

The Lone Star Dispatch

June 2017



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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 June and summer here in Texas!!!!

June and July will be busy months for gaming. If you cannot make it to the BIG EVENTS out east, namely Historicon in Virginia, then get out to one of your local game stores in Texas and join in on one of the many local game events.

The month starts with Tank War in San Antonio Texas on 3 June.

Also we are starting to plan for our fall gaming convention – MillenniumCon. So start to plan to run a game, our GM registration will open on 1 July. 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

LSHM says thanks



A special thanks goes out to Casey Pittman for his service on the Board of Directors of LSHM these past 2 years. Casey is taking a break from the board to focus on family and job. He is not leaving the hobby or management of Texas Bolt Action, he just feels he cannot devote adequate time to helping run LSHM. You will be missed and thanks for promoting our hobby around Texas!



Casey was on the ground floor and one of the earliest members in building Texas Bolt Action group into the force that is currently is in the hobby – thanks Casey.

TANK WAR

Who: Axis and Allied

Where: Dragons Lair in San Antonio

Why: To fight for prizes, promote the game and venue, and to have FUN!

What: Americans, British, and Russians OH MY! On all fronts the axis forces are pushed back to their capitals. Can the new "miracle" weapons the Germans are producing stop them? Will young German Platoon Leaders (PLT LDRs) have the guile to use these new beasts of war to slow the allied advance?...

When: **3 JUN 2017**. The doors open at 09:00 am and the battles start at 10:00 am.



Coordinating Instructions:

- a. \$10.00 entry fee for Active LSHM members, \$15.00 for non-LSHM members.
- b. Send your army list to Joe Wicker (Tabium@gmail.com). The list can be up to MAY '45. 1 tank platoon per individual/list. Tiered list from 2000, 1500, & 1000 points (subject to change). If your list is not received before 30 MAY 17 (an extra day since I'll be out of town that weekend), or you will have 5 points deducted from your score (case by case basis).
- c. Historically accurate PLTs are PLTs that are based off of TFs that fought in WWII that relate to your PLT. Historically themed and accurate forces will get bonus points from the start. Send in a paragraph describing your force IOT be awarded.
- d. Rounds: 3
- e. Scenario information will be available at a later date.
- f. You can use points to buy minefields in your army lists.
- g. You DON'T have to have a theater specific Army to play; all armies are welcomed.
- h. No player limit.

Service Support: Terrain and special rules for each scenario will be discussed prior to each battle.

i. Each player will roll for an experienced crew member and skill for the tournament. Roll will be made in private with me (Joe Wicker) before the tournament begins. You ARE NOT obligated to share this information with your opponent before each round begins. You ARE required to share this information at the time you use the skill during the round.

- a. Using 2d Edition BA rules.
- b. Using the 2d Edition Germany Army rulebook.
- c. Historicon Die are forbidden.
- d. TEXAS BOLT ACTION HOUSE RULES that are in effect:

1. No turret jam rule.
 2. Flame throwers strike the top armor of vehicles.
- e. Participants MUST bring a hard copy of their army lists or be penalized 3 victory points.

Point of Contact (POC) for this event is Joe Wicker at 915-539-4942 (tabium@gmail.com), or on this face book page.



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



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

For more information or to sign up,
email Jon.cox48@gmail.com



When: 29 July 2017

Where: Dragon's Lair SA



Time: 10am – 4pm

Cost: Free to LSHM members

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

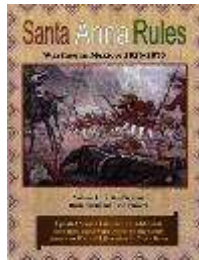
San Antonio Muster IV Historical Miniatures Games Day

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

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



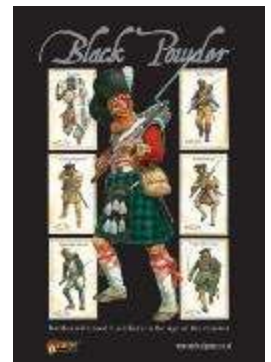
Axis & Allies: War-at-Sea



Santa Anna
28mm
Mexican-American



Test of Honour
28mm Samurai



Black Powder
15mm American
Revolutionary War

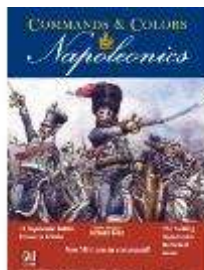


All Quiet on the
Martian Front

Terminator



Blood & Plunder 28mm Pirates



Command & Colors
Block game



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 6th 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:

	Saturday, Aug. 12	Sunday, Aug. 13	
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:

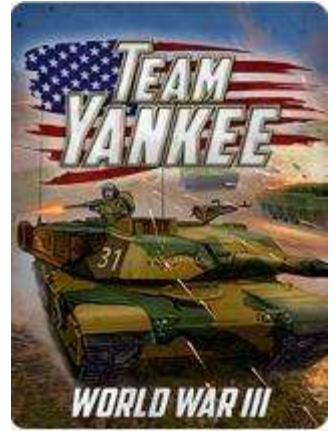
Bayoubattles.com

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

Gamers Work Bench

West German Army Team Yankee

By Chris Lisanti



Tornadoes at the treetops! Fuchs rolling forward to repel the Warsaw Pact. These are my two most recent Team Yankee projects. I plan on trying out a robust Strike Fighter Tornado flight and Attack Helicopter force with an assortment of other units. We'll see how it all turns out in upcoming matches. Chris





Nicely painted models from the collection of Chris Lisanti from San Antonio Texas, and a member of LSHM along with his three boys.





The LSHM Team Yankee group continues to grow, and will hold its second tournament on 1 July 2017 in San Antonio Texas at Dragon's Lair.

Support LSHM Vendors and Sponsors:

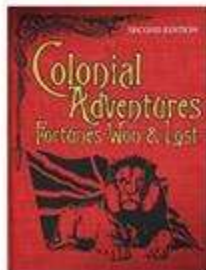
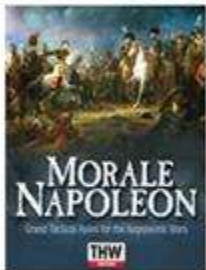
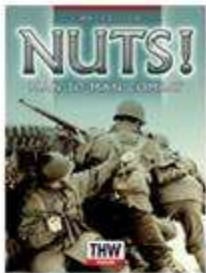
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www.nswargaming.net

Christopher Dean
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**Don't forget to mention
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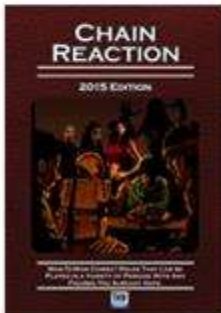
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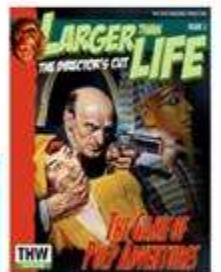
LSHM25

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Mark your calendar now!!

Post your convention / event / tournament here!!



