

# The Lone Star Dispatch

## March 2018



### 2018 LSHM Officers

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### Inside this issue:

**Welcome & BOD update**  
**Upcoming Events**  
**Past Games played**  
**Future Events planned**  
**Bolt Action Games**  
**Gamers Workbench**  
**Flames of War – WWII**  
**Flames of War – Team Yankee**  
**SAGA Games**  
**Battle Reports**  
**Product Review**  
**Sponsors and Advertisers**  
**Discounts to Members**

### 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.

Springtime is here and its time to get your winter painting and collecting projects onto the tabletop. There are plenty of gaming opportunities this year in LSHM – we hope you plan to take advantage of them. I would also recommend you try something new this year. For me and some of us here in San Antonio its American Civil War.

I started painting my Union 28mm forces on January 1<sup>st</sup> and now have over 350 painted and ready. We are going to use Regimental Fire and Fury rules and plan to start playing here soon.

We would love to hear about your 2018 projects – shoot me a note and some pictures of what you are working on. I see a group playing the new SAGA version 2 rules, some playing Spectre Operations and others trying out Mortem Et Gloriam ancients.

**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](mailto:torokc@hotmail.com)***

***We would love to hear from you!!***

***See you at the gaming table.***



**MAR**  
**10**

## Bolt Action San Antonio tournament

Event for Texas Bolt Action - Hosted by Joseph Wicker

✓ Going

Save

Invite

🕒 Saturday, March 10 at 9 AM - 7 PM

📍 Dragon's Lair San Antonio  
7959 Fredericksburg Rd, Ste 129, San Antonio, Texas 78229

[Show Map](#)

**3 Going · 3 Maybe · 0 Invited**

[See All](#)



Joseph is going

✉ Invite

🗨 Message Host

Eastern Front Theme 3d Battle of Kharkov. Any army can play. \$10.00 entry fee. Prizes to be earned. The is an LSHM sponsored event.

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\*\*Don't forget to mention LSHM when ordering!!

### FEATURED SECTIONS

#### SPECIALS!

SPECIALS AND SALES! (Updated 7/31/2017)

#### PLASTIC MODELS & MINIATURES

PLASTIC MODELS & MINIATURES - PSC/ITALERI, WARLORD, ZVEZDA, 4GROUND, RUBICON, PERRY, SARISSA, TANKS, ARMY PAINTER

#### BOARD GAMES

BOARD GAMES - MMP, COA, LW, ATO, PSC, COMPASS, GMT, WGP, DVG, A&A

#### DICE, TOWERS, COUNTER TRAYS

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#### COMPUTER GAMES

COMPUTER GAMES SECTION



NAVAL WARFARE SIMULATIONS PUBLICATIONS SECTION

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All Categories



SEARCH

# **2018 - Texas Region - Conventions and Events**

~~OWLCON~~

~~2/23/2018 - 2/25/2018~~

~~Rice University - Houston, TX~~

~~Contact:~~

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

~~FOWSA - TEAM YANKEE III~~

~~2/24/2018 -~~

~~Dragon's Lair - SA - San Antonio, TX~~

~~Contact: Ian Straus~~

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

TWISTERCON

3/16/2018 - 3/17/2018

Sheraton Midwest City Hotel & Convention Center - Oklahoma City,  
OK

Contact: Jeff Lawrence

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

MAGCON

4/7/2018 - 4/8/2018

Infinity early college - NCISD Annex - New Caney, TX

Contact: (832) 477-7726

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

CARNECON

4/14/2018 - 4/15/2018

- Arlington, TX

Contact: Philip Medick

<http://www.meatshank.com>

## CHUPACABRA CON

5/4/2018 - 5/6/2018

Wingate Hotel & Convention Center - Round Rock, TX

Contact: Al Griego

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

## WARLORD GAMES CON

5/18/2018 - 5/20/2018

Sheraton Midwest City Hotel & Convention Center -  
Midwest City, OK

Contact: Jon Russell

<http://www.warlordgamescon.com>

## BGG.CON - SPRING

5/25/2018 - 5/28/2018

Hyatt Regency - DFW Airport - DFW, TX

Contact:

