

The Lone Star Dispatch

November 2016



2016-2017 LSHM Officers

Joe Shaffer	joeshaffer9@gmail.com	President
Ian Straus	ian_straus@att.net	
Mike Gomez	mret@texas.net	
Charlie Torok	torokc@hotmail.com	
Casey Pittman	casey.pittman1@gmail.com	
David Beeson	beeson17@yahoo.com	
Oscar Barela	oscar_barela@hotmail.com	
Joe Wicker	tabium@gmail.com	

Inside this issue:

- Welcome & BOD update**
- Upcoming Events**
- Past Games played**
- Future Events planned**
- Bolt Action Games**
- Gamers Workbench**
- Upcoming FOWSA Tournaments**
- 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.

November is finally here and so is MillenniumCon19. This will be the 19th year that LSHM has been running a major historical miniatures gaming convention in Texas!! This year will be bigger and better than before. It will be held in Round Rock Texas during Veterans Day weekend 11-13 November 2016. Once again we will hold the convention at the Wingate Hotel just off I-35 north of Austin (1209 Interstate 35 Frontage Rd, Round Rock, Texas 78664). Pre-Registration ended on 31 October, but you will still be able to attend by registering at the door. This year the convention has expanded to an all-day Friday event, so come early and spend the entire weekend with us!

MillenniumCon19 Schedule

Convention Hours:

Friday	0800 – 2400
Saturday	0700 – 2400
Sunday	0800 – 1200

Vendor Hours:

Friday	1300 – 1900
Saturday	0900 – 1900
Sunday	0900 – 1200

We have a record number of gaming events (95+) spanning the entire spectrum of history from Ancients (Hail Caesar) to Modern war (Team Yankee). Check out the events at the MC19 website at: <http://www.millenniumcon.info/>

We also have some great vendors, both some who have attended for years and a few new ones:

Portsmouth Miniatures and Games
Two Hour Wargames
Raven Banner Games
Warlord Games
TableTopGenerals
Tabletop Plus
Lone Star Mensa
NEWay Designs, Inc.
WyrMHole Hobbies
Jeff Key Collections
Red Republic Games
Frontline Games

Make sure you visit each of them and give them your business, we could not hold a successful convention without these great vendors.

Once again we will hold our Flea Market on Sunday:
Flea Market 1000 – 1200.

See you at MillenniumCon!!!!

Charlie Torok

Player Registration Closed



11 – 13 November 2016

Austin Texas



Hopeless Glory" & the 100th Anniversary of The battle of the Somme November 1916

**Registration at the door
games will still be available for sign-up**

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

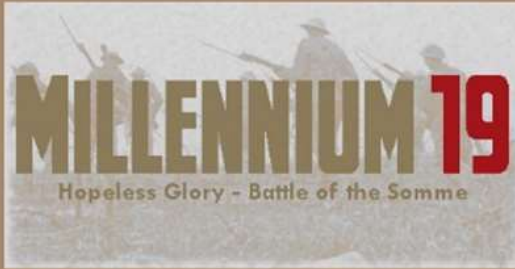


**Play in a Great
Game at
MillenniumCon
this year!!!**



11 – 13 November 2016

Austin Texas



Hopeless Glory" & the 100th Anniversary of The battle of the Somme November 1916

VENDORS

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





Mark your calendar now!!



Welcome to the BANE OF WAR 7 FOW tournament
January 14 and 15, 2017

This year we will be playing Mid War, at *1515 points*, in all theaters (all lists in the Late War Books, Forces and approved PDF's).

44 players - Players will pre-pay and pre-register to be guaranteed a spot
(*WE WILL NOT BE GOING OVER 44 PLAYERS!!*)

Where: Texas Military forces museum, 2200 West 35th Street. Camp Mabry
BoW participants play in a WWII museum, surrounded by Sherman's, halftracks and much more!



TWISTERCON March 10-11, 2017

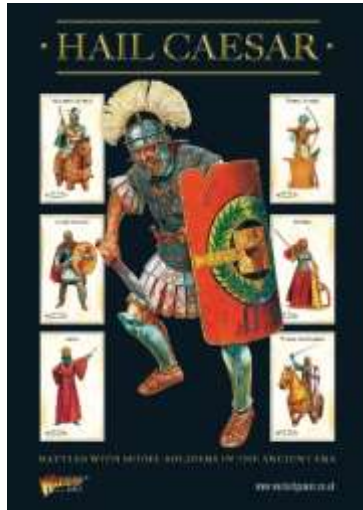
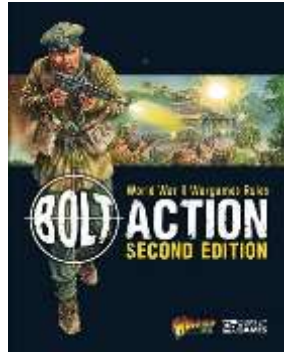
**THE REED CENTER/Sheraton | 40E
Oklahoma City, OK 405-455-1800**

www.twistercon.com

**POC - "Jeff Lawrence"
<jlaw2424@gmail.com>**

Post your convention / event / tournament here!!

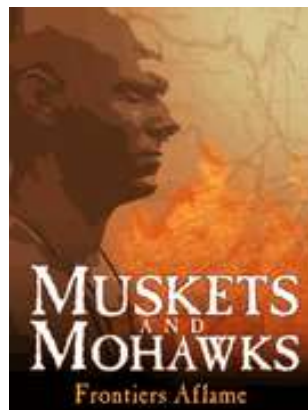
Featured Vendors



Come by and meet Jon Russell and Tony Radford at the Warlord Games Booth. This will be Jon and Tony's second year attending MillenniumCon. We welcome them back along with their great Warlord Games products: Bolt Action, Hail Caesar, Black Powder, just to name a few. Many of these games and more will be played during the convention.