Start planning now: MillenniumCon20

10 – 12 November 2017



MILLENNIUM 20

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



Round Rock Texas

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



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Wingate Hotel & Conference Center
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Round Rock, TX 78664

Website: <http://wingateroundrock.com/>



Texas Bolt Action Tournament Report

By Joe Wicker



Drive to Berlin Tournament summary:

By Joe Wicker Texas Bolt Action Sarge

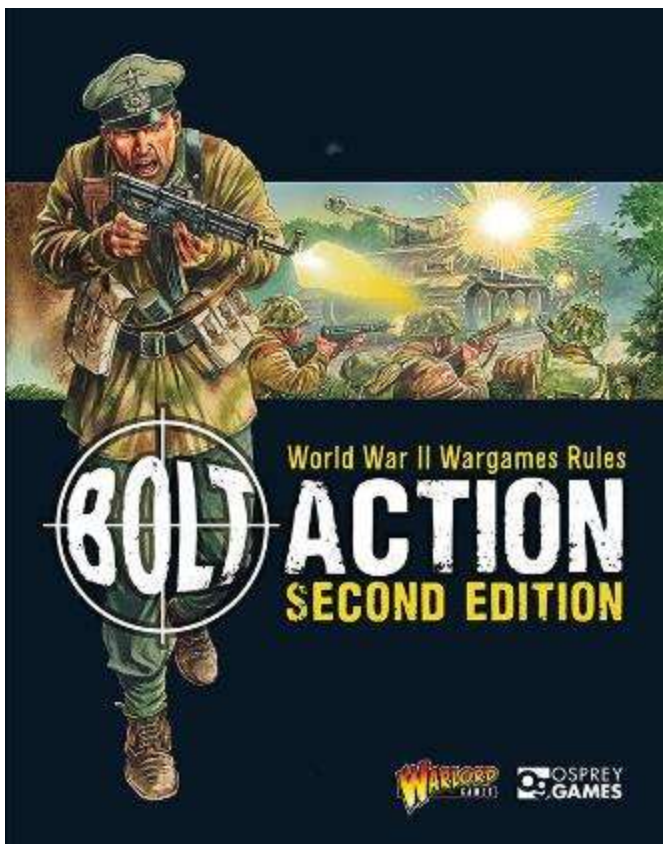
BREAKING NEWS! The Allies have taken Berlin! The battles were hard fought but the relentless allied bombing and aggressiveness pushed the beleaguered axis to the halls of the Reich Chancellery.

The point totals were 188 for the allies and 167 for the axis.

Knight Watch Games



8 teams with 16 total players participated in the tournament



Best allied team went to new platoon leader (PLT LDR) Peter Hinojosa and Oscar Barela leading their Russians from the 29th INF DIV (Russia) with 56 points followed by rivals Justin Venable and Andrew Fischer from Poland and the BIG RED 1, FT Riley Kansas with 53 points! The top leading axis force was lead by Alex Montileone and Jon Cox with Italian and Germans with 48 points, and Elliot Selle and Michael Lisanti using Germans from the XX Corps consisting of everything from SS to Hitler youth with 40 points.



The terrain was dense and the opposing forces had to close in till they could see the “whites of their eyes” to score good shots. Because of this, there were some great street fights and nebelwerfers dealing serious blows to densely packed troops. It was a three round tournament and many of memorable contests came from the first round. The objective for the round was to take more objectives than the enemy.

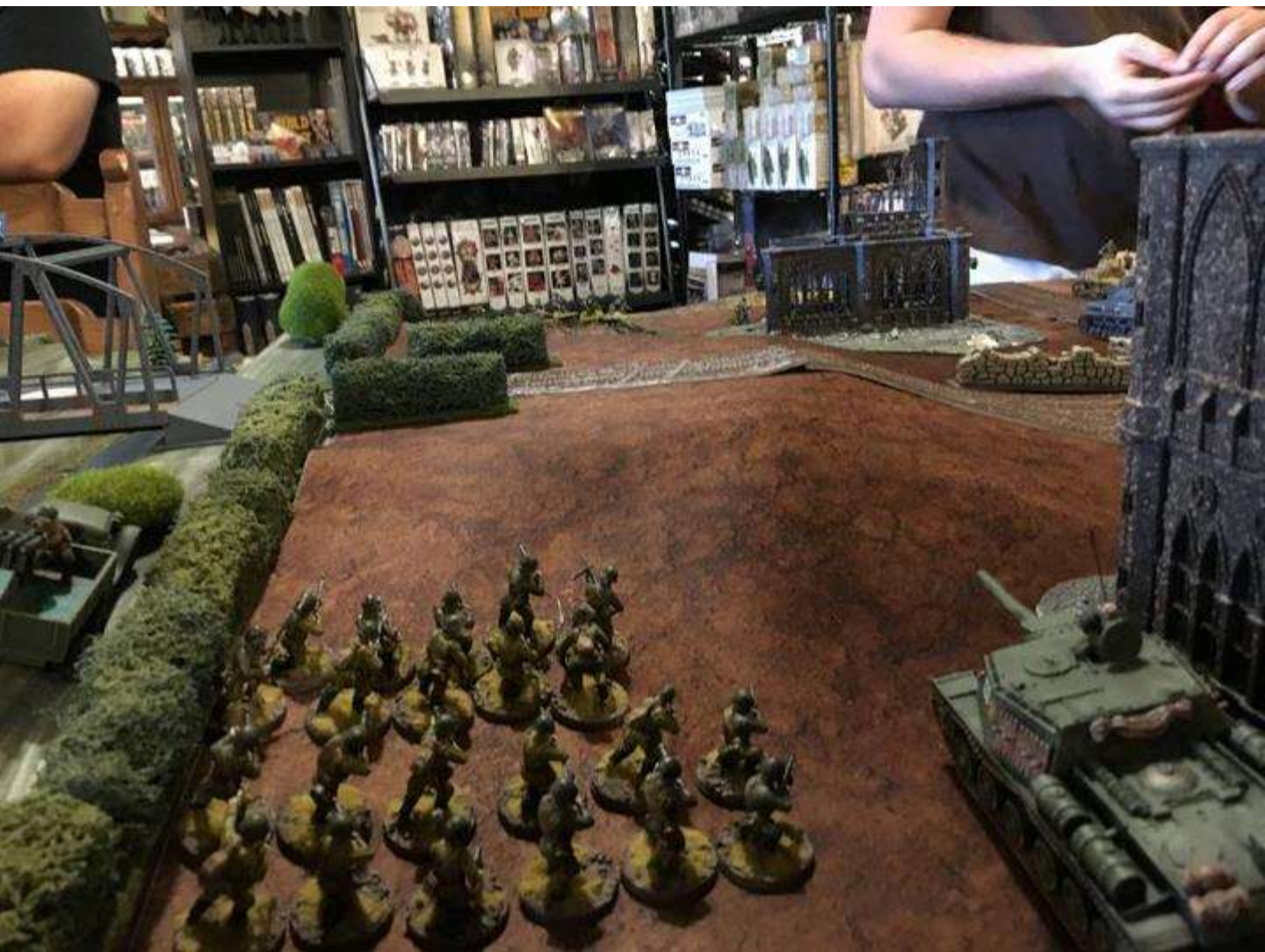




Lone Star Historical Miniatures (LSHM) Club



German and Finnish LTS Brandon Escalara and Marcelino Martinez fought to a standstill against LTs Chris Lisanti and Justin Baeza in this round earning both a draw. "It was brutal. Close combat and bad luck. Every objective was contested." LT Chris Lisanti reported as he summarized his first round. The Polish (LT Justin Venable) could not penetrate the armor of the only King Tiger available in the sector. LT Elliot Selle recruited a King Tiger for his PLT and its Tiger Fear hampered the Polish and US combined team; preventing them from getting decisive kills.



Three new Lieutenants, Peter Hinojosa (Russian), Rebecca Bowyer (US), and Justin Baeza (US) expertly upheld the Texas Bolt Action community reputation by displaying great team player skills through fire and maneuver. Returning LTs David Crowley, Alex Montileone, Jon Cox, and Andrew Fisher proved their tactical skill yet again on the BA battlefield. Between the four of them they accounted for 102 points of the 355 points totaled; that's an impressive 29% of the points! Everyone learned something including myself.

V2 rules have been out for about 6 months and people are becoming more familiar with them which was evidenced by the great sportsmanship of each player and team. I learned that just because you can see just a gun barrel (or just a fender or wheel), or an arm/leg, or backpack only; you DON'T have Line of Sight (LoS); pg 33, 2d paragraph. Once again, going down was a big influence in game mechanics. One PLT LDR tried to bring a two story building down on an INF squad on the first floor. The preparatory bombardment in the 2d round stymied one team as it placed pins and/or casualties on almost every unit.