<https://boardgamegeek.com/bggcon>

## FOWSA - EARLY WAR

5/26/2018 -

Dragon's Lair - SA - San Antonio, TX

Contact: Ian Straus

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

## FOWSA - MID WAR

7/7/2018 -

Dragon's Lair - SA - San Antonio, TX

Contact: Ian Straus

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

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

## BAYOU BATTLES

8/10/2018 - 8/12/2018

Wyndham West Houston - Houston, TX

Contact:

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

## MANEUVERSCON

8/17/2018 - 8/19/2018

Wyndham Tulsa Hotel - Tulsa, OK

Contact: Jeff Lawrence

<http://www.maneuverscon.com>

## REAPERCON

8/30/2018 - 9/2/2018

Embassy Suites - Denton - Denton, TX

Contact:

<https://reapercon.com/>

## MILLENNIUMCON

11/9/2018 - 11/11/2018

Wingate Hotel & Convention Center - Round Rock, TX

Contact: Charles Torok

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

## **TBA Conventions**

Bayou Wars! St. Francisville LA TBA

San Antonio Muster San Antonio TX TBA

Wargames Con Austin TX TBA

LoneStarGameExpo Grapevine TX TBA

FoWSA - Late War San Antonio TX TBA

Texas Broadside! La Porte TX TBA

Bloody Broadside Waco TX TBA

FOWSA - Team Yankee IV San Antonio TX TBA

GamExpo San Antonio TX TBA



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## Gaming Schedule Weekly:

**Wednesdays** - Kings of War & Wings of Glory

**Thursdays** - Third World War Team Yankee

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

**Saturdays** - Historical Saturdays

**Sundays** - Gates of Antares & Test of Honour

## General News & Updates!

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



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store always!  
So just let us  
know at the  
register

### **Store Hours:**

Mondays & Tuesdays - Closed  
Wednesdays & Thursdays - 2PM-10PM  
Fridays & Saturdays - 12PM-12AM  
Sundays - 12PM-8PM  
Events Planning, please contact:  
[tara@multiverse-games.com](mailto:tara@multiverse-games.com)



# MORTEM ET GLORIAM

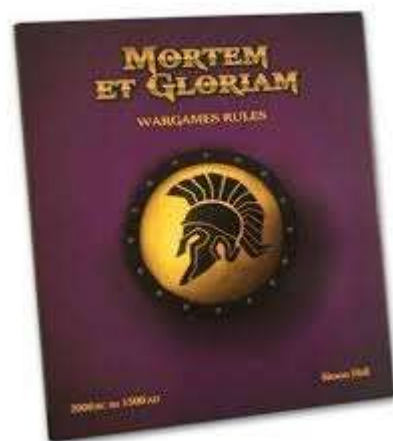
## Mortem et Gloriam Ancients Tournament in Austin!

We are planning a MeG Tournament in Austin at Nerdstock. This is specifically a **BEGINNERS TOURNAMENT**, so we will have fewer games with longer time allowance to reduce the pressure and let people concentrate on learning all the aspects of the game, rather than winning in a limited time frame. It will be **OPEN** format to allow more players who don't have armies from all periods.

In addition, Nerdstock does not open until noon on the weekend, so we plan on two games on Saturday and one on Sunday. Each will have a 3.5 hour time allowance.

**LET US KNOW YOUR PREFERRED DATES!** Contact Rob Smith on the LSHM facebook page if interested.

We need to nail this down soon, to please comment with your preferences.



# Mortem et Gloriam Battle Report



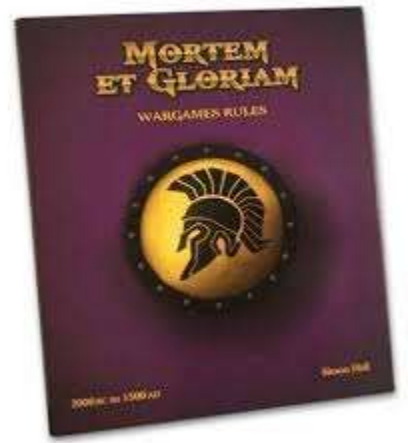
*By Rob Smith  
Lone Star Historical Miniatures (LSHM)*

Gallo-Carthaginian deployment. Gauls won the scouting by 50%. First time ever! It was an inauspicious start to the day for the Carthos.



