

The Lone Star Dispatch

June 2018



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The Lone Star Historical Miniatures (LSHM). We promote miniatures wargaming in primarily historical periods but also fantasy/sci-fi. We are not dedicated to one rule set or scale. We promote miniatures wargaming by running events, helping local conventions, and assisting with tournaments, financial backing and run demo games. We will also run gaming classes at schools. We encourage all gamers to be a part of our group to help support our common hobby.

Some great events happening this June and beyond to summer – time to get involved with War-Gaming here in Texas.

The Texas crew brought back a great report from this years WARLORD GAMES DAY up in Oklahoma City last month – it sounded like another great event put on by Jon Russell and Tony Radford and crew.

Ian Straus continues to put on great Flames of War events here in San Antonio – if you have FOW buried somewhere in your closet pull them out and dust them off and join us for Mid-War FOWSA.

We had our first planning meeting for MillenniumCon and are looking forward to putting on another great show. 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 early 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.



Texas Bolt Action Tournament



Western Europe (FRANCE): 1944

Who: Axis and Allied

Where: Dragons Lair in San Antonio

When: 30 June 2018

**Lone Star Historical
Miniatures Group**

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

What: The allies have broken through the Hedgerow hell of Normandy, dropped two divisions of paratroops in order to win the war early, trapped thousands of Germans in the Falaise Pocket, and have withstood the terrible winter war on the defensive. The Axis powers maximized terrain, utilized new weapons of technology, crushed a combined allied offensive into Belgium, and opened a surprise attack that caught the allies off guard. As an allied commander, can you help succeed in taking Arnhem or stop the Wehrmacht from taking Antwerp? As an Axis commander can you hold the allies in Normandy or succeed in helping take Antwerp?

When: 30 JUN 2018. The doors open at 09:00 am and the battles start at 10:00 am

Coordinating Instructions:

- a. \$10.00 entry fee.
- b. Send your army list to Joe Wicker (Tabium@gmail.com). The list can be up to DEC '44. 1 platoon per individual/list. No tank platoons. Tiered list from 1250, & 1000 points. If your lists are not received before 25 JUN 18, 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: 2**
- e. Scenario information will be available at a later date.
- f. You can use points to buy minefields in your army lists. You can purchase an experienced vehicle crewman for 50 points (must be rolled for on the morning of the tournament).
- g. You DON'T have to have a theater specific Army to play; all armies are welcomed.
- h. LIMITED TO 18 PLAYERS (9 Allied and 9 Axis).

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

- 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. Flamethrowers used against vehicles strike the top armor of the vehicle.
- e. Participants MUST bring a hard copy of their army lists or be penalized 3 victory points.
- f. This an LSHM sponsored event!

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



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When: 11 August 2018

Where: Dragon's Lair SA



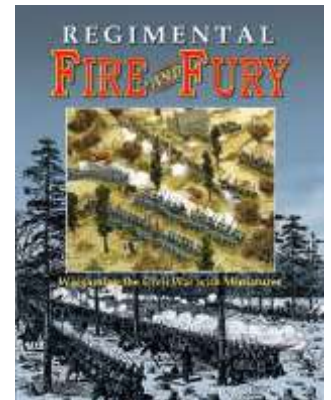
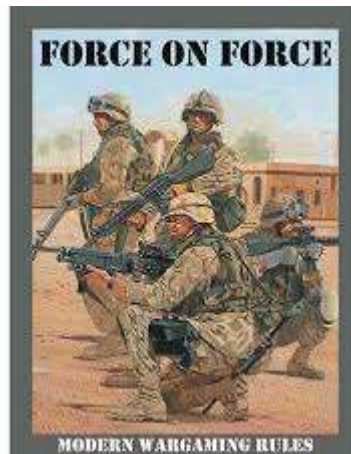
Time: 10am – 4pm