Finally, 16 PLT leaders formed 8 teams in this team tournament. I continue to be thrilled with the enthusiasm central Texas is showing toward this Game and WW II history. Several people submitted historical backgrounds behind their platoons and again, the points made a few differences in tournament placement.





Andrew Fisher turned in the best background for the second time in a row and continues to illustrate the rich historical history behind BA. Indeed, everyone's background write-up reflects great pride in their respective forces.





In conclusion, I want to thank Knight Watch Games for allowing me to host my tournament there. If you are ever in San Antonio, you would do well to stop by and introduce yourself to Parric and Brenda (co-owners) while enjoying the ambiance of their store. The next tournament is at Dragons Lair, SA on 3 June and it will be a Tank War tournament; more info to follow shortly on Facebook. I encourage you to keep up the great BA camaraderie as we see more people become PLT leaders. Join me in bringing new people and teaching them the fun and excitement of Bolt Action. I will be trying new scenarios, looking at new prizes, and new surprises in the upcoming events I'll be hosting. Get your tank platoons (LATE WAR) ready. Sarge.....OUT.

Gaming Projects

By Nathaniel Weber

Anglo-Zulu War Project Part II

Anglo-Zulu War Project, Part 2—Nathaniel Weber, Weslaco, TX

I've spent the last few weeks painting and preparing more 1/72nd plastic Zulu War forces. I'm keeping the painting simple---block colors, light wash, flat varnish---and have relied on the sheer mass of figures to keep up the visual appeal.



Here are four units of British infantry and one unit of Natal Native Horse (who, unlike the Native Contingent infantry, were well trained and led). Facing them are three complete units of Zulus. They are based 16 to a Zulu unit, 12 to a British foot, and 8 to a British mounted—this corresponds with *The Men Who Would Be King's* suggested unit strengths. They are based in different quantities (1, 2, or 3 to a base for the Zulus; 1 or 2 for the British forces) to allow the removal of casualties. I still have some basing to finish.



“But Nathaniel,” I hear you cry,
“that’s nowhere near enough Zulus!”
Be not concerned. There are a few
more to paint...

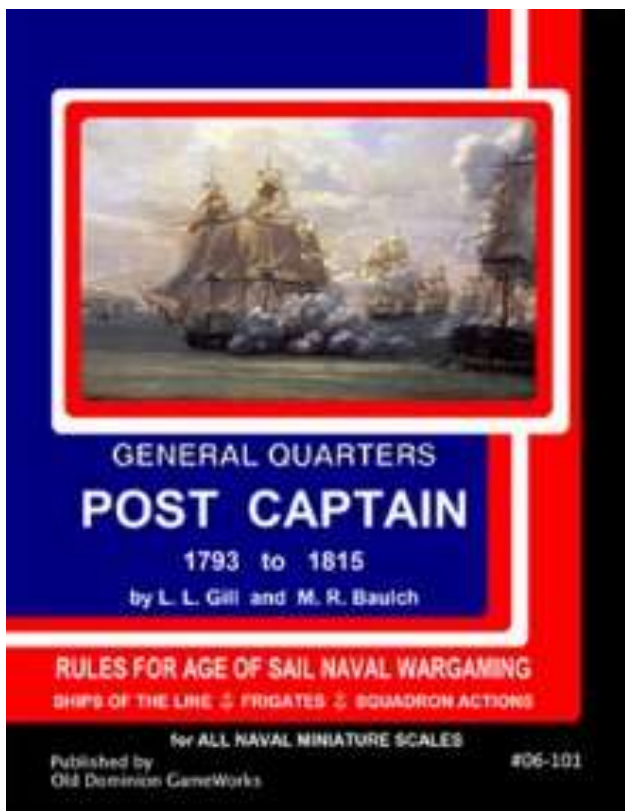
I’m leaning more toward using *Black Powder*, Warlord Games’ general set of 19th century rules. I picked up the main rules and the *Zulu War* supplement and I think it would provide a fast, dynamic game at a convention setting. The basing I’m using for *The Men Who Would Be King* can also work for the decidedly un-fussy *Black Powder* basing system.

I am also scratch building some heavy oxen wagons. Hopefully I’ll have pics to share on that front next time around!

Game Report

Naval Warfare during The Napoleonic Wars

By Adam Rios



Location: Open ocean off Tamatave.

Time: 15:50 hours 20 May, 1811.

Conditions: The wind is “light” (Force 2) from the North-West.

The Battle of Tamatave, fought off Tamatave in Madagascar between British and French frigate squadrons, would be the final engagement of the Mauritius campaign of 1809 - 1811.

A reinforcement squadron of frigates (loaded with troops and supplies for the French garrison at Mauritius) under the command of Commodore Francois Roquebert in *Renommee*, had been dispatched from Brest in February 1811. Unknown to the French, however, Mauritius had already fallen in December 1810 to a British invasion fleet. The reinforcement squadron reached Mauritius on 6 May, only to discover the following day that the island was now in British hands and narrowly escaped a trap laid by a squadron of British frigates ordered to pursue and destroy them.



On 20 May the British squadron, under the command of Captain Charles Marsh Schomberg, discovered the French off Tamatave on the coast of Madagascar and attacked.