Kevin put his best cavalry on the near flank, and we loaded up on the far flank. So we ended up with the classic rotating battle as we each sought to turn the opponent's left flank.







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*The painting contest will have two categories with awards, one for historical pieces and one for non-historical.*

*And there will be tournaments - Bolt Action, Beyond the Gates of Antares, Test of Honour and Konflikt '47.*

*This is the first year we have classes for the kids where they will be introduced to miniature painting as well as tabletop wargaming. And the kids will be able to submit what they painted into the painting contest in their own category known as The Young Guns.*

*Weekend Pass w/Tournament:  
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*Weekend Pass Only: \$35*

*One Day Pass: \$25*

*First 25 pre-paid registrations will get a bonus item in their swag bags.*

*If you have any questions contact us at  
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To register visit our website:  
[www.warlordgamescon.com](http://www.warlordgamescon.com).*



# San Antonio, Texas

By Chris Lisanti



Third World War Thursday Update.

Michael (British) played me (Marines/W. Germans) in the bridgehead scenario at 70 points. I was the attacker and after getting both Tornados and Harriers on the first turn, eliminating his rapiers with no aircraft losses, and hitting all his infantry with my M109s, it looked very promising for the Marines/Germans.



The Brits got their Chieftains on turn 1 that scared away the Hueys and they proceeded to pop 2 of the 3 M60s. With the infantry screen gone, the lone M60 returned fire and Tornados came in but only availing one bailed out Chieftain. The next turn was it for the M60 whereupon the Chieftains turned their attention to the poorly placed M109 battery slowly attriting them.



The left flank had the German infantry and 4 AT Hummers that was proceeding forward to engage the command Chieftains but then the other platoon of Chieftains came in on the left flank resulting in action against both sets of Chieftains with little results for the Germans. The Marines in Hueys landed as well to help, but multiple Panzerfaust and LAWS shots merely only bailed one of the command tanks.







The Germans and Marines were slowly attrited by combined machine gun fire from the tanks and scorpions. The Marines in the middle continued to pour fire into the dug in British infantry and then at the end assaulted the Brits. They lost two stands in defensive fire but weren't pinned. They only killed one Brit stand whereupon the Brits counterattacked and everyone hit leaving the Marines with only the company commander and one stand.





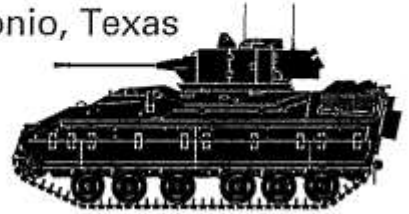
Victory to the Brits! Although the aircraft came on every turn with both coming on most of the time, they were less effective than in the past. Losing infantry support for the M48 Pattons hurt, and poorly positioning infantry and artillery didn't help my effort either. See everyone next week and don't forget the upcoming tournament on 24 February at Dragon's Lair San Antonio.



# Dibble's Hobbies

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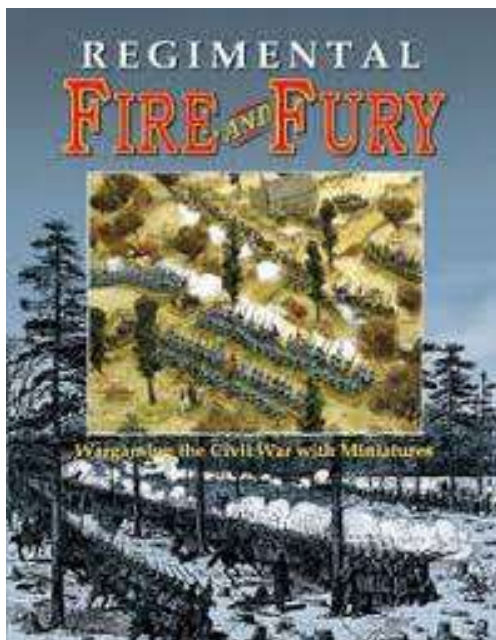
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## Dibbles carries *Fire & Fury* Regimental ACW rules: San Antonio's game of 2018



# Bolt Action Battle Report



*By Joe Wicker*

*Lone Star Historical Miniatures (LSHM)*

From: Oberststurmfuhrer (1LT) Wicker, Kommandeur 1st Kompanie, 1st Battalion  
To: Sturmbahnfuhrer Bissinger, Kommandeur 1st BN, Deutschland Panzergrenadier  
Regiment

Date: 19 FEB 18

Subject: Wargames report

...Friendly units: 1 PZR IV, 1 8RAD, 1 20mm AA gun w/tow, 3 INF squads, 1 MMG team, & 1 sniper team from BN.

