morelos' draws his sword and turns to face the oncoming American squads. "CHARGE"!!! he yells as he leads the remnants of his grenadiers into the teeth of the American forces.

Lieutenant Rodriguez can hear the shouts and gunfire behind him, but he knows there is little he can do to help those men now. He has managed to keep most of his squad alive and with the silver and gold in tow, he presses his men onwards towards the safety of the Mexican Army camp.

Morelos' men are the flower of the Mexican and they fight with savagery and determination. But no amount of effort is enough to defeat the waves of American troops pouring into the fight. Slowly but surely, the grenadiers are cut down until only Captain Morelos and his bugler are left alive. The Americans tackle the final two grenadiers, securing not only two prisoners but the prosthetic leg of General Santa Anna.

Next month, I will have a write-up for the Luck of the Irish scenario.

By Tony Rocha

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By Chris Lisanti



Third World War Thursday Update.

The battles are heating up as is the weather. 3 Battles last night with 9 players total. 1st match in the Free For All mission was Nathanael (T-64 Battalion) vs. Don (American Armor) with poor die rolls and lack of arrival of Frogfoots blamed for the Soviet defeat (although tactics may have something to do with it but don't tell the commissar!).





**E. Germans
Ready to Rumble**

Our 2nd match was a blue on blue contest with Chris (USMC Pattons) + Evan (W. German Leopard I company) taking on Zack (W. Germans) in the No Retreat Mission.



Zack's W. Germans

Tornado Strike Turn 1

Chris' Marines



A very tough contest that came down to whether the marine Pattons survived and stayed on the table after Jaguar, PAH and Leopard II fire which amazingly they did (one okay, one bailed and one killed).



They then passed their morale and got a kill on one of the two leopard IIs whereupon they failed their morale and the game was called (Pics #2-5).



The 3rd match was the mega-battle between Wes (E. German T-55s) + Tony (E. German T-72s) against Gabe (W. German Leopard IIs) + Michael V. (US Pattons). It was a slugfest and the carnage was everywhere. The Frogfoots did not enter until the last turn whereupon they killed the last Leopard II.



Four BRDMs were on the objective at the end giving the East Germans a victory although very costly (Pics #6-9). Wow! Great games and great competitors. Come and join the action every Thursday at 6 PM at Multiverse!





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Texas Bolt Action Report



By Joe Wicker

Texas Bolt Action Warlords SARGE



Brian Farrans (German player) prepares his defenses at Omaha Beach.

[Brian Farrans](#): It was all [Robert Williams](#)' rolling.

[David Allen Crowley](#): Yeah that 88 is a killer it knocked out my LVT-1 A.

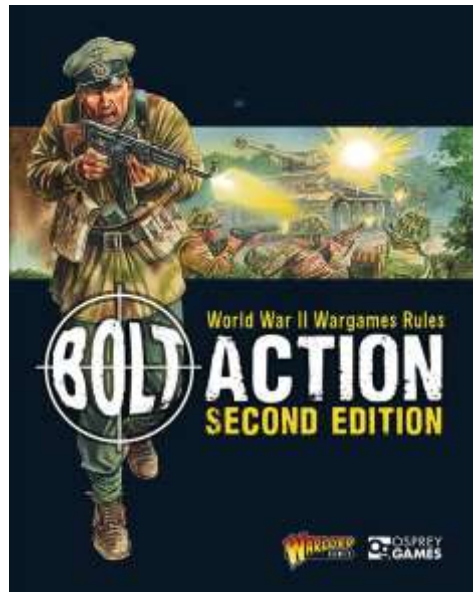


Last night at Dragons Lair San Antonio Texas. More players showed up than there we had tables to play on. There were Russians, Japanese, Finns, and a D-Day battle going on.



The Germans were able to stop the first wave onto Omaha Beach (deadly 88mm). We had a new comer named Simon too.... Welcome to Bolt Action in San Antonio Simon!

It's good to see young guys getting into WWII history.....go get'em Simon (far right).



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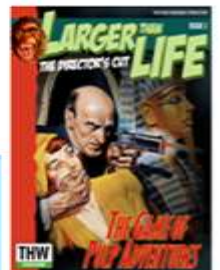
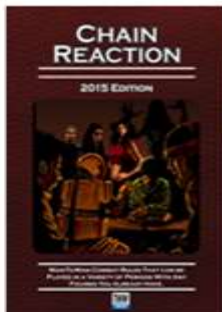
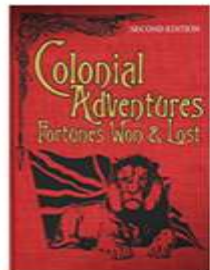
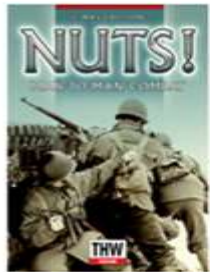
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