

The Lone Star Dispatch

October 2017



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Inside this issue:

- Welcome & BOD update
- Upcoming Events
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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.

This month we focus on all the preparation for MillenniumCon. This will be our 20th year putting on the annual event.

Just like last year the convention will open early on Friday, doors open at 8am and games begin at 9am. So plan to spend the extra day of gaming. We have lots of great games planned. This year we surpassed our goal of 100 games by four with 104 total games. Visit the MillenniumCon website for more details, player registration is now open for sign-up.



We also have more vendors this year with 19 of them – so save your \$\$ and plan to spend and meet the companies that supply our hobby needs.

Other events past and present and future are also included in the newsletter.

We are always looking for input from you, so send us information on your hobby projects, games and happenings.

Have a great October and see you at the gaming table.

Charlie Torok



OCT
7

1250 Bolt Action Tournament

Public - Hosted by Dragon's Lair San Antonio



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COMICS & FANTASY

\$10 Entry

3 rounds

2 1/2 Hour rounds

1943 and before

Hard Start 1130am

Choose your own adventure Tournament. Each player will receive a list of objectives that they wish to achieve during their match. When signing up, you will choose a primary, secondary and tertiary objective for each round. You will not show your opponent what you are trying to achieve until after the game is over. You will get points based on achieving those missions and only 1 point for every 250 p of the enemy army destroyed.

San Antonio



Philip Medick of **Carne-Con** fame out of DFW is Game Master of this year's Bolt Action Tournament – He is partnering with Round Rock Area Serving Center to collect canned goods and items during MillenniumConXX. We ask that you bring an item (or more) this year as part of your registration.

Texans Helping Texans

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



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.

Raven Banner Games: 28mm ACW Miniatures



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



www.acwgamer.com

Stephen Huckaby and Raven Banner Games will be at MillenniumConXX

TEXAS Broadside

The logo for Texas Broadside is a large, dark, rounded shape with a white border. Inside, there is a circular emblem featuring a battleship's mainmast and gun turrets. Below the emblem is a Texas state flag with the text "Battleship TEXAS". To the right of the emblem, the text "TEXAS BROADSIDE!" is written in large, bold, red and white letters. Below that, "A WARGAMING WEEKEND" is written in blue. At the bottom, "WHERE WARGAMING AND HISTORY MEET" is written in white. The top of the logo contains the text "OCTOBER 13-15, 2017 ABOARD BB-35 LA PORTE, TX" in white. A white beaded necklace is draped over the left side of the logo.

OCTOBER 13-15, 2017
ABOARD BB-35
LA PORTE, TX

TEXAS
BROADSIDE!

**A WARGAMING
WEEKEND**

WHERE WARGAMING AND HISTORY MEET

Battleship
TEXAS

October 13 -15

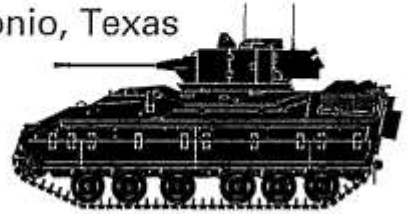
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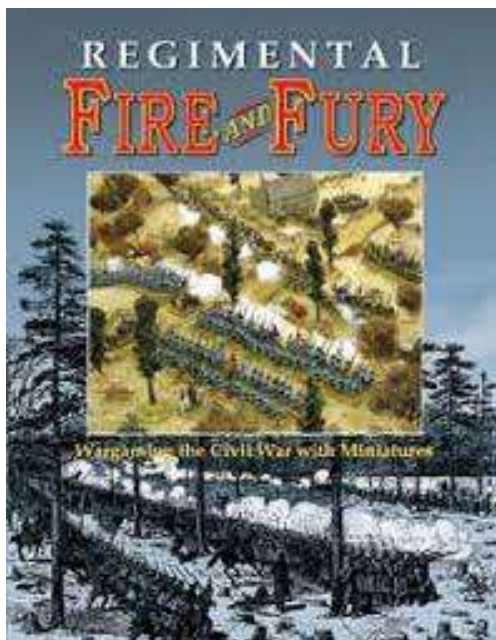
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Dibbles carries *Fire & Fury* Regimental ACW rules: San Antonio's game of 2018





Far into the future,

The Earth-Colonial Alliance has splintered. Its influence over the many colonies is dwindling with each passing day. A coup from within the Alliance has begun its rise to power. Known as the Earth Born Collective, it has openly declared war upon the remainder of the Alliance and the colonial systems. The Colonial Sphere - the network of star systems and worlds that make up the mankind's interstellar empire, now finds itself in a state of open war as the Collective, Alliance and the colonies, both major and minor struggle against one another for survival or expansion.

