

The Lone Star Dispatch

November 2017



2017 LSHM Officers

Charlie Torok	torokc@hotmail.com	President
Joe Wicker	tabium@gmail.com	Vice President
Ian Straus	ian_straus@att.net	
Mike Gomez	mret@texas.net	
Mark Leroux	mleroux@gmail.com	
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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.

November and MillenniumCon is here!!



Join us on Veterans weekend at the Wingate Hotel and Convention center for our annual Historical War-Gaming event. See inside this issue of the Lone Star Dispatch for all the MillenniumCon information.

This year we are partnering with the Round Rock Area Serving Center on a food drive – so make sure to bring a non-perishable food item to the convention. As a bonus, everyone who brings at least 2 canned goods gets entered into a drawing for a FREE SUBSCRIPTION to Wargames Illustrated.



To double your chances to win a FREE SUBSCRIPTION to Wargames Illustrated – everyone who is a member of LSHM and attends MillenniumCon will also be added to a drawing for a subscription.

See you at MillenniumCon!! Our 20th show.

Charlie Torok

We ask that you bring an item (or more) this year to MillenniumCon as part of your registration.



We are a Texas non-profit corporation, also known as the Serving Center, carries out a community-wide mission of churches, other organizations and individuals serving human needs in the City of Round Rock and surrounding areas.

Most Needed Items to Collect

- Canned vegetables ~ corn and green beans are the most popular
- Canned fruit
- Canned soup
- Top Ramen
- Peanut Butter
- Macaroni 'n cheese
- Canned meat and tuna
- Pasta & macaroni
- Rice and pinto beans
- Cereal
- Toilet paper
- Diapers

Texans Helping Texans



In 2016, the Serving Center assisted a total of 45,993 underprivileged, low-income people and families-in-crisis from 11,921 households with food and financial assistance. The food pantry filled a total of 11,044 food vouchers, and 6,751 households were served from *Fresh Food for Families*. A total of \$817,002 was spent on client services, and \$121,381 was given in clothing and furniture vouchers.

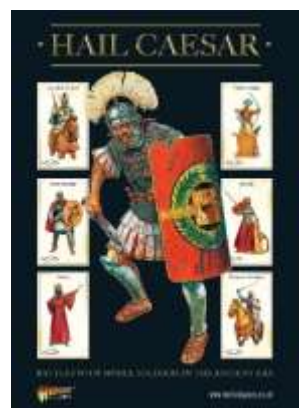
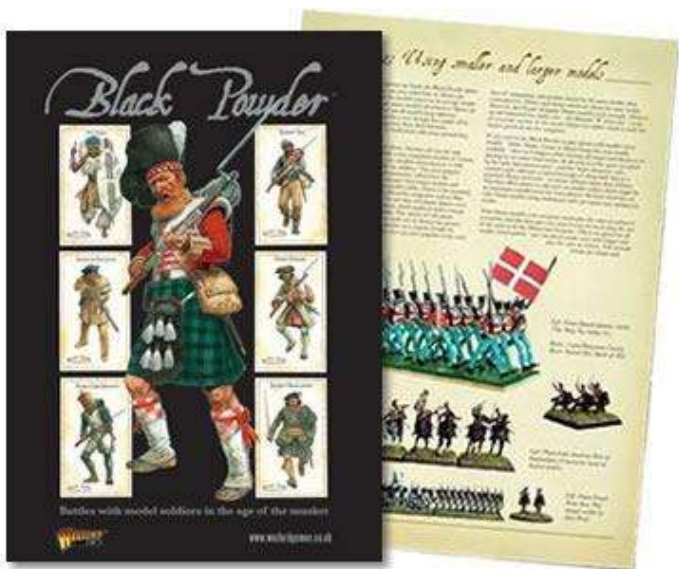


Warlord Games is coming to MillenniumCon



Contact Jon or Tony if you would like them to deliver any Warlord Games products to MillenniumCon!

warlorddemoteam@yahoo.com



News from the Master Hobbyist: All Things Wargaming!