Ed Teixeira of Two Hour Wargames (THW) will once again be attending MillenniumCon. Ed is a fixture at MC, he has attended for many years. This year Jeff McCulloch will join Ed, we look forward to seeing both of them. THW sells many wargame rules, stop by and check them out





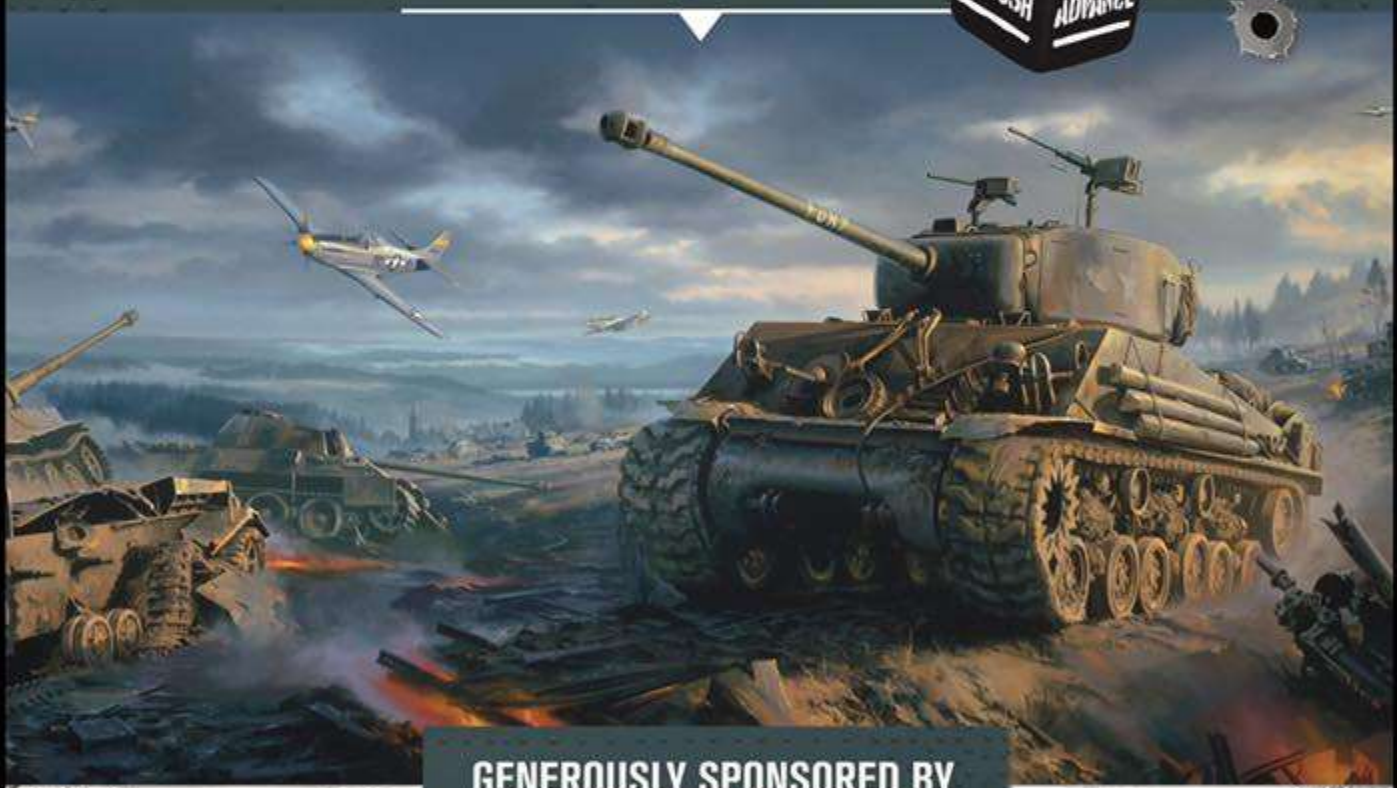
Presents

BEST JOB I EVER HAD

BOLT ACTION EVENT

November 11th and 12th 2016

Austin, Texas



GENEROUSLY SPONSORED BY

MAD BOB MINIATURES

NWS WARGAMING STORE

www.nwwargaming.net

407-825-7782 | nws-online@nws-online.net 24/7

**BATTLEFIELD
ACCESSORIES**

Historique

**WARLORD
GAMES**

Trench
Worx

MANEUVERS CON

TULSA OK

AUGUST 11-12, 2017

WWW.MANEUVERS.CON.COM



Theme: Battles of Maneuver

THE WYNDHAM Tulsa - 10918 E. 41st Street Tulsa, OK 918-627-5000

ROOM RATE - \$89.00 Dbl Queen/King which includes a HOT breakfast

If you call in, mention "Tornado Alley Miniature Gaming" for this rate. Or go our website and follow the registration link.

CONVENTION FEE

\$15.00 per day at the door. Preregister on the website at \$20.00 for the weekend. We can process PayPal, MC, Visa, Amex, and Discover by mail and at the door. Checks or MO need to be made Payable to Jeff Lawrence, Treasurer.

Points of Contact:

Jeff Lawrence jlaw2424@gmail.com
Cal Kinzer ckinzer@juno.com
Tim Harwood tim95th@gmail.com

Web Master is Jeff Hunt.

GAMEMASTERS

Easy registration of your game(s) can happen on the website. All games must use painted miniatures, be a board game you supply, or be an approved RPG. The site is now open for Game Master registration. GMs for Maneuvers do not pay to enter and run their games. Gamemasters, when you arrive see a staff member for table assignments.

CONVENTION HOURS

Friday August 11th

Hall Opens 8 am
Session I 2 pm - 6 pm Registration starts
Session II 7 pm - 11 pm (Hall closes at midnight)
If you are quick GMs can set up for Session III

Saturday August 12th

Hall opens 7 am
Session III 9 am - 1 pm
Session IV 2 pm - 6 pm
Flea Market 6 pm - 8 pm (See info below)
Session V 7 pm - 12 midnight

Sunday August 13th

Session VI 8 am - Hall opens
For remaining dealer move out, tournament final rounds, until 11am. If you want to do some "short" Open Gaming feel free. The Hall MUST be vacated by 12.00pm. No exceptions.

FLEA MARKET (Buy at Registration)

Here is a good chance to clear out your game closet. This event will run 6pm-8pm Saturday night. 6' Tables are 5.00 each. Please close your deals, and move items out by 8:25pm.

DEALERS

We will rent 6' tables with a drape @ \$60.00 for the event, or \$30.00/day. Please contact Jeff Lawrence - jlaw2424@gmail.com for your table space needs.



MANEUVERS 2017 - AWARDS

Procedure

All Convention registrants will receive one numbered ballot. Registrants are not required to play in any of the games they vote for. All ballots must be turned into the Registration ballot holding box no later than 9pm Saturday night. Results will be announced @ 10pm. The following are this year's categories.

