

The Lone Star Dispatch

October 2016



2016-2017 LSHM Officers

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Inside this issue:

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

Welcome to the beginning of fall and our countdown to MillenniumCon in November. LSHM has some great events coming up this fall. First and foremost is our War-Game convention 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). The Wingate has been the home of MillenniumCon for a number of years. The hotel and convention center is the perfect place providing us with a great venue. Thanks to the staff for some great support over the years.

This will be LSHMs 19th straight year of holding MillenniumCon. 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.

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.

If you would like to participate in a tournament we have a number of great events planned:

Flames of War, WWII

Bolt Action Generals

Bolt Action Tank War

Battletech Bloodname

Classic Battletech Gunslinger

SAGA

DBA

HOTT

Victory in the Pacific (Avalon Hill)

See you at MillenniumCon!!!!

Charlie Torok



OCT
7

Texas BROADSIDE! 2016

Oct 7 - Oct 9 - La Porte, TX
Andy Bouffard invited you

★ Interested

Texas BROADSIDE! 2016 is here!

Volunteer to run a historic war-game (any period, as long as it happened or hypothetically could have happened) and this year you'll receive free admission to the USS TEXAS on Friday October 7th, for our GM-only game day, AND a free convention t-shirt! Please mark your calendars and attend this weekend October 7-9, 2016.

Visit <http://txbroadside.com>

Player Registration ongoing Until 31 October



11 – 13 November 2016

Austin Texas



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

Logon and sign up for GM Registration at:
<http://www.millenniumcon.info/index.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

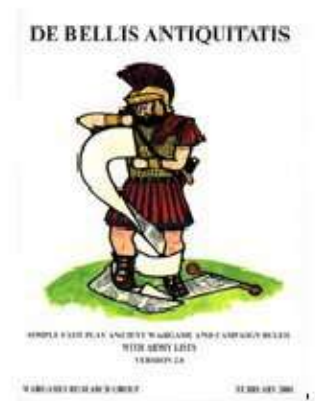
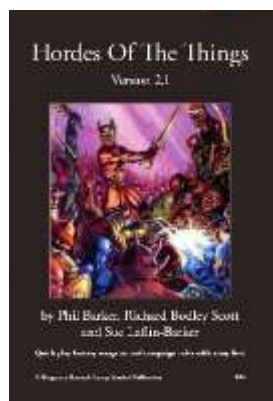
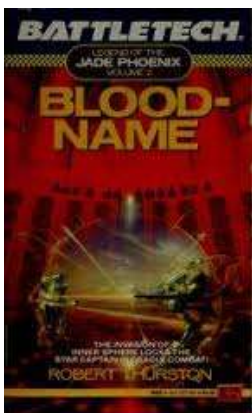
Key Dates

Player Registration: 25 September – 31 October

Dealer/Vendor Registration: Ongoing

Convention: 11 – 13 November

Major Games and Tournament Events:





Upcoming Events for 2016

Mark your calendar now!!



OCT
7

Texas BROADSIDE! 2016
Oct 7 - Oct 9 - La Porte, TX
Andy Bouffard invited you

★ Interested

BLOODY BROADSIDES

Potomac Miniatures and Games 62014
W00119



© 2014 Potomac

Bloody BroadSides Game

22 October 2016

[2nd Annual Battle of Trafalgar](#)

Sat 10:30 AM · Knight Watch Games San Antonio, TX

Contact Grant Hopwood for details



Continued Events for 2016/17



BOLT ACTION TOURNAMENT

- [Saturday, October 29](#) at 10:30 AM - 6:30 PM
 - [Dragon's Lair San Antonio](#)
7959 Fredericksburg Rd, Ste 129,
San Antonio, Texas 78229

Dragon's Lair will be hosting a tournament Oct. 29th. \$5 entry 1250 pts. Come try out the new rules. All lists must be 1943 and earlier. 2 platoon limit.



11 – 13 November 2016

Austin Texas



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

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

Post your convention / event / tournament here!!



BANE OF WAR

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

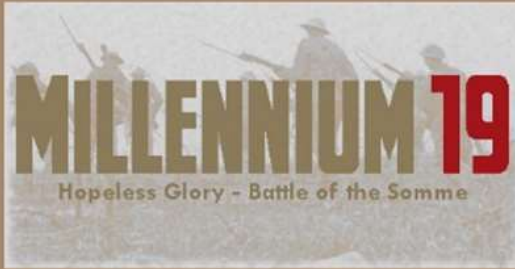
POC - "Jeff Lawrence"
<jlaw2424@gmail.com>

Post your convention / event / tournament here!!



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>



Portsmouth™
Miniatures and Games



Frontline Games

Grand Prairie, TX / frontline-games.com/index.php
A producer and distributor of 28mm miniature table-top games and gaming terrain.



2Hour WARGAMES
JUST PLAY THE GAME



www.thetabletopgenerals.com

Featured Vendors



Frontline Games

Grand Prairie, TX / frontline-games.com/index.php
A producer and distributor of 28mm miniature table-top games and gaming terrain.

