

The Lone Star Dispatch

May 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 May and beyond to summer – time to get involved with War-Gaming here in Texas.

Congratulations to Philip Medick and CarneCon 2018 – a great event and showing in the Dallas-Fort Worth area.

This month is also Warlord Games Con up in Oklahoma City (MAY 18-20) you do not want to miss it if you can attend.

Also this month is Early War Flames of War San Antonio (FOWSA) – make sure to contact Ian Straus if you would like to play in that annual tournament (MAY 26).

We are approaching the 6 month mark from our next MillenniumCon. This will be number 21 (XXI). Make sure to mark your calendar and reserve the weekend (NOVEMBER 9 – 11). See the inside of the newsletter for more information. We expect to break all records in attendance, gaming and events.

Have a great springtime.....

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.



Success!!!!

I wish that I could really capture the joy in my heart with words but anything I have come up with falls short. Everything from the amazing group of volunteers, all the vendors that helped with prize support, the venue and every participant goes to show me that we can do what we love while others benefit.

Thank You, all of you, to anyone who had ANYTHING to do with CarneCon 2018. I pray that everyone gets home safely and know that this TO feels blessed to have been apart of this.

See you next year. 😊 Philip Mendick

P.S.

my car scraped the ground when going over a speed bump from all the food. And yes that tiny space in the truck got covered in food.



CarneCon 2018 Results

US Warlord Demo Team Presents

5TH ANNUAL WARLORD GAMES CON "BOXCARS TO VERSAILLES"



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*5th Annual Warlord Games Con - "Boxcars to Versailles"
May 18th - 20th, 2018
Reed Conference Center
Midwest City, Oklahoma*

Get ready for our 5th annual gaming event where we give you the opportunity to try out all of the tabletop wargaming products from Warlord Games. Additionally we will have Arena Rex, Circus Maximus, Savage Core, and CounterBlast as well.

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:
\$45 (One tournament only)*

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
WarlordDemoTeam@yahoo.com.
To register visit our website:
www.warlordgamescon.com.*





DRAGON'S LAIR
COMICS & FANTASY

AUSTIN

26 May 2018: Come on out to Dragon's Lair in Austin:

Pulling my team onto this one so they can send you the details for the event. It's May 26th and we'll be highlighting X-Wing, Star Wars Armada, Star Wars Legion, Warhammer 40K, Warhammer Age of Sigmar, Guildball, Bloodbowl, Warmachine/Hordes, Malifaux, Kings of War, Runewars, Heroclix, **Saga/Historical Games** and Painting minis. We also plan to give coupons out for each of the games to help new players get into them.



Located in: [West Anderson Plaza](#)

[Address:](#) West Anderson Plaza,
2438 W Anderson Ln B1, Austin,
TX 78757

[Contact Chris Fedor for more](#)

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





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



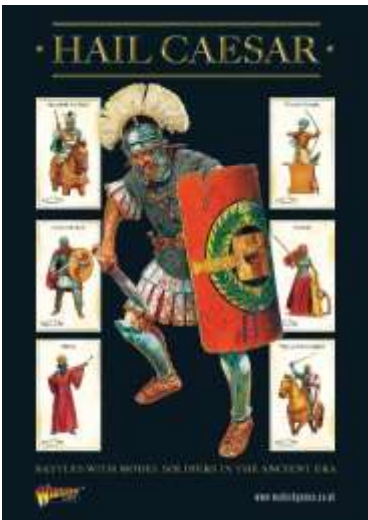
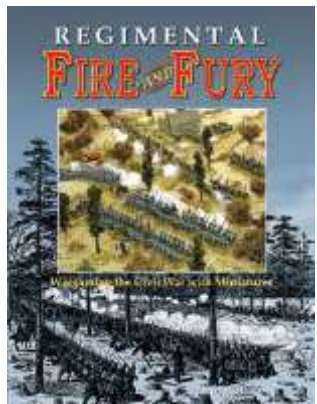
Time: 10am – 4pm
Cost: Free
This event is open to all interested in
Historical Miniatures War Gaming

San Antonio Muster V Historical Miniatures Games Day

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



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



Early Flames of War Tournament San Antonio, Texas Saturday, May 26, 2018



Lone Star Historical
Miniatures Group

The 5th early war San Antonio Flames of War tournament will be played Saturday, May 26th, 2018 at Dragon's Lair / San Antonio, 7959 Fredericksburg Rd # 129 San Antonio, Texas (Fredericksburg Rd and Medical Dr., in the Annex).

Bring your **1,600 point army**, drawn from any Early War FoW book! 4rd edition rules will be used. Note that we will use the Sept. 2017 early and late war update PDF, in which your army's point cost is modified by the Redundant Teams Rebate and Early War Soviet Forces rules. If you don't have this PDF then ask for it before you make your lists.





The tournament will accommodate 16 participants. First registered and with lists in, first served; others on standby.