- Best of Show** - A GM Award selected from all of the top Historical Miniatures Games.
- Best Theme Event** - A GM Award selected from all Theme Miniature Events including Historical, Science Fiction, Pulp Fiction, or Fantasy.
- Best Terrain** - Presented to the most creative and authentic modelers who are always staging a unique event to recognize.
- Best Painted Army** - Presented to the "Paint/Airbrush Rockstar" among us all. Does a SAGA Irish Warband, or Bolt Action Falshirmjager platoon count as an Army? The answer is no.



GM Award Evaluation

Since judging is inevitably subjective, registrants are given the following general criteria for reference, and encouraged to see all events, and evaluate them based on:

- Appearance:** Impressive & appealing figures, terrain, models, gaming tools and overall table layout.
- Participation:** Players are visibly enjoying the game, and all players asked respond enthusiastically.
- Innovation:** Unique methods, techniques or craftsmanship, GM showmanship and any other exceptional methods evident to produce a high quality event.
- GM Effort:** For a GM going "above-and-beyond" to run many events, and/or large fun games or over a dozen gamers, informative/educational or multimedia efforts such as historical posters, flags, AV etc.

Note: All Voters should try to observe the Game they are voting for, whether they play or not.

EVENT LISTING SUMMARY

Session I Friday 2 pm – 6 pm

- Cat and Mouse - Custer vs. Mosby in the Shenandoah 1864
- Sails of Glory – Napoleonic Style Demolition Derby

GM: Jeff Lawrence
GM: Tim Harwood

Session II Friday 7 pm – 11 pm

- Fight for the Lion Thermopylae 480BC
- "Bloody Broadsides"

GM: Jeff
Lawrence
GM Jeff Hunt

Session III Saturday 9 am – 1 pm

- "Bloody Broadsides"
- Friedland – 1807 – Napoleon vs Russia

GM Jeff Hunt
GM: Tim Harwood

Session IV Saturday 2 pm – 6 pm

- Charge to the Bunker Berlin, April 1945
- Friedland – 1807 – Napoleon vs Russia

GM: Jeff Lawrence
GM: Tim Harwood

Session V Saturday 7 pm – 12 midnight

- Born on the Bayou Redux
- Sails of Glory – Napoleonic Style Demolition Derby

GM: Jaime Lamb
GM: Tim Harwood



BATTLE OF HANAU BY HORACE

AM-160 Bunker Hill

by Martin Zamarripa, Black Powder,
3 hrs, 4 players, Newcomers

On June 17th, 1775, British forces clashed with American colonial militia which had unexpectedly occupied the heights above Charleston, Massachusetts. Will General Howe's disciplined forces succeed in routing the rebels with the bayonet, or will American marksmanship send a clear message to King George III about the importance of Liberty to free men. This Black Powder scenario is an excellent introduction to a rules system that is both fast paced and easy to learn. Played with 15mm miniatures each figure represents approximately 15 actual combatants.



In tonites episode of black powder; the bunker hill slaughterhouse!

We play tested Martin's scenario for millennium con. I kinda enjoyed the rule set. The British had a hell of a time getting over the walls of the redoubts, but once the walls were breached there was no quarter given as colonial after colonial regiment were destroyed in hand to hand melee.

I thought the to hit modifiers, saving modifiers, and break point modifiers were pretty well balanced.





www.wargameaccessories.com

War Games Accessories

2471 Broadmoor Lane

Spring Hill , Fl 34606-3539

(352) 556-3495

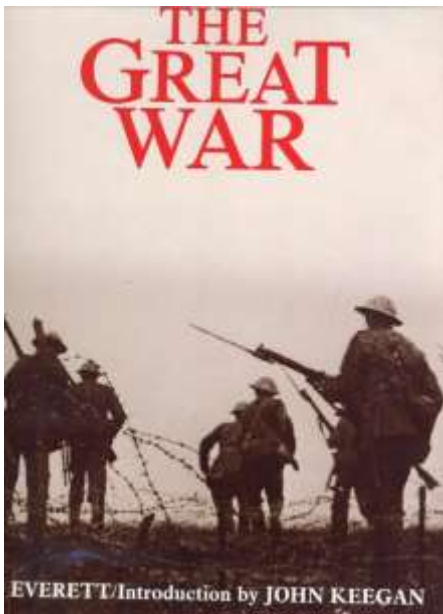
Metal bases, Movement Stands and Casualty Caps, get all your *wargame accessories* right here in one location!

Contact Jeff Lista at

Jwlista@aol.com

***Here is another
great company
supporting LSHM
&
MillenniumCon19***





Join Jim Dunnam for his Epic World War I trench warfare game at MillenniumCon19. Jim will be running 4 iterations of his game all weekend long.

CM-172 Kaiserschlacht 1918
by Jim Dunnam, Chain of Command
WWI,
4 hrs, 6 players, Newcomers

21 March 1918 - Operation Michael At 04:35 an intensive German barrage opens on positions of the British 5th Army southwest of St. Quentin. While heavy artillery bombard rear areas to destroy and disrupt Allied artillery and supply lines, German trench mortars, mustard gas, chlorine gas, tear gas and smoke canisters were concentrate on the forward trenches - over 3,500,000 shells fire in five hours - the biggest barrage of the war. As the barrage lifts, German Sturmtruppen step off in hopes of at long last reaching Paris and ending the war.



VICTORY WITHOUT QUARTER

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

Battle Report

By Alan Spencer



Photos from today's Victory Without Quarter first battle with [Vincent Oradesky](#) (Parliament) and me as Royalist at The Game Closet in Waco:

<https://www.facebook.com/thegamecloset/>



The first battle was a draw as time ended, though Parliament had victory snatched from their grasp as their trotters routed the Royalist horse and shaking the entire right wing of the Royalist, but chased the Royalist cavalry off the board.

Second game (no pics) was a set piece battle that was a decisive Parliamentarian victory (Vincent's). Kudos to the two young men who joined us late in the first and fought out the second (can't remember names for squat.)

Thanks to Vincent for coming all the way from Austin to kick my butt! See you all at MCon!!!!





BANE OF WAR

Welcome to the BANE OF WAR 7 tournament January 14 and 15, 2017

This year we will be playing Late War, at **1515 points**, in all theaters (all lists in the Late War Books, Forces and approved PDF's).

44 players - Players will pre-pay and pre-register to be guaranteed a spot
(WE WILL NOT BE GOING OVER 44 PLAYERS!!)

Where: Texas Military forces museum, 2200 West 35th Street. Camp Mabry
BoW participants play in a WWII museum, surrounded by WWII Tanks, planes, halftracks and much more!
We will be moving many more of our tables out onto the floor this year.