Frontline Games
2580 W. Camp Wisdom Road
Suite# 100-144
Grand Prairie, Texas
75052, UNITED STATES

"Frontline Games is a producer and distributor of miniature table-top war games. While our games are designed for use with 28mm miniatures, they are flexible enough to be played with other scales as well. In collaboration with [Reaper Miniatures](#) and [Precision Model Designs](#), we also provide a complete line of miniatures and resin gaming terrain to further enhance your gaming experience.

"In addition, we have expanded our line of miniature games to include several games based off of a "skirmish" version of FLC (Frontline Command Skirmish) including Uber Soldat (or "Super Soldier") and American Gangster. We also have several games and expansions scheduled for release and some still in the works."



Portsmouth[©]
Miniatures and GamesTM

Contact

Jeff Hunt

jh@portsmouthminiatures.com

214-553-9780.



Mailing Address

9090 Skillman Rd
#182A/158
Dallas, TX 75243



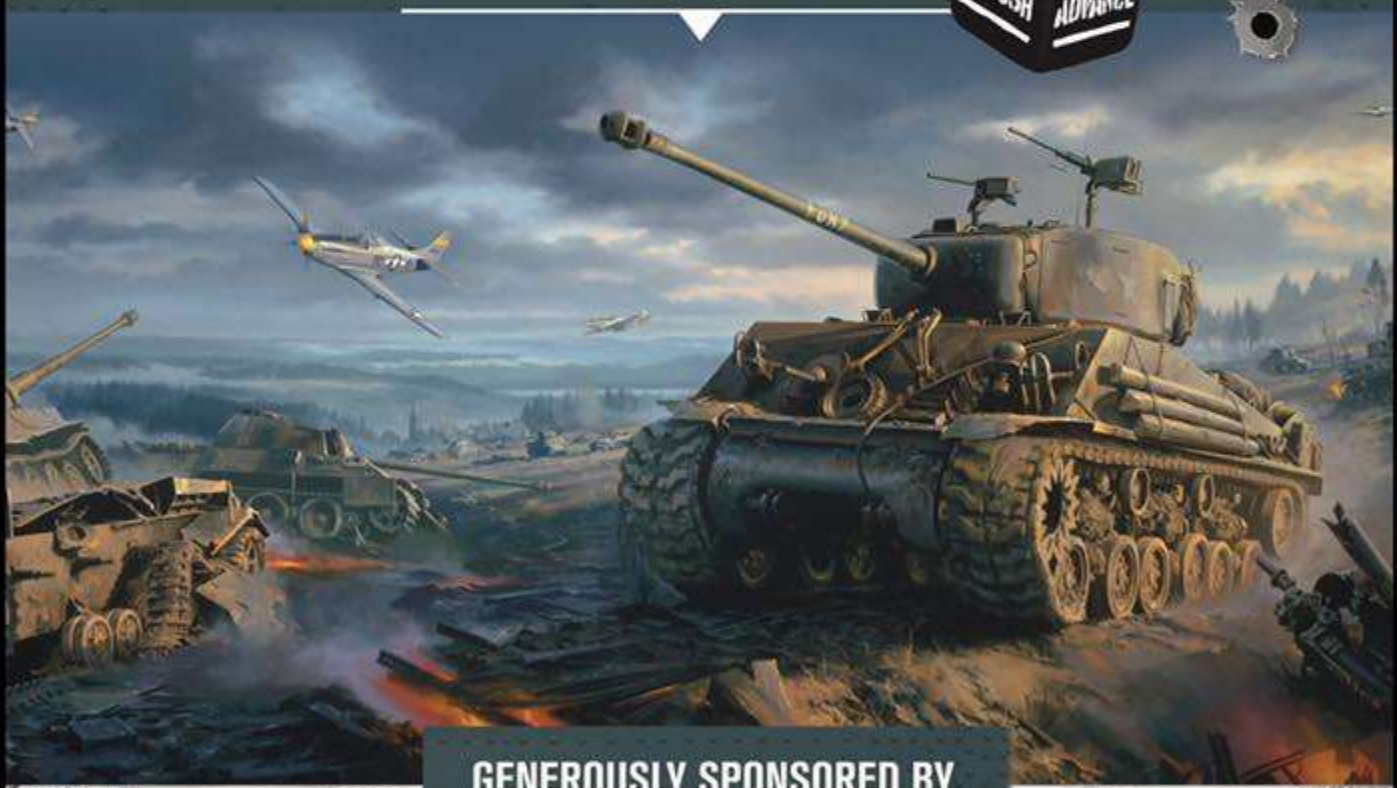
Presents

BEST JOB I EVER HAD

BOLT ACTION EVENT

November 11th and 12th 2016

Austin, Texas



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War Games Accessories

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Spring Hill , Fl 34606-3539

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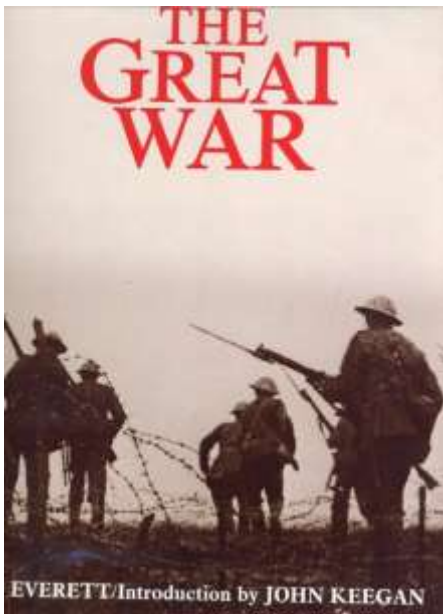
Metal bases, Movement Stands and Casualty Caps, get all your *wargame accessories* right here in one location!

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.



MillenniumCon19 T-Shirts are for sale

Order now at: <http://www.millenniumcon.info/>

Version #1

Front



Back



Version #2

Front



Back



Bolt Action 2.0 game report

By Casey Pittman

My first Second Edition game done and played. What a fantastic set of rules. The game is much more tactical and deadly. The templates never once interrupted the flow of the game. We also never once spent minutes agonizing over spreading our units exactly one inch. Thanks for the great game

[Tyler Wallace](#)



American Civil War Battle Report [Austin Texas] *By Adam Rios*



Good times with Lance, Randy, Klaus, and Vince!

Fun scenario, got through 8 turns before we called it. Unlike the real battle, the Union this go around did well and despite both sides taking heavy losses the poor Texans were just to overwhelmed after 8 turns to fight on.

The Texan left flank left the safety of their arroyo to get in some shotgun killing range but the veteran musketry of the Union proved fatal as the Cornfield left flank collapsed early



but their right flank came on strong. Some very poor rolling of the shooting die failed to stop the Texan Lancers and they bowled right over Dodd's group and with them came some mounted infantry for support. The Union left flank was starting to fall back to the northern ford.





Luckily Turn 3 arrived and Kit Carson and crew got to moving to plug the leak.



The confederates start to get pushed back on their right flank thanks to Kit and a renewed section of Seldon's troops