The Tournament will cost \$15.00, but \$10 if you are a member of LSHM at the time of pre-registration. Tournament fees are payable on the day of event at the door. Lunch (pizza) is included in the entry fee. On the day of the event, registration opens at 10:00 AM and play begins at 10:30 AM. Lists: Make 1600 point lists from the Barbarossa, Blitzkrieg, Burning Empires, Hellfire and Back, Rising Sun, or the early war columns of Gung Ho or Banzai books. (Request permission for PDFs.) Please email all lists to ian.straus@att.net by May 22nd at noon, central time, for approval, with subject line "Early FoWSA 5 list".

Bring a copy of your list and the source book to show to your opponents. Lists must show: The player's name, the source book and page, company name, types and numbers of stands in each platoon, and point costs; and should list any special rules and options that apply to your force.

Three rounds will be played. Pairings will be done with these priorities: No repeat pairings; opponents from different cities; historical opponent armies. And in round 3, priorities will be: No repeat pairings; the highest vs. highest- scoring players; opponents from different cities. Rounds will be 2 ½ hours, plus up to 15 minutes to finish the current turn. Missions will be announced at 10AM, and will be from the 4th edition rulebook. Be ready to stay past 6PM.



Tables will be themed to the theaters of war depending on the forces pre-registered. Table contest: Terrain will be appreciated, and I will give a prize for the best 4'x6' table setup. (We provide the table, which will likely be 5x6; and you provide everything on top of it.) Please tell me if you intend to participate in the table contest. Tables must have a density of at least one terrain feature per 2'x2' area, and the whole table must have at least five terrain features that limit line of sight. Impassable terrain and major rivers in the center of the board are not to be used, nor may more than half the table be difficult terrain. Lone houses are not acceptable, as not realistic for any theater of this war. Terrain will be defined in writing using the FoWSA table form.

Miniatures must be 15mm of any brand or brands (other scales for aircraft are acceptable), and must be painted. (Just primed or painted in one or two colors does not qualify.) Proxies are only acceptable if close to the actual listed equipment, and “close” will be defined by arbitrary rulings of the Umpire.



Prizes will be awarded to best overall general and for 2nd place, best-painted army, best terrain table. (There is no point talking about best Axis or best Allied in early war. Where would you classify the Soviets as they invade Poland?). Other prizes depend on turn-out.

Ian Straus ian.straus@att.net

Tournament organizer

For frequent FoWSA tournament and San Antonio Flames of War events information see the facebook page

<https://www.facebook.com/groups/fowsa/>; or the FoWSA blog; or the LSHM Facebook or Yahoo groups.

9 – 11 November 2018

MILLENNIUMCON XXI

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

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Website: <http://www.nswargaming.net>

Email: contact@nswargaming.net or store@nswargaming.net

All Categories



SEARCH

2018 - Texas Region - Conventions and Events

CHUPACABRA CON

5/4/2018 - 5/6/2018

Wingate Hotel & Convention Center - Round Rock, TX

Contact: Al Griego,

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

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

WARLORD GAMES CON

5/18/2018 - 5/20/2018

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

Contact: Jon Russell, jwrintampa@hotmail.com

<http://www.warlordgamescon.com>

FOWSA - EARLY WAR V

5/26/2018 -

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

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

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

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/>

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>

FOWSA - MID WAR

7/7/2018 -

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

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

<http://fowsa.blogspot.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/>

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/>

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/>

TEAM YANKEE TOURNAMENT

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 Civic 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://thegameexpo.com/>

TBA Conventions

San Antonio Muster San Antonio TX (T) 11 August 2018

FoWSA - Late War San Antonio TX TBA

Bloody BroadSides Waco TX TBA

Alamo Indy GT San Antonio TX TBA

MORTEM ET GLORIAM



Game Report by Rob Smith

Lone Star Historical
Miniatures Group

So, [Kevin Stork](#) and I were able to play the match-up that was cancelled due to Beka's illness at the Ides of March tournament last month.



End of Turn 2 - I didn't capture the deployment, but we both pretty much stared at each other on turn 1. Then the Romans decided they needed a conclusive battle today, so forward they came. The Gauls were happy with sending out a single group of archers.

I trotted out the Gauls from about 250BC, while Kevin deployed his Foederate Romans from 405AD or so. We had a protected woody flank and some hills, which were well placed for the Romans. With 8 pre-battle cards to my 5, things ended up looking good for the Romans. Then in Scouting, my two cards delivered 10% for me and 100% for Kevin. I got to deploy 90% of my army first.

On the first turn, it became obvious that we Gauls weren't about to attack the Romans on their hills. We just discarded chits, retaining the yellow and red ones.