What does this mean to you?

First, pre-register @ register@baneofwar.com in paypal @ \$30.00- Allowing 22 allied and 22 axis armies, so sign up soon! Armies should only be chosen from the Late War books, or PDF's that are applicable to that period.

Scoring –

Typical FOW scoring, adding a plus 1 if you win and either wiped your opponent, captured the objective, or reached the end of round 6. (*Timing someone out before round 6, and receiving the win will not give you the bonus point*).

Special Rules –

ALL lists get the same free sporadic air, this will take your air slot but does not count against your points.

- 4/5/2+ bombs - 4/6/3+ rockets- 3/3/5+ mgs - NOT flying Tanks or jets.

US TD security teams that moved in the previous round causes the TD section to shoot as if moved, same if they moved that round.

Sportsmanship scores are added at 10 percent.

Number of Wins will be used as a tie breaker

Painting will be in its own category having no affect on the overall winner.

Organizer: Mark Bayne mark@baneofwar.com

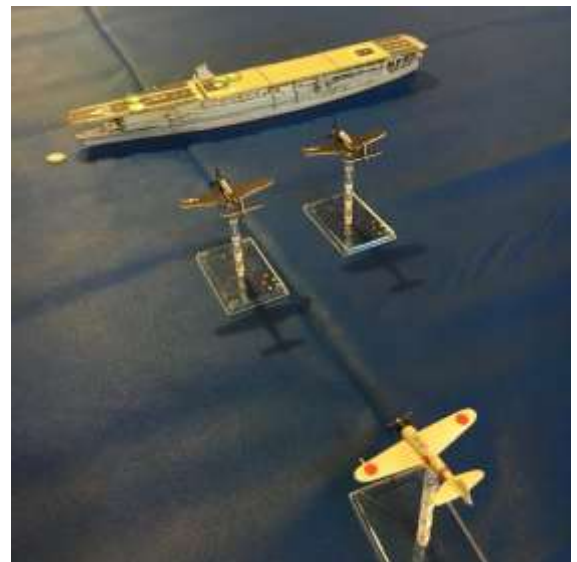
Referee: Mark Bayne, and...

Special Note – Western Front will NOT be playing Eastern Front until the final round, if possible.

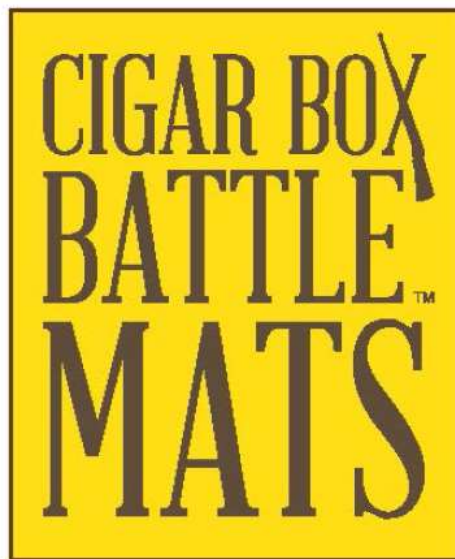


World War II in the Pacific ***By Joe Wicker***

I am getting ready for MillenniumCon19. Yesterday, Roman Torok and I play tested my Battle of Midway scenario using Wings of Glory rules and models. Shown in the pictures are American SBDs from Enterprise VB 6 making a run on the IJN Kaga. Lots of lessons were learned so I'm thinking it is going to be a heck of a scenario.



LSHM Game Vendors



Raven Banner Games will be selling CBBM at MillenniumCon this year.

Chris Ward and Cigar Box Battle Mats provides some great gaming mats, a number of LSHM members use these in setting up their tabletop battlefields! Here are some newer announcements from Cigar Box Battle and our webstore link:

www.cigarboxbattlestore.bigcartel.com



***Here is another
great company
supporting LSHM
&
MillenniumCon19***



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

Bolt Action Game

By Oscar Barela

It has been a Looooong while since I have written anything in the newsletter.

I was lucky to THROWDOWN with my Homie Tyler Goodflower as he visited us here in San Antonio!!! LOVE the 13th Handschar army he built and brought!!! Had a BLAST playing against them!!! The new 2nd edition rule changes have changed the game up quite a bit and with the 3 games i have played so far have been alllllll VERY HARD FOUGHT!!! Very tight game all the way through and as a scalp mission my French BARELY beat the Handschar by one!!!!



The ability to destroy units i have found to be A LOT harder now than before especially with the new improved Down order and Rally orders. definitely feel the change!!! Here are some brief pics of my French vs. Tyler's 13th Handschar!!!!



The ACW Gamer line of 28mm Miniatures



A 28mm line of metal miniatures offering figures for subjects that may not have received the focus they deserved.

These figures are compatible with many popular miniature lines and will add color and character to your ACW collections or armies.

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

www.ACWGamer.com

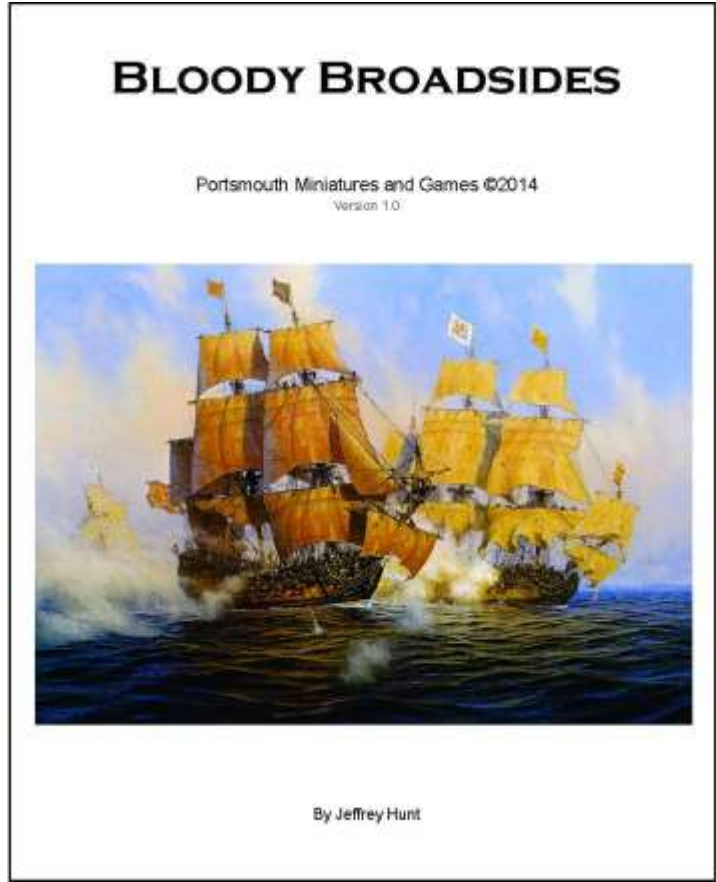
ACW Gamer will be at MillenniumCon this year!!!

