

The Lone Star Dispatch

October 2015



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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.

"Officers Mess - a note from the LSHM Board"

By Mark Leroux (MillenniumCon Director)

Greetings Fellow Gamers!

We are in the last month before MillenniumCon 18! We have some excellent games submitted and some great vendors lined up this year!

Here are some **important dates** you need to know about.

Oct 15th - We will stop online game submissions, please get your game in before this date!

Oct 17th - We will open the online player registration and online game signup. 3-Day passes are available for purchase online. Flea Market tables will be available for purchase online. Single day passes can be purchased at the door.

Nov 3rd 11:59pm - online registration and game signup will close. You can still buy a pass, buy a flea market table and signup for games at the convention, but some games may fill up early.

Nov 6th at 10am - Convention doors will open! First game session starts at noon!

Nov 8th at 1:30pm - Convention will close!

For general information about the convention and the hotel, start by going to <http://www.millenniumcon.info>

To Register or Submit games go directly to <http://millenniumcon.gamecon.us/req/>

You can get updates on the convention on our MillenniumCon Facebook page at <https://www.facebook.com/millenniumcon>

If you have questions, please email me (Mark Leroux) at mleroutx@gmail.com or Charlie at torokc@hotmail.com.

Looking forward to a great event! Hope to see you there!

Mark Leroux

Future Events

Bolt Action Tournament – 10 October

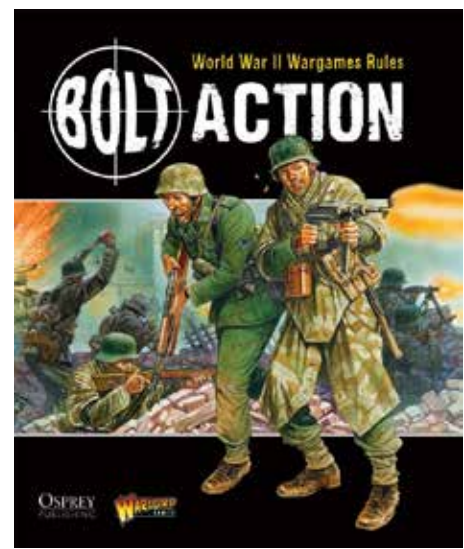
The Battle of Stalingrad - Bolt Action Tournament

When: 10 October 2015: 11am - 4pm

Where: Dragon's Lair SA

Who: Anyone and any army (Soviet and Axis preferred but not required)

What: The San Antonio Bolt Action Group (BAG) will hold its prelude to the Texas Championship Bolt Action Tournament at MillenniumCon.



*San Antonio
Bolt Action Group (BAG)*



This will be a one game themed event featuring the battle of Stalingrad (July 1942 - January 1943). This will be a 1,250pt game, reinforced two platoon maximum list.

Cost: \$5, registration and setup at 10am.

RSVP to Charlie Torok or Oscar Barela

"If I do not get the oil of Maikop and Grozny then I must finish this war."

— Adolf Hitler

Army Group South was selected for a sprint forward through the southern Russian steppes into the Caucasus to capture the vital Soviet oil fields there. The planned summer offensive was code-named Fall Blau (Case Blue). It was to include the German 6th, 17th, 4th Panzer and 1st Panzer Armies.





Hello Gamers!

Upcoming Events

MillenniumCon is one month away and the staff is working hard to make this another great convention! Here are some of the details you will need to know. MillenniumCon will be held on Nov 6th-8th at the Wingate Hotel and Convention Center in Round Rock.

Game Submissions

We are currently accepting game submissions from GM's. The registration website is <http://millenniumcon.gamecon.us/reg>. We currently have 36 games submitted and are looking for more!

To view the current list of games, please go to <http://millenniumcon.gamecon.us/reg/AllEvents.asp>

Some GM's have asked for some suggestions for games to run. Here is a brief list of ideas that haven't been submitted:

- Wings of War and other aerial combat games
- Flames of War: Vietnam (or other time periods)
- Naval battles from any time periods
- American Civil War
- Wild West Gunslingers



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Nov 3rd 12:00am - online registration and game signup will close. You can still buy a pass and signup for games at the convention, but some games may fill up early.

Alcohol Policy

Alcoholic beverages are allowed at the convention during the Friday Evening and Saturday Evening sessions. All alcoholic beverages MUST be purchased from the hotel bar and carried into the convention center. Drinks purchased from liquor stores, convenience stores, grocery stores or brought from home ARE NOT ALLOWED! Anyone found with drinks from outside vendors will be asked to pack up their games and will be escorted off the convention site without refund. Hotel employees and convention staff will be watching.

Looking forward to seeing you there!