The confederates did manage to push the middle and take the middle ford but with Pino's troops coming in on Turn 7 and a Union battery shooting canister at them they were not long for this world



Canby finally leaves the safety of the fort to see the union victory



We would play this one again, lots of fun.

A Sergeant's War



*Rules for wargaming small
unit combat in WWII*

Contact

By Nathaniel Weber

thedogsbrush@gmail.com



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.

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.

De Bellis Antiquitatis (DBA) is back!!!



A group of die-hard old-school gamers met for a night of DBA ancients gaming this past month. Blake Radetsky organized a game night at Knight Watch Games in San Antonio.

DBA is a flexible, fast-playing set of miniatures rules. An army consists of 12 units (called "elements"), classified as Blades, Warband, Knights and so forth. The rules are very simple (and can actually fit on one sheet of paper) but nevertheless pretty effective.

The Fantasy version is Hordes of the Things, and the De Bellis Multitudinis rules add more detail and significantly increase army size.

De Bellis Renationis extends the time period through the end of the Renaissance (1700 AD) and Horse, Foot and Guns covers the period from 1701 to 1915.





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

Join LSHM on Saturday October 22nd, 10:30am, at Knights Watch Games (San Antonio)



BLOODY BROADSIDES

Portsmouth Miniatures and Games ©2014
Version 1.0



By Jeffrey Hunt

This will be our 2nd annual mini-sized Battle of Trafalgar event.

This year we'll have a few prizes to hand out to those who display aptitude for Naval Supremacy!

Played on a huge 8x8 table with as many as 30 ships of the line. There's enough ships and room for everyone to come join in and play! Last year we had 15 players.

We'll be using 1/900 scale ships, and rules, by Jeff Hunt from <http://www.portsmouthminiatures.com>

The Battle of Trafalgar

Bloody BroadSides is a fast paced Napoleonic Naval game which allows you to Captain one or more massive ships of the line from the Age of Sail. Most games can be played in 3 hours. This game is intended to play with miniature ships on a large hex mat. These rules were written specifically for Portsmouth Miniatures and Games 1:900 scale ships but may be used with any miniatures.



Games may be as small as one on one Captain Duels, up to massive 60 ships or more historical battles like the Battle of Trafalgar. There is a point system to allow you to design your own scenarios.



Features:

- Plotted Movement
- Simultaneous Combat
- Point System
- Crew Grade
- Morale Checks
- Ship Classes (1st rate through 4th rate)
- Critical Hits (including Ship Explodes)
- Raking
- Grappling
- Capturing Ships
- Drifting



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.



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.