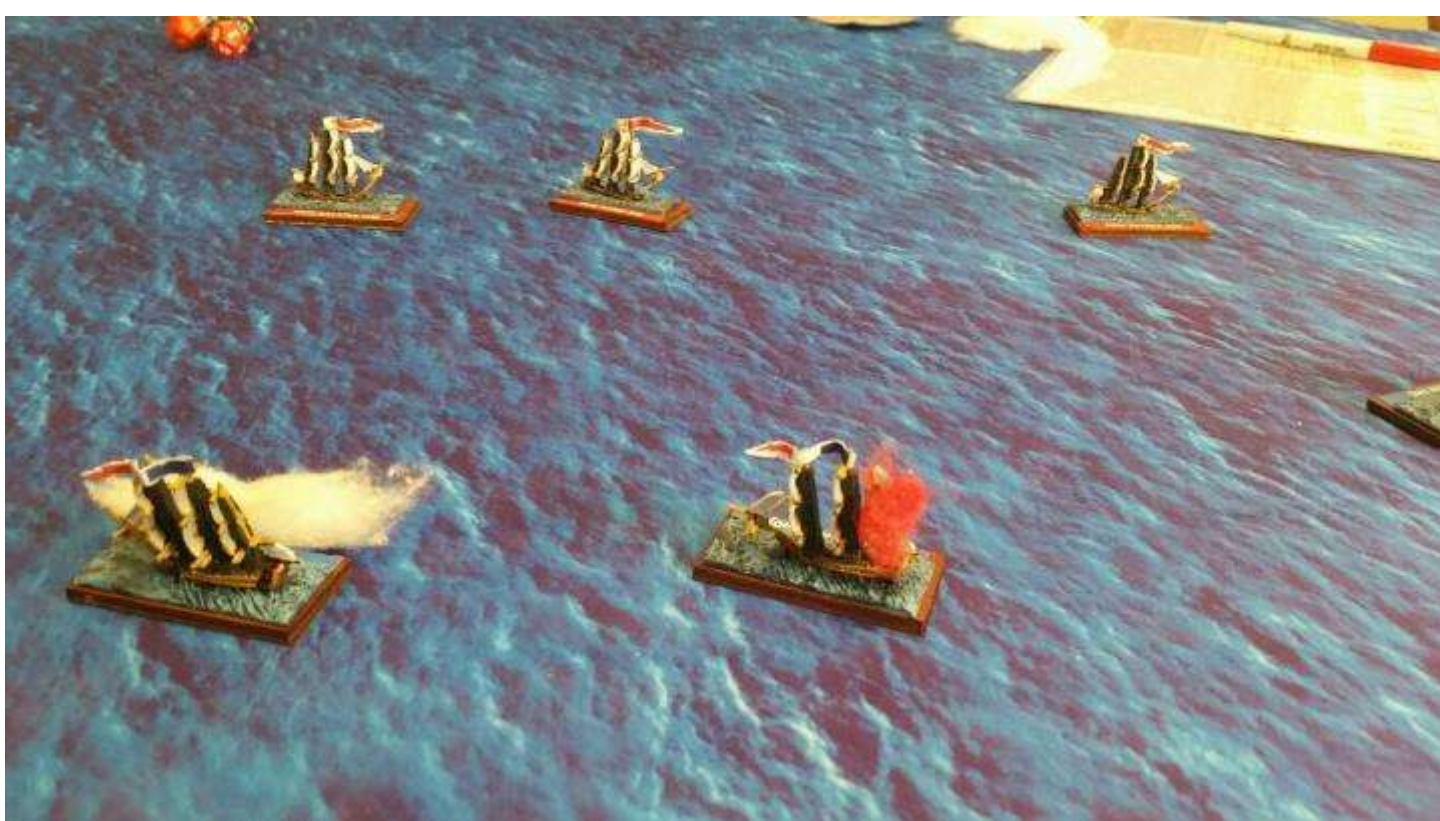


The British squadron comprised of three 36 gun 5th rate frigates in line ahead formation: Flag Ship HMS Astrea (Capt. Lance Hardaway), HMS Phoebe (Capt. Randy Lees), and HMS Galatea (Capt. Biff Coon) sailing on light winds almost against the wind crept toward the approaching French squadron comprised of three 40 gun 5th rate frigates also in line ahead formation: lead ship was the Clorinde (Capt. Kevin Dunn), Flag Ship Renommee (Commodore Rob Smith), and Nereide (Capt. Adam Rios).



As the opposing squadrons came within 800 yards, both the Clorinde and Renommée fired initial broadsides at the lead Brit HMS Astrea. Carefully aimed shots on the up roll quickly made short work of some rigging. Precarious start for the HMS Astrea, she quickly diverted crew to set upon repairs before something worse could come of it.

Not one to turn the other cheek, the HMS Astrea fired her initial broadsides to little effect on the Renommée. Unfortunately for the French, the Brits crack crew reloaded much faster and were able to send another blast at the Renommée! A lucky shot lit up the Renommée in flames, cries of Merde! Were heard throughout the flag ship. It was the French turn to worry now!



As the two opposing squadrons maneuvered closer both sides scrambled crew about to affect repairs. Despite best efforts, the Renommee remained ablaze and was in real danger now. Shots from both squadrons were taking out light guns here and there and putting some damage on hulls but not enough to worry either squadron. The only ship in real danger so far was the Renommee.



At 16:11 hours the worst happened. Unable to put out the increasing fire, the Renommee's Capt. Rob Smith as about to order abandon ship, when WHOOM! The fires not only simultaneously reached the gunpowder, but also the Captain's fine stock of Brandy! The ship exploded into thousands of splinters. Miraculously, the Captain survived and grasped desperately to a piece of wreckage as smoke, fire, and debris surrounded him. The cries of the dying crew members could be heard on all the ships in the calm waters of the Indian Ocean not to be forgotten by any living veterans of that day's battle.



The French Capt. Kevin Dunn quickly ordered full sails and made for the open ocean. Capt. Adam Rios sailed over to rescue Commodore Smith and also made full sail just escaping some parting shots from the Brits.

The British Captains wrote gloriously of their victory in their journals for their future generations to know them, the French Captains wrote gloriously of their courage against the Brits and how the Commodore bravely fought on despite Renommee burning up all around him. Neither French nor Brit would be written about in the papers of the day, just but another battle of many battles in the age of sail

Thanks again to Lance Hardaway, Kevin Dunn, Biff Coon, Rob Smith, and Randy Lees for joining me in a fun game today.

Adam Rios

VICTORY WITHOUT QUARTER

*Being a Set of Quick Play Rules for the English Civil War
by Clarence Harrison*

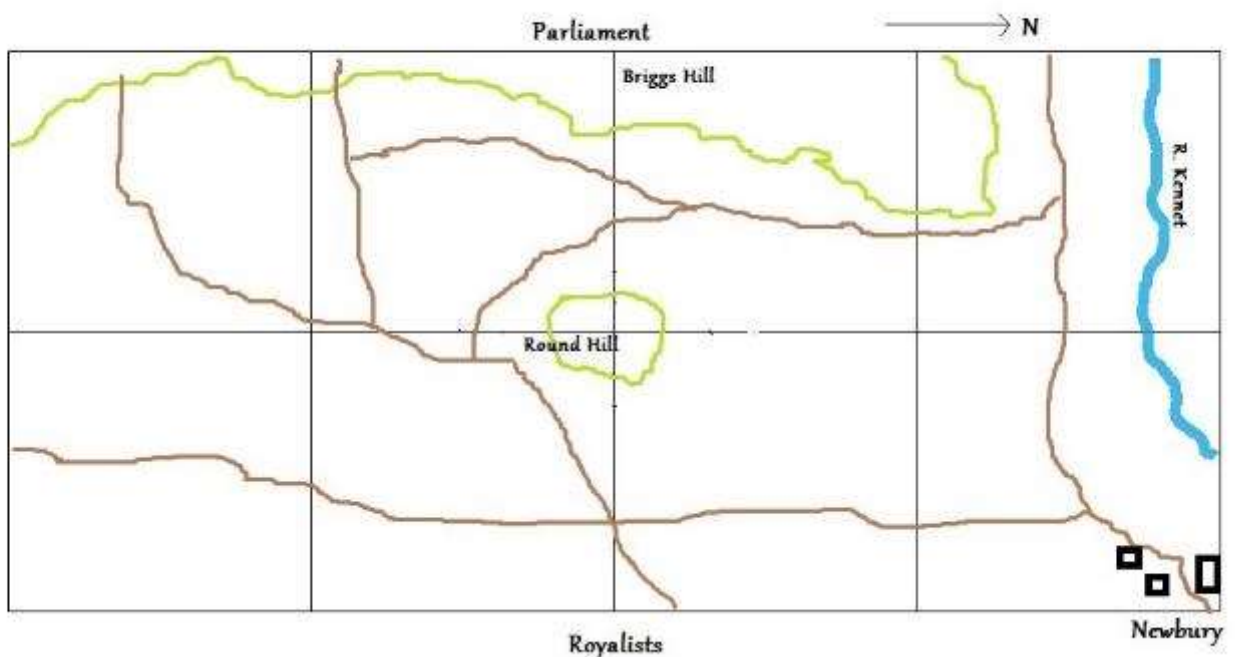
Victory Without Quarter
Battle of 1st Newbury
The Ratt Palace, Red Oak, TX

English Civil War Battle Report

By Alan Spencer

On Saturday, May 6, Steve Miller and I mustered our English Civil War (ECW) figures for a grand battle using Victory Without Quarter rules by Clarence Harrison. We were re-fighting the 1st Battle of Newbury, September 1643. We were joined by Greg, Frank, and another gentleman (I'm so frakkin' bad with names) to help run our forces.

As you can see in the first picture, it was a battle ground worth fighting for (we nicknamed the battle the Battle of the Newcastle Brown ales for it all got consumed). That is the Earl of Essex's carriage come to survey the battleground and placement of the Parliamentarian artillery before things got hot.





The mustered forces on both sides were some of the largest to date in the war. Parliament called out multiple regiments of the London Trained Bandes to bolster their forces. The King himself also came forward to view the battleground before their troops arrived in force.