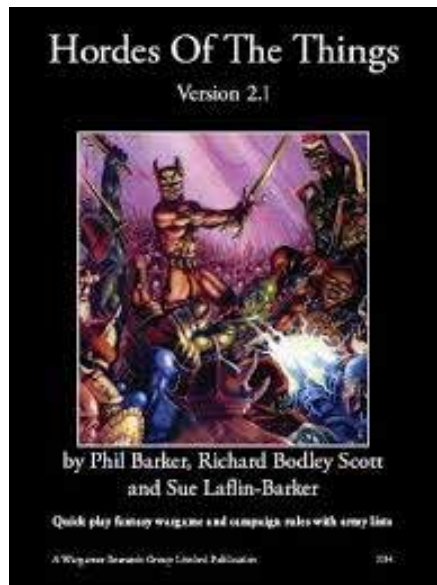
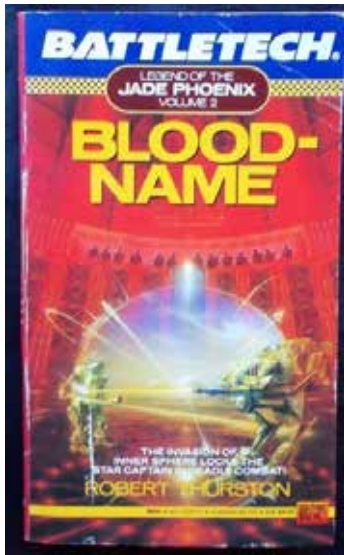
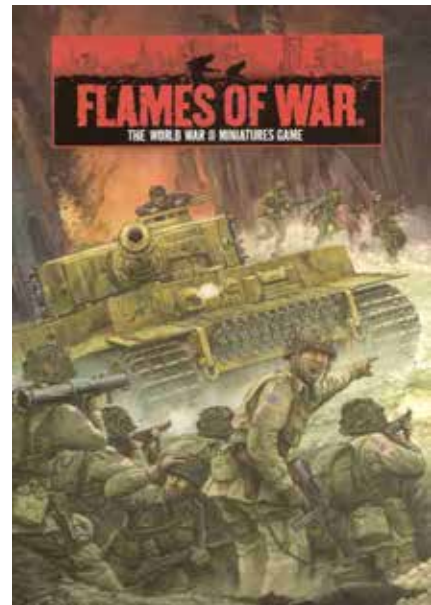
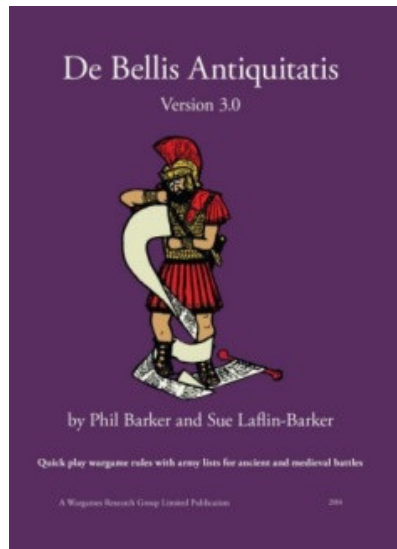
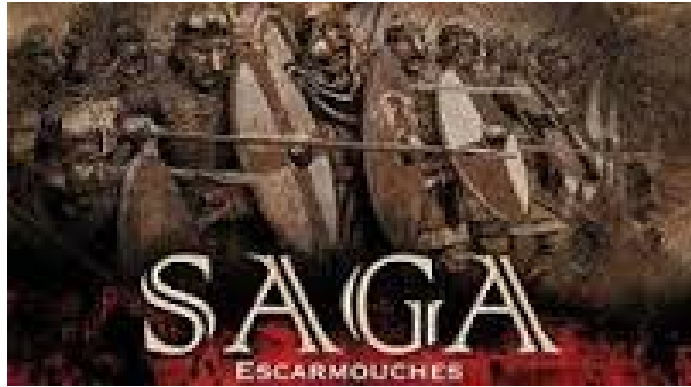
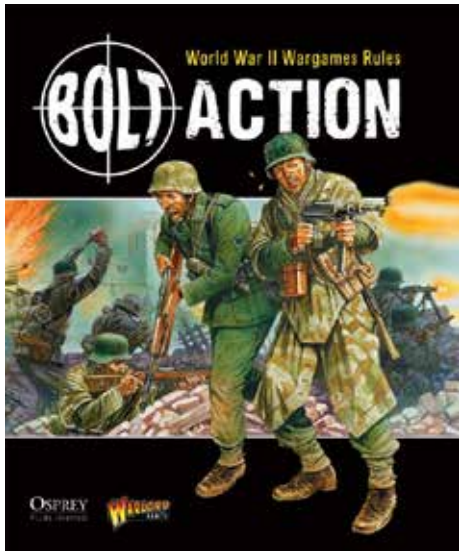
--Mark Leroux



MILLENNIUM 18

Pivotal Battles of History - 200th Anniversary of Waterloo

Planned Tournaments



Texas Championship Events



MillenniumCon18 Update!

GAME SUBMISSIONS

Late Summer is here! Which means MillenniumCon18 is coming soon! We are now accepting game submissions from GM's. Some early birds have already submitted their games. Also, the dealer's room still has booths available.

To submit a game, go directly to our registration website <http://millenniumcon.gamecon.us/reg/> . You can logon with the account you created for last year's convention. If you didn't register for MillenniumCon last year you must create an account.

For detailed information about being a Game Master at MillenniumCon, please go to our information website <http://www.millenniumcon.info/gm.html> or you can email Charlie at torokc@hotmail.com

This year we will have a theme. "Decisive Battles in History"! However, GM's can submit games from ANY GENRE. You are NOT required to run a game associated with the theme. We just think it's cool to have a theme!

VENDOR REGISTRATION

Vendors who are interested in participating in MillenniumCon18 can fill out the registration form online at <http://www.millenniumcon.info/vendors.html> or send an email to vendor@millenniumcon.info



Volunteers Needed

- Game Masters
- Front Desk – Hospitality
- Concessions
- Table setup and teardown
- Prize donations

We are looking for individuals or groups to work 2 hour shifts during the convention. Contact Charlie Torok: torokc@hotmail.com for more information.