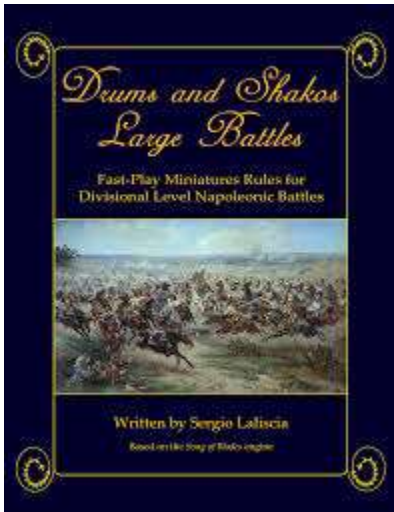
We have four ships in our line representing these ship sizes:

- 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

Song of Drums and Shako's

By Grant Hopwood



Joe Shaffer moves his British forces playing this 15mm Napoleonic battle at Dragon's Lair San Antonio.



In tonight's episode of Drums not Shakos...

A quick action on the fields of somewhere. The French had caught the British in poor position. Unfortunately the French right flank was unable to take advantage of it, and the British were able to get into position. The French inflicted early casualties, causing both British brigades to shake, and lose couple a of infantry battalions.



APW 15-21
Napoleonic French Line Infantry

Painted by Alan Wainman

www.wildquest.com



Soon after the Calvary units charged into the fray and everyone was forming squares all over the place.

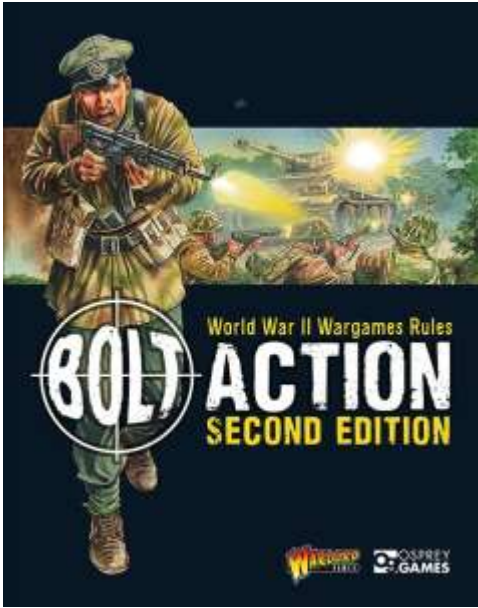


Unfortunately for the French, they weren't able to keep the pressure on. The right flank took too many casualties from British rifle fire, and the center somehow got pummeled by two artillery batteries.

The final victory points that broke the French division came from the destruction of one of their foot artillery units desperately trying to flee the battle before said destruction occurred.



Texas Bolt Action



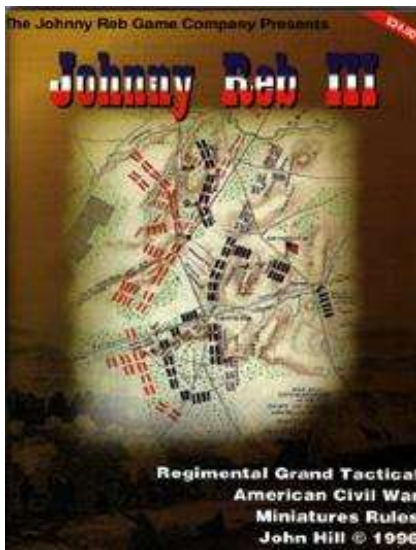
10 September
Friday night Bolt Action at
Dragon's Lair – SA



A few of us met up on Friday night
for some "Friendly" Bolt Action
Play - 3 games (DAK vs French,
DAK vs USA, and Falshamjaeger vs
Syrian Liberation Army).

It was great to see Roman, Oscar,
Guido, Justin, Charlie and Brian
rolling Bolt Action dice





Johnny Reb III American Civil War

By Joe Shaffer

On September 5 I hosted a day of Johnny Reb in Cibolo. The action was a modified version of the engagement at Stephenson Depot, Virginia in June 1863. The original scenario can be found in John Hill's Sound of the Guns scenario booklet for Johnny Reb. In the historical battle the 1st Division of the Union VIII Corps had been deployed in an exposed and unsupported position near

Winchester in the Shenandoah Valley. As Lee prepared for his invasion of Pennsylvania that Summer, he dispatched A.P. Hill's corps to clear his northward route through the Valley and pluck the vulnerable 1st Division in the process. The Federal division commander, MG Milroy was overconfident about his position in a string of forts until the Confederates seized one with nary a struggle and then cut his telegraph line to Harper's Ferry. Too late he recognized his danger so he ordered his guns spiked and he led his division on a night march north to Harper's Ferry with the enemy before and behind. They encountered Confederate cavalry just before dawn the next morning and there engaged in a desperate battle to break through. Reinforced by Hill's infantry and emplaced along a railroad cut the Rebels held off repeated Union assaults and when the day ended the Union survivors surrendered. Milroy managed to escape but he faced court martial for his poor decisions.