The Royalist under Charles I were at their cream. All of their forces were either veterans or trained well. Prince Rupert of the Rhine was leading the Royalist horse on the left wing. Sir John Byron and Sir William Vasaour were handling the center and right respective wings.

Quindia Studios Presents

VICTORY WITHOUT QUARTER

*Being a Set of Quick Play Rules for the English Civil War
by Clarence Harrison*



Parliament had its hands full. With all the trained bande units from London, they all would not obey anyone other than the Earl of Essex.

Special Scenario Rules.

To get the flavor of the battle, special rules were adapted for the engagement.

The Earl of Essex got both CinC and Brigadier order cards, as he controlled all the infantry in the battle. He could only issue orders based on the type of card. In addition, we used the optional rule that brigade commanders could issue order to the entire brigade if they all got the same order.

The Royalists were a bit more happily endowed with commanders, but were hamstrung in 2 ways. First, the CinC, King Charles I, once positioned on the field was not allowed to move. Any orders outside of his 12 inch command radius had to be delivered by courier.

Also, the Royalist were desperately short of gunpowder. So infantry units could only fire 3 times before they would be on permanent reload status (not getting the volley fire bonus for firing).

Secret special scenario rule (will explain at the end).

The Battle:

View from the Royalist left, Prince Rupert in the foreground, facing Stapleton's trotters and the trained portion of the Parliamentarians.



At the opening, the Royalist were fired upon by the Stapleton's trotters moving forward to fire in carcole. But these were quickly chased back by a charge from Caervon's horse regiment.

Picture of the center showing the Parliamentarian artillery on Round Hill, facing the cream of the Royalist infantry. In the Parliamentarian's in the rear on Brigg's Hill were the huge number of Trained Banded.



Stapleon's other horse regiments under his command were on the far left wing of Parliament (shown below). These were on their own for this battle, as their commander was keeping a close eye on his own horse regiment on Parliament's right facing Prince Rupert.



On Parliament's left wing, the trotters there came forward of their own accord to begin peppering the Royalist. The Royalist, moved forward slightly, and used the base of Round Hill to shield them from the initial cannonade fire. But the Parliamentarian gunners would not be denied long.



Closeup view from behind Royalist infantry, Col. Wentworth's Regiment.

On Parliament's left, one squadron of Stapleton's own horse fled the field, while the other squadron held fast awaiting the turn of events which gave this unit the ability to have 2 orders given every time it's card came up. This would prove telling.



Stapleton's last squadron is in the top left of this picture, holding off Carevorn's horse. Meanwhile Prince Rupert is attempting to dress the lines of Gerard's horse regiment to pound the rebel infantry.





On the Parliament left wing, the fight was becoming a shooting match between the trotters and artillery versus the Royalist musketeers. Both were becoming shaken in the process, but the Royalist were starting to run dry of gunpowder.

It was at this point Parliament started using their good supply of gunpowder to effect. First Stapleton's surviving squadron fired on Carevorn's horse, shaking them. Then the Parliament infantry that had formed pike stand fired causing the unit to rout away, leaving Stapleton's squadron in no immediate danger, and shoring up Parliament's right wing.

Well ... going to make a long story shorter, both sides fought like lions, but the veteran status of some of the Royalists were making their presence known. One unit of artillery on the hill was overrun by Sir John Byron's own 1st regiment, but the other units held on.



And just as Parliament was breaking, the “secret” scenario rule came into effect. This rule was once $\frac{1}{2}$ of all the Royalist units on the field had gotten to the “no longer able to reload” status due to how many times they fired, they ran out of powder. There were thus unable to pursue the routing Parliamentarians off the field.

On a sad note, only 1 of the 2 couriers sent by King Charles I made it to their appointed destination. The other was shot moments after leaving the King's side. The King was heard to remark: “I guess that figures.”



Historically, Parliament faded away back to London, but the Royalists were unable to pursue them for many of the same reasons.

Great fun was had by all, and we enjoyed it immensely. HUGE thanks to Steve Miller for hosting the game at the Ratt Palace.



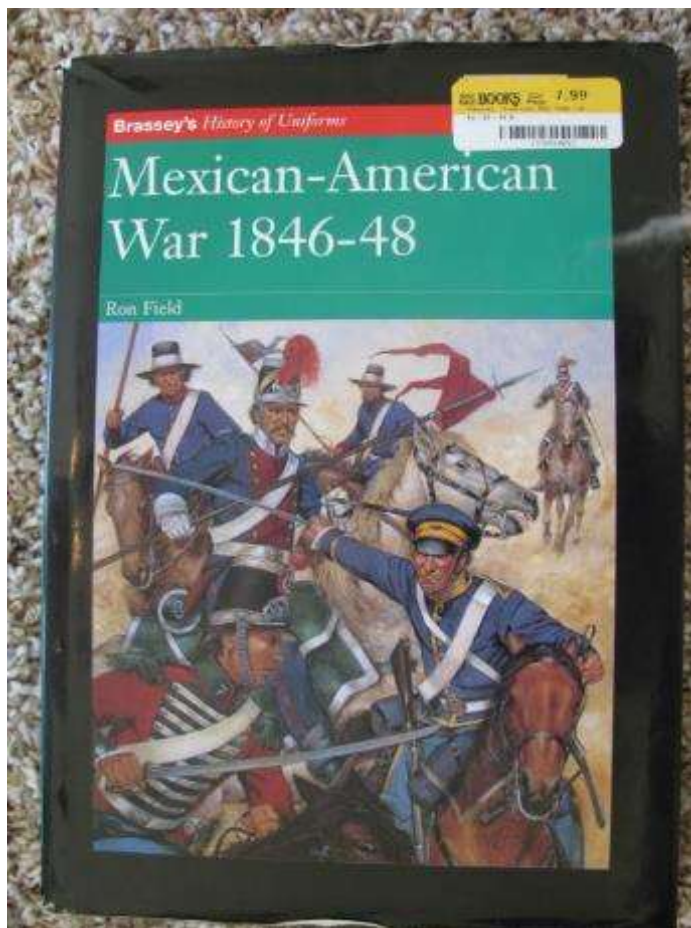
My 2017 gaming project: The Mexican-American War In 28mm

By Charlie Torok



Lone Star Historical Miniatures (LSHM) club - Texas

I stopped by Half Price Books today and found this gem!! I am deep into my 2017 project: The Mexican-American War in 28mm. This book will help with some unique units.





I am almost done painting my current stock and ready to put in another Old Glory order. I picked up a bunch of Old Glory figures at a Historicon about 10 years ago and have had them stored all this time, I decided to pull them out and make this my 2017 war-game project. I have painted about 200 figures so far and plan another 100+.



I did order some First Corps UK M-A war figures to see how they fit with OG. I will report back on that when they come in.





I plan to run a M-A war game at the LSHM Muster on 29 July at Dragon's Lair San Antonio Texas. I am going to use "Santa Anna" rules for this game. Buck Surdu was kind enough to send me a copy to use.





Some units on my paint table – I have about another 50 figures left to paint, but will order more here soon. I really like the Old Glory figures, they are my figures of choice.



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 BROTHERHOOD Waco, TX
[Bloody Brotherhood](#) - [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 (June 2017)~~

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

~~BAYOU WARS!, St. Francisville, LA
6/2/2017~~

~~<https://www.facebook.com/BayouWars/>~~



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>



Early War Flames of War

By Ian Straus



Re. FoWSA news for May 31, 2017
From Ian Straus



Early FoWSa on April 29th, 2017 at dragon's lair San Antonio:
As you would expect from the period, we saw considerable
employment of Panzer 38t's , and other thinly armored
tanks. Competition was hot and heavy for all three rounds,
through the championship game.