We have a Truck – and Trailer!!



~~Truck and Trailer~~ needed:

Thanks to Art Douglas who has volunteered his truck and a co-worker (Rich Hughes) who has donated his trailer we now have a way to transport all the bulky stuff to MillenniumCon. Thanks again Art and Rich.

We are still looking for volunteers to work MC18, contact Charlie or Mark if interested – we can't make it work without you!!!!

Grind House Games is coming to MillenniumCon18

WELCOME TO THE GRINDHOUSE.



We are looking forward to welcoming GRINDHOUSE Games again this year to MillenniumCon. GrindHouse is our Gold Sponsor as they are every year. Thanks and stop by their booth when at Millennium this year!!!

Contact

Send us an email and tell us how we're doing or direct any enquiries about your purchases to:

sales@grindhousegames.com

Our address is:

Grindhouse Games
222 King William
San Antonio, Texas
78204

INCURSION is set in the world of Secrets of the Third Reich and is the ultimate combination of board game and miniatures game. Armored troopers of the US "Lucky Seventh" and stalwart commandos of the United Kingdom's MI-13 hurtle through underground bunkers and combat the monstrous forces of the German SWD in a furious race against time. The Doomsday Device is ticking and neither the Allies nor the Axis can fail. This two player game features a tight storyline campaign that culminates in an epic and desperate climax. The game mechanics are simple to grasp allowing players to instantly focus on their tactical options. Game play is incredibly fast-paced and tense and players choose their forces through a card-based Requisition Point system. The game is played on a board with a special card deck and highly detailed 30mm metal miniatures.



Warlords is coming to MillenniumCon18

Special Announcement from Warlord Games
we will take PREORDERS FOR Milleniumcon!

Here is how it works...if you send your order to the Warlorddemoteam@yahoo.com email address by 16 October the Warlord Team will HAVE it for you to pay for and pick up at the CON!!

Sound good?...and as of right now we will only be able to take cash at our store...we are working towards someday having some fancy slide card adapter thing-a-ma-gig doohickey type hi-tech device for our cell phones...but right now we have to deal in cold hard CASH..... all the preorders will get an additional TEN PERCENT OFF!!....catchy huh?

Some other items ...hush hush....will be released later next month.....more to follow!

.....and we might have a few SURPRISES for the day of the con...we can leak some juicy gossip if you like...at the appropriate times of course!!

Cheers – Jon Russell



BEYOND THE
GATES OF ANTARES

Past Events



FoWSA 10 results, Sep. 12, 2015:

Best General Bryan Koches, (21pts) German tank co. from Battlegroup Kersher PDF
Best German Chris Jackson, (18) German Schwere Panzer co., from Bridge at Remagen
Best Ally Chris Lisanti, (18) U.S. Nisei from Road to Rome

Art Douglas (18) German Sperrverband (infantry co) Gray wolf
Jacob Mayer (17) German panzer, Desperate Measures
Scott McKenzie (16) US parachute rifle co, Market Garden
Dirk Brower (15) German Volksgrenadierkompanie, Nuts
Roger Modderman (14) German Panzerkompanie, blood guts & glory
Elliot Selle (13) US Infantry, Devil's Charge
Colin McKenzie (10) British Tank co, from Overlord
Michael Lisanti (8) Soviet Guards heavy Tank Regiment, Red Bear
Nathaniel Lisanti (8) German Tank co, KG Peiper, Devils Charge
Warren Silliman (7) German Tank co, Bridge by Bridge
Mark Reed (7) German SS Panzergrenadier, from Grey Wolf



Best painted army: Chris Lisanti
Best table: Chris Lisanti
Best sportsman: Chris Lisanti

Who is this Chris guy??



Ian Straus

Past Events

More Pictures from FOWSA 10



More Future Events



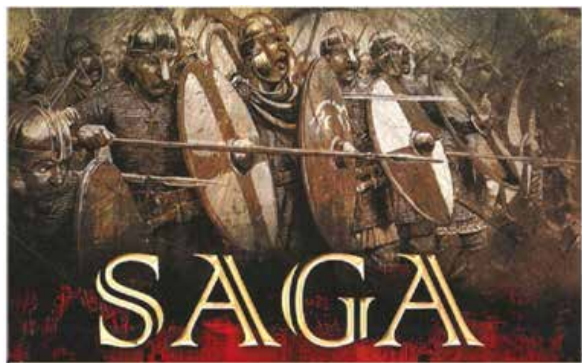
Want to run an event at GaMEExpo and get in free just run 12 hours of events all weekend and get your Weekend pass for FREE?! October 9-11

<https://docs.google.com/.../1-HNGzh6TRWxrgJ-xn6SFvUq.../viewform>



GameExpo San Antonio

October 9-11th there is a new con in San Antonio, GaMEExpo



SAGA – Houston Texas

When: 3 October 2015

Where: Fat Ogre, Houston TX

The Houston Area SAGA Players can be found on Facebook (under the same name). Currently we have a recurring SAGA tourney/event on the first Saturday of every even numbered month at Fat Ogre in The Woodlands. Contact Russell Helms at: vorthrax@gmail.com



October 9 - 11, 2015

<http://texasbroadside.webs.com/>

More Future Events???