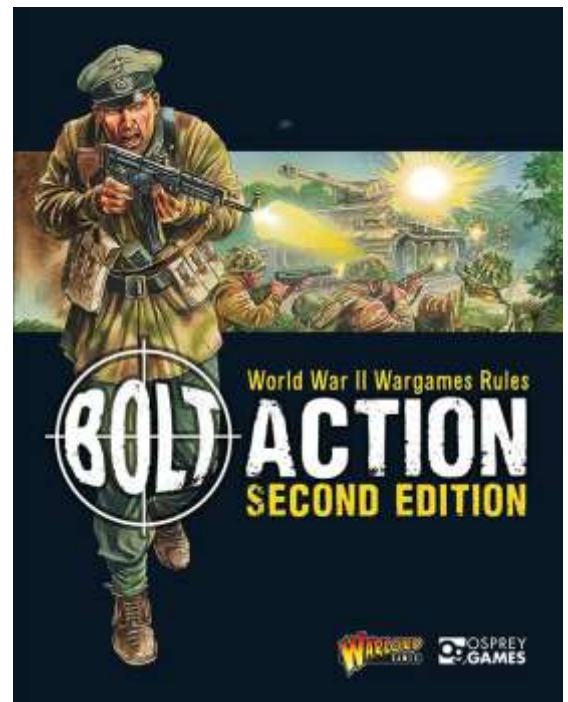


In my scenario I wanted to give the Yankees a fighting chance so I replaced the hard luck VIII Corps with the veterans from the Union II Corps. I also allowed them to keep their artillery. Nevertheless, the Confederates outnumbered the Yankees seven brigades to four. The rebels were commanded by Tom Baldwin in control of Trimble's Division in the blocking force with Grant Hopwood in pursuit with Early's Division. Yours truly commanded Darius Couch's 1st Division. The Rebel blocking force moved aggressively to prevent the Union from crossing the Shenandoah River to safety, but in the process Jones' elite cavalry brigade was decimated when it moved to fight the Yanks on their side of the river. I split the Yankee column and seized a ford about ½ mile south of the main action which allowed me to get half the division across the river on the left (south) flank of the Rebel line before Early could catch me. With part of the force fighting a delaying action against Early at the ford I was able to launch attacks against Trimble's flank. It was too much for them and the Confederate lines gave way, giving me a chance to send a substantial part of my infantry off the board toward Harper's Ferry.



The result was a Union victory with about 4,200 Confederate casualties versus about 2,000 Union. Tom and Grant were determined foes, but I have to admit my intimate familiarity with the scenario allowed me to exploit advantages and with some good dice rolling my victory was easy. You'll see this scenario at Millennium Con in November, so be sure to try your hand then!

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



21 JAN 17 – Barbarossa; Knight Watch Games

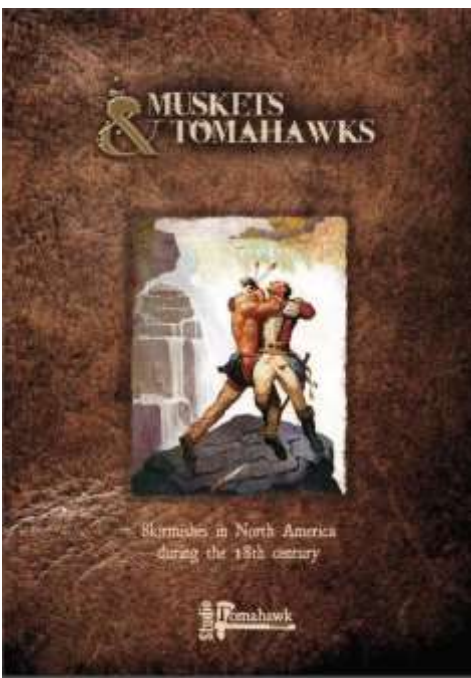
25 FEB 17 – Unknown theme; Dragon's Lair

15 APR 17 – Unknown theme and location TBD

Contact Joe Wicker or visit Texas Bolt Action at:

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

The French and Indian War



We had a great day of wargaming all day with friends and family. Thanks to Matt Kibbe, Jando Kibbe, Mark K., and my daughter Megan for some fun Muskets and Tomahawks wargaming.

We played two scenarios. The first one started out with some British Rangers and reluctant Indian Allies scouting about the woods ensuring the nearby settlement was safe from any hostilities. Of course, a large contingent of Cour de Bois and Huron were moving in to raid the settlement beyond the river. The Rangers of course are surprised by the scouting forces of the French and their allies. After a hard battle, only the Rangers remained to warn the settlement of the coming attack. All they had to do was cross that river beyond and they were home free.

***A battle report
By Adam Rios***





The Ranger officer tells his men to cover him as he makes it across the river to warn the settlement



The Settlement warned, they prepare for the coming attack





The French creep to the outskirts preparing to attack

and they commence battle by firing all their muskets!



Much volley of fire from both sides was telling on both sides, the Ranger Officer decides that he needs to show his men what Bravery and Courage are really like, he boldly goes out and taunts the French and Indian lines!

and pays the Ultimate Price for his Bravery umm, foolishness as the French irregulares concentrate fire on him



The raid truly begins now as the lines are pressed back and the French begin the burning of homes and wholesale slaughter of civilians. My daughter played a contingent of bloodthirsty savages and she reveled in the slaughter, at one point I told her you realize there were children in that hut you burned down, she just said well they were British children. what have I raised? lol



The French were merciless, sadly many Brits died that day and the French won the day!!