Dallas TX,

By Mr. Steve Miller

By Fire and Sword Game Report

Great By Fire and Sword game today. Got to put out my Polish Commonwealth and Swedish (Gustavus Adolphus) skirmish forces onto the table for the first time.

The game opened up with the Polish fast cavalry force moving quickly across the 4x4 table space as the Swedes moved to occupy the village of CStoff. The game flowed around the village as the Swedish reiters and dragoons poured fire down upon the Cossacks and Wallachians. The Polish commander wisely kept his central reser...ve of Pancerni in a hold position as the lighter cavalry swept the flanks of the Swedes.



Swedish firepower continued to hold the Polish rush and eventually turn it back. The Pancerni charged with the Commander in the saddle as support. They were quite lucky as the commander was not shot off his horse. The Wallachians and Cossacks were forced into retiring. The Swedes continued to advance upon their right flank, holding their left flank as an anvil. The game ended as the Pancerni were forced to reform as they were forced onto the back edge of the game table.



What did we think? What did we learn?

1. This game is extremely fast play at the skirmish level. We played approximately 13 turns in 2.5 hours.
2. The game is free flowing to the point that the forces nearly did a "360" around the table. Great to play such a fast paced game.
3. Wheeling is a lost art. Most of the games we play do not use wheeling as a game mechanic. Must be a reason they do. Wheeling in this game is problematic at this point. I'd much rather see if Napoleon at War's movement functionality would work here.
4. 6 point games are just right to start but not going to be large enough....alas...more miniatures...





5. We played a "smack down" to learn the rules, there are so many scenarios in the game system that no game should ever look the same. That's another cool thing about these rules. The system and rules are complete the first time!



6. The rules are a bit wordy for American readers. I'm a teacher by trade and would like to read a more concise style. Yes, I'll take some cheese with that whine. Must be in the translation from Polish to English.

7. Multiple levels of morale/reaction tends to confuse rather than simulate. Needs to be cleaned up in my opinion.





The game today has whetted my appetite to learn more about Eastern Europe in the 17th century, and definitely play more games. We had the basics down in about 15 minutes and only hit the rule books no more than 5 times all game.

Am looking forward to putting the game system on at Millennium Con in Austin. If you're remotely interested in this period and want to play a unique and relatively exotic game, this is for you!



I'm going to go finish my Muscovites and the Ottomans...See you on the game table!

Highly Recommended!

Steve Miller





New Game Store In San Antonio



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10% Discount for Military, First Responder and Student

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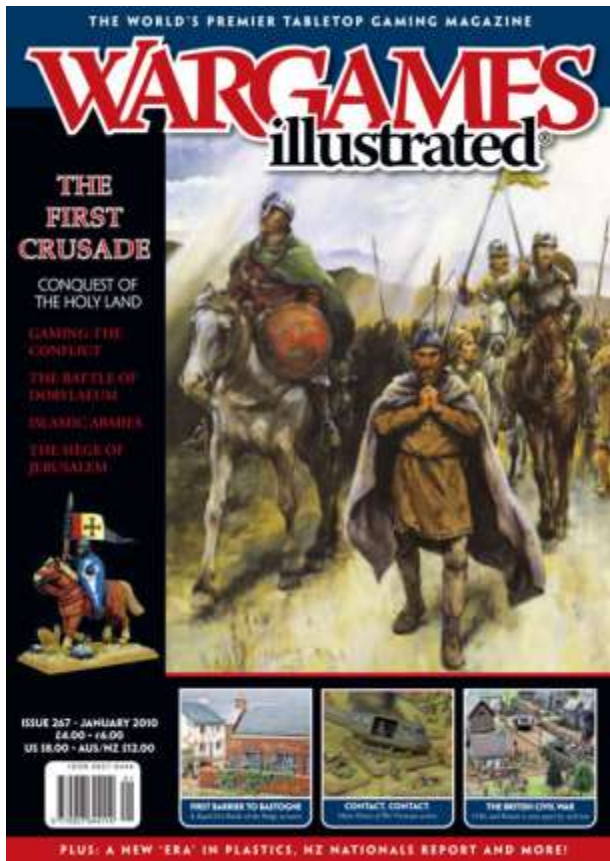
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Membership Matters!