With conflict on the horizon, which side would you choose?



Dallas Walker and Conflict Horizon will be at MillenniumCon

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MillenniumConXX Featured Vendor



Here is a preview of some new product we will be bringing to MillenniumCon this year: Our new "Scenic Tub" [Miniature Basing System](#) gives you everything you need to add detail and character to your miniature bases. Choose from an array of materials such as Forest Floor or Green Meadows blends, Dark Soil, Desert Sand, Large Rocks or even Ruined Stone Slab Rubble! You can also mix and match them for a natural scenic effect. Add our specially formulated Basing Solution to easily apply flocking, rocks and other items to your miniature bases and give them a nice durable finish. As a bonus, you will receive your basing material in these convenient stackable tubs for easy identification and storage.

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





Battle of McPherson's Ridge, Gettysburg 1863. Event for MillenniumConXX: Game session Friday 9-12am.

By Stephen Huckaby

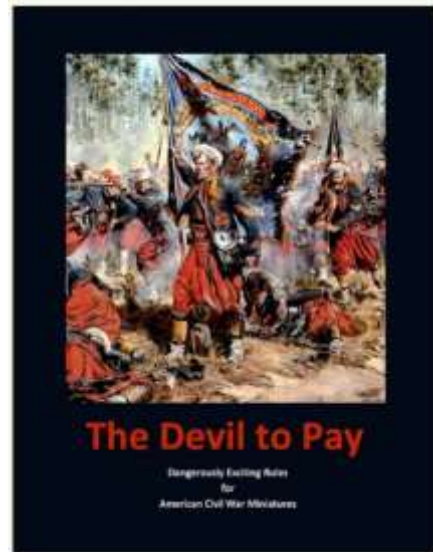
MillenniumConXX Game report



Hello Lone Star gamers!

I will be running a ACW game at Millennium Con on Friday morning and I hope I can convince a few of you to play!

I will be presenting the *McPherson Ridge* scenario from Historic Imagination's **Summer Storm: Regimental Wargame Scenarios for the Battle of Gettysburg** (see *ACW Gamer: The Ezine, Issue 10*). This refight will feature the famed Iron Brigade attempting to steam the Rebel tide as they march on Gettysburg.



This game will utilize the fast pace and easy to learn, *The Devil to Pay* rules which I think both veteran and new ACW gamers will quite enjoy.

The unique aspect of this game is that it will be played using paper soldiers from famed illustrator Peter Dennis' forth coming **Wargame The American Civil War**. These charming 'paper boys' are a great way to get into gaming the American Civil War and make for a great looking battle.

See you at Millennium Con!

Gaming in Dallas

from Lloyd Eaker



For September we have been playtesting a WW2 skirmish scenario for Millenniumcon. The game will be played with the rules “NUTS” from “Two Hour Wargames”. Using 1/72nd figures from Valiant and some 1/72nd scale models of vehicles.

I owned about a platoon for both armies in 28mm. As well as a large collection of 1/32nd scale skirmish toys. In the past I had already made and painted hundreds of WW2 vehicles in 1/72nd scale, so I will be going with the 1/72nd from now on.

The Valiant figures are excellent looking and are actually 1/72nd scale in size. They are larger than the traditional soft plastic type of figures. But on their own work very well, The only problem with them is the manufacturer for some reason made the various weapons about 1/60th scale in size.



But, at the price you would be hard pressed to top them. I bought enough figures for an American and German company.

During the last month and a half I have been painting about a platoon a week. Finishing two American and 3 German.

To the left is a German platoon from 2 weeks ago.

I called the scenario listed in the convention, Purple Heart Run. It really should be called Purple Heart Draw.

The scenario is taking place during the American 2nd Infantry Division’s attack North of St. Lo.

The part of the action represented will be on the division’s left flank. The area is known for the hedgerows.

The original purpose for the scenario was to examine the size of the fields lined with hedgerows for use with larger scale games like “Command Decision”. So using actual maps from the time and comparing to satellite imaging I could design a battlefield with the fields the correct size. Nuts like so many games has a variable ground scale so any size miniatures may be used. Since I am using 1/72nd scale figures I started there, with a foot on the table translating to about 25 yards (yes, I know it should be 24 but rounding will be easier.) The action I wanted to model on the table needed me to adjust the scale to 50 yards per foot. So the 8 foot by 6 foot table will represent a 400 by 300 yard area. So 1/72nd scale toys with a 1/144 map scale.