Join us in Austin Texas for some Historical Miniature gaming.

Adam Rios



Support LSHM Hobby shops:



DRAGON'S LAIR[®]

COMICS & FANTASY

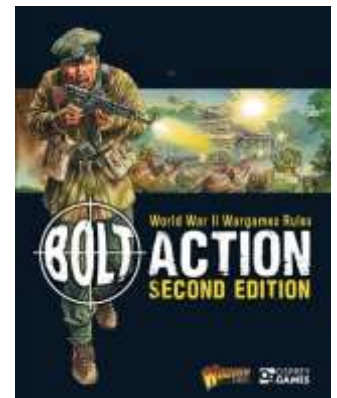
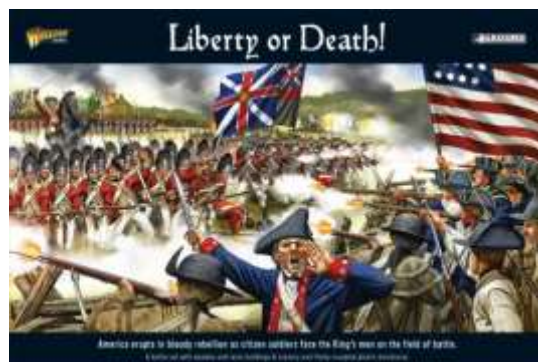
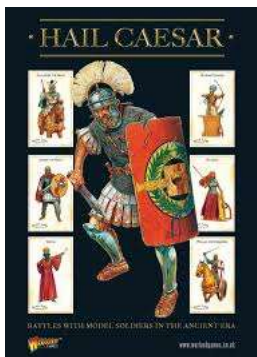


Dragon's Lair Comics and Fantasy[®]
7959 Fredricksburg Rd. Suite 129
San Antonio, TX 78229

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





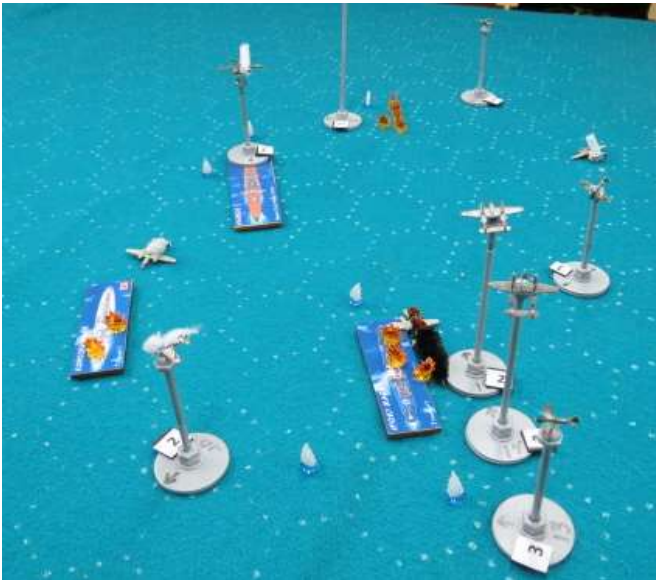
Not sure what to play at MillenniumCon this year? Why not try...

SKIP BOMBING IN THE PACIFIC

CM-105, Friday 5pm -9pm

by Nathaniel Weber, Check Your Six!, 4 hrs, 8 players, Newcomers welcome:

Somewhere in the Southwest Pacific, 1943: American bombers, with P-38 escorts, scream in low and fast against an isolated convoy of Japanese transports and warships...but Japanese Army and Navy fighter cover is not far behind. Sink IJN shipping with mast-height attacks or shoot down American bombers with nimble but fragile Japanese fighters. Players will typically control 3 or 4 aircraft each. Based loosely on the Battle of the Bismarck Sea. Prize support from Topside Minis.



MillenniumCon19 Games

By Nathaniel Weber

The Amalgam War: Delaying Action outside Los Angeles, 2258

6:30 PM Saturday evening

FM-117 The Amalgam War: Delaying Action outside Los Angeles, 2258 by Nathaniel Weber, Off World, 4 hrs, 6 players, Newcomers

The hideous alien infestation known as the Amalgam have exploded out of their nesting sites in ruined Los Angeles and are racing across the American Southwest. As millions of refugees struggle to escape the clogged highways leading out of the city, a rag-tag unit of local volunteers, combat droids and elite power-armored infantry have established blocking positions near the old I-10 to try and buy time for the evacuation. Players control 1-3 squads of 15mm troops and either try to force the desert passes toward Phoenix or stand and die against the Amalgam menace. Prize support from Darkest Star Games.