You can now join or renew your membership on the MillenniumCon website or at the registration desk.

Free Subscription provided by Wargames Illustrated in support of LSHM and MillenniumCon20

Battleship Texas and Monte Cassino

[October 22, 2017](#)



Earlier this month, my brother and I attended the **Texas Broadside!** mini-convention. What makes this event unique? Unlike other events that take place in a hotel or meeting space, this convention happens on board the battleship U.S.S. Texas!

A little primer about the U.S.S. Texas (BB-35). It's a US Navy battleship that has seen service in the "Tampico Incident" and both World Wars. It is one of the oldest battleships remaining in the world. It was first launched on 18 May 1912. It was first installed with coal-fired boilers and was converted to oil-fired boilers sometime between the World Wars. It was also the first US battleship to have anti-aircraft guns installed. Rather than retell the ship's remarkably long service record, I'll just direct you to the Wikipedia page at [https://en.wikipedia.org/wiki/USS_Texas_\(BB-35\)](https://en.wikipedia.org/wiki/USS_Texas_(BB-35)) for more details.

Currently, the ship is moored at the San Jacinto State Historical site and is open to the public as a museum. Most of the lower decks are filled with water and are not passable, but the top deck and upper decks are open to visitors. Volunteers have been working to restore the interior of the ship. Plans are in place to move the ship to a permanent dry dock where the ship can stay indefinitely. Part of the cost of attendance went toward the restoration efforts.

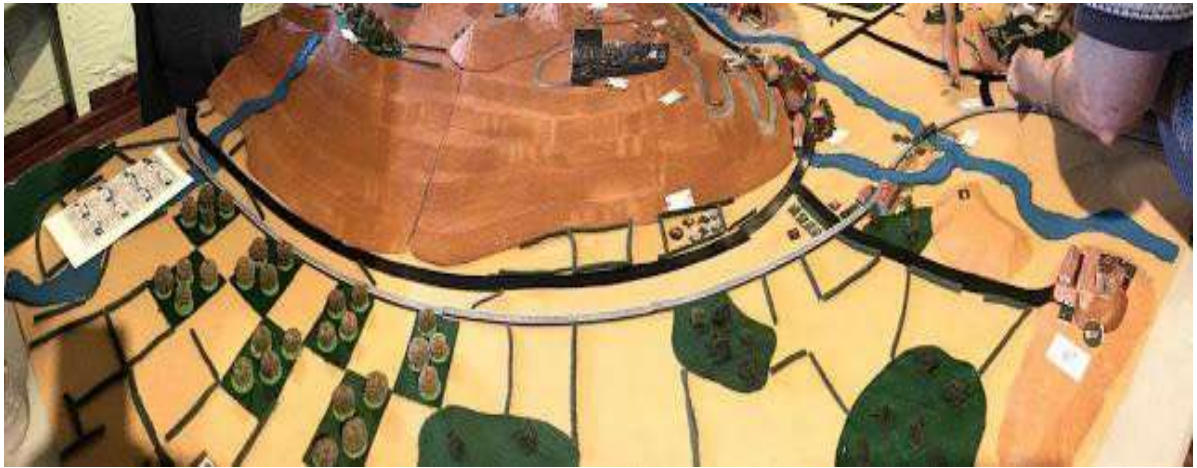
The interior is amazing! It had a very Jules Verne-esque aesthetic. Every wall and door was made of at least 1" of steel. The interior of the ship smelled of paint and oil. Steep ladders instead of stairways allowed us to move to each deck. There wasn't a single elevator anywhere. The wood planking is still there on the topside. Lots of the brass details are in place as well. Many of the original large caliber guns were still in place. To visit is like a taking a trip back in time!



We were on-board for about half a day. Some of the time was spent touring the ship. The other time was spent playing games. The officer's areas at the bow of the ship had some nice, air conditioned cabins and the game tables were setup there.