Enemy Units: 1 pzs III, 1 222 armored car, 1 Lieg gun, 1 mortar team, 1 MMG team, 1 Kradschutzen squad, 3 INF squads, 1 Sniper team, & 1 tow.





Situation: Wargames as a result of months of training the new recruits. Assigned to meet and engage elements of 2d Kompanie (Untersturmfuerher [Arthur Douglas](#) ) near village church ruins of Butovo. Results determined by judges (dice).



Phase 1 - Established attack positions after departing the assembly area. Identified the 222 and the kradschutzen squad advancing down dirt road. Pinned leading elements with superior firepower. 20 mm Flak Gun moving into position on hill top isn't established yet.

Phase 2 - 1st thru 3 squad establish maneuver positions from right to left respectively. Supporting firing positions by 20mm AA gun, sniper, and MMG team established and pour fire into the enemy lead elements continuing to pin the Motorcycle troops and 1 squad. Pzr IV moves up and counters enemy panzer III.



Phase 3 - enemy indirect fire halts 2d squad advance. 1st squad halts enemy squad trying to support heavily pinned motorcycle squad on my right, his left. Enemy establishes a solid line of fire from 2d road leading to ruined church with 2 INF squads. 20mm concentrates his fire there. 3d squad starts to outflank enemy's right through the church ruins. Enemy motorcycle squad falls back under intense fire.



Phase 4 - judges determine that indirect fire have eliminated 2d squad. 1st squad moves into field to get better cover behind stone walls. Indirect fire focuses on 1st squad now. PZR IV unable score a disabling hit on enemy panzer due to heavy cover.

Phase 5 - Motorcycle squad moves up on my right flank but halts. 20mm AA switches to HE and starts to take a toll on enemy INF in their center. Sniper ineffective but helps cause enemy to stop advancing. 1st squad comes under more indirect fire.





Phase 6 - Enemy unable to advance through my fields of fire. My fire is ineffective since enemy "digs-in" in the heavy cover. Even though I have stopped the enemy's advance, his indirect fire has stopped mine. Wargame result is a draw.

Conclusion: 2d Kompanie is well trained. I will switch to HE early in the battle to become more effective against enemy INF in hard cover. I will use the PZR IV to flank the enemy in rough terrain.

v/r

1LT Wicker

Kommandeur, 1st Kompanie



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



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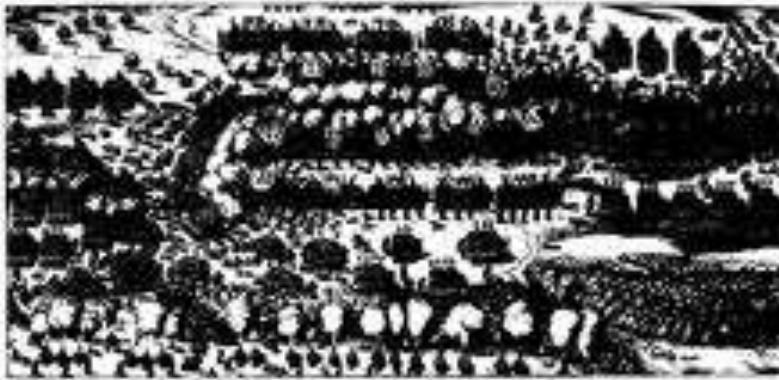
# ***Lone Star Historical Miniatures (LSHM)***