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/>

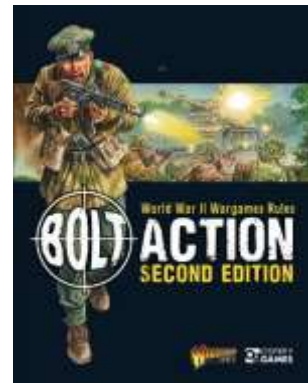
We need your gaming store listed here!!!

Contact Charlie Torok or one of the LSHM Board Members



Gamers Workbench By Tyler Wallace

Still branching off into the Sicilian/Italian campaigns with my US army.



By Tyler Buenaflor

Goering's gift to his troops! Great kit from warlord hardly any flash!
Used Vallejo pigments for mud.



My Ancients Project 2016

By Charlie Torok

I am working on my 28mm Ancients that I intend to use for Warlord Games Hail Caesar rules. I wanted to remain flexible in my basing so as to be able to mount the units to various sizes. I figure I would do this by individually basing the figures. I still wanted to have a system where I could move figures en-masse as opposed to moving them individually. The problem with mounting multiple figures per base is you become tied to one rule set.



SHOGUN Miniatures magnetic bases and metal movement trays



Painted Victrix plastic 28mm Carthaginian Citizen Spearmen mounted on 25x25mm magnetized bases.



Victrix Warriors of Carthage in 28mm. This box contains 60 multi part plastic figures.

I saw the solution as using individually magnetized bases and movement trays. The perfect system for this is the company SHOGUN Miniatures. I have been buying from Robert Knestrick of Shogun Miniatures for many years, he always provides great service. I had some 20mmx20mm square magnets but I felt they were too small, so I went with 25mmx25mm. They work perfectly. I will base the infantry on 50mmx50mm movement trays, for 4 figures. My heavy infantry units will have 6 stands of 24 figures total per unit.

For cavalry units I am using individual stands that are 30mmx60mm. I plan to mount 2 figures per stand and 4 stands of 8 figures total per unit. Individual commanders will be mounted on circular stands. I also mounted my Elephants (large unit) on a circular stand.



Victrix 28mm plastic on a 50x50mm movement tray. I mount the tray on balsa wood for ease of handling.



Two examples of Wargames plastic Celt cavalry riders mounted on Old Glory metal horses.



I am using figures from VICTRIX, OLD GLORY, WARGAMES and WARLORD GAMES. All of them match up nicely. One technique I use when mixing plastics and metals is to use a metal horse with a plastic rider or a plastic horse with a metal rider.

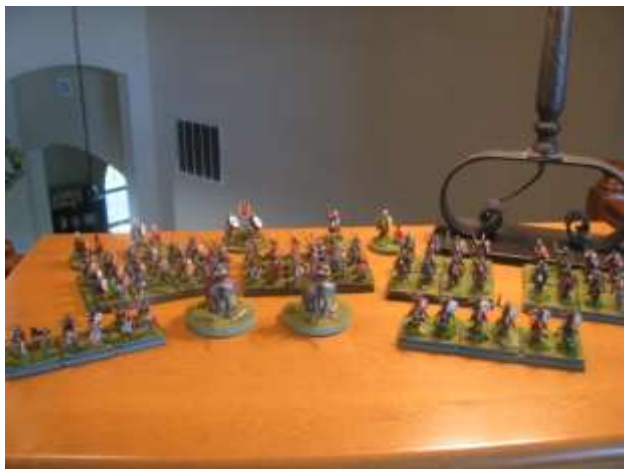


28mm metal Old Glory Carthaginian Spanish cavalry mounted on Wargames plastic horses.



Old Glory 28mm metal Carthaginians.

Some current pictures of my Carthaginian Army. A combination of Victrix plastics and Old Glory Metals. I am now working on a Victrix Republican Roman army to challenge Hannibal.



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See store for details! :-)

Christopher Dean

NWS Wargaming Store

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

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

VICTORY WITHOUT QUARTER

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



Battle Report

By Alan Spencer

Alan Spencer and Steve Miller played our second full game of Victory without Quarter. We played a scenario called Raid at Coventry-1642. Alan got the win but the Coventry... militia clubmen repeated history by repelling the Papist King's forces from the crumbling walls of Coventry Town.

This was a larger battle played on an 8x6. Victory without Quarter is fast play, easy to learn, hard to master. You should give these rules a go for a fast smack down. Alan Spencer has a play by play on his blog. Great game. Lots of miniatures. Lots of events and TRATORIOUS DOGS...FRIENDS OF THE CROWN!





Alan Spencer will be featuring a game of Victory Without Quarter at MillenniumCon on Friday afternoon:



BM-101 Battle of Beacon Hill - ECW – 1643

Time Block B: Friday 12:00-4pm
by Alan Spencer,

Victory Without Quarter,
4 hrs, 6 players, Newcomers

A see-saw battle that could go either way. Will the Parliamentarians push the Royalist off Beacon Hill and out of Cornwall? Or will the Royalists hold on until the reinforcements arrive to block the rebels retreat?

Demo/participation game using Victory Without Quarter rules. Simple game mechanics using a card draw system for movement. QRS and copy of rules provided to all players.