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
torok@hotmail.com



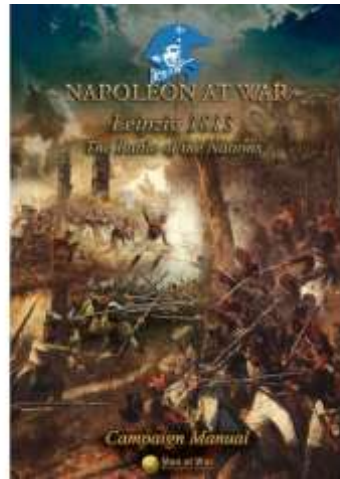
Napoleon at War

NaW gaming

After Action Report

Alan Spencer

Lone Star Historic Miniatures

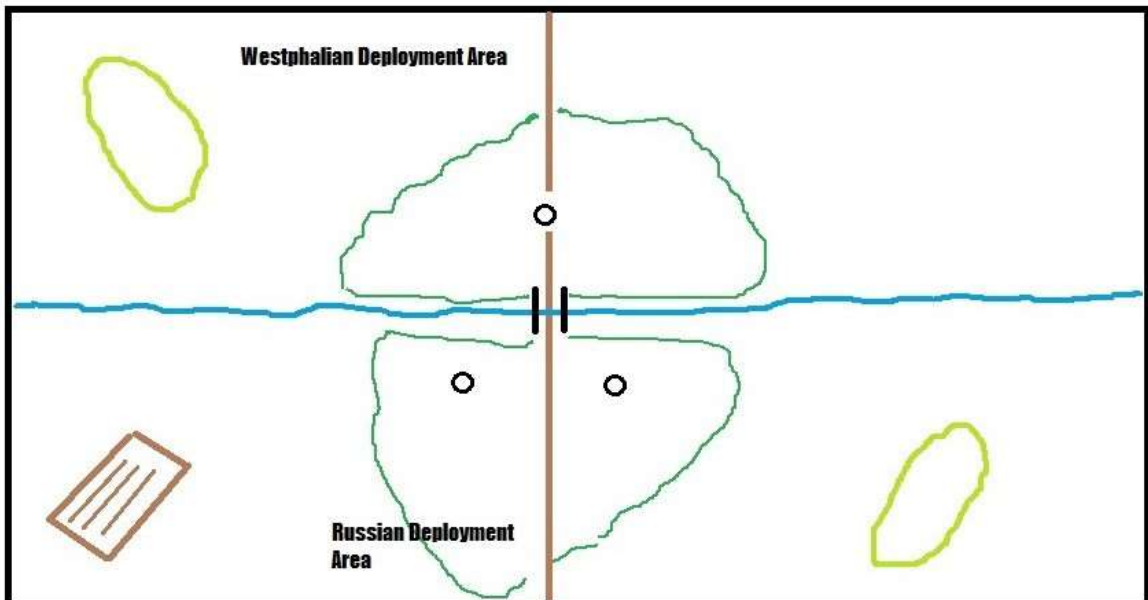


On May 27 at the Game Parlor in Waco, Steve Miller and Chuck Gibke running Westphalians and Polish, fought Steve Leopard and myself using my 1812 Russians using Napoleon at War (V1) rules. This was to be my first outing for them, so this was going to be a learning experience.

First Battle – The Vital Bridge

I decided to try using the scenario “The Vital Bridge” from the Napoleon at War book. The scenario has 3 objectives placed near a bridge. Control all 3 at the end of your turn – you win. Or demoralize the enemy army.

The map below shows the layout and objective markers. All hills were gentle, but the river 12 inches to either side of the bridge was impassable. The enclosed field on the Russian left was to be a godsend for the Jagers of the 23rd.



The scenario restricts both sides from deploying less than 12 inches away from the bridge. It also reduces both forces to ½ of their OOB to be allowed to deploy on-table. The rest join the reserves and attempt to enter the battlefield under the Reserves rule starting turn 1. The big difference is that the Westphalian reserves enter in the Russian deployment area sides.

Both sides set about the task of making their initial deployments, with the Russians setting up medium artillery battery looking straight over the bridge.

The Westphalians and Polish battalion positioned their artillery on their right overlooking the center hill.

Steve Miller and Chuck quickly captured the objective on their side, while it took the Russians a couple of turns to take both of theirs. Then the Westphalian reserves started entering – first a light cavalry brigade onto the Russian right, followed the next turn by a brigade of infantry with attached artillery on the Russian left.

Fortunately for the Russians, a dragoon brigade showed up to hold off the lancers on the right, and the jagers got all comfy in that enclosed field. But it was not enough. The Westphalian cav and artillery began their punishing blows – breaking the Russian center.

While we called the game before it finished (as it was a clear win for the Westphalians) we both



[Westphalian initial deployment]



[View from the Russian Right Wing]



Lone Star Historical
Miniatures Group

Both sides despaired over this scenario's reserve entry area for the attackers. Still a masterful job done by Steve M. and Chuck.



[The battle in the center]

Battle 2 – Meeting Engagement

For the second battle, we decided to simply remove the river and form the 2 hills in the center into one hill, and remove the enclosed field.