We need your event listed here!

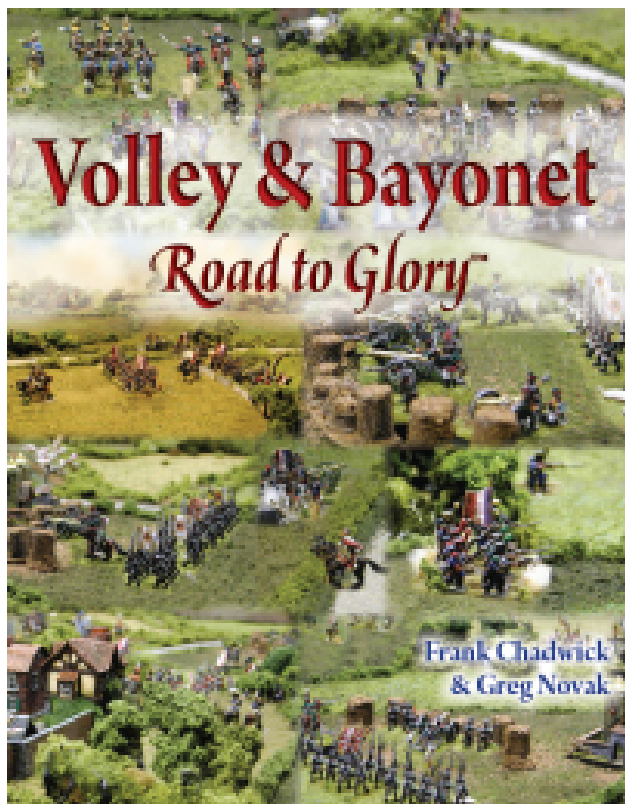
Waterloo 1815 comes to MillenniumCon18

"Doing a "Volley & Bayonet" version of Waterloo using 28mm figures"

I was interested in running a miniatures game of Waterloo at MillenniumCon18. I have made a fully modeled map board, and have all of the troops in 15s set up to us the "Volley & Bayonet" rules. However, the 15s just do not inspire me. So I thought about using my 28s. I have about enough for the entire battle set up for the "Shako" rules. But "Shako" and any other rules system that represents the individual battalions does not work well for such a large battle. But using the 28s in V&B looks odd as well.

Instead I decided to do the game scaled up to 150% of the normal size. At 150% the Battle of Waterloo can be placed on a table 6'x12' table. The bases from Shako can be used just fine, using 1 stand per 500 men. So a V&B stand is represented by 3 to 6 stands of 28s. With a skirmisher stand in front, the foot print is close to a scaled up V&B base.

By making rulers with inches enlarged to 150%, it is possible to use the normal charts with the 28s figures. This is the way we play "Fields of Glory" with 28mm figures as well.



Waterloo 1815 (continued)

or anyone that has played V&B before, there is always the rosters. But by attaching a steel washer for each hit under one of the magnetic stands of a unit, it is possible to ignore rosters. The washers are not apparent and remain with the unit. Each general has a label on the bottom of his base which can be marked off allowing the players to track the divisional exhaustion. It is possible to show detachments, or to deploy skirmishers, just by removing a stand from the unit.



So far it looks good. it was necessary to rebase a handful of the artillery to be batteries. These are slightly smaller than the rest. Not because of anything to do with the rules but to remind the players that these artillery units are smaller than normal. The only real flaw is that the normal artillery is all based on 3" frontages. These should be a little smaller, but in play tests it has not mattered.

Volley and Bayonet uses turns representing 1 hour of battle. So splitting the game up into two sessions will allow for the game to be played to a finish. The first session will start with the first French attack which was at about 11:30. That game session will end around the 4:00 to 4:30 time period in the battle. Then the second session will start with the Prussians attacking out of the woods. This session will end when one side or another is exhausted or collapsed.



The last miniatures I need to paint up or the Prince of Orange, Picton. And oddly enough paint up Napoleon in 28 (I usually play below a corps so there has been little need). I do have him three times in 15s kinda like a skinny Elvis, a fat Elvis and a zombie Elvis.

Lloyd Eaker

Texas Championship at MC18

The logo for the SAGA (Strategic Armies of the Great Ages) tournament, featuring the word "SAGA" in a stylized, golden, serif font on a dark background.

7 November Tournament

Join the Texas SAGA players for a Texas size Championship tournament at MillenniumCon18. Contact Pete Attack for more info: pnatack@sbcglobal.net

Arm yourselves and rally your warband and prepare for 4 rounds of battling your opponents! Warbands must come from official SAGA books; 6-point scenarios with a 7th point allowed for swapping between games. Swiss pairing will determine opponents. Minis must be painted to a 3-color standard. Loaner warbands available. Each round will be 75-minutes with scenarios picked from new and old rulebooks. Crescent and Cross rulebook + current FAQ will govern play. Play starts at 1pm and should be over by 6pm, but may run slightly over, for your planning purposes.



54mm American Revolutionary War

Dallas TX,

[By Steve Miller](#)

Here's some pics of the AWI collection (still growing) Chris Tebo asked to see earlier today (9/27). These are fun to paint, affordable and frankly a blast to play! I'm an addict that's for sure! Thanks Ken Cliffe...it's all YOUR fault



Ben Franklin's Militia
Armies in Miniature, Accurate Miniatures soft plastic miniatures with All the King's Men flagbearer.
Flag Dude cloth flag



Tarleton's Green Dragoons:
Dragoon figures by All the King's Men.
Metal bodies, soft plastic horses

Join Steve at MillenniumCon as he puts on a game using his beautiful 54mm collection:

Details of Event CM-126: Party on the Brandywine Creek!