The Battle of Trafalgar

Saturday October 22nd, Grant Hopwood presented the Battle of Trafalgar at Knights Watch Games (San Antonio)



21 October 1805
Battle of Trafalgar



Seven of us met up Saturday 22 October - 211 years later, to re-fight this epic naval battle. [Grant Hopwood](#) provided the game using his beautifully painted 1/900 ships by Portsmouth Miniatures. This is a fun game to play. Thanks to Grant and Knight Watch Games for hosting the event.



The Battle of Trafalgar



Join Jeff Hunt of Portsmouth Miniatures at MillenniumCon and check out his great game of Bloody Broadships



Hobby Update:

New ships have arrived and they are just wonderful. My graphic artist Darby Eckles did a magnificent job with the 3D graphic design which we worked on for almost a full year. Then off to the 3D printer the graphic went and finally many steps later we have completed our upgrade to ships with much greater detail and shaper castings. I sure you will agree these are some of the best Napoleonic Naval miniatures on the market. Please visit my website, www.portsmouthminiatures.com, for more details and photos of the new ships.



Portsmouth™
Miniatures and Games

We are proud to present our line of miniatures and accessories in 1:900 scale which has been shown to be the preferred scale on the game table. These ships are just the right size to see a good amount of detail while playing. The ship's hull is made of white metal, the masts are steel, and the sails are paper. Using silicone to glue the sails to the masts makes for very flexible glue joints. We designed these ships to be very sturdy as they are made to be played with as well as look good.

Our ships come either in kit form to allow you to assemble and paint, or we can do the work for you in which case all you need to do is select which nationality, ship type, and quantity. Our painted ships are first packaged in protective gift boxes which are then packed in a shipping box to ensure the ship arrives safely.

We have four ships in our line representing these ship sizes:

- Single Decker - 32 through 44 guns
- Small Double Decker - 50 through 68 guns
- Large Double Decker - 70 through 88 guns
- Triple Decker - 90 through 136 guns

Description	Price
Single Decker Kit	\$9
Small Double Decker Kit	\$14
Large Double Decker Kit	\$15
Triple Decker Kit	\$19
Painted Single Decker	\$29
Painted Small Double Decker	\$36
Painted Large Double Decker	\$37
Painted Triple Decker	\$44

Bolt Action Tournament – Dragons Lair SA

By Thomas Morgan

(Editors Note) Thomas Morgan has taken over as the Events Coordinator at Dragon's Lair. Look for him to be putting on some great events over the coming months. He did just that in his first event – a Bolt Action tournament held on 29 October.



For this event Thomas provided each player with a set of objectives: Primary, Secondary and 3rd. Each player had to choose what his objectives for each game would be. This information was not provided to the opponent. During the games players focused on reaching their objectives, as opposed to killing the enemy. Points were awarded for reaching each objective (Primary – 8pts, Secondary – 4pts and 3rd – 2 pts). Players also scored points by eliminating 250pts of enemy forces – 1pt.



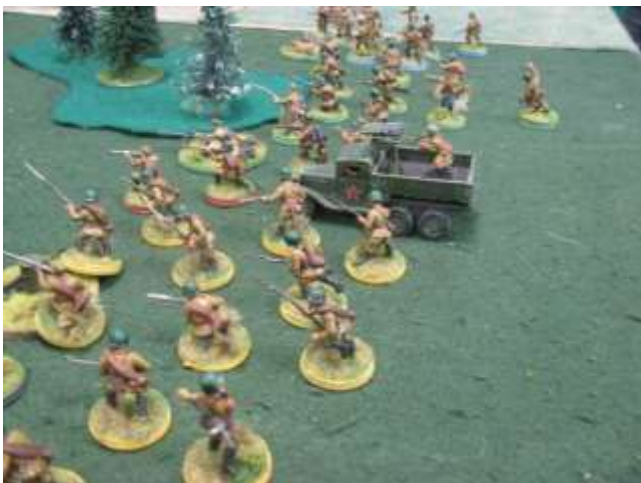
The tournament was 1,250 points and played in 3 games. Armies included: Russian, German, Spanish, Syrian (Partisans) and DAK. All of us had a great time playing and all enjoyed the new objective format:

[Oscar Barela](#) Great scenario concept!!! Great games!!! Great people!!! Great fun!!!! Thanks!!!!

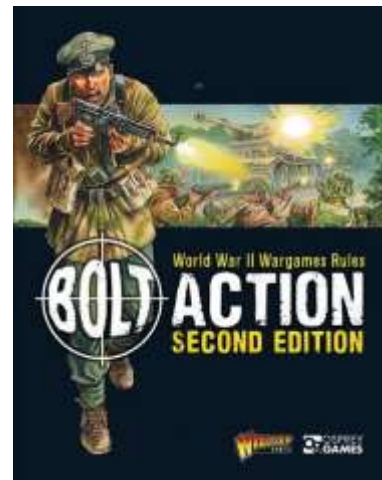
[Arthur Douglas](#) Thank Thomas and thanks Dragon's Lair for hosting!



Bolt Action at Dragon's Lair SA - thanks to Thomas Morgan, Dragons Lair SA and all the players who showed for Saturday's Bolt Action Tournament. Thomas used an innovative points system that really made for some interesting games. He allowed each player to secretly choose their objectives (primary, secondary and 3rd), each opponent did the same for all three games. What made it interesting was no opponent knew what your objective was!!! Good fun



Here are the Objectives used in the tournament –
These added a nice change of pace to the games.