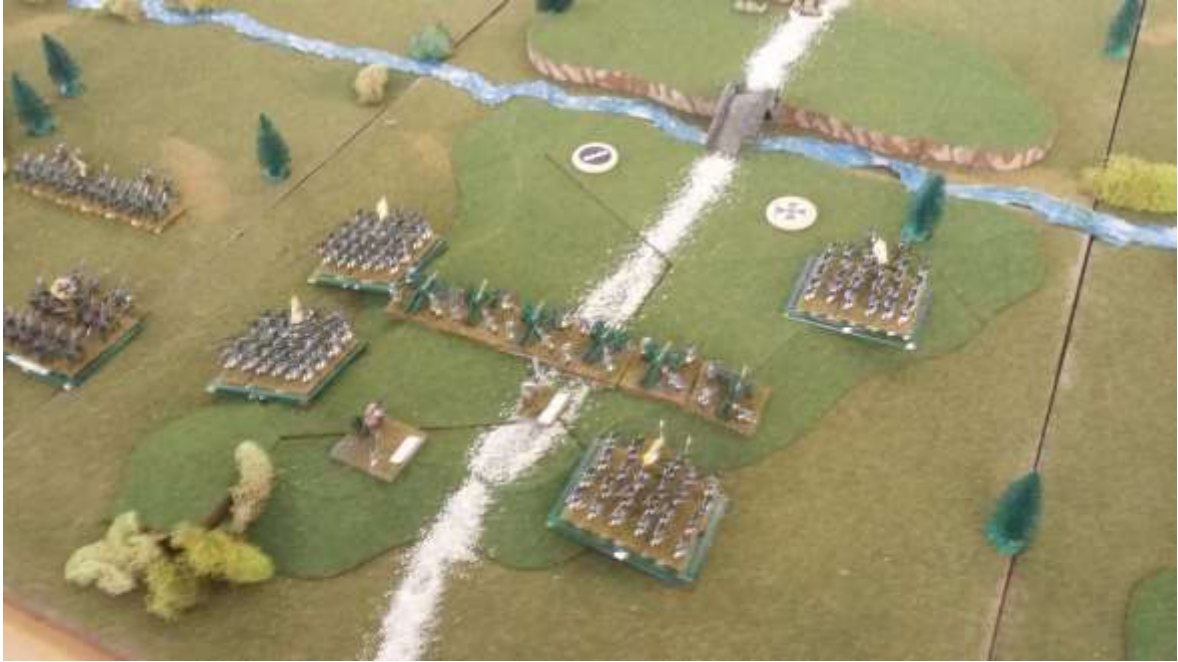
This is where the Russians learned the hard way in how to assault an infantry line. We were into the game a few turns before we remembered to take any pictures.



[Russian center goes for the assault]

BTW – Steve Leopard did a magnificent job, in my opinion, in using the line brigade and cossacks to keep the left flank secure as long as he did. Fortunately for him, he had to leave before seeing my dismal use of my infantry.

Many rules sets require that if you are in range to shoot, you have to. So my jagers and line battalions walked right up and fired before committing to the charge. Steve’s outnumbered Westphalians must have had old Jerome’s thoughts of glory as their line quite properly shot massive holes in my assaulting columns.



[Russian center game 1]

First big lesson with Russians assaulting – DON’T STOP TO FIRE – KEEP MOVING! My second battalions coming in for assault, seeing the failure of the first few – did not pause and were successful in 3 of the 4 assaults.

But Steve and Chuck were again masterful in their use of artillery and cavalry, creating and exploiting a hole in my hole to force my army to break point.

All in all a great time. We had quite a few folk drop by to see all the “warfare in band uniform” miniatures. My failures in the center to properly assault Steve’s Westphalians.

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[Massive Westphalian infantry brigade (top) arrives on Russian right in game 1]

2018 - Texas Region - Conventions and Events

CAPITOL CITY CLASH-KINGS OF WAR

6/8/2018 - 6/10/2018

Courtyard Marriott Austin NW Lakeline - Austin,TX

Contact: Todd Serpico,

<http://www.capitalcityclash.com/public/>

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

BAYOU WARS!

6/8/2018 - 6/10/2018

D'Iberville Civic Center - D'Iberville,MS

Contact: Chris Johnston,bayouwars@gmail.com

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

WARLORD GAMES DAY

6/30/2018 -

Texas Toy Soldier - Carrollton,TX

Contact: Scott K. Hendrickson,

<http://www.texastoyssoldier.com>

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/>

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 – Dragon’s Lair San Antonio

- 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/>

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: Charles Torok, 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://thegamexpo.com/>

TBA Conventions

FoWSA - Late War San Antonio TX TBA

Bloody BroadSides Waco TX TBA

Alamo Indy GT San Antonio TX TBA

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





Tony and Chris (Afgantsy Force) attacked Wes (US Army Airborne) and Gabe (USMC Rifle Company) in the No Retreat Mission.

The large Afgantsy infantry moved forward aggressively and engaged the dug in airborne and marine infantry while the T-64s were deployed to their right. Even with concerted fire, the dug in Americans would not budge. An assault was pinned down by defensive fire while the T-64s had their hands full with "hull down" Sheridans from ambush firing deadly Shillelagh missiles.



Great artillery fire took out the supporting Spandrel unit in a single turn. The Hinds maneuvered around surviving the initial VADS firing and after the VADS were eliminated then were heavily contested by a combination of 50 cal AA fire and Harriers that eventually took them out but not before they eliminated both the arty and the LAVs.



The game was called at Turn 5, but it appeared that the US forces had successfully defended the objectives. Thanks to Wes for providing the Gulf War terrain and welcome to Gabe who was new to our group! Hope to see others next Thursday.