Can you repeat or change history at Brandywine Creek? Let's do this in 54mm! All the King's Men rules are easy to learn, fun to play and tough to master. We should be able to play several games in this time slot-the rules are THAT quick! Never played 54mm wargames before? Here's your chance. This game is visual eye candy for war gamers.



WARMMASTER Battle

San Antonio TX

10mm Fantasy Wargame

Past Events

[By Mark Leroux](#)

[David Beeson](#) hosted a Warmaster game day. James Hughes made the trip from Austin to join in. James (Orcs) battled against my High Elves. Dave, [Grant Hopwood](#) and [Mark Reed](#) had two battles on another table. Please post more photos if you got some



Contact David Beeson
or Mark Leroux if interested



Join LSHM

MillenniumCon is the perfect time to join!!!

Welcome and we look forward to lots of gaming this next year!!!

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.



Membership Matters!

Welcome Kim Allman (Dallas TX area) to LSHM

Kim just moved here from the east coast, we look forward to him being an active participant

Some of you have asked so here are some photos of my 28 mm WW II and the start of some Knights for Lion Rampant that will count as Mounted Men at Arms in the game. Let me know what you think. BTW the North Africa stuff pictured is just a small part of the collection.



Product Review

Gaming & Product Review

by Charlie Torok



GRIPPING BEAST

Andy and Darren of Gripping Beast are great supporters of Lone Star Historical Miniatures gaming group and MillenniumCon. They provide a great game system – SAGA. This year MillenniumCon will host the Texas Championship Tournament. Pete Atack and crew will run the event on Saturday 7 November. They will also be running a SAGA Learn-To-Play clinic all day Friday. Additionally they will have some loaner armies available for those who want to play.



Gripping Beast has volunteered to provide some prize support for the event – thanks much to Andy and Darren of “The Beast” – Gripping Beast Games.

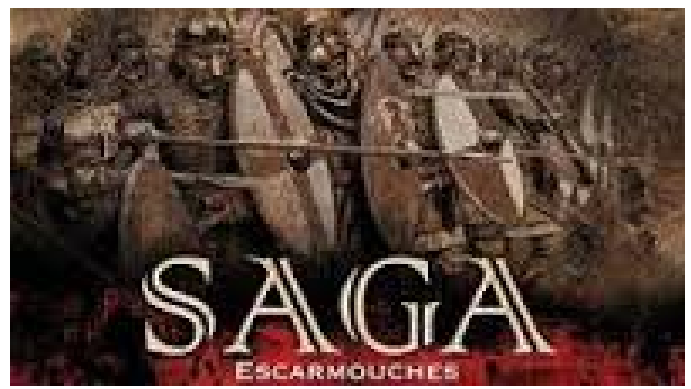


www.grippingbeast.co.uk

Gripping Beast produce high quality 28mm Plastic Miniatures for painting and playing



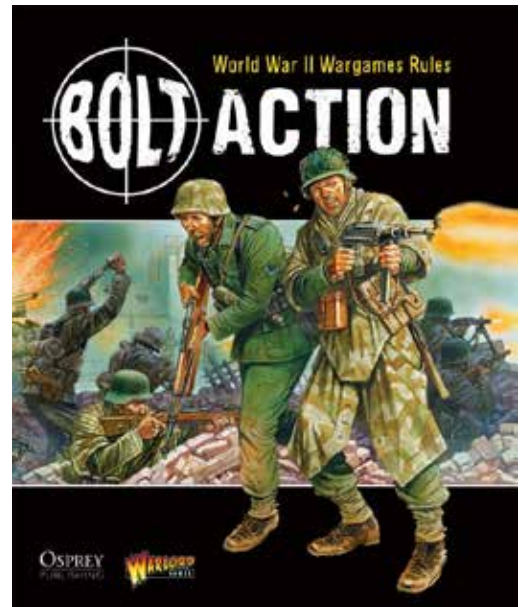
Future Events



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

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

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



Gamers Workbench

Bolt Action Projects

Chris Lisanti

Here are the before and after shots of my new M3A1 Stuart. The product is from Company B who provide a whole range of all the various Stuarts (Warlords provides only an M5 version). The detail of the model is good with little flash or problems. I took an extra machine gun barrel I had and trimmed it and put it as the coaxial gun. I ordered decals from Company B for an M5 Stuart (no decals for other Stuart versions), however, the larger stars that I wanted on the turret were slightly different sizes. Additionally, the serial number and name decals I thought were too small (I ended up using the decals I had left over from my Warlords Sherman). Their price and Warlords are basically equivalent and we got the order in a little over a week. I am pleased with the overall appearance, and the model is quite a hefty weight (1/4 pound). I'm going to take it with the Recce option which will complement my Greyhound nicely.



Gamers Workbench

[Christopher J. Koger](#)

[September 20 at 9:44pm](#) · [San Antonio, TX](#)

Terrain Projects

Chris Koger

Used a sick weekend to finish off a couple bigger terrain pieces. Now to start a bunch of buildings.