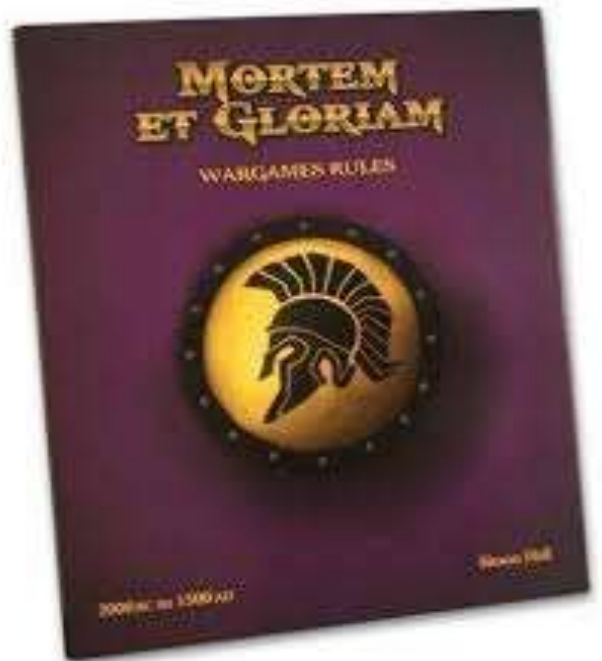
We both agreed, in real life, we would look at this deployment and, unless one side or the other were out of supplies, probably we would have sat all day and looked at each other, until we had to maneuver again. But, in the spirit of good fun, Kevin ordered his men off the hills to vanquish the invading Gauls.



Roman Legions and Auxilia Palatina happy on their hill.



Gallic hordes ready for battle, but smart enough not to run up the hill at the Romans!





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

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Gaming Schedule Weekly:

Wednesdays - Kings of War & Wings of Glory

Thursdays - Third World War Team Yankee

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

Saturdays - Historical Saturdays

Sundays - Gates of Antares & Test of Honour

General News & Updates!

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



LSHM receives
10% off at the
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know at the
register

Store Hours:

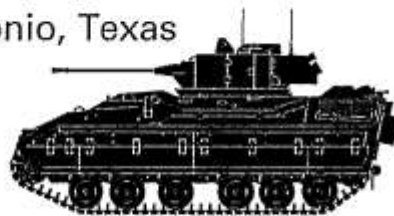
Mondays & Tuesdays - Closed
Wednesdays & Thursdays - 2PM-10PM
Fridays & Saturdays - 12PM-12AM
Sundays - 12PM-8PM
Events Planning, please contact:
tara@multiverse-games.com



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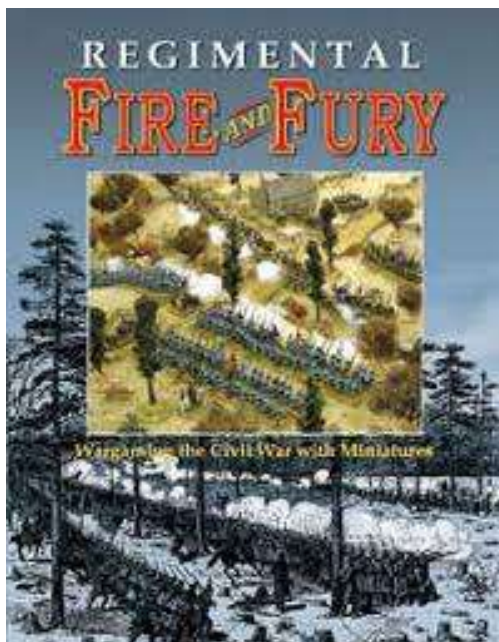
Our product lines are focused toward:

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



SAGA

Lone Star Historical Miniatures (LSHM)

by Martin Zamaripa



Lone Star Historical
Miniatures Group

On Sunday, 8 April in San Antonio Texas, [Carlos Sierra](#) and I met up at the Multiverse Games store for a game of SAGA using the V2 rules.





One of the bloodiest games I have ever played. Carlos' hordes of Moorish spear men marched forward against my Anglo Danes virtually every turn accompanied by a Song of Drums. (Although Carlos was using a V1 battle board there didn't seem to be any trouble with translation into the V2 rules format.)





The Moors did a great job of keeping their fatigue levels below exhaustion while still maintaining pressure. In the end a fatigued Moorish Prince succumbed to a hail of arrows delivered by a battered unit of bowmen silenced for most of the game by the fear of Friendly Fire.

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COMICS & FANTASY



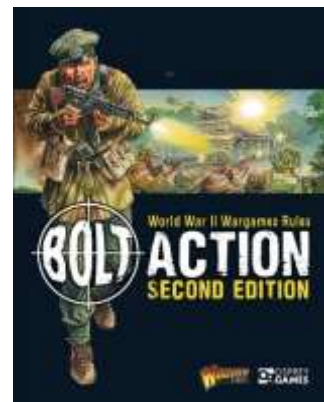
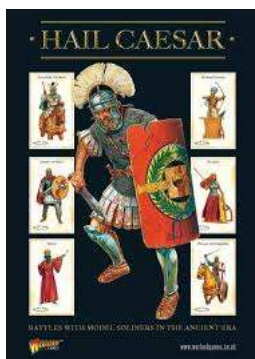
Dragon's Lair Comics and Fantasy[®]
7959 Fredricksburg Rd. Suite 129
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Ph. #: (210) 615-1229