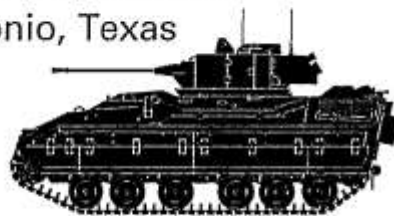




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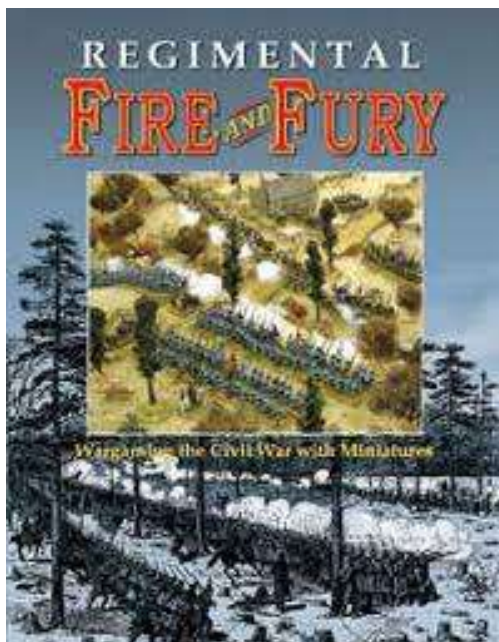
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9 – 11 November 2018

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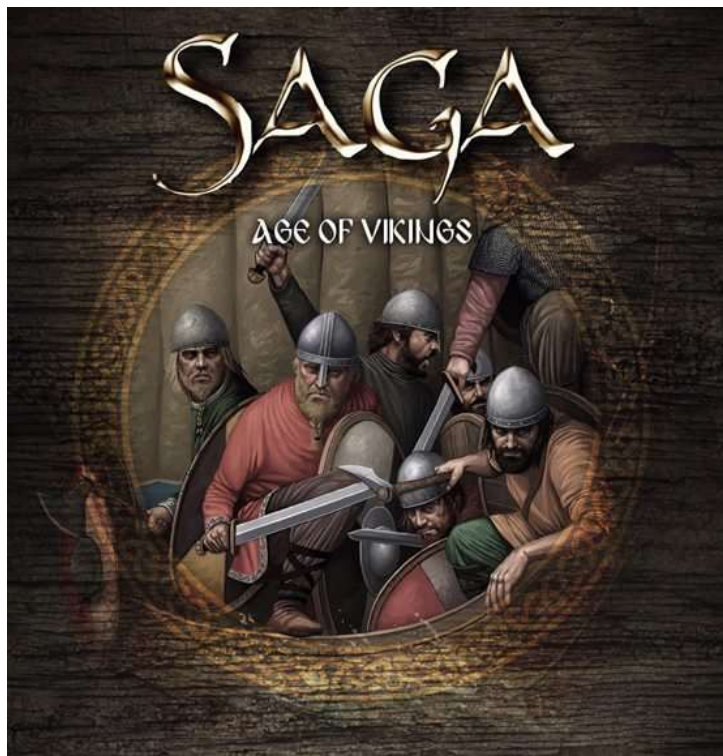
Reservations: 1-800-337-0077

Room Rate \$90 MillenniumCon

SAGA Game Day

By Charlie Torok

We held a SAGA Game Day at Multiverse Games in San Antonio, Texas: Ten of us from the Lone Star Historical Miniatures (LSHM) club met up for some great SAGA gaming on Memorial day - We introduced two new players to the game - both who immediately purchased the rules!!





Rick M. learns the rules and how to cheat from Blake R.

The group plans to have more SAGA events as we learn the new Version 2 ruleset.

Martin Z. and Joe S. fought a great battle, Rick M. and Dan W. played a good learn-to-play game. Charlie T. and Blake R. fought an epic battle. It... was great to see Forrest A., Alfonso, Ernie & Ozzie Calvillo, Ted S., Rodney C. all out to watch.





Multiverse Games has the base rulebook on the shelf and has ordered the Vikings and Crusades books!



Acheson
Creations
www.AchesonCreations.com



Lone Star Historical
Miniatures Group

Mark Cole from Lone Star Historical Miniatures (LSHM) club in Texas recently painted up some terrain models. These wall sections are 28mm scale from Acheson Creations, Mark provided the following tutorial on his work.



I started off washing them with liquid detergent, hot water, and a stiff brush. Out of the package, they have a oil from the molding process that is very resistant to paint so it was important to clean them thoroughly. After they were dry, I used spray primer in neutral grey.

My base coat Vallejo Buff. On some smaller pieces, I hand painted the base coat but on the larger piece and some others, I used an airbrush. Both methods worked fine. After applying the base coat, I let them dry overnight. I then use a mix of Medium Brown and Buff to add variations in color to some stones.

Acheson Creations



I use a palette and thinned the mix a bit with a few drops of thinner to help the flow and slow the drying process.



On larger pieces, I'll paint several random stones one mixed color, then go back to the palette to get a bit darker or lighter mix on the brush, and then pick out other set of random stones. I do this until I am satisfied that there are not too many consecutive stones of the exact same color in the wall. I then let the piece dry completely.



Once dry, I then put a heavy wash of a reddish brown mix (Cavalry Brown, Medium Earth, thinner, and water) over everything. After that wash dries completely, I use a wash of black and water in between the stones to give it a bit of shadow and look like organic material and dirt that can go between the stones in the wall.