We ended up with eight players, who placed in this order:

Player Nation Company Points Rank (nth place)

Bryan Koches French Fusilier co 16 1

Jacob Mayer German Czech panzer co 15 2

Carl Bellati Soviet Strelkovy (guards) 14 3

Alex Monteleone Italian Carri 12 4

Manuel Guerra Soviet Tankovy 8 5

Mike McGrail Soviet Strelkovy - Red Army 8 6

Mark Reed Slovak Obreny rota 5 7

Ricky Moore Polish Pulk Kawalerii Zmotoryzowanej 3 8





Carl Bellati won both best sport and best painted army. Thanks to generous prize support from Dragon's Lair, the top half of the roster walked away with gift cards and other FoW items.



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 city itself had greatly varying terrain: The workers' villages to the west were basically like your or my neighborhood. The old Czarist downtown had more substantial brick and stone buildings, with newer concrete Stalinist municipal buildings and factories. The factory area to the north had giant Stalinist factories. And in the middle was an ancient grave mound, basically an artificial mountain.

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 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.

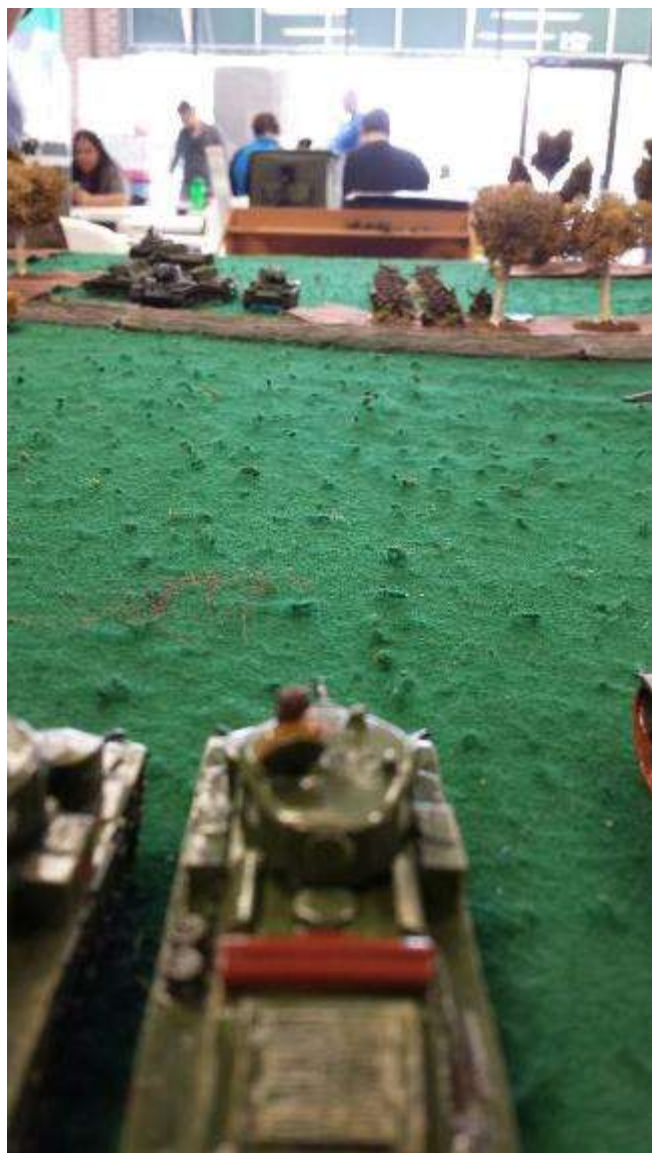
Yes, this will affect choice of lists! But note that any category of troops will be historical: The Germans committed a Panzer division inside the city of Stalingrad.



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/>

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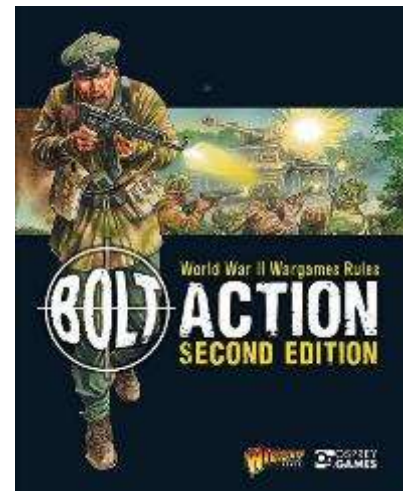
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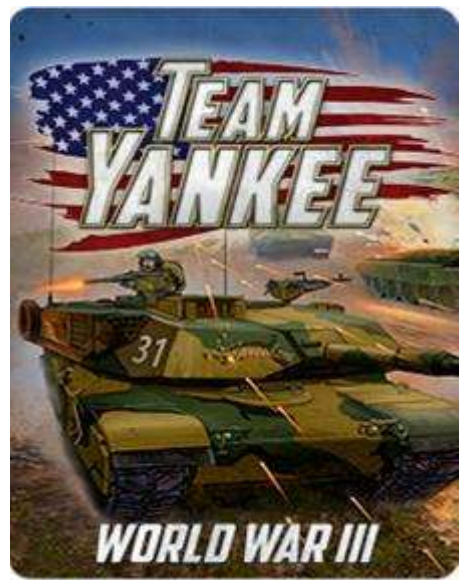
**Cory Ring
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Joe Wicker used the European Fields Battle Mat for his WWI Wings of War game at the SA Muster last year.

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 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 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!

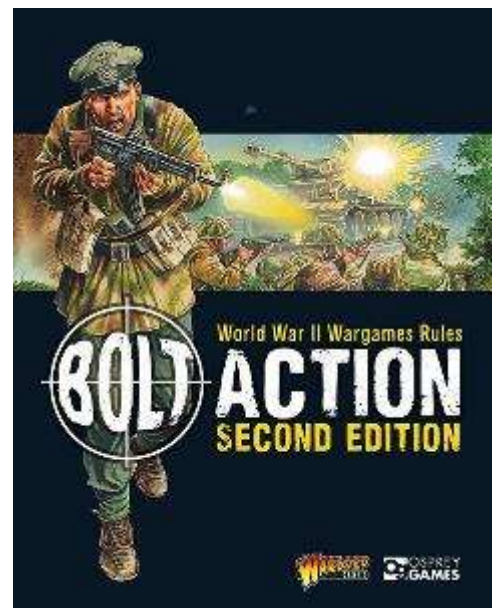


The cost of membership is \$5 and this goes towards promotion and prizes for our many events state-wide. This low cost membership helps us to promote the hobby through running tournaments and events in order to get gamers out gaming!! Please consider joining the group and helping promote our hobby.



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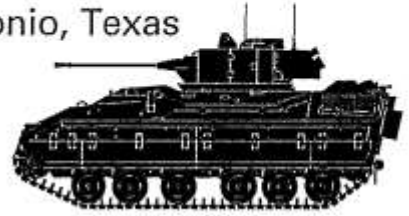