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



Here is another great local store supporting LSHM



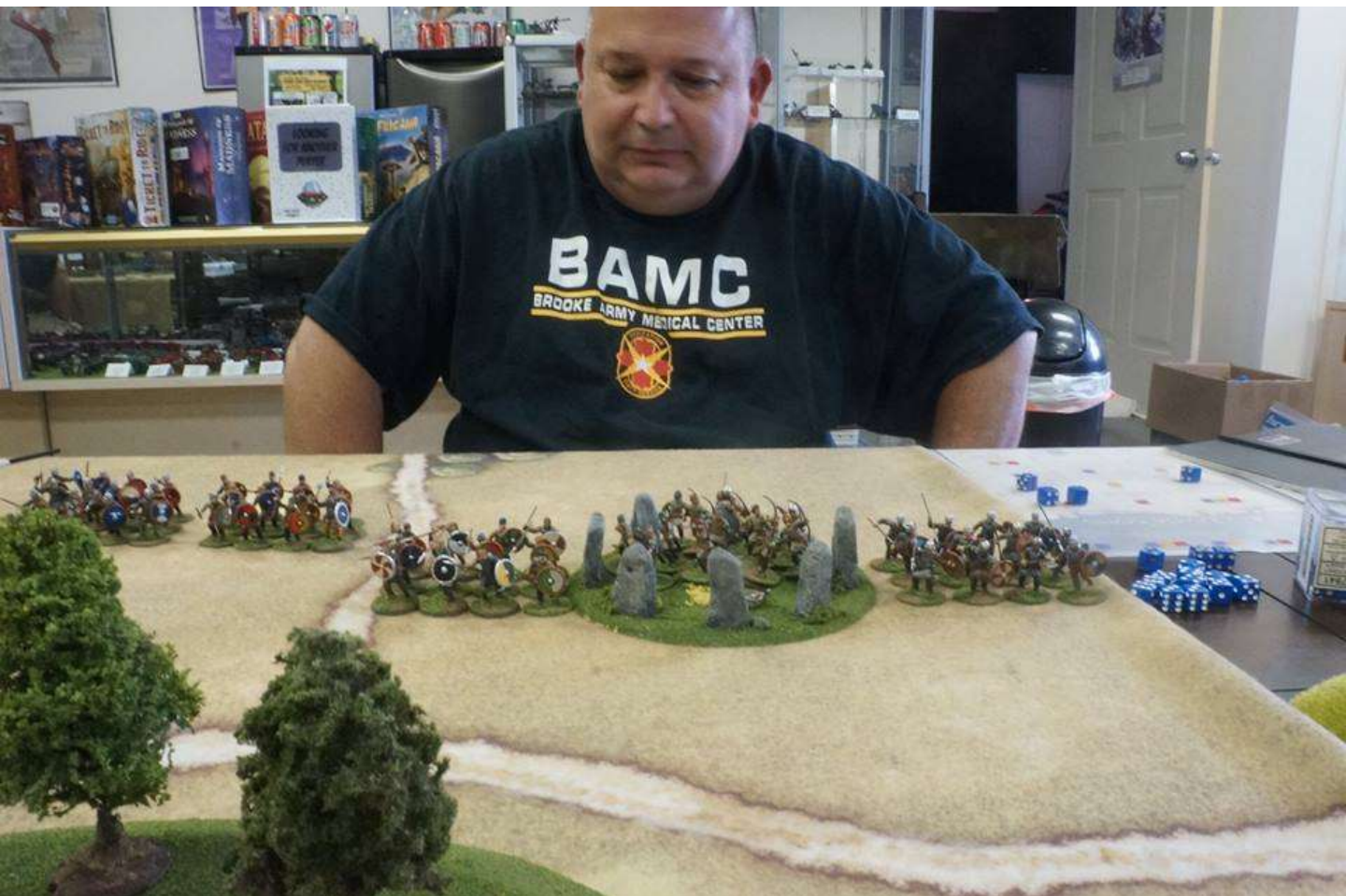
SAGA

*Lone Star Historical
Miniatures (LSHM)*

by Charlie Torok



SAGA V2: Martin and I played our first game of SAGA V2 today - we took our time looking at the changes. I must say the game moves much faster now. I really like the changes. My mounted Normans vs Martin's foot Anglo-Saxon's.



Martin forms a solid line of shields awaiting the horsemen of Normandy



It was a hard fought battle as my cavalry attempted to outflank the slower moving infantry. Martin played his battle-board well and was able to halt my numerous charges with his closed ranks and shield wall options (crash of shields & overlapping shields).





These changes are excellent - we look forward to many more games - you should try it out. Thanks to Will Gaskins at Multiverse Games in San Antonio for hosting.







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FRONTLINE

GAMES

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The first few turns were littered with poor die rolls with the West German milan teams hitting close to nothing while the Soviet tank units weren't able to do much better. The only real casualty after the first few turns was the W. German Jaguar I platoon.