My brother and I participated in Daniel Shaw's game called "Brigadier General Commands". Daniel is the author of the rules. He setup this game with 1/285th scale Micro Armor miniatures. I really like this scale because it is closer to a simulation than most miniatures games. Ranges are more true and the time it takes for vehicle and infantry to cross difficult terrain is more realistic. But the miniatures are really, really tiny!

The scenario we played was the Monte Cassino campaign. This is the famous battle where Germans hid inside an ancient monastery (called Monte Cassino) on the top of a cliff overlooking a broad valley. Before the battle began, Americans hit the monastery with repeated air bombardments until it was nothing but rubble. The monastery was a 1000 year old cultural landmark and the question is still asked today if it was truly necessary to bomb the structure.



My brother and I played the Germans. I setup the Fallschirmjäger inside the ruins of Monte Cassino. Little bro took the remaining German troops and pill boxes surrounding the monastery. Brian Weathersby, a MillenniumCon regular, took the allied forces which consisted of various British units (some Indian and New Zealanders)



After setup, a new Allied air bombardment started. The bombardment was so scattered that elements from every unit was hit, Axis and Allied! Then, the Allies took their initiative on the first turn. They advanced from every direction at a slow pace due to the rough terrain. BGC uses a card deck to simulate unexpected circumstances. The next card to turn up was the 'Daybreak' card. The allies were given a choice to halt the advance or continue through the day. They chose to halt the advance out of the range of German guns and wait for nightfall when they would be more difficult to spot.

The next turn, The allies forced ahead and took some of the pill boxes surrounding the monastery. They also pushed forward in the valley below and made a hasty bridge across some flooded rivers. We returned fire on the engineers and halted the construction of a second bridge.



With the next surprise card in the deck, the British revealed that they had already constructed a road leading up the northern side of the mountain. It would have been nice if the British had told their allies about the new road one day earlier! A new brigade of British tanks were already moving down the road.

The following turn, German infantry and gun positions fired on the British tank column and forced them to fall back. British infantry successful captured the remaining pill boxes and started preparations to assault the ruins. Down in the valley, the Americans had pushed into one of the towns protected by German regulars. Bitter house-by-house fighting was sure to start there.



Unfortunately, we ran out of time. This battle represented a short period of the campaign which historically lasted 5 days. Our portion of the battle lasted 3 hours in real time and 16 hours in game time. Daniel explained that his father was present at the battle, fighting in one of the New Zealand brigades. He further explained that what happened in our game was very close to the historical events. Too bad. I was really looking forward to the final assault on the ruined Monte Cassino.

Daniel will be running his Monte Cassino game again at **MillenniumCon** November 10-12 in Round Rock, TX. Be sure to check it out. Also, the **Battleship Texas** is a fun place to visit especially if you have children! And please donate to the cause <http://battleshiptexas.org> to help preserve this historic landmark.

Tanksgiving 2017!



Tanksgiving in San Antonio will be celebrated at noon on Black Friday, November 24th, 2017

At Multiverse Games
(3 blocks west of San Pedro, on the north side of Hildebrand).

We will have a multiplayer large-table Team Yankee battle. Set up at noon, play until about 4PM.

Bring from 1 to 3 forces of up to 100 points.
Some loaners will be available.

RSVP please! Some idea of how many are playing, and NATO / Warsaw Pact ratio, will help plan the table setup.