This week the figure painting was halted while I built the hedgerows for the game. For the first few playtests I had been using my hedges from the English Civil War. Servicable for play, but not showing what the hedgerows should look like. Photos below with ECW hedges on the left and hedgerows on the right.



The game will be during the last session on Friday and the first on Saturday. See you at the convention!

Start planning now: MillenniumCon20

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:

1 October – 31 October: Player registration

10 November – 12 November: MC20

Wingate Hotel & Conference Center
1209 North Interstate Highway 35
Round Rock, TX 78664

Website: <http://wingateroundrock.com/>



MILLENNIUMCON 20

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

Player Registration now open

19 Vendors / 104 Games

Convention Theme: **Battle of Stalingrad**



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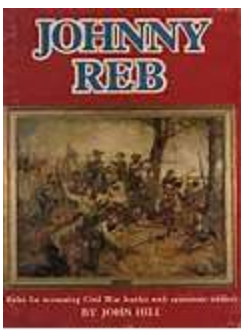
This year we are selling the Iconic LSHM shirt at MillenniumCon.
Order your shirt in Blue or Red on the MillenniumCon website at:

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



All sizes \$25 – order today





MillenniumConXX Game report



CM-129 ACW Battle of Monocacy 1864

by *Richard Schwartz*, Johnny Reb II (Modified), 4 hrs, 8 players, Newcomers

1864: Richmond is under siege. To relieve pressure, Lee sends Jubal Early and 15,000 men up the Shenandoah Valley to raid Maryland for the third time.



One of the least known and least appreciated battles of the American Civil War, Monocacy stands as a reminder of unfettered bravery against insurmountable odds. This is truly a “David” vs Goliath” reenactment honoring some of America’s greatest military minds...and some that weren’t so great. This battle will be fought on a large table with 15mm beautifully painted figures representing the historical orders of battles for both sides. Can you, as Confederate General Jubal Early, push your exhausted brigades past the steadfast 10th Vermont holding the railroad bridge and seize an undefended Washington, D.C. only 20 miles away? Can you, as Union General Lew Wallace, go from a failure on the field at Shiloh to become the savior of Washington D.C, or survive to become the author of Ben Hur? What have you got to lose...it’s just a game, right?



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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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July 1942 - February 1943



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Vendors



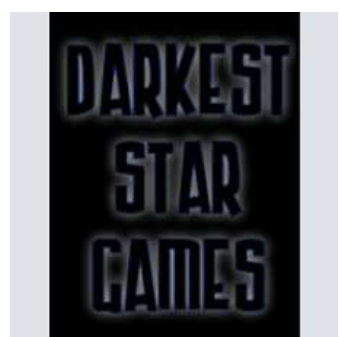
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Armies and Achieves



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MILLENNIUMCON 20

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MillenniumConXX Game report



Nathaniel Weber is running two games this year. His first game is **Zulu Gauntlet** on Friday night 7-11pm, and his second game will be **Road Warriors: Vietnam 1968** on Saturday morning 8-12.



Zulu Gauntlet

I'll be running this game with The Men Who Would Be Kings, which provides for a fast and enjoyable colonial wargame. The scenario features British infantry and colonial cavalry vs a large force of Zulu Warriors, as the British try to escape encirclement. There will be plenty of opportunities for rearguards and desperate assaults. Figures are 1/72nd plastics, from a variety of manufacturers.



Road Warriors: Vietnam, 1968

This game, set in the hard year of 1968, features US troops trying to fight their way through a PAVN roadblock. Both sides are heavily armed. The rules in use are a new system being developed by Ivan Sorensen, who writes the Five Core/Starport Scum/No End in Sight series of PDF games and other rules, and are relatively minimalist compared to other gaming systems. Players focus on maneuver their fire teams and vehicles and don't have to fuss much with the rules themselves. Figures are 20mm metal and 1/72nd plastics.