Gamers Workbench

Bolt Action Projects

Tyler Buenaflor

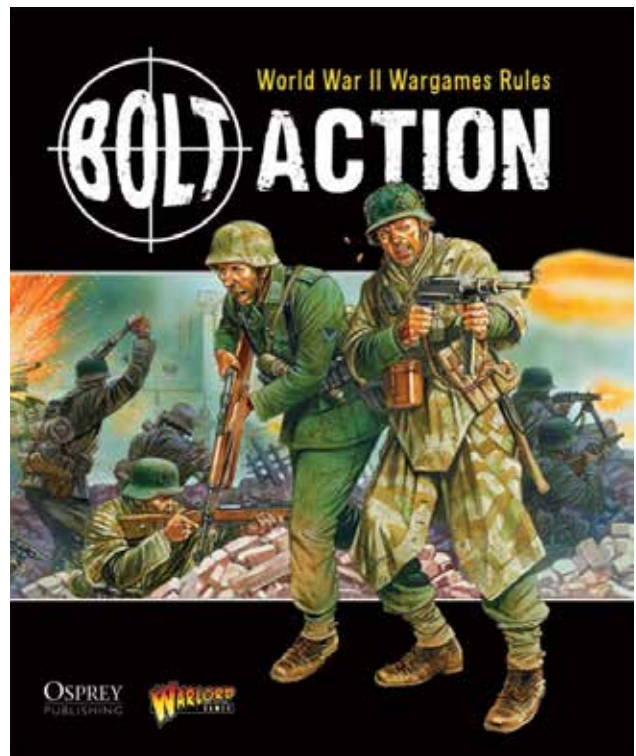
Manchukuo truck, it's a Company-B Japanese truck. Added a maxim machine gun and a mmg crew to make it look rag tag. Going to add more bits later



Fat Ogre, The Woodlands TX

GM: Jim Johnson

Tunisia 1942. A platoon of grim faced men are huddled in the moonlight on the pitching deck of a submarine off an enemy coast. As they clambered down the sub's tumblehome, they all thought of the incredible mission they were a major part of executing. They were to land on the coast of Tunisia, not far from the colony's capital, and proceed miles inland on foot to a compound believed to be the headquarters of the most elusive of foes, Erwin Rommel, the Desert Fox. They are ready to do their duty regardless of the risk for they are Britain's elite. They are Commandos!



Fat Ogre hosted a Bolt Action Mega Game, "Raid on Rommel" on 12 Sep 2015. The scenario wasa loosely based on the actual "Operation Flipper", the failed British Commando raid launched in November of 1941 to kill Rommel. Utilizing a 12ft by 4ft long table with an airfield, Tunis, Rommel's HQ all using Crescent Root's excellent 28mm buildings to depict the area between Tunis and the forward line of troops facing the Eight Army, the stage was set for an epic clash of Bolt Action Armies.



The Target: The Desert Fox



News from the Houston Bolt Action Group

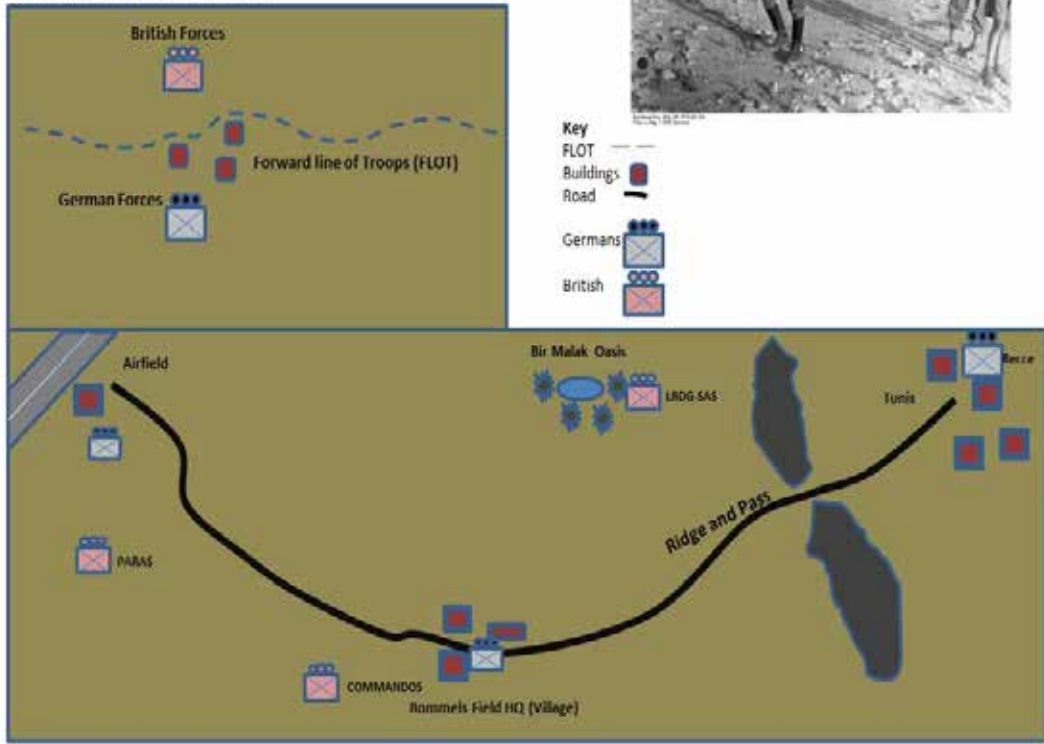
Raid on Rommel (page 2)

The Plan:

The plan as envisioned by the Allies was complex. A LRDG-SAS platoon was assembled and prepositioned on the roadway-ridge between Tunis and Rommel's HQ. It's mission was to delay the German Alarm Platoon from departing Tunis and rescuing Rommel at his villa. If they were defeated, the armored car and mechanized infantry force would easily overwhelm the Commando raiders surrounding Rommel and his HQ staff.