Each complete 250pts destroyed is 1 pt

Primary Objectives - 8pts

- Take and Hold-Control 3 objectives, one of yours, one of his and middle
- Strangle the Supply Line-Control both enemy objectives
- Break the Line-Get at least half your army points wise off the enemy edge of the table
- Take Prisoner-Kill one enemy HQ in assault and 2 troops of the enemies
- Secure and Defend-Controlling 2 or more table quarters (have units in a quarter without enemies)
- Hold Out-Having no enemy units in your deployment zone
- Take the Fight to Them-Having more units in your enemy's zone that he has

Secondary Objectives - 4 pts

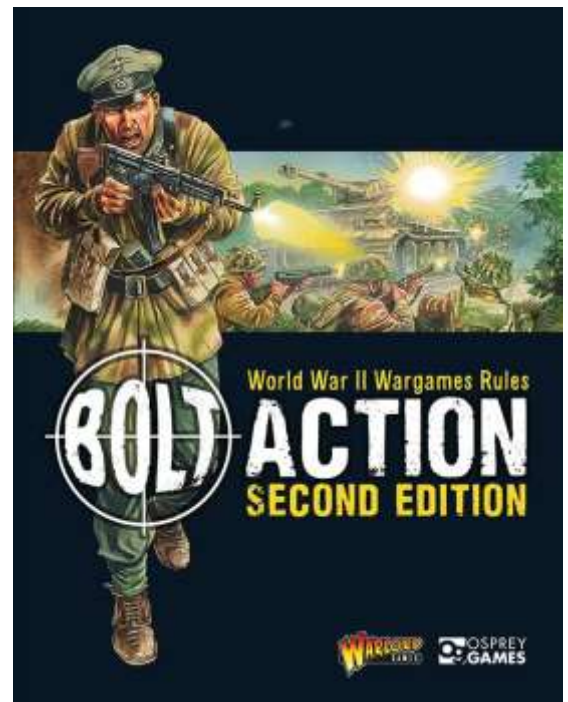
- Resupply-Control the Middle Objective and one of your own
- Gain Ground-Control one of your objectives and one of your enemies
- All Clear-control one table corner
- Hold until Relieved-Control 1 objective the entire game
- Messy Work-Kill 2 or more enemy units in assault
- Escort- Get 1 Hq and 1 Troop unit off the Enemy Table Edge

Tertiary Objectives- 2 pts

- Suppress the enemy- Pin a unit out of the game
- Head of the snake- Kill an enemy officer
- Protect the Leader- Have an officer survive the game
- Messenger- have one unit get off the enemies edge of the table
- Best Job I Ever Had - Have at least 2 infantry squads at full strength at the end of the game
- Who Dares, Wins- Destroy one full strength enemy unit in assault.



***Upcoming Texas Bolt Action Events
San Antonio Texas***



21 JAN 17 – Barbarossa; Knight Watch Games

25 FEB 17 – Unknown theme; Dragon's Lair

15 APR 17 – Unknown theme and location TBD

Contact Joe Wicker or visit Texas Bolt Action at:

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



Support LSHM Hobby shops:



DRAGON'S LAIR[®]

COMICS & FANTASY

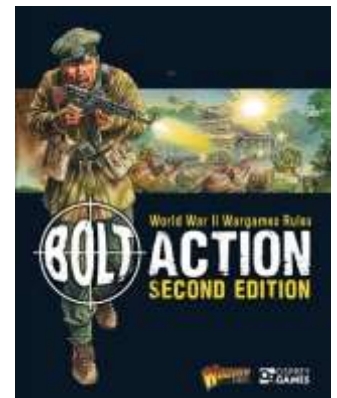
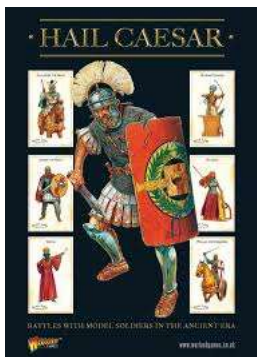


Dragon's Lair Comics and Fantasy[®]
7959 Fredricksburg Rd. Suite 129
San Antonio, TX 78229

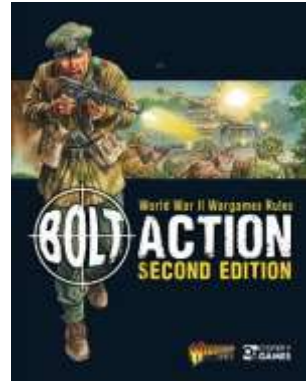
Ph. #: (210) 615-1229

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

Here is another great company supporting LSHM & MillenniumCon19



Gamers Workbench By Tyler Wallace



By Jim Simpson



Support LSHM Hobby shops:



TableTop now carries a full line of Bolt Action and 4Ground terrain. LSHM members also receive a nice discount – just mention you are a member of LSHM next time you visit the store!!!



Here is another great company supporting LSHM & MillenniumCon19

Website: www.tabletopsa.com

Facebook group:
<https://www.facebook.com/groups/tabletopsa/>

We need your gaming store listed here!!!

Contact Charlie Torok or one of the LSHM Board Members

Luftwaffe field division

By Tyler Buenaflor

These troops are for bolt action, they are Luftwaffe field division. the Germans army was short on man power. They pulled ground crews from the Luftwaffe. they were in front line combat roles from 1942 till the end of the war. They are considered inexperienced and thought they were a great army to build!



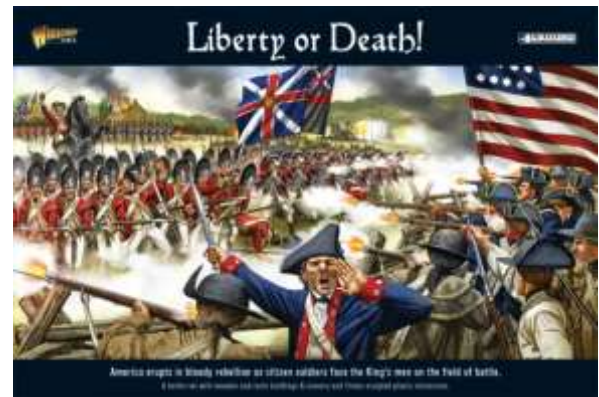
The models I used were a mix of all German plastics. I also used black tree design to fill in the gaps i was missing. the field troops used a mix of fallschrimjager equipment and army equipment. they wore their blue uniforms at the front with camouflage, either zelbaten or captured Italian camouflage from their copulation.

I will be running this list at millennium con and hopefully they don't repeat history and get slaughtered!