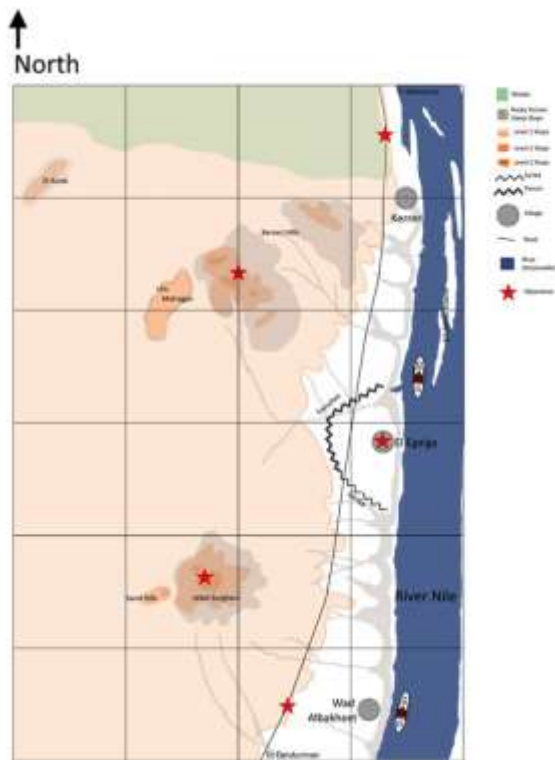




BM-134 Battle of Omdurman, 1898

by Rob Smith, Bloody Big Battles, 4 hrs, 5 players,

Thirteen years after the fall of Khartoum and death of Colonel Charles "Chinese" Gordon in the Sudan, the Anglo-Egyptian forces have returned. Now under command of the Sirdar Sir Herbert Kitchener, they aim to avenge the humiliation and re-exert control over the Sudan. The Battle of Omdurman is the culminating battle of the campaign. Join us as either a commander of British and Egyptian land forces and gun boats or as a leader in the Khalifa's army. It will not be a cakewalk for the British, as they must not just defend themselves, but destroy the Khalifa's army for total victory! 10mm.



This is pictorial diary of the process of creating the battle of Omdurman in 10mm for use with Bloody Big Battles rules. The battle is planned for Saturday morning at Millennium.

Battles of Montecassino 1944 by Daniel T Shaw

The mountain, topped by the Benedictine Abbey of Montecassino, towering high above the town of Cassino in Italy, was the linchpin of the German defensive line at the end of 1943. From January through May of 1944, the Allies tried four times to break through into the Liri valley and highway 6 that led from Cassino to Rome.



I have designed scenarios for all four of these historic battles, as participation games, in 6mm scale, using Brigadier General Commands rules. They played successfully in October at **Texas Broadsides** and are on the program again at **MilleniumCon** in November. Montecassino will also be at **OwlCon** in February.



Making the terrain has been a labor of love. Carving of the mountains, sculpting the hairpin bends that wind up to the monastery, building the fort half way up that road, which the Germans have reinforced to be practically indestructible. The piece-de-resistance is the monastery, which I have both in pristine condition and wrecked by the Allied bombing.

In the first battle, **U.S. 36th Texan Division** (yes, we're playing at home) attempts to take a bridgehead across the river downstream of Cassino, around the town of Sant'Angelo in Theodice. Historically, this was a disaster, inciting an investigation by Congress to establish responsibility. Crossing a rapidly flowing river in wooden assault boats, when opposed by a well-prepared enemy took courage, yet cross they did. The battle continues with a right hook by **U.S. 34th Red Bull Division**, aiming for the monastery.



The German defense in the first battle was successfully conducted by **15 Panzer Grenadier Division**. They had prepared their positions, clearing fields of fire and digging in, not to mention many concrete fortifications. For the subsequent battles the Germans brought in the elite parachute unit, **1st Fallschirm-Jäger Division** and on the fringes **5th Mountain Division**. These are tough nuts to crack.



Prior to the second battle, the controversial massed bombing of the monastery took place. The Germans had declared they would not occupy this historical building, but once it was in ruins, they made a fortress out of it. Now, the second attempt was made by **4th Indian Division**, repeating that right hook up the mountain.



I have a personal interest in **4th Indian Division** battle, as my Dad was there. It was one of the few war stories he ever told (and he told it with pride). As a Royal Artillery spotter, with his radio, he was amongst the first to reach the top of the mountain above the monastery. Although that was a dominant position from which to call in fire, they couldn't hold it and had to fight their way out!