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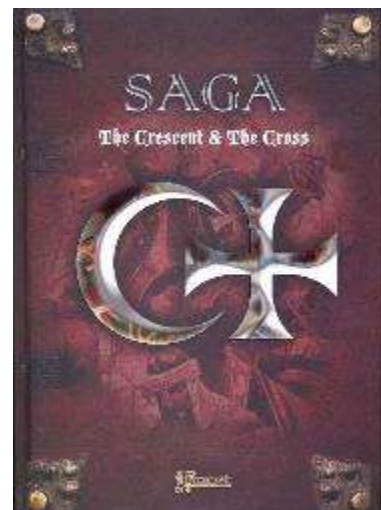
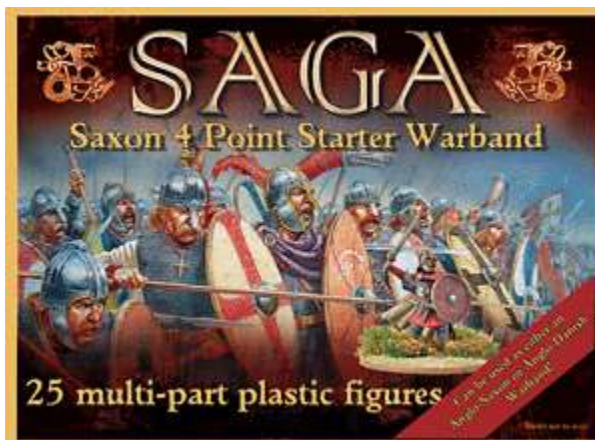
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WG OPEN DAY	27-29 May	Oklahoma City, OK.	www.warlordgamescon.com
Nashcon	27-29 May	Nashville, TN.	hmgs-midsouth.org/conventions/nashcon/
Texicon	12-14 Jun	Hurst, TX.	Texicon.net
Origins	14-18 Jun	Columbus, OH.	originsgamefair.com
Historicon	13-16 Jul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



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Flames of War / Team Yankee Update

By Ian Straus (San Antonio Texas)



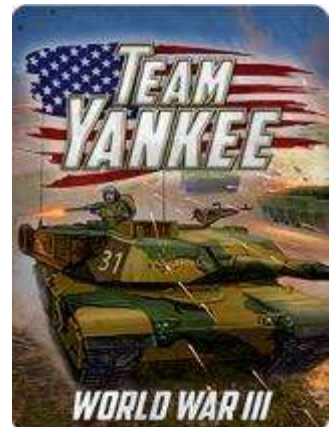
2017 **Team Yankee** and **Flames of War** events in San Antonio: update 4/23/2017

~~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.

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 (next Saturday) at Dragon's Lair / San Antonio. This tournament will use 3rd edition rules, because 4th edition will only have been out since March.
1650 points.



July 22nd Middle FoWSA (Saturday) at Dragon's Lair / San Antonio.
1600 /1680 points,+ see theme bonus below.

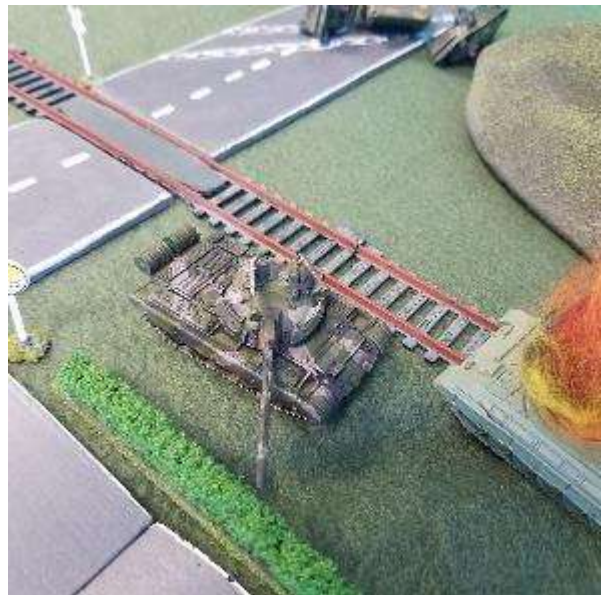
This tournament will use 3rd edition rules, because 4th edition / mid-war so far does not yet include Eastern Front material, and at least half of our players have Eastern Front armies.

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



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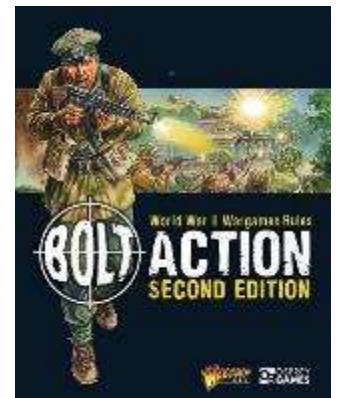
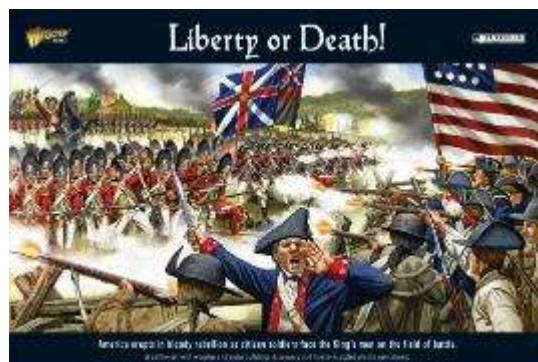
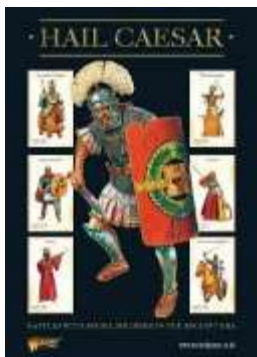
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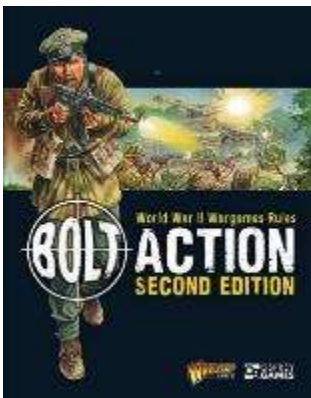
Bolt Action Battle Report



From: Hauptman Wicker, 11th Kompanie, 3d Abteilung, Gross Deutschland Regiment

To: OBSTLT Garski, Kommandeur 3d Abteilung

Subject: After Action report (AAR) battle near Chehery France
Date: 14 MAY 1940





French forces: A reinforced Kompanie from the 7th Tank BN and the 203d INF Regiment commanded by CPT Rob Gravener and CPT Justin Veneble (Commanding the Heavy Tank Taskforce). Their forces contained: 4 Char Bs (heavy tanks) , 3x Somas (heavy Tanks), 5x Hotchkiss 35s, 9x Renault 35s (various weapon configurations), 2x Panhards (armored cars), 3x towed ATGs, 2x Self propelled ATGs, one medium Howitzer, 3x INF squads, 1 ATR team, 5x towing trucks, 2x wheeled vehicles.

Friendly Forces: 1 Kompanie (-) from the Spanish Blue Division commanded by HPT Oscar Barella. His Kompanie consisted of 4x Pzr 38(T)s, 3x INF squads with AT grenades, 2x PAK 36s, 3x Panzerjager I Tanks, 1x Panzer I, 2x trucks, 2x Kettenkrads, 1x 251/10 with panzerbusch, and 1 Sdkfz 231 8rad Armored car. My force consisted of 3x Pzr III Fs & 4x Pzr IIs from 10th PZR Division, 2x INF squads, 1x Pioneer Sqd from the 43d assault pioneer KMP, 1x PAK 36, 1x 231 (8rad), 1x Sdkfz 10/4 2 CM AA track, 1x Medium Howitzer, 4x trucks, 1x Kettenkrad, 1 FWD Air observer for Stuka support, 1 ATR team, and OBLT Vogt.