After all painting is done, I add thinned PVA to the lower ground spaces to add turf flocking. I'll let some flow in between the stones closer to the ground so that turf can accumulate there. Then I add a few bits of static grass tufts and more turf to finish.



Warlord Games Day

Oklahoma City

May 2018

LSHM Members report



Lone Star Historical
Miniatures Group

By Oscar Barela

Wow!!! Just want to say I had an absolute BLAAAST at WARLORD GAMES DAY this past weekend!!!! Tons of Great games Tons of Great People and Tons of Great Times!!!! Met A LOT of AWESOME PLAYERS and People as well as saw A LOT of AWESOME armies!!!! thanks to Jon Russell and Tony D Anthony Radford Jay from Colorado and ALLL the many others that helped and contributed to this great event!!!! I sooo look forward to next year and STRONGLY encourage others to partake in this next years event!!! Oh yeah and I won best Axis General....THANKS AGAIN EVERYONE!!!!!!



By Joe Wicker



Here are my pics from the Warlords Day Convention in OK. It was the largest Bolt Action tournament I have ever been in with 44 other players (2 dropped out). Even with that many players, things flowed smoothly. I saw some awesome painters and some great terrain. I even hired a Scott Wise to paint some tanks for me (he won the Historical Painting contest).

The Shootout at Dry Gulch is a game in development but was full every time it was played. The developer even opened up an extra game because of the demand.



Finally, I played Pike & Shot for the first time. I had a great time but I'm skeptical about the rule set. We relived the Battle of Nasey, EN during the English civil war. I played Cromwell. Cromwell and the Parliament forces won in real life but we couldn't quite pull it off.....it was close though.

Mario for Frontline Games was there as a dealer (he plans to be at Millennium Con again) selling some great items hard to find elsewhere like hay stacks, street lamps, and rubble.



Finally, THANKS to [Jon Russell](#), Jay Casper (ran the BA event), Tony, and the rest of Warlord team for hosting the event. I plan to head back up there & try my luck at some Bolt Action, and learn some new games next year.

I didn't get to play Hail Caesar, Arena Rex, or Blood and Plunder! Hopefully, some of you can join me!

Austin, Texas

By Pete Atack



Tired of hammering Warsaw Pact tin cans with lovely NATO weapons... I met up with Jordan over at Dragon's Lair Austin for a 75-point Blue-v-Blue battle.



Jordan fielded a US Cavalry formation vs my US Mechanized Infantry formation. I think this was the first time we had both played NATO vs NATO and the game was vastly different that WP-NATO games. And to top it off - it was a night scenario.

**Lone Star Historical
Miniatures Group**





We both had a fair / easy time sighting and hitting the opponents units, but armor was holding up as M1s shrugged off TOWs, Dragons, and other MBT rounds.

My infantry gave me a slight advantage in occupying terrain (buildings) and shrinking the maneuver space Jordan had.



Over time the lighter vehicles were hammered (poor, burning M113s littered the battle space) and the Cobras glided from shooting position to shooting position only to see TOWs clank off armor.



Finally we both got our M1s to the flanks of the other M1s and the losses piled up fast. The only difference at that point was "gunnery / dice" - and a rolling some snake eyes did not help Jordan's tanks when firing at my flanks!

Overall - a great matchup that really showed the differences of fighting a NATO opponent vs a WP opponent. Almost want to try and WP-v-WP now!

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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!

Game Report

TEST OF HONOR (ToH)

By Pete Attack
(Austin Texas)



I met up with James Hughes at Dragon's Lair Austin to get Test of Honour (ToH) on the table for the first time in a while. Since it had been a while we decided to play a large game - 28 points. Most games should probably stay at 18-21 points. After that the game gets "stuck" in between a skirmish game and a larger, battle game.



TEST OF HONOUR

THE SAMURAI MINIATURES GAME



Our forces were built differently - James aimed for a bit more shooting and maintaining a high morale (bannerman and musician). My guys were a grab bag - 3 samurai, a ronin, and a touch of all troop types (excluding muskets).

The game was centered around a river with 2 crossings and the need to control 3 of 4 VP spots.



Things started slowly and continued that way for the first 3+ turns as both sides struggled to land hits against some great defensive dice. At the main crossing a major battle erupted between 2 samurai, the ronin, and several supporting troops from both sides. While a few fell, most of the results were simply misses. At the other crossing - much the same. Then Lady Luck stepped away and James killed my main samurai with several heavy blows... And just like that the tide seemed to turn in his favor. Oddly another turn of stalemate followed as both of my surviving samurai failed to land any hits and the standard troopers still failed to impress. But as in all games "that turn" arrived. My spear armed samurai went on a killing streak and slaughtered 4 of James men which began a bit of a collapse on that flank while my other samurai, angered by his masters death and supported by a ronin and some spearmen finally started to land some telling blows and the river ran red at the crossing as more and more men fell. Pushed back due to losses, the key 3d VP spot at the ford fell, ending the game.