Raid on Rommel

February 1943. Field Marshall Erwin Rommel is relatively close to the frontlines as was his practice. The Allies, through intelligence received through Enigma intercepts, plan to eliminate or capture "The Desert Fox". Allies start on the table per scenario. Night on turn one. Visibility of Turn one is 12". German Units can't move until either allied unit moves within 12" of German unit or a unit opens fire. Until Germans are alerted, can only take "Down" or "Ambush" orders. Visibility of Turn one in 12". JU-52 Crew is squad in Airfield list. Two figures are pilots. If both are killed, JU-52 can't depart with Rommel, or fly away to avoid capture.



LRDG-SAS in a blocking position on the ridge

Raid on Rommel (page 3)

Rommel and his staff with a small bodyguard were in a villa just west of the ridgeline. Planning Panzerarmee Afrika's next move.

After the covering force was in place, the Commandos advanced on Rommel's Villa and the Paras attacked the airfield. Hoping that the LRDG could hold the Germans on the ridge long enough to kill or capture Rommel, and neutralize the Axis airfield. After kickoff the Commandos ran to the villa neutralizing the squads defending the HQ. Meanwhile a SAS gunjeep gunned down two of Rommel's HQ vehicles, leaving only his Cambriolet limo as a high speed escape method.

Now alerted, the German Spahpanzer Alarm force mounted up, departed Tunis at full speed to attempt to cross the LRDG held ridge and rescue Rommel. The Brits on the ridge unleashed devastating fire on them as they ran towards the ridge, pinning the armored cars and halftracks just short of the ridge.



German Alarm column pinned by the LRDG-SAS

Meanwhile the Paras attacked the airfield, shooting the defenders as they left their barracks, but taking heavy casualties. The inexperienced Luftwaffe squads being bolstered by a half track Quad Flak gun and two squads of Fallschirmjagers making the Paras pay dearly for their attack. The pilots ran to the JU52 in hopes of either flying off to avoid destruction or preparing to fly Rommel to safety.

While the battle raged on the ridge and the airfield, the brave Commandos tightened the net around Rommel's HQ. Despite the brave defense of the outnumbered Germans around the villa, it became clear that Rommel's only hope of survival was to run to the airfield before the noose closed his escape route. Jumping in the limo, Rommel attempted to drive westward, only to be stopped by a lone SAS Machinegun jeep. Rommel bailed out of his burning car, and ran back to the villa and it's protective



Raid on Rommel (page 4)



The Flak and JU52 go up in smoke

The Paras, despite the heavy fire from the airfield were able to destroy the JU52 with mortars and machinegun fire, while the Commandos assaulted out of cover to kill the Flak Halftrack. Realizing that escape via the airfield was impossible, the German airfield commander sent the remaining FJ squad from the airfield to Rommel on the run in a last ditch attempt to prevent the desert Fox from the indignity of being captured or killed by the Commandos.

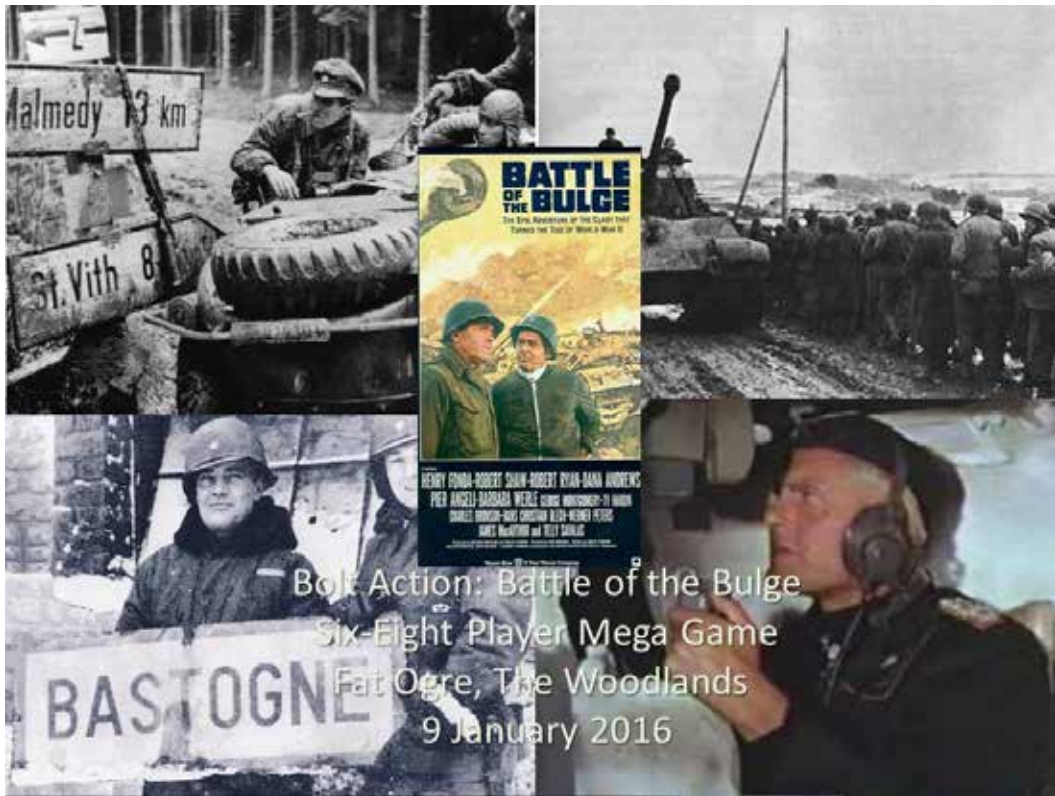
In the end Rommel, with no Germans in range to save him was surrounded and captured by the Commandos, handing his Field Marshall's Baton to a grinning Commando Squad leader. Field Marshall Paulus will not be the only Field Marshall captured by the Allies in WWII.