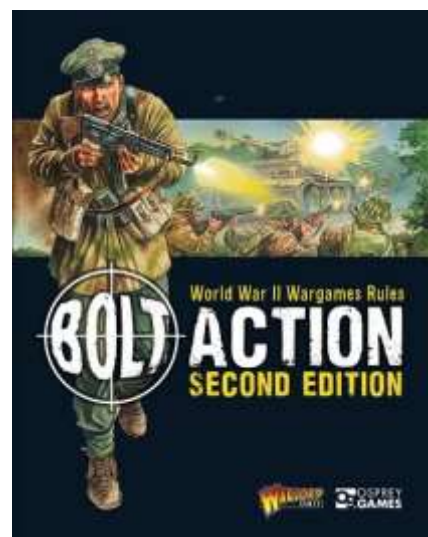
28mm American Revolution

By Charlie Torok

I have been painting for Bill Nevins of New York for around 6 years or so, he has me busy painting 28mm American Revolutionary Colonial troops. This latest batch are American Militia. Bill is also a master terrain specialist, he is able to make any average painted figure look magnificent by his beautiful work on basing. Bill produces trees, crops, grass tufts, flower tufts and other terrain features. Bill and I plan to partner for many years to come!!



Texas Bolt Action Game Report



17 OCT '44

From: Lieutenant Wicker, A comp, 1st BN,
4th Guards Tank BDE

To: Major Semenova, CMDR, 1st BN, 4th
Guards Tank BDE

Subject: Battle Report

Location: Darbena, Lithuania...

Enemy forces ([Nate Edmund](#)): 1x88mm ATG
w/tow, 1x pzr 1, 1xPzr III, 5x INF squads at half
strength, 2xMMG teams, 2xPLT LDRS, 1xSDKFZ
234 (8rad), 1xMotorcycle w/side car, and
1xMED Howitzer.

Friendly Forces: 1xOT 26, 1xBA10, 1xSu 76,
6xINF Squads, 1xSniper, 2 Officers, 2xMMGS, &
2xATR teams.

SITUATION: With orders to seize Darbena from
the Nazis, I ordered the attack at 1745 hours. I
determined that the rail yard, woods near the
local hotel, and a bldg. across from the hotel
were key locations (Objectives) to controlling
the town. I ordered 1-3 squads, supported by
SGT Shevchenko and his BA10, to attack on my
right in order to (IOT) secure the rail switch
house and loading platform. I ordered the OT
26 (SGT Spurov) to support 4th squad and the
2 MMGs to hold the center of town and
provide supporting fire. Then I instructed the
5-6th Squads to attack on the left, supported
by SGT Badanov in his SU 76. In reserve were
the 2xATR teams.





The attack started well but SGT Spurov became over zealous and attacked the 88mm in a park between the hotel and the rail yard. He was destroyed by a PZ III which in turn was destroyed by SGT Badanov in the SU 76. On my right, accurate small arms fire from the 234 and PZ I all but destroyed 1st squad but 3d squad was able to outflank the PZ I. SGT Shevchenko destroyed the 234 and placed effective suppressing fire on the PZ I. The attack stalled however.



In the Center, the SU 76 almost destroyed the howitzer in addition to the PZ III. PVT Reshenko attempted to destroy a Kradshuzen w/sidecar with his ATR but came under heavy fire from 2 MMGs established in the hotel on my left; his assistant was killed. 1st MMG team was killed by that elusive Kradshuzen and managed to hold the center for the Nazi CMDR as 3 German INF squads moved up stabilize his center. I was able to capture the docking yard but not the switch house.

On the left, 5-6th squads advanced on the hotel and came under fire from the PZ III (before it was destroyed) and the 2 German MMGs located in it. They did advance and secure the bldg. in front of the hotel as a German squad was moving to close assault them I believe.

This all came to end 1 hour after the attack started when I received orders to hold since our forces had broken through the German lines 10 KM south of Darbena & that had become the main effort (ME).

I would like to recommend SGT Spurov for the Order of Lennin despite his zealousness. His brave charge inspired fear in the Nazis & allowed my INF to secure two objectives in the town.



Leitienant Wicker

Support LSHM Vendors and Sponsors:



NWS WARGAMING STORE

www.nswargaming.net

407-925-7782 / nws-online@nws-online.net 24/7

***Here is another great
company supporting
LSHM &
MillenniumCon19***

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

NWS Wargaming Store Specials

See store for details! :-)

Christopher Dean

NWS Wargaming Store

<http://www.nws-online.net>

1-407-925-7782 24/7

My Ancients Project 2016

By Charlie Torok

I am now working on my 28mm Victrix Republican Romans to fight my Carthaginian army. I picked up a couple of boxes of Victrix I plan to use the game system Command & Colors Ancients as a rules mechanics - On a side note, I am doing the same with my 28mm Napoleonics. I plan to keep you informed on how it all goes.



Romans assembled and primed, ready to be painted.



I traded Tyler Buenaflor for some metal Imperial Romans a while back, I cut off their heads and replaced them with Republican heads from the Victrix box, the lower left picture is what they look like painted.



I have a finished unit of Roman Infantry completed. I am building them in units of 4 figures per stand and 4 stands per unit (16 total figures).



More progress to follow in future newsletters!! Send in your gaming projects to me so they can be shared with other LSHM members.

**We need your gaming project here –
send me your info and pictures for
future Newsletters!!**

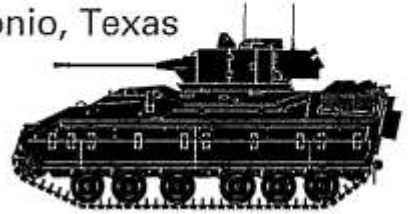
Support LSHM Hobby shops:



Dibble's Hobbies

1029 Donaldson Ave, San Antonio, Texas

**Serving San Antonio
Since 1905**



Our product lines are focused toward:

- the serious gamer (historical, fantasy, miniature, trading card)
- the discriminating modeler (aircraft, armor, display figures, cars, ships)
- the model railroader (HO, N, O, G, Z, Marklin, LGB)
- the resources, supplies, and tools to do YOUR hobby right!

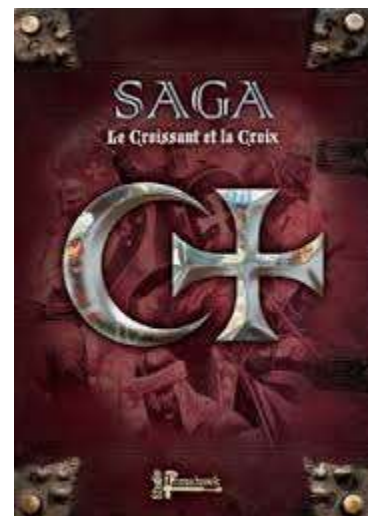
We specialize in taking care of our customers - that is YOU!
Special order and mail orders are welcome.