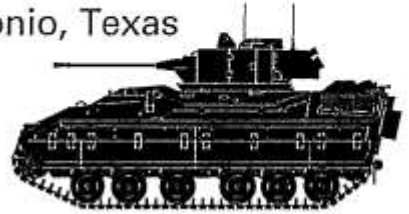
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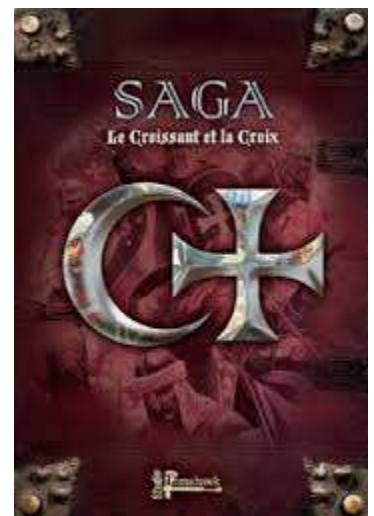
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SAGA and Crescent and the Cross**

Bolt Action Group (BAG) News

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

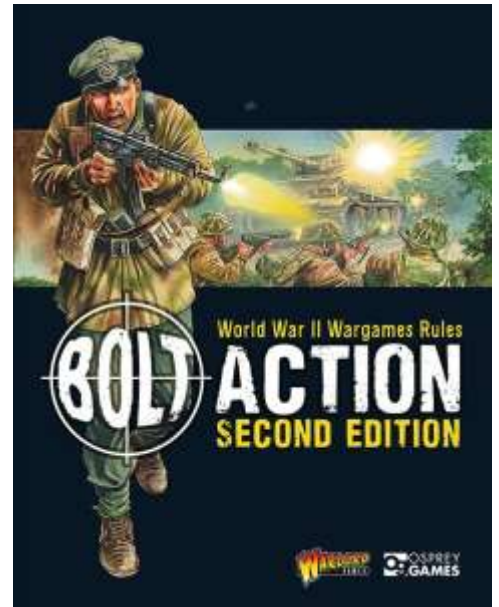


Texas Bolt Action Events

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

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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!

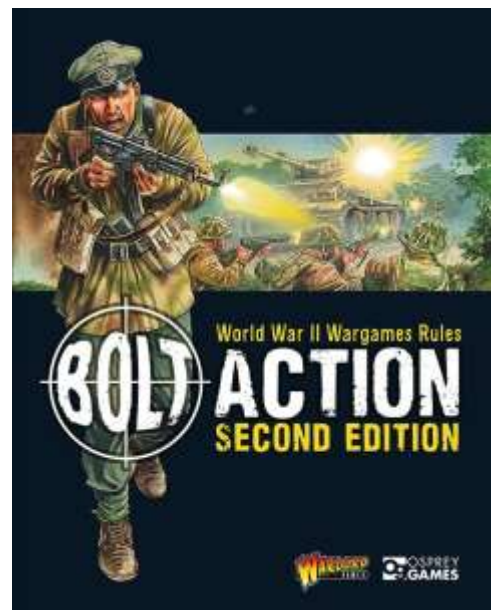


The cost of membership is \$5 and this goes towards promotion and prizes for our many events state-wide. This low cost membership helps us to promote the hobby through running tournaments and events in order to get gamers out gaming!! Please consider joining the group and helping promote our hobby.



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](#)

Once again the “Rat Palace in the DFW area was alive with Napoleon at War on the tabletop. This time around it was the British and their Brunswick allies fighting the French. This 1815 battle was fought using the Napoleon at War rules system. Steve has some beautifully painted miniatures and a unique game board system that produces some very nice games.



Steve will be running a couple of games at MillenniumCon this year. If you get a chance you should sign up for one or both of his games – they are always best-in-show!!!

This year Steve will be running a Roman Gladiator game in the lobby, right next to Mike Gomez’s WORLD FAMOUS Chariot Race game.

See you at MillenniumCon in November.

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
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25% OFF YOUR ORDER.

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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>

“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

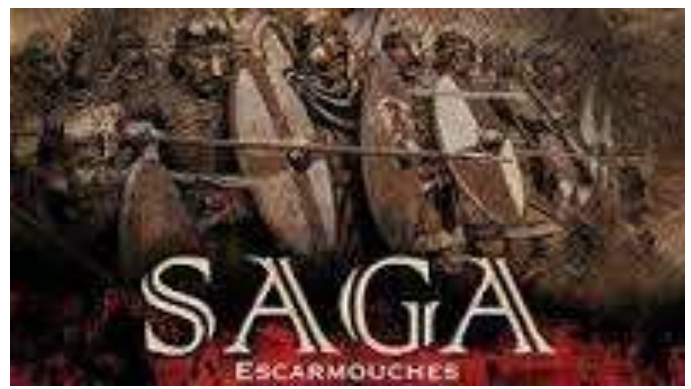


Tyler Wallace (Germans) vs Oscar Barela (Free French) 1944



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!!!