For the third battle, the air-force was once again called in to assist, with the bombing of Cassino town, before **New Zealander Division** moved in. Up on the hills, still held by **4th Indian**, an ad-hoc **armored column** had been assembled, but this too was to no avail.

Finally, in the fourth battle, British **Royal Engineers** pushed Bailey Bridges across the rivers, to facilitate the thrust towards the Liri valley. Meanwhile, despite horrendous casualties, **Polish 3rd and 5th Divisions**, took the monastery, forcing the Germans to withdraw beyond Rome.

I hope this summary has sparked your appetite to play and see how well you fare.

**BRIGADIER
GENERAL
COMMANDS**

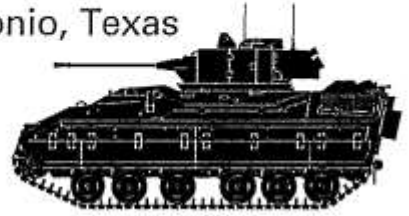




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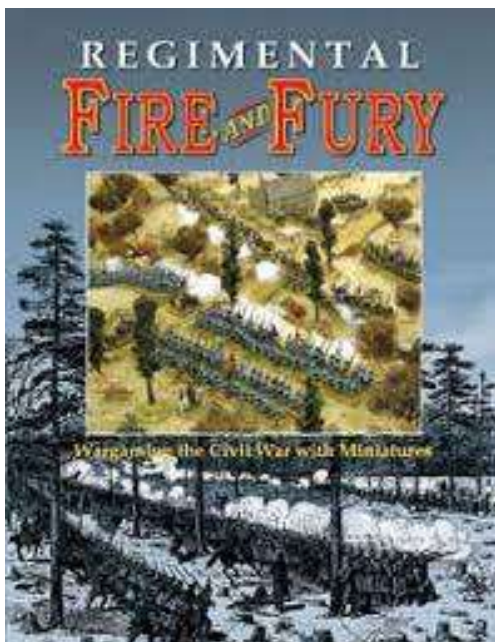
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Go to <http://frontline-games.com> for more info.



MillenniumCon20 is finally here!!

10 – 12 November 2017

MILLENNIUMCON 20

**75th Anniversary - The Stalingrad Campaign
July 1942 - February 1943**

Round Rock Texas

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

Convention Hours **Vendor Hours**

Friday	0800 – 2400	1300 - 1900
Saturday	0700 – 2400	0900 - 1900
Sunday	0700 – 1200	0900 - 1200

Game Session Time Slots

Friday	Time A 0900 - 1200
	Time B 1300 - 1700
	Time C 1900 – 2300
Saturday	Time D 0800 – 1200
	Time E 1330 – 1730
	Time F 1900 – 2300
Sunday	Time G 0900 – 1200

Flea Market

Sunday	1000 – 1200
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KEY DATES:

10 November – 12 November: MC20

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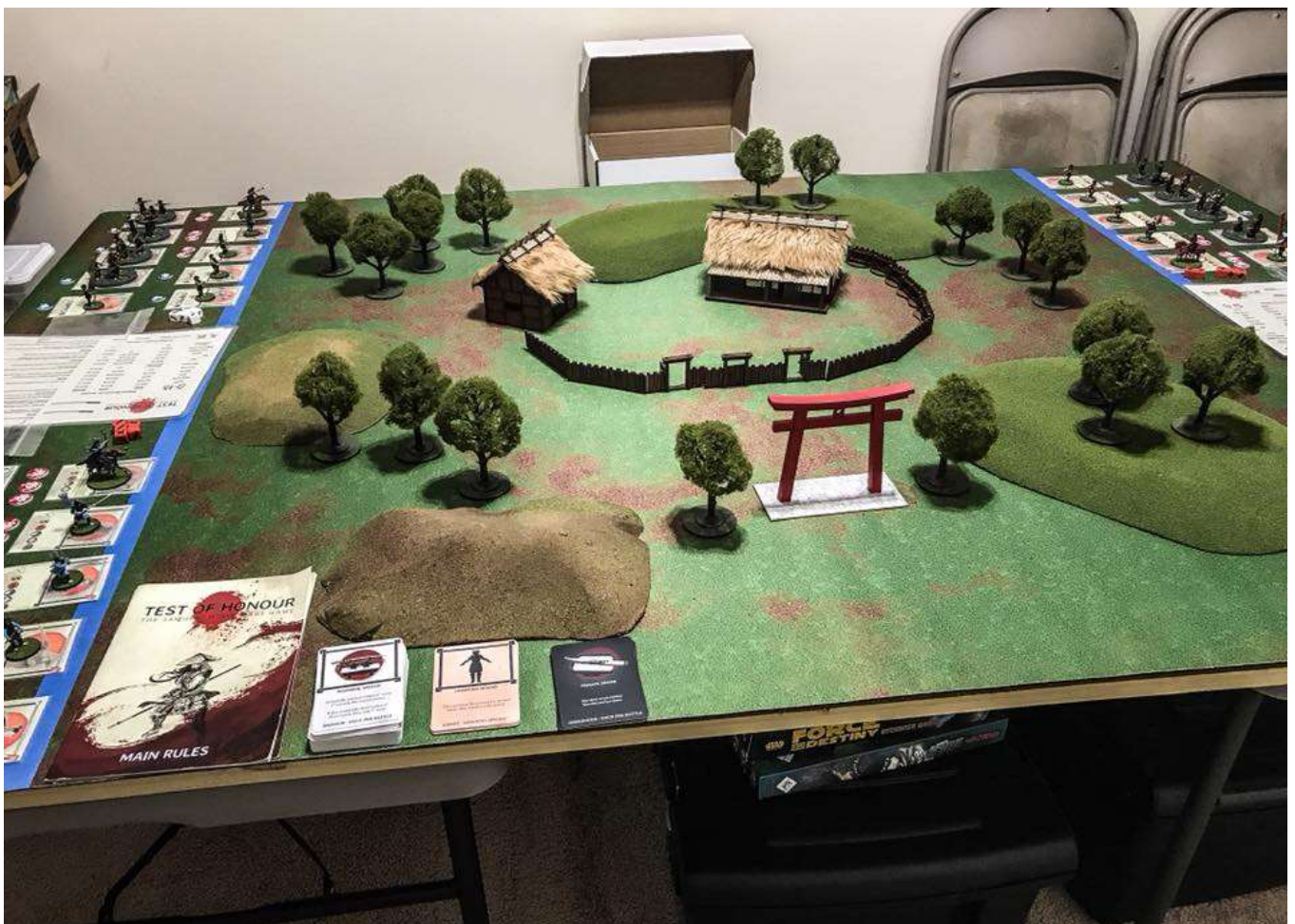
Battle of Four Clans

by Ray Rangel & Ed Youngstrom, Test of Honour, 3 hrs, 4 players, Newcomers

MillenniumConXX Game Report



In a rural village in old Japan four clans meet to determine which will gain dominance and maintain their honor. This game is for four players (two on each side) each player will control a contingent of samurai and ashigaru.



Work on the game for MCon in final stages. I've got a few more fence sections to assemble and maybe, just maybe, another building. But essentially, this what the game will look like. Four players, two on each side, fighting over this little farm in the country

This will be a participation game. It's going to be the Sunday morning session which I believe is already filled. However, come on by in case there's a cancellation.



TEST OF HONOUR

THE SAMURAI MINIATURES GAME

Here's another picture of the completed armies for the Test of Honour game on Sunday morning at Millennium in November. It'll be four players, two on each side.





The clans will be Fire allied with Earth and Air allied with Water. It'll be a simple scenario intended to introduce players to the basic rules and figures. To that end, the objectives and terrain will be simple. Each clan will have exactly the same figures chosen specifically to demonstrate how each type works.



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supplies 3D printed wargames models for wargames from ancient to WW2 to modern.

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The models are printed as complete items so very little or no assembly is usually required (the turret or gun is usually separate so that it can be fixed in place or left separate so that it can rotate).