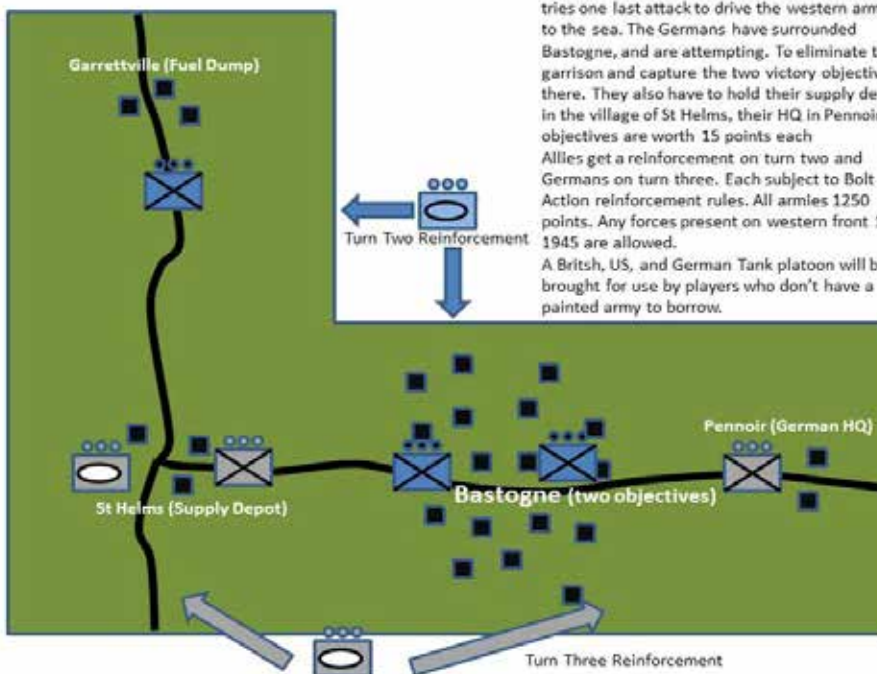
Rommel captured!

Raid on Rommel (page 5 – last page)

It was a great event with six players fighting for their Bolt Action lives for five hours. The Houston Fat Ogre Bolt Action Group does a Mega battle three times a year. Our next battle is planned for January and will be a Battle of the Bulge themed event. Its details are below. Hope to see you there.



Bolt Action: “Battle of the Bulge”



December 1945 Battle of the Bulge: Germany tries one last attack to drive the western armies to the sea. The Germans have surrounded Bastogne, and are attempting to eliminate the garrison and capture the two victory objectives there. They also have to hold their supply depot in the village of St Helms, their HQ in Pennoir. All objectives are worth 15 points each. Allies get a reinforcement on turn two and Germans on turn three. Each subject to Bolt Action reinforcement rules. All armies 1250 points. Any forces present on western front 1944-1945 are allowed. A British, US, and German Tank platoon will be brought for use by players who don't have a painted army to borrow.

LSHM Featured Game Vendors



BOLT-ACTION-US

Bolt-Action-US provides not only Warlords products but also much more. They have partnered with LSHM and provide a substantial discount to LSHM members. Another bonus is that they provide FREE SHIPPING on orders over \$25.

http://www.boltaction.us/store/c1/Featured_Products.html

I have had a number of very positive transactions with the owners (brothers Gavin and Jeremy Gossett) and they are excellent to work with.

If you are a current member of LSHM shoot me a note and I will provide you the discount code for ordering.
torokc@hotmail.com

Your LSHM membership has benefits: BoltAction US has offered LSHM members a 20% discount on all Warlords product through 31 August, also free shipping, additionally they will continue the discount at 15% after the 31 August date.

Make sure to mention that you are a LSHM member when ordering.



This is a picture of a transaction I just completed with Bolt-Action-US, excellent customer service, fast delivery – HIGHLY RECOMMENDED!!

Product Review

LSHM Featured Game Vendors

Product Review

by Charlie Torok

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24/7 CUSTOMER SUPPORT
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NWS Online Gaming Store
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<http://www.nws-online.net>

Let me know if that works.. thanks

Christopher Dean
NWS Online Gaming Store

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

1-407-925-7782 24/7



Some 28mm 4Ground buildings sold by
NWS online gaming store.

**We need your product review,
battle report, and gaming project here!!!**

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