Later in the game things started to get more lethal with W. German infantry units starting to slowly attrit away while the Patton's came on in ambush killing only one T-72 while losing the entire platoon in return fire.

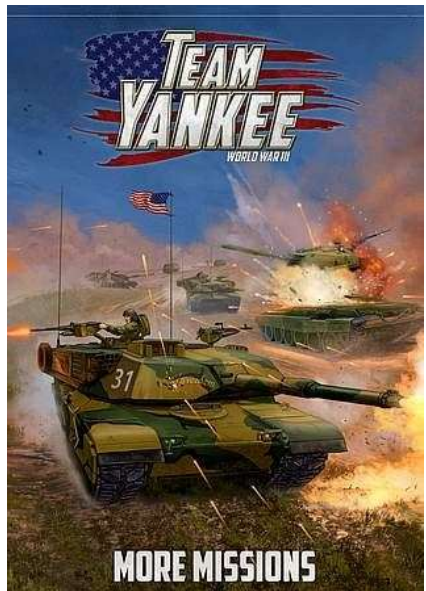


Two Anti-tank Hummers came on from reserve and hit two T-72s killing one and bailing the other to the great relief of the besieged W. German infantry. 4 PAH helicopters came on at turn 5 hitting the 3 T-64 defending the one objective in the attacker's side resulting in 2 kills and 1 bail. With time running out, the Soviet's only had the battalion commander and one bailed out T-72 still threatening the left objective.

The W. Germans defending it were down to only 2 Milan teams and passed their morale check. Concentrated fire by the Soviets in the last turn resulted in no further casualties. The Soviet BC assaulted the milan teams with no hits and the W. Germans failed their counterattack, but their break off still kept them within 4 inches of the objective resulting in a draw.



Looks like Battlefront has released a yet newer FAQ version (twice in one month). It appears that there was a successful revolt on behalf of the helicopter folks. It looks like you can do a blitz or shoot and scoot maneuver with helicopters now. Additionally, they omitted the prior entry for shooting at transport helicopters prior to their landing--so transport helicopters will be able to land unimpeded by immediate AA fire.





The latest FAQ will now nullify some things we did during the game (no more blitzing from reserves and no more blitzing aircraft). Welcome to Jared who played for the first time. Hope to see you back again soon.

Chris Lisanti



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Army Group North Miniatures carry a fine range of 1/56-scale models aimed at wargamers like you!

Specializing in the interesting vehicles of the Early War Period, AGNM provide solid models specially made to match 28mm figures, ready for tough play made from odorless, high-quality resin with white-metal attachments.

AGNM vehicles feature ease of assembly with the vehicles requiring a minimum of gluing, often just the white-metal gun barrels needing to be glued in place (along with free stowage!) to be all ready for priming and painting.

Also, AGNM vehicles being prebased means not having to fiddle around with gluing brittle or air-bubble damaged sidetracks to a central hull section; makes the models very solid; helps with storage, especially when combined with magnetic basing; and can be flocked to match your already-based soldier stands while matching your based soldier figures for height.

AGNM also carry a range of excellent 1/56-scale white-metal German guns with crews that are sold separately from vehicles or other goods; and cost much less than similar items from our major competitors.

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



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



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



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The Battle of the Roadhouse

Somewhere in Europe-1812

Rules used: "Le Baton" DFW Irregulars
house blend Napoleonics for 28 and 15mm.



By Steve Miller
DFW Irregulars

Lone Star Historical
Miniatures Group



We've been playing 28mm Napoleonics since the early 1980s. Our collections consist of Minifigs, Hinchcliffe, Old Glory, some Warlord and Front Line. I've been asked and sometimes taken to task about why do we adhere to 28mm, do we play it exclusively to the detriment of 15mm, and why should I play Divisional scale Napoleonics when "everyone plays Corps level games with 15mm"? Let me offer up some very brief responses before diving into the AAR. This is my opinion only and your mileage may vary.

Why do we adhere to the scale after all these years? 28mm was and IS the "gold standard" for wargaming in our group. It's the scale in which we started and looks as if it will be one of the standards in which we end our wargaming "career". The figures still look great after 30+ years and can hold their own to modern miniature castings.

Do we play it exclusively to the detriment of 15mm? Emphatically, the answer is NO. Our core group has both 28mm AND 15mm Napoleonic. We've tended to standardize our rules choices to Le Baton for 28mm and Napoleon at War for 15mm. Why don't we play Napoleon's Battles or Shako, or other divisional sets? We have, and they just don't fit our gaming style. We like games simple, fast, and with enough randomness to provide a challenge. We played nine turns with an "I go-you go" format in 2:15. Try that with some other system.