We only started trading just over a year ago but we already make a wide selection of vehicles and other items for many periods. Our range is constantly expanding so keep checking our website or sign up for our newsletter for regular updates (about once a month) on new and upcoming products.

On our website we've listed prices for 6 mm (1/285), 15 mm (1/100), 20 mm (1/76) and 28 mm (1/56) but most models are available in any scale so just ask if you want something a different size.

All models are sold unpainted, unbased and without crew/figures.

Peter
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More-For-War



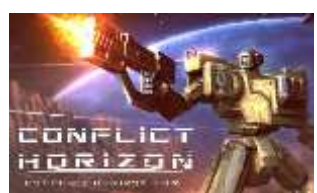
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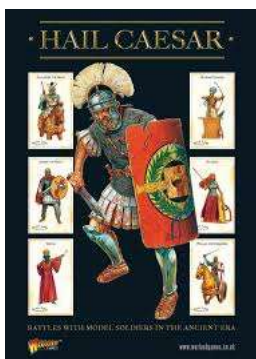
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Here is another great local store supporting LSHM

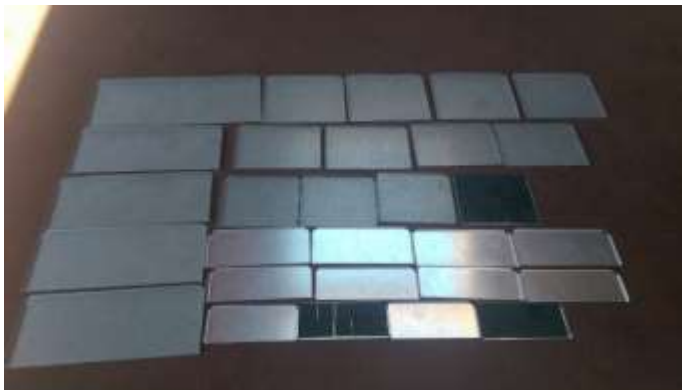


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(Continued)

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10/19/2017

<https://reapercon.com/>



LONESTARGAMEEXPO, DFW, TX

10/27/2017

<http://lonestargameexpo.com/>

GAMEXPO, San Antonio, TX

11/3/2017

<http://thegameexpo.com/>

MILLENNIUMCON, Austin, TX

11/10-12/2017

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



BGG.CON, DFW, TX

11/16/2017

<https://boardgamegeek.com/bggcon>





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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!!!

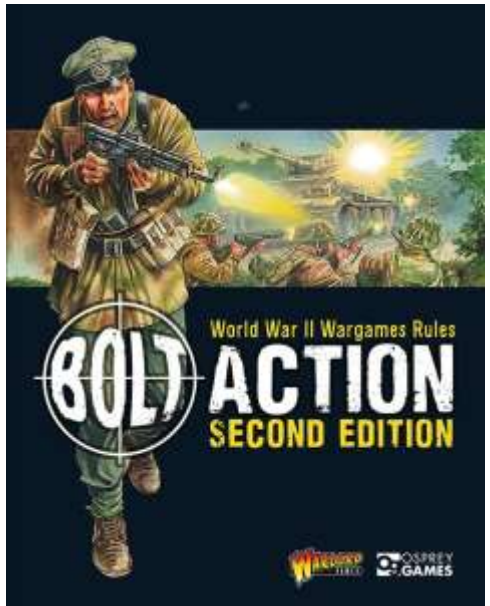
Please support your local gaming club!

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



MillenniumConXX Game report



Scott Hendrickson will be providing some introductory games for MillenniumCon. Scott will be running Flames of War v4 and Team Yankee on Friday and Saturday night game sessions: 7-11pm.



I will be running 1/2 - 1 hour long demonstration games of Flames of War Version 4 and Team Yankee. The table will rotate between several eras to include: Mid War desert, Late War western front and Team Yankee. Games are primarily designed to show the basics of the rules system for FOW v4 and Team Yankee, rather than a full fledged learn to play. So please stop by and try out the game, whether you are an old pro or are new to the FOW system.

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