TEST OF HONOUR
THE SAMURAI MINIATURES GAME



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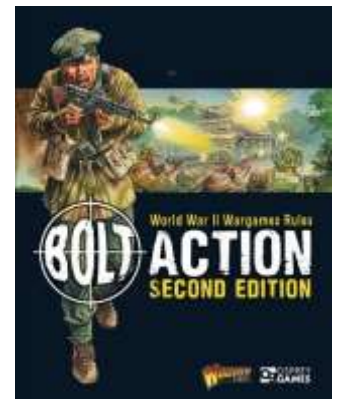
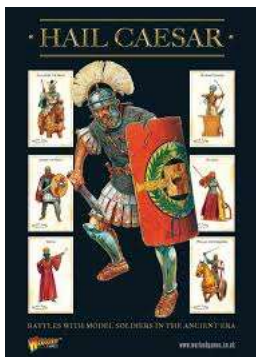
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Dragon's Lair now carries most Warlords rules and products, if it is not on the shelf just ask and they will order it for you – saving you the shipping cost.



Here is another great local store supporting LSHM



Flames of War

Final League Game Reports

By *Ricky Moore*



Lone Star Historical
Miniatures Group

For the most part Felines ruled the day when two four-man teams squared off April 21 in the grand finale of the Texas Toy Soldier Flames of War League.

The game served as a climax for a 1750-point Late War league that started in January.

The last battle featured a combined force of 7,000 points and was played on three tables set length-wise.



A Tiger Platoon and its support elements on the German right flank.



Russian and British armor advancing through dug in Russian infantry.

The Allied army included two Russian forces (commanded by Clay Daugherty and Grant Johnson), a British force (led by Allen Eldridge) and a United States force (headed by Bill Hejnar).

The Allied armored force included 12 T34s, 20 T34/85s, 8 T34s, 8 Comets, 3 Churchills, 3 Pershings, 6 Sherman 105mm Assault Guns and a P-47 Thunderbolt Flight).



The German force was tank-heavy featuring 16 Tigers, 2 King Tigers, 5 Panthers, 2 Jagdpanthers, a Jagdtiger, 2 Stuka Flights and various armored motorized AA Guns.

The German players were Wayne Carver, Larry Light and Mark Holmstrup and Ricky Moore.

That's 60 Allied tanks against 26 German tanks.



The Russian tank horde advancing on the German left flank. For many it would be their final hours.

The free-for-all fight had the Russians on the Allied right flank, followed by the British and the Americans on the left flank. The Allied infantry never fired a shot and its artillery knocked out a Jagdpanther on the first turn.



The German center took a beating from British Comets and American artillery.

The main fighting occurred on the flanks. The Americans ran one force off the table but a quick reaction force of Panthers saved the day by knocking out two of three Pershing's on the German right flank.

The free-for-all fight had the Russians on the Allied right flank, followed by the British and the Americans on the left flank. The Allied infantry never fired a shot and its artillery knocked out a Jagdpanther on the first turn.

The main fighting occurred on the flanks. The Americans ran one force off the table but a quick reaction force of Panthers saved the day by knocking out two of three Pershing's on the German right flank.



German gunners were good shots.

The German left flank was a bloodbath with knocked out tanks everywhere. The Russian massed tank charge took a beating from a handful of Tigers, two King Tigers and a Jagdpanther. The Russian assault was stopped at a high cost.



In the center, British Comets took a position on a ridgeline near and traded shots with Tigers and Panthers. Dueling at long range the Tigers and Panthers destroyed enough Comets to blunt the advance.



Russian tanks proved no match for Tigers, King Tigers and a Jagdtiger.

Eldridge, the league commissioner, declared the Germans the winners. The league members played 34 league games. Players earned points through games plus wins and losses for a final dice roll off for a Battlefront army box. Daugherty (who earned a league-high 56 points) won the roll off.

Hejnar walked off with a Tiger platoon box set and Bob Murdock, who did not play in the game but gave great tactical advice to both sides, won a \$40 gift card from Texas Toy Soldier.

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Mortem et Gloriam Battle Report



*By Rob Smith
Lone Star Historical Miniatures (LSHM)*



**Lone Star Historical
Miniatures Group**

I took my Middle Republican Romans out for another spin on Sunday, this time against Fred's version of Carthaginians.

Since Beka was joining me as a co-consul, I decided to add Gauls to the mix. Fred also wanted to play at 10k points, so I had to rejigger my army, dropping most of the mounted and paring back auxiliaries to only the Gauls. I also dropped the value of the commanders. This took me to a very traditional Roman army, relying totally on infantry, something I am not really used to.



Deployment - Things worked out well for the Romans (on the right side in the pictures). We got a coast to protect one flank and a forest to protect the other. The remaining terrain was fairly inconsequential, consisting of two open woods, a plowed field, and in my setup area two fields with tall crops.