Why should I play Divisional games when “everyone plays x, y and or z rules that are better”? Two main reasons come to mind. One reason is the concept of “game of the week”. These are games that “everybody plays” then grows tired of playing them so they go to the next “game of the week”. I too suffer from this malady and purchase numerous sets of rules that look good and get good reviews. By the time I’m ready to play them, folks have moved on. My fault? Yes. My bookcase is filled with rules that “everybody is playing” The second reason is that I like games to come to conclusion either way. Draws after a six-hour brain brawl are unattractive as are games that abstract Napoleonics and require a protractor to play. I like to play with a reasonable amount of figures and 12 stands DB style is ok once in a while but 192 figures just is mucho major! Now, after all this blathering, on to the AAR.

Battle of the Roadhouse AAR

Turn 1:

Russians roll for their cavalry reserves (1 regiment of Kurassiers (Tsarina's) and 1 regiment of Hussars). They did not come on, as Miller could not roll a 6 for them all game. This was a portent of things to come. The French advance in traditional columns. Le Baton allows players to double move if there is no enemy within 24 inches. This makes for getting into action very quickly and another reason I play on an 8x6 table to allow for relocation of forces before action and during the game. The French occupy the windmill, anchoring their line on this landmark. Murat commands the French Hussar brigade and moves aggressively forward in Murat fashion.



The Russians outnumber the French, as they are conscripts. Before you start to scoff and say these rules suck, the author has built in the stolid reputation of Russian infantry as they take horrific casualties. They still carry on and remember the Tsar is watching. The Russians move their brigade batteries together forming an ersatz "batterie petite". Artillery is deadly upon packed columns with a pass through that is deadly if you can roll well all the way through the length of their range.



Turn 2:

Miller's Russian Cavalry are reportedly drinking their breakfast. They did not show up. The French slow their advance but occupy the road house (The Ratte Palace-a really cool building by Sandy Botond of Check your Six fame). The French deploy their artillery in the center while advancing their second brigade battery with Murat to sweep the flank. The Russians begin to refuse their left flank and form a crocheted line to counter the fast moving Hussars. Not all units formed square.



That was a huge tactical error for the Russians that Murat will exploit later in the game. The Russians deploy their artillery. As deployment is a function (one can't deploy and shoot unless one is a Horse Artillery unit), the Russians could not begin their barrage upon the advancing French this turn. Russian infantry move into position to kick the Leger out of the roadhouse. They were thirsty and wanted a beer as well!



Turn 3:

Yeah, Miller's cavalry is drunk again. The French cavalry begin their assault upon the flank of the Russians. Cavalry "flow around" squares. Infantry can shoot 1D6 in square. They did not put a hit on the horse. The cagey Murat smites the Russians not in square. Destroyed. Pick them up. End of story; Clean and efficient.

The main French force is continuing its advance while the Russians launch attacks upon the French. Some morale results force the French to form a firefight line if they lose and do not pass Élan. The Russians just keep plowing forward, launching their attack upon the Léger in the roadhouse. Looks as if the Leger will stay in the roadhouse. They cannot be dislodged this turn.

Turns 4-8:

Miller's cavalry is lost now.

The field is full of hand-to-hand "glory" as Russian units stumble forward and French units step back. The French put massive casualties upon the conscripts. A complete brigade melts away under French pressure. The Russian commander begins to consolidate his position along the road by the roadhouse anchoring upon his "batterie petite".

The conscripts finally take the roadhouse but only after hand-to-hand takes the French down to the last man. Oh yeah, they drank all the damned beer too. Turn 8, Murat leads his cavalry through the last Russian battery, carrying away the conscripts adjacent to it. Russian morale is becoming a bit shaky but the battle carries on.





Turn 9:

Miller tries for the last time to get his cavalry to the battle. The French continue their push. The Russian commander begins his withdrawal; contemplating his future on his farm, surrounded by farm animals. The Tsar is still watching!





French OB

12-units Veteran Infantry (no Guard nor Elite units present)

1-organic Leger battalion

4-8 lb. guns

1x12 Hussars (with Murat)

1x12 Chasseurs

Russian OB

16-units Conscript Infantry (no Grenadiers nor Elite units present)

4-9 lb. guns

1x12 Kurassiers*

1x12 Hussars *

(played no part in the battle)

Elapsed time: 2:15 minutes

9 turns/two players-

Clay Smith and Steve Miller

By Steve Miller

DFW Irregulars

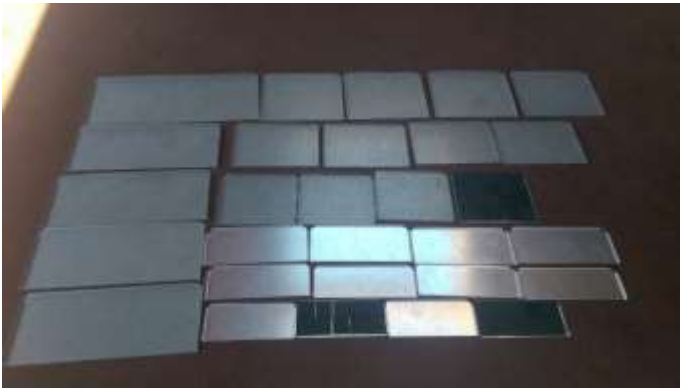
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Russians vs Germans 1942

Curt Hoover and his Russian Army took on Art Douglas' Germans in this 1,000 point Bolt Action game in San Antonio Texas.