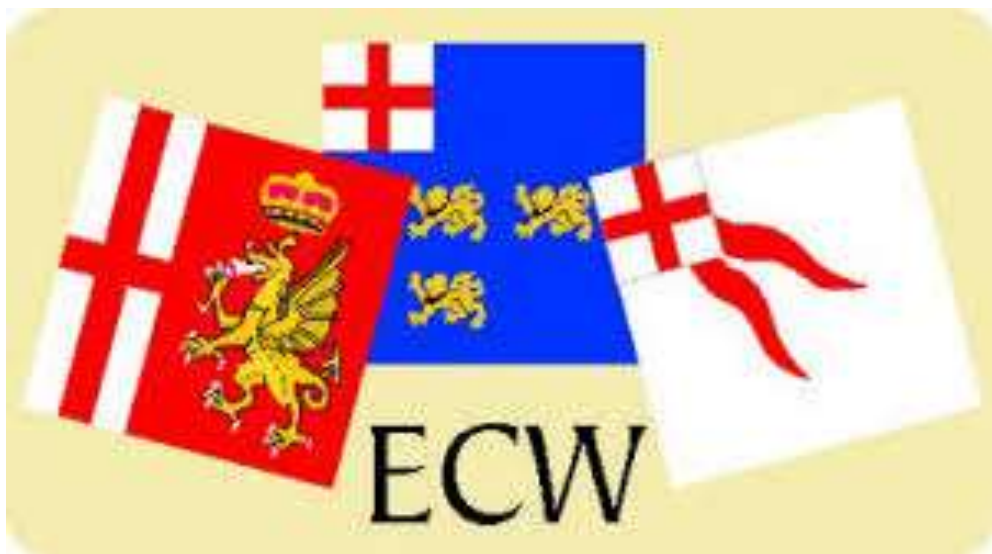
***AAR – Game Day at The Game Closet  
by Alan Spencer***

**DBA-RRR  
Renaissance, Reformation and Restoration  
1500-1700 Extension Rules v. 1.04**

*By Tony Aguilar*



On Sunday, Feb 25<sup>th</sup>, LSHM sponsored a Game Day at The Game Closet in Waco, TX. A demo/participation game scenario of the Thirty Years War (28mm) was run by yours truly. The rules being used were DBA-RRR with version 2.2 adaptations.



The addition of a LSHM display got some great interest among lots of gamers and store employees as well.



We had 5 new players try their hand at the DBA-RRR demo, with 3 of them becoming LSHM members!

The Battle : Semi-historical 1630s

For the demos (run twice that day), a scenario (rather than straight tourney style play) was run with Low-Country Spanish with Bavarian led Catholic League forces attempting to storm a ford and assault the Dutch Rebellion force before their French allies made it to the battle. The Spanish/Bavarians came on in march column, with their artillery on the road to make use of multiple turn movement (new in v2.2).



Illustration 2: Spanish and Bavarians on left, Dutch in battle array on Right

The Dutch had arrived at the battlefield first, allowing them to form up in battle formation. They knew the Catholic forces had artillery, and therefore setup a bit away from the ford over the river.



Meanwhile, to the north of the battlefield, the French forces were also force marching to assist the Dutch.





## Special Scenario Rules:

Rule 1: Each section of river on a particular 2x2 board had to have its river level checked. This increased the uncertainty of both forces on where the Catholic forces might forge a passage across the river. Since the river actually crossed 4 boards, river levels were unknown (and played a factor in the games).

Rule 2: Any unit recoiling into a river had to roll 1d6. On a "1", the unit drowned.

In both battles, the setup of forces was the same.



## Game 1

In the first battle, Billy, Carlos Mendoza (French and Dutch respectively) faced off against Rick Veach and I (Spanish and Bavarians).

For the Bavarians and Spanish, we couldn't roll command pips for anything. Apparently the local taverns were keeping our forces in check. So our ability to get OUT of march columns we hugely impaired. The Spanish were able to deploy their light horse to the left to begin looking for another crossing.



Seeing the inaction of the Bavarians (mainly rolling 1's and 2's for pips) the Spanish general took things in hand, and forced his mounted column across the river at the ford straight into the Dutch who had moved forward (seeing the Catholic artillery was not making it forward, and blocked by their own troops).

The Bavarians, losing honor with the Spanish allies, began moving forward aided by finally rolled a decent set of pips. They began to deploy their infantry into battle formation.

But it was all for naught. The Dutch held the Spanish forces at bay, while the French finally made it to the battlelines – running over the Bavarians pike and shot that managed to pass across the paltry area of the river with their armored pistoliers.