The Roman army consisted of, from the left (near) to the right (far):

- Velites (6) in the fores...t
- Velites (6) in the tall crops
- Gallic cavalry (4)
- Triarii (4)
- Gallic foot (8)
- Legio (8) with Velites (6) front
- Triarii (4) behind the legion
- Legio (8) with Velites (6) in front
- Legio (8)
- Veteran Legio (8) against the coast.
- CinC - Talented and floating
- Left Wing Commander - Competent
- Center Commander - Mediocre
- Right Commander - Mediocre



Fred's Carthaginians consisted of (from memory) from the right (near) to the left (far):

- Numidian horse (6)
- Numidian horse (6)
- Gallic horse (6)
- Punic Nobles (4)
- Elephants (2) with slingers (6) in front
- Citizen Hoplites (8) with javelins (6) in front
- Citizen Hoplites (8) with javelins (6) in front
- Ligurian Warriors (9)
- Ligurian Warriors (9)
- African spearmen (8) against the coast
- CinC - Talented
- Numidian Commander - Mediocre
- Left Wing Commander - Competent
- Cavalry Commander - Competent



Turn 1 - On the near flank Fred pushed the Numidians forward to turn the Roman flank. I advanced the Velites in the woods to threaten their flank within and lock them down some.

The Carthaginian center and right cam forward, while Fred held back his left.



We did the same, pushing the Veteran Legion and their supporting legion forward with a double move. The center advanced a single move and the left wheeled to protect the flank, keeping the dense forest in a protective position.

Turn 2 - No surprises. The battle develops in an expected manner. Fred pushes his superior cavalry forward with elephants on their left and Gallic horse on their right.



I pushed the Roman right forward as fast as possible. Meanwhile, Beka decided to spend an expensive command chit to change the Gallic warriors from close to loose formation, which is better for facing the elephants.

Turn 3 - Closing in! The battle lines are about to hit.

On the near flank the Velites charged the Numidians, who shot and skirmished away



Turn 3 - The center before the impact.



Turn 4 - The Charges! We ran out of charge markers!



Turn 4 - The combat is joined!

All across the front, from the coastline to the skirmishers on the near flank everyone is fighting!

On the near flank the Numidians screwed up their courage and charged the Velites, who stood to take the charge. No major result....

Near the wood the Carthaginian and Gallic cavalry and elephants crashed into us. The Triarii and our Gallic horse delt serious damage to the Gauls on the opposite side. Meanwhile the elephants stomped on some Gauls, but suffered some wounds, too.

All across the middle to the far flank the grind was on.

Turn 5 - The Numidians were tied up with the Velites, gaining no advantage despite their numbers.

Near the wood the Carthaginian Gallic horse broke, causing the Punic Noble to waver. The elephants were in a bad way and soon broke, causing consternation to their friends behind.

In the middle I had extended my line with a Triarii unit, which suffered some bad luck and broke. Fortunately, the legionaires next to them held fast.



On the far flank the Superior Legion was hurting the African spearmen. Superior is good!

Turn 6 - The end came suddenly as the Veteran legion broke the African spears opposite them and the Citizen Hoplites, through which the elephants had routed, broke, taking the Carthaginians to their break point.

This was a much more successful outing for my Romans. The velites on the left in the forest did a great job, tying up two Numidian units.



Dropping to only a single cavalry unit was not too bad, given the constricted frontage that I was able to obtain. Legions are tough in the grind, as we all know. Melee expert is certainly worth it every time!



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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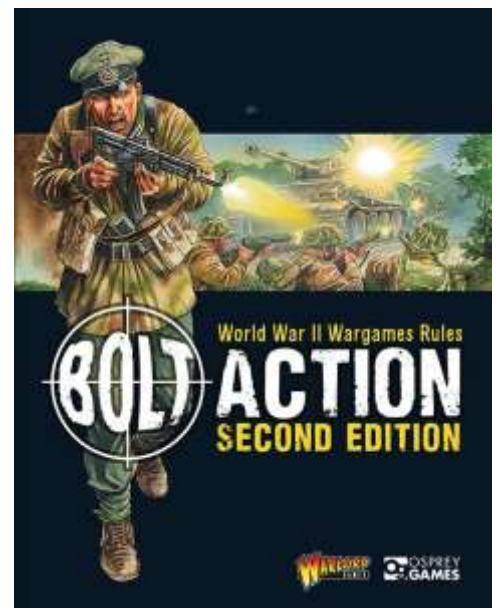


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Lone Star Historical Miniatures Group

Justin Baeza from Austin Texas and the Lone Star Historical Miniatures (LSHM) club of Texas recently ran a Flames of War MARKET GARDEN event. Here is his report on the game – it was a great success and fun for all to play:

We had 5 players which worked really well. With myself moving XXX Corp , Westly controlling axis forces vs 101st under the superb leadership of Chris. Meanwhile the 82nd had the tough fight led by Mark L. And the SS and panthers of the 107th pushed back the 82nd from the edge of the city and took the grosbeak hts.



I do want to thank all those that attended for being flexible as it was more ...a challenge than intended to set up all the terrain the 6"x14 table. (I had little hands of my children preventing too much set up prior too)

I was very pleased with the table outcome but have learned from it and will improve.







At the end of 7 completed turns in about 6 hours including lunch break I'll have to give axis victory on a marginal scale.