(210)735-7721

Dibbles carries all your SAGA needs!



**GRIPPING
BEAST**



**Dibbles now carries a full
Line of 28mm Metal
Revenge Miniatures for
SAGA and Crescent and the Cross**

Bolt Action Group (BAG) News

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



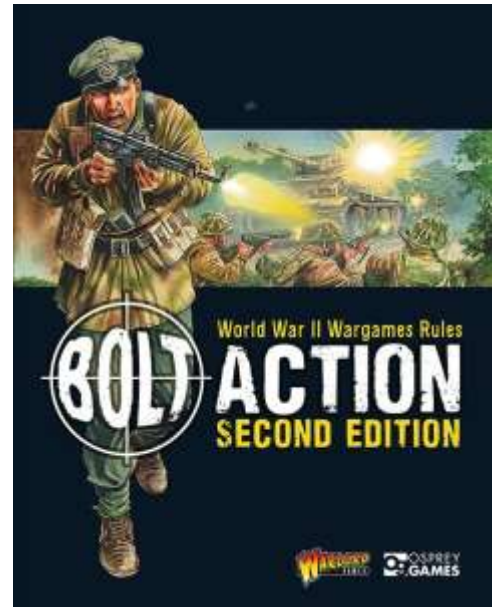
Texas Bolt Action Events

Just a heads up on events for the next few months so you can prepare!

- ❖ MillenniumCon- Texas Bolt Action championships!
Round Rock - November 11-13 (Also a Primer)



Texas Bolt Action



Contact Casey Pittman
if you have any questions:
casey.pittman1@gmail.com

Support LSHM Vendors and Sponsors:



**GRIPPING
BEAST**



Contact Grant Hopwood on the LSHM Facebook page for details.



Tuesday Night / Game Night

Join LSHM on Tuesday nights at Dragon's Lair SA starting around 6pm. Each week a Fun and Exciting game is played.



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!!!

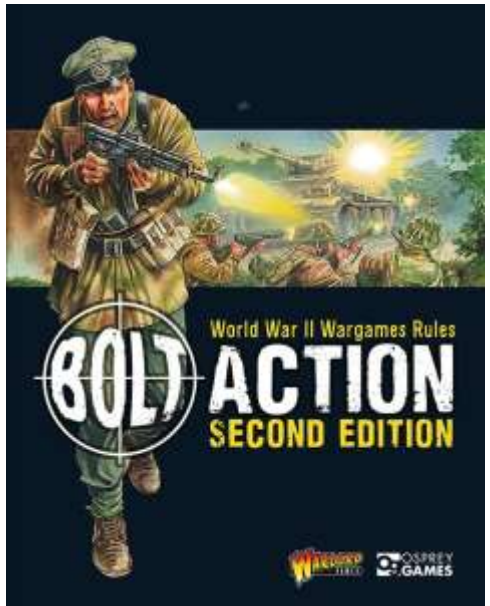
Please support your local gaming club!

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



News from the Master Hobbyist: All Things Wargaming! Dallas TX,

[By Mr. Steve Miller](#)

Played two great games of Rampant today. First game with some younger guys was Orcs vs. Humans. Second game was against Greg Horner. His Carolingians tried to assault the pagan altar in the "indefensible position" scenario. We never played this before. Good scenario. Would be better played if there were more attackers than defenders in my opinion. 2:1 or similar. would work smoother and produce a tighter game to an already tight scenario



Support LSHM Vendors and Sponsors:



We need your gaming store here and products listed here!!!

We need your gaming news here!!!

Contact Charlie Torok at: torokc@Hotmail.com to place your advertisement here, no cost to LSHM supporters!!!

More News from the Master Hobbyist:

[By Mr. Steve Miller](#)

28mm Germans

By Steve Miller

I finished out my Gaddis Gaming/Battle Honors 28mm Germans for Chain of Command and Bolt Action. If you've never considered any manufacturer other than Warlord, consider Gaddis/Battle Honors. Highly recommended. The price is right! The customer service is OUTSTANDING!



Support LSHM Vendors and Sponsors:

Here's the 25% off coupon for LSHM members. let me know if this works for you and Happy New Year!

Ed [Two Hour Wargames – THW]

2HourWARGAMES
JUST PLAY THE GAME

25% OFF YOUR ORDER.

Just type in the coupon code
LSHM25

And get 25% off your total order.
<http://www.twohourwargames.com/>

We use *similar basic mechanics* and surround them with period specific rules. This allows you to learn one set of mechanics and play many distinctly different periods.

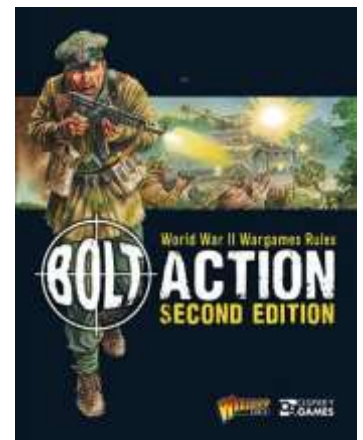
Try THW for free!
<http://www.twohourwargames.com/free.html>

Game titles shown: NUTS!, MORALE NAPOLEON, CHAIN REACTION, SWORDPLAY, 5150, LARGER THAN LIFE, SAY GUN SOUND.

“I want to thank Ed Teixeira of TWO HOUR WARGAMES for pushing around some WW2 minis and showing me around the "NUTS" rules. Ed has many game titles under TWO HOUR WARGAMES which includes the award winning ALL THINGS ZOMBIE series. We had a great time playing against the system and "killin stuff". The THW rules are quick and fun. Ed wants to get out and game more and I just want to have time to do the same. Anyone else want to try some man-to-man skirmish rules we can try to drag Ed in on it and or get together any scale any side.”

Dennis Castillo

Texas Bolt Action Game Report



Tyler Wallace (Germans) vs Oscar Barela (Free French) 1944



I finally got to take on [Oscar](#)'s Free French! Epic gameeee! We filmed it and will have it up on the youtube channel soon. In the meantime here are some pix!

Future Events



SAGA every 3rd Friday at
Dragon's Lair San Antonio

We need your event here!!!