## Game 2

Justin (and sorry I can't remember names – faces, yes, names no) was my Bavarian partner in the 2<sup>nd</sup> game, with another LSHM member (again – names! I gotta get name tags for everyone playing) running the combined Dutch Forces.

In this game, the Spanish and Bavarian finally got early command pips, sent sweeping mounted columns to the right and left, deployed their artillery and started shelling the Dutch defending the ford – to absolutely no effect but an occasional recoil.



The Bavarian mounted (with their general) went searching for an easy ford to the left of the line. The Spanish mounted found the river to the right slow, but crossable. The mounted began crossing, with the Spanish general urging his troops to join him.

Yet in the center, the Spanish crossed the ford and began to battle the Dutch in an increasingly desperate struggle.



In glorious fashion, the Bavarian assault column also crossed the ford, only to meet the headlong charge of the French pistoliers, lead by their general.





Despite the bravery of the Catholic forces, it was all for naught. On the far left of the Catholic line, the daring Bavarian general was surrounded and killed by the French cavalry and light horse. In the center, Bavarian pike and shot were run over.



It was no picnic for the Spanish either, with shooting loses and combat loses to the Dutch, who despite early push-backs, fought like lions to redeem themselves, killing some Spanish knights – and breaking the Spanish (4 elements eliminated). Game over.



All in all a great time had by all. Lots of folks came by to watch the game, and really like that the armies (great looking in 28mm) did not require a huge amount of cash to get into. Lots of folks picked up the LSHM pamphlets available – so hopefully some more new members in the futured.

A game store credit was made available thanks to LSHM. It was left to my discretion on how to distribute it. I chose a die roll-off of our 3 new members (one who left, but found a proxie to roll for him). Congrats to new LSHM member Carlos Mendoza on winning the dice roll (and had to roll-off for a tie) and getting the game store credit.

Speaking of the store, The Game Closet staff were great hosts. The store is a great location for gaming in the Cen-Tex area with LOTS of room for all sorts of gaming. If in the Cen-Tex area, drop by. You won't be sorry! Find them on Facebook!

LSHM will be hosting a game day the last Sunday of every month with me as your charming, illiterate, name-forgetting host (name tags – gotta remember name tags) at The Game Closet. The game of the month will come out in LSHM event page a couple weeks in advance. Look for it on the LSHM FB



Illustration 8: The Game Closet.  
Those are all 8x4 tables you  
are looking at - with loads of  
elbow room!

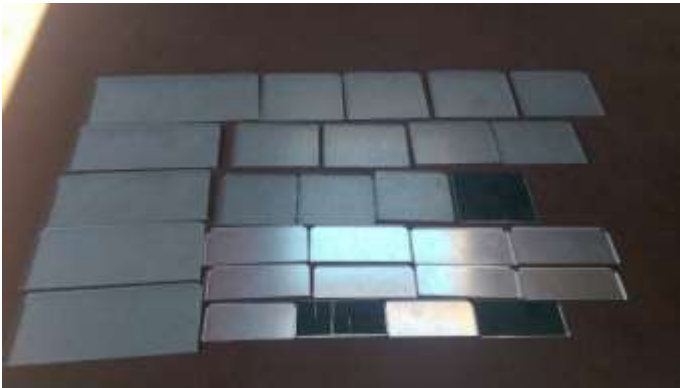
By Alan Spencer (Alan is an active  
member of Lone Star Historical  
Miniatures (LSHM) in the  
Temple/Killeen/Waco Texas area.

# SHOGUN

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# *First Annual Presidents Day Bolt Action!*



*By Charlie Torok*

A group of us met up on Presidents Day for a day of Bolt Action gaming. There were a total of 10 of us playing two games of 750 and 1,000 points.



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## COMICS & FANTASY









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Stephen Huckaby and Raven Banner Games will be at MillenniumConXX

# *Spectre Operations*

## Lone Star Historical Miniatures

*By Oscar Barela*



A group of us did some Spectre Operations at Multiverse Games in San Antonio TEXAS - BABAAAAY!!!!. We test drove some modern day bank robbery and all out chaos in a small town. We are prepping and learning rules for a big narrative game we will be doing very soon involving a bank heist and drug cartel drug deal gone wrong.