*By Art Douglas
San Antonio TX*

Lone Star Historical
Miniatures Group

Curt and I squared off in a 1,000 point, two-platoon game; Russians vs Germans. Playing for skins, the Germans were able to hold off a last turn charge from the KV-2 to win it; 3-1.



End of 1st Turn. Both sides maneuver looking for good support by fire positions. The elite German sniper on the right flank is there to support the penal troops thrown into the line to stop a local Russian breakthrough.



The Russian Lt looks bewildered wondering where the Russian SMG squad went to. Helga, one of the sisters, gave them a 15cm love child.



The Russians advance through the grain field to the North of the bombed out cathedral.



Helga and Gertrude (the sisters) scan for targets. These two eat Russian squads like fat girls eat donuts



End of turn 2. The Russian KV-2 zeros in on Gertrude and pins the Shite out of her. She rallies with the help of the LT only to be pinned again in turn 3. However, Helga comes to the rescue next turn. The German sniper is pinned, never to recover. Roles a 12, then a 10, then another 10, is hit again, loses the spotter, then roles another 10 and finally runs away in turn 5. So much for elite troops. I'd have been better off with another 10 man penal squad, with LMG and an SMG.....jeez!

The elite sniper scans his left and right limit looking for targets. Having killed the Russian ATR in the previous turn they think all is well until someone actually shoots at them scaring the blank out of them. Seeing as elite troops cannot fight to full effect with poopy pants, they withdraw to fight another day.



End of turn 3. The Germans begin bounding fire drills and maneuver on the Russian lines. Helga moves to the right to open a line of fire on the KV-2, trying to draw attention away from Gertrude. The Russian sniper on Hill 621 is beginning to be a problem having killed two of the German NCOs. Fortunately, there were brave corporals present who took charge in both squads.



End or turn 4. The girls continue to bound forward covering each other. It works! The Russian KV-2 begins to move instead of acting like a pill box. The Russian advance on top of the German center squad. SGT Hans Gruber leads his men down the left flank looking for the Russian sniper. Too bad the Russian sniper wasn't elite, then maybe he would just cower, then run away...like the German sniper Private Poopy Pants in the blue circle.





Uhhhh, guys, I think we are out numbered. Penal troops with two pins facing down a larger force of Russian troops....what could possibly go wrong????



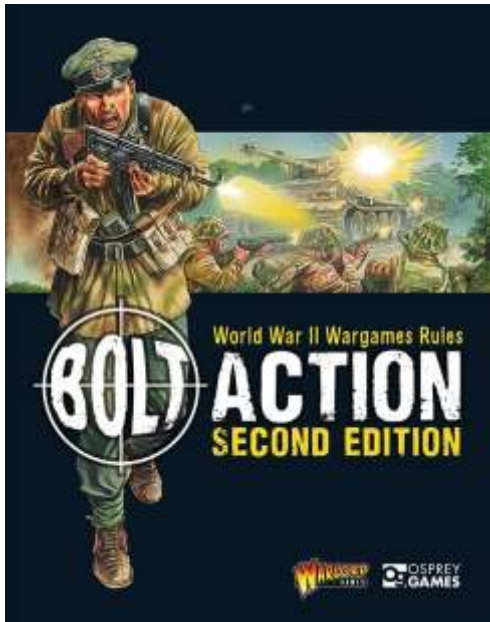


End of turn 5. Hans and the boys find and kill the sniper. The Russian squad in the center decides to avenge them and moves to the hill. Promptly gets 7 hits needing only 3's to kill these poor penal troops. Only one brave German soldier dies on Hill 621. The girls continue their dance toward the Russians. Détente in the center as the massed fire of the Russian gun line cannot dislodge or kill the German troops hunkered down in the cathedral ruins.



Hans and his squad stand triumphant on Hill 621 facing down the Russian counter attack.





End of turn 6. The Germans take Hill 621 for good. Hans assaults the poor over extended Russian squad as the rest of the platoon soften them up. The girls and the KV-2 move up in an effort to kill something. Shells blast away, dirt thrown high in the air, machine guns fire until their barrels glow white hot. Once the dust clears, the Russian report two hang nails and a bruised ego. The Germans report three dead squirrels and a very angry badger.



After two successful hand to hand fights and securing Hill 621 for the Germans, Hans and the boys are promoted out of the penal battalion. They are headed out East somewhere to an R&R location call Stalingrad.



The beasts face off. Having made rude gestures at each other and disparaging each others manhood, they withdraw to fight and insult each other another day....