XXX Corp has reached Just past Vegal before the end so we where nearly to the 82nd.



The 101st has opened a good corridor that might have allowed for more dash speeds and xxx Corp would have also fanned left and right to deal with flank pressure.

XXX Corp only lost one platoon of Stuart's. But had sustained about 14 tank losses. Most where all from FJ troops on the feeder (alt road) with panzer Faust fire being highly effective.







The remainder where from the front line Vets that held the road for 4 turns and survived everything XXX Corp could muster.



(In retro I should have done a pre bombardment on the company holding the road.)
The 82nd under mark did all they could holding the heights three turns longer forcing additional assaults and time lost to the Germans.

It was just a great time to see what we could do with two sides battling it out.



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Hex and...Minis?

Modeling a Composite Wargame

Mark Sanchez

Lone Star Historic Miniatures



Lone Star Historical
Miniatures Group

The LSHM Board has started preliminary planning for 2018 MILLENIUM CON and the November event coincides with the centennial commemoration of the War to End Wars. Discussions about significant 2018 dates and 1918 military history sparked my interest in sending the ‘Lads over the (table)Top ‘ into No Man’s Land.



On a visit to our Friendly Local Game Shop (Dibble's) I collected "The Great War" by PSC Games (Plastic Soldier Company). TGW, a Richard Borg design, is an expansion to the Command and Colours system. The game's components are quite impressive: mounted geomorphic battlefield boards, terrain overlays, battle tokens, command cards, targeting dice, full color rulebook with 16 scenarios, and 162 plastic WWI figures and weapons. It was the plastic soldiers that triggered my Jekyll and Hyde schizophrenia between board and miniatures wargames. Regardless, my next purchase was the Tank Expansion for the series. I've learned that a French Army expansion is soon to be published.



I set aside the PSC figures and, with some assistance from Multiverse Games, I acquired 15mm US, German, and UK armies with the requisite paint pallets and my project was afoot! The design was to create 3D 'counters', or rather 'bases', for WWI battles. Actually, this idea was prompted by hosting "Battle Cry", (American Civil War) at a recent LSHM Game Day and noting that I could add something to the tiny Blue and Gray forces deployed on the map.

The project's results? This is to share a few images with my fellow Grognards



German infantry in their trenches with machine gun and mortar teams. In the distance is the Englanders' wire and shell holes from the morning's bombardment.

And across the board, Field Marshal Sir John French alerts the BEF for another offensive.



The Tank Expansion included British Mark IV 'male' and 'female' tanks in Toy Soldier plastic which begged a paint treatment. Same with the German A7V tanks.



This British tank is now ready to surprise the Kaiser's OHL (Oberste Heeresleitung). With advice from the Flames of War Colours Guide and a good wash.



But beware, this German A7V is moving towards a flanking position in the German lines.

I look forward to more opportunities for ‘hybrid’ wargames which bring miniatures to the hex and counter battlefield. A retrofit “Battle Cry”, Worthington Games’ “Napoleon’s War”, Dust Tactics, “Tanks”, “Tide of Iron” are some of the rulesets in my wargames footlocker which are ripe for this approach.

And, as for the 2018 Great War theme, we should launch some ‘Wings of Glory’ Dawn Patrols.

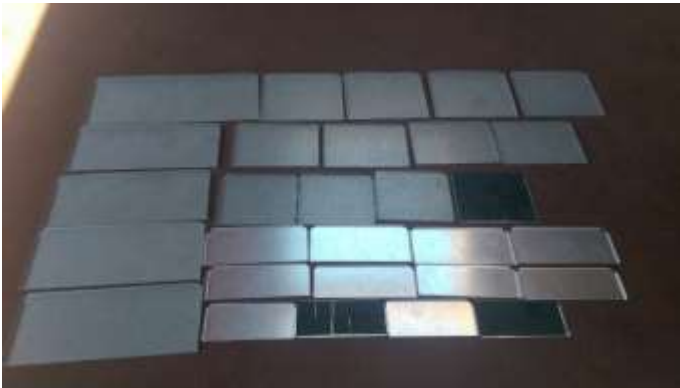
Das Schwerpunkt! ***Mark Sanchez***

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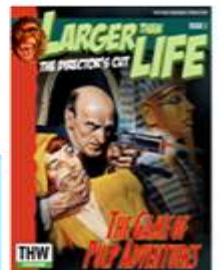
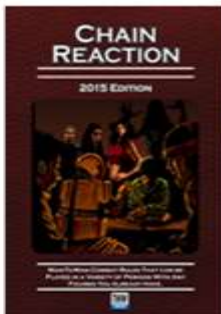
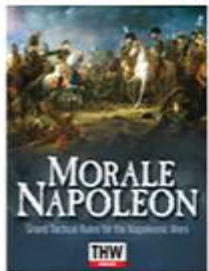
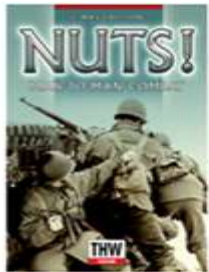
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