So here are some pics with a bit of a narrative for this small test run... it starts off with a group of bank robbers on the run in their armored SUV and a mustang blazing through town trying to get away...meanwhile a group of disgruntled ex-military extremists fed up with the government, law, and anyone that stands in their way, go on a bloody rampage through the streets!!!



The police receive calls that a robbery has happened and get away vehicles are heading their way and an armed extremist group has been seen walking the streets armed to the teeth!!!



The SWAT Team are dispatched and set-up a road block. A sniper takes up a position on the roof of the police station and takes out one of the extremist from long range!!! Unfortunately this sets off the extremists as they begin shooting at innocent people killing a mail man in a mail truck and taking it over. The bank robbers in the Armored SUV step on the pedal and begin shooting out the vehicle at the police taking positions killing an officer. The police return fire killing the driver of the SUV and the vehicle pulls a hard left as the driver slumps over the wheel causing it to lose control and flips over.

A shootout at the trailer park begins as a vice squad that were in the middle of busting a prostitution ring, end up trading shots with extremist as they try to highjack the mail truck. Shots are fired and the mail truck loses control and is thrown in reverse causing it to flip over causing a couple of broken necks... one of the vice officers is wounded and down clutching his side arm. The extremist unleash their Rottweiler to attack the downed officer and is promptly dispatched with a well placed round to the skull!!!

The boss and crew in the red mustang blaze on through seeing the rest of their crew lose control in the SUV and flipped over. The boss fires a smoke grenade from his multiple grenade launcher out the window into the officers behind the roadblocking vehicles. Bank robber Snickers fires his MP-5 at the officers behind the road block and kills one. " OFFICER DOWN!!! OFFICER DOWN!!! Meanwhile the crew in the flipped SUV crawl out and begin running towards the gas station to take cover. The SWAT sniper takes aim and shoots "Giggles" and takes him down.





The sheriff and his deputy here the commotion over the radio and finish their meal at the diner. They step out into the street and brutally get gunned down by the extremist... they had no chance in hell...

A bus had pulled up and offloaded a mob of rioting "Primered Lives Matter" protesters in front of city hall. They begin to panic as shots are being fired and a number of protesters get viciously gunned down by the extremists. The last Vice squad member left guns down two more extremists as his partner bleeds out and ends up taking a couple of rounds to his chest. "Should have worn my vest....instead of trying to impress the ladies uuuughh!!!"



The mustang guns it passing the roadblock plowing through a fire hydrant and phone booth, guns blazing killing another officer as they haul ass by. The last officer trying to render aid to his bleeding partner, unleashes a fury of shots at the speeding mustang striking the gas tank and BOOOOM-SHAKA-LAKAAAAH!!!! The mustang, boss and crew are destroyed in a ball of fire!!!!





The extremist continue their bloody path and end up high jacking a van to get away. The last three bank robbers seeing the boss get blown to Hell make a run across the open road. A shot is fired from a roof top and "Grumpy" takes a hit through the side of his chest. "Chuckles" and "Smiley" make a mad dash to a residential house that has a Porsche out front. Chuckles provides cover fire as Smiley attempts to Hotwire it. Shots come from the last Officer from the road block as he gives chase to take out the last of the bank robbers. Chuckles quickly dispatches him and points up at the sniper on the roof... responsible for killing Grumpy...Smiley gets the Porsche fired up and with his last parting shot kills the sniper on the roof. Rev of the engine, squeal of the tires and this pair head off into the sunset...

***Written and Directed by Oscar Barela!***



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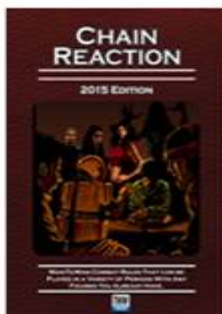
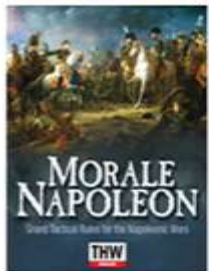
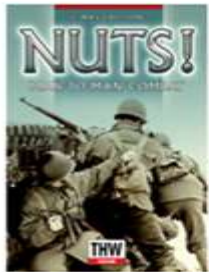
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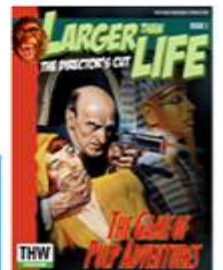
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# ***Multiverse Games Historical Games Day***