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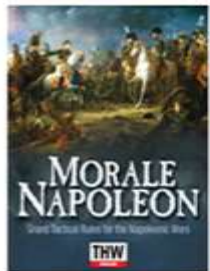
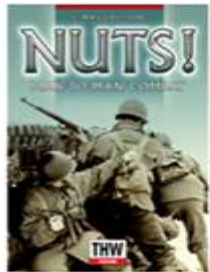


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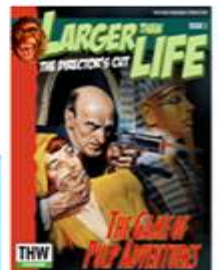
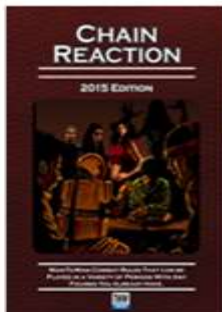
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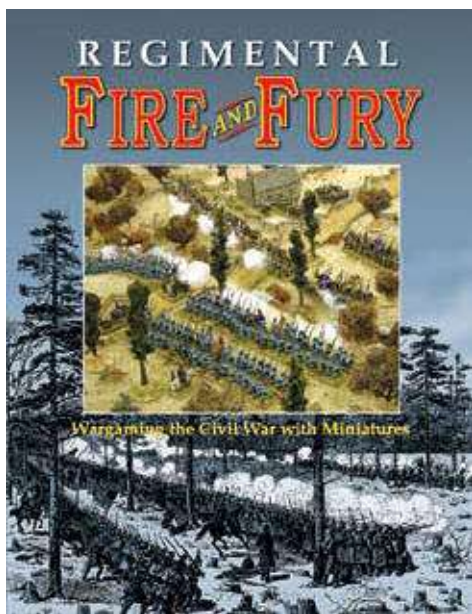
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Union VI Corps takes shape - my 2018 28mm American Civil War gaming project:





I have finished the 3 brigades of the 1st Division at Gettysburg. A total of 12 infantry regiments, 7 artillery batteries, the divisional cavalry regiment and various caissons, wagons and commanders.



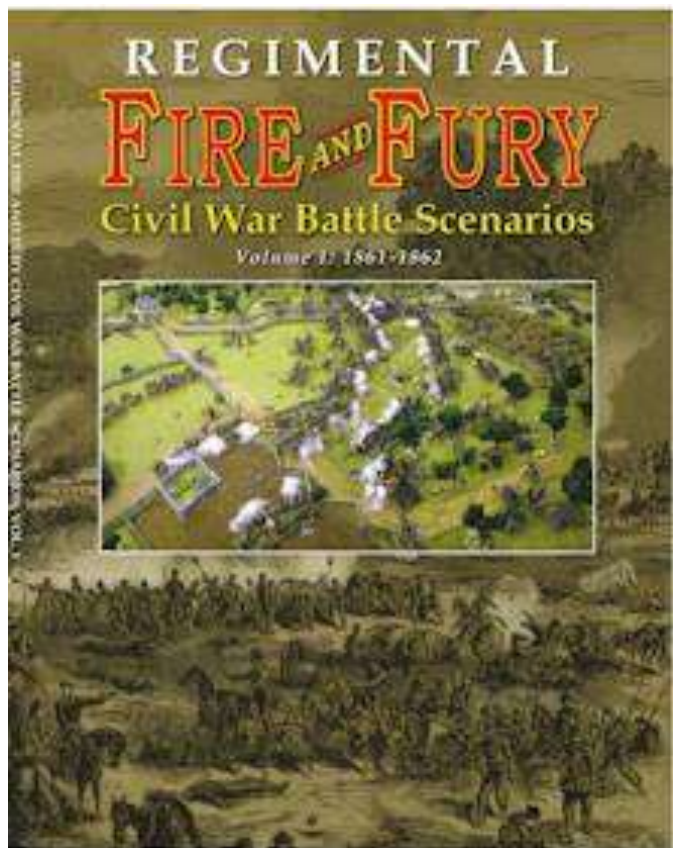


I am now working on Gordon's Georgia brigade of confederates before I start on the 2nd Division of VI Corps.





We are using Regimental Fire & Fury and plan to start playing some games soon. This grouping has well over 400 finished figures.



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



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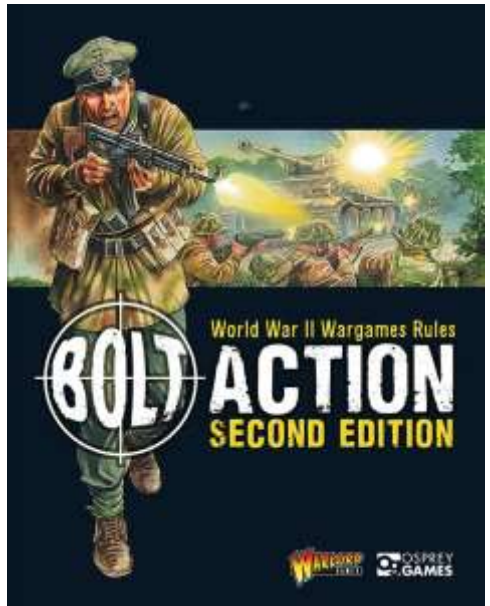
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