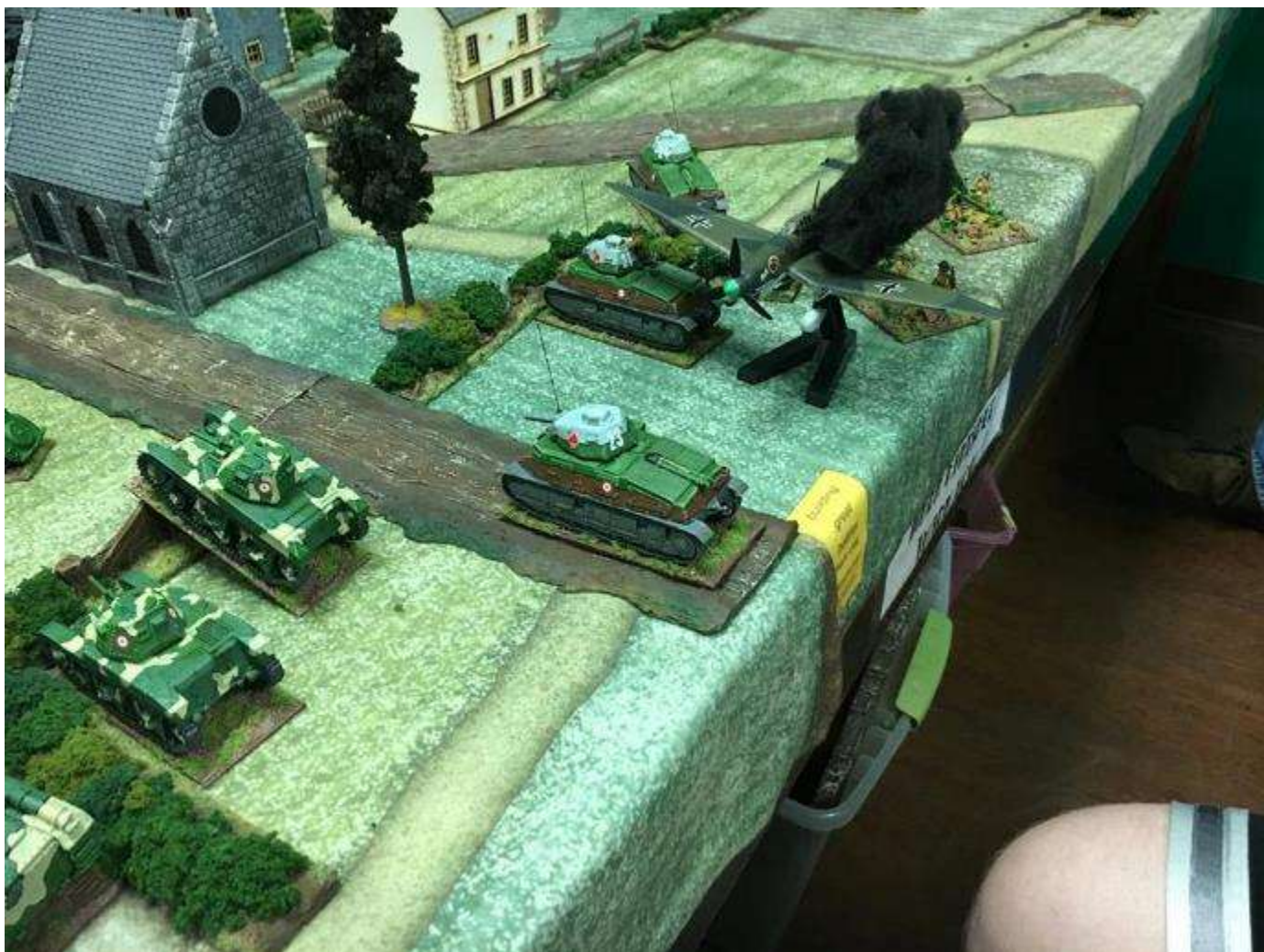


Editor's note: Both forces combined contained over 40 die; we had a big die bag.

Situation: The Regiment has crossed the river Maas and is advancing south to Stonne, France to flank the Maginot line. Elements of the French 7th Tank BN counter attack GrossDeutschland in an attempt to stop the German attack near the village of Chehery.



Phase 1 (0800-0820 hours) The French form their heavy tanks to attack into Chehery with strong tank and artillery support in the north. 11th KMP and the Spanish decide to double envelope the town in order to maintain maneuver with our PZR's. The INF are ordered into the town with air and ATG support. In the initial minutes of the attack, one CHAR 1b (tank #3) destroys 3d Squad with direct hit from its howitzer.



LT Usadel requests an immediate airstrike on the closely grouped CHAR 1s. One Stuka, on call, comes in within 10 minutes but is shot down by intense MG fire and then we were out of air support. One French PLT (Renaults) forms a firing line north of the town which starts a duel between them and Spanish Pzrjager Tanks which lasts through out the battle.

Phase 2 (0821-0840 hours) I order 11th KMP to advance south of the town while the INF take cover on the west side of the town; safe from French Arty and the dreaded CHAR 1s. Gefrieter Bach with his ATR takes a direct hit and loses his assistant but manages to destroy a truck and kill a few soldiers it was transporting. Feldwebel Luderman destroys the only ATG on the southern flank from his PZR II. The Spanish are in a fight for their lives as the French Renaults direct accurate fires at their tanks but they are unable to penetrate from long distance. The PZRJagers destroy one Renault with a lucky hit. HPT Barela orders his INF forward into the town.





Phase 3 (0841-0900 hours) On the southern side of the city, the CHAR Ibs recognize the flanking maneuver by 11th KMP. They concentrate their fire on the PZR III PLT but fail to score any penetrating hits. The PZR IIs continue the sweeping movement and destroy at least one transport and manage to pin some of the CHAR Ibs; they are supported by the Pioneers. The French Somas advance into the city and north of it to assist in stopping the Spanish atk. The Spanish manage to destroy one ATG and my howitzer destroys another.

The French northern flank begins to push under intense fire IOT reduce the long range disadvantage; they are not winning the long range duel. In the center, my INF have taken the town and are safe until the CHAR lbs decide to advance. The Spanish INF are close behind on the north side of town.





Phase 4 (0901-0920 hours) I order 1st Squad under feldwebel Hobert to close assault a Hotchkiss 35 as it enters town in an attempt to eliminate Gefrieter Bach. To my surprise, the squad reaches the tank and is able to immobilize it! Bach advances down main street and takes a shot at another Hotchkiss 35 as it advances north but misses. The French continue to advance in the north but come under intense fire from rallied Pzrjager 1s.

One Renault is immobilized. The Spanish Pzr 38(t)s support the INF moving into the town & in the process attempt flanking shots into the advancing Renaults. Spanish INF move up to close assault a advancing Renault. The Spanish Sdkfz 251 is destroyed. In the south, the Pioneers, the PZR IIs and the Sdkfz 10/4 continue to sweep the French left flank while the Pzr IIs and the Pak 36 pour fire into the CHAR Ibs.





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Phase 5 (0921-0935) The French tanks and armored cars commencing the attack in the North lose two more Renaults - one to a close assault from Spanish INF and one to direct fire from a PzrJager I.





Another becomes immobilized by direct fire. In the center of the town, sadly, Bach is killed while trying to reload his ATR for another rear shot at a Hotchkiss. 1st Squad becomes the focus of every tank in the center and is eliminated to the last man. French INF counter attack the Spanish in the North side of town but are halted.

Spanish INF in the town try to close assault a 2d Hotchkiss but fail to damage it; they take casualties in the attk but bravely advance. They continue the attk into recovering French INF from the destroyed truck. French tanks target the howitzer killing one crew member. In the south, the Pioneers advance in an attempt to get their flame thrower close enough to destroy a CHAR Ib.



It's at this point that the French 7th Tank BN learns of Rommel's break through in the East. They decide to pull back before they are encircled; leaving the town of Chehery, and the battlefield strewn with wrecks, to the GrossDeutschland Kampfgruppe.

Service and Support: I formally recommend Feldwebel Hobert and Gefreiter Bach for the EK II (Iron cross 2d class) and the wound badge. We will refuel near Stonne and continue the attack upon receiving your orders (editor's note: The French 7th tank BN counterattacked the Germans while they were refueling at Stonne, France which started a two day battle in which the town changed hands 17 times before the French retreated and sealed the fate of France).

signed,
HPT Wicker, 11th KMP Kommandeur



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

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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 3rd edition rules, because 4th edition will only have been out since March.~~

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

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