A group of us Historical Miniatures and Board Gamers invaded Multiverse Games in San Antonio for a day of historical war-gaming on 17 February. There were 4 major games played:

DBR-RRR 30 Years War / English Civil War in 28mm

SAGA / Crescent and the Cross 28mm Medieval & Crusades

Flames of War Team Yankee 15mm modern

Battle Cry a boardgame of the American Civil War





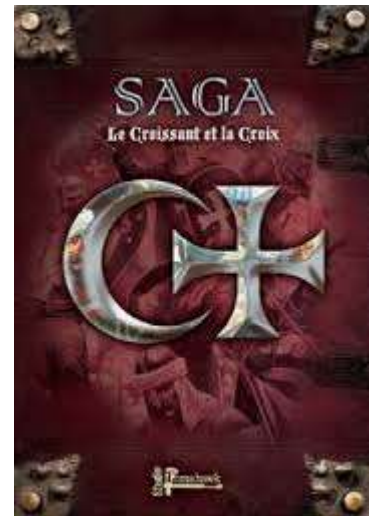
Alan Spencer introduces new players to 28mm DBA-RRR





Mark Sanchez playing Battle Cry ACW – A board game using 1/72<sup>nd</sup> scale figures





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# TEAM YANKEE

WORLD WAR II

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**Cory Ring  
Cigar Box Battle**



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





## Join LSHM

If you are not a member of LSHM please think about joining now. This would be a great time to join. We hope to see everyone at the gaming table!!!

Please support your local gaming club!

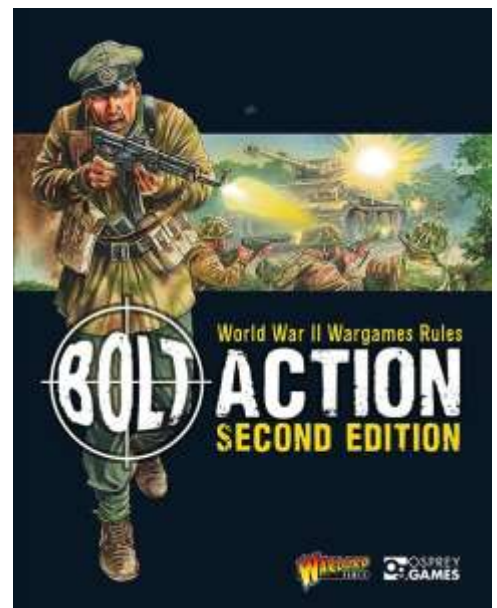


The cost of membership is \$5 and this goes towards promotion and prizes for our many events state-wide. This low cost membership helps us to promote the hobby through running tournaments and events in order to get gamers out gaming!! Please consider joining the group and helping promote our hobby.



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

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



# Lone Star Historical Miniatures (LSHM)

By Chris Lisanti



Another San Antonio Texas Third World War Thursday Update.

Wes (Soviets) played Justin (British) in the Rearguard mission (using night rules--1st 2 pics) while I (joint West German/USMC force) played Evan (Soviets) in the Counterattack mission.



I have a few pictures from Wes and Justin's game, but I think it went for Justin in the end. This was Evan's first game playing with a borrowed force, so it was more a learning game (aren't they all?). He was the defender and I was the attacker.





My large USMC infantry platoon moved out with a spearhead maneuver supplied by my Hummers (1st time in battle) and sat on the objective by turn 2 and the Soviets were too busy engaging the other parts of the NATO force to mount any substantial threat to the marines in the end.



Although the NATO forces neutralized the dedicated AA support, the vaunted Luftwaffe never materialized in 6 turns. Infantry continue to be difficult to kill even if not dug in (only 2 USMC infantry stands were killed out of 13 to begin with).





The Soviets killed both Marder platoons, 2 of 3 M-60 platoons and 1 W. German infantry unit to end the game as a 4-3 victory for the NATO forces. The Frogfoots did admirably (showing up is 85% of life and battles--did the Luftwaffe hear that!). Looking forward to the next battles

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