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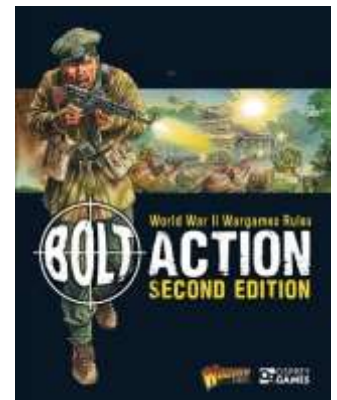
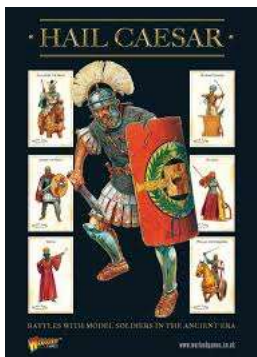
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Dragon's Lair now carries most Warlords rules and products, if it is not on the shelf just ask and they will order it for you – saving you the shipping cost.



Here is another great local store supporting LSHM

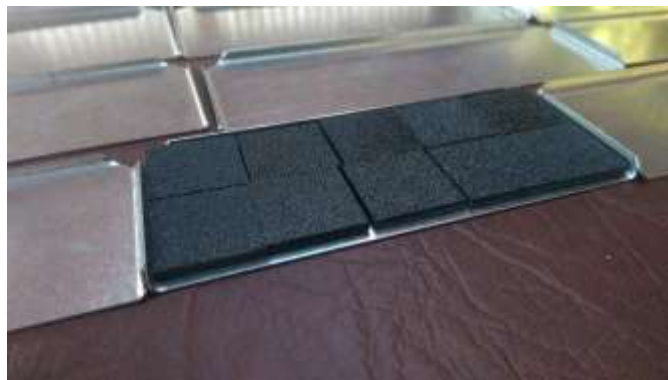


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Miniatures

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Shogun Miniatures supplies a wide variety of magnetic bases and movement trays for Wargamers



Support LSHM Vendors and Sponsors:

Texas Gaming for 2017



BAYOU BATTLES, Houston, TX

8/11/2017

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



MANEUVERSCON, Tulsa, OK

8/11/2017

<http://www.maneuverscon.com>



WARGAMES CON, Austin, TX

8/18/2017

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

FOWSA - LATE WAR, San Antonio, TX

September 9, 2017

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



TEXAS BROADSIDE!, La Porte, TX

October 13-15, 2017

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



Texas Gaming for 2017

(Continued)

REAPERCON, Lewisville, TX

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>





EM-147 By Fire and Sword-Fire in the East

by *Steve Miller*, By Fire and Sword, 4 hrs, 4 players, Newcomers

By Fire and Sword is a new (for me) game that opens up the world of Eastern Europe in the 17th Century. The game covers the Northern Wars with Sweden, Wars with Muscovy, The Turks, The Cossacks, The Tartars and The Poles. The smaller level of this game is fast, furious and easily learned but hard to master. I will have the following forces available: Poles, Turks, Cossacks, Swedes. Choose the army that fits your style of play! Nothing required. Everything provided. Let's roll some dice! Charge the Winged Hussars!

By Fire and Sword-Warfare in Eastern Europe in the 17th Century
Steve Miller-Dallas Thursday Night Irregulars-Southern Front



The history of Eastern Europe is not generally taught below the collegiate level in the U.S. I found these rules and played several games at Historicon. These rules are flexible enough to play your current collection level rather than forcing you to wait until you paint the entire army and find out that the game has "died" at the local game store.

There are multiple forces and nations available for this period. I will be bringing the following skirmish forces:

Polish Commonwealth
Muscovite
Swedes
Ottomans

Come join us and roll some dice, and play in a period virtually not gamed in the United States. It's a fast play game with a different result each time I played it. Be a risk taker!



Texas Bolt Action Event



Bayou Battles XIV – Houston, TX
August 11-13, 2017

After Action Report from Bayou Battles 2017

By Rick Hoy

The 14th annual Bayou Battles weekend was a rousing success. After 13 years of being a single format fantasy tournament, we added in Bolt Action as a second gaming system this year. With our good turnout, we met the criteria for a Qualifying Event for the National Bolt Action tournament to be held at Adepticon in Chicago in 2018. 16 players from Florida, Oklahoma, and from all over Texas descended upon Houston August 12-13th. We had several players participating in their very first Bolt Action tournament (including two as young as 12 and 13 years old) as well as grizzled old veterans with more than a decade of tournament gaming experience.



These players took part in two separate three-game Bolt Action events, a 1250 point tournament on Saturday and a 700 point tournament on Sunday. This different format, along with several unique scenarios with widely different objectives, tested our players' ability to think on their feet to win games in different ways over the course of the weekend. We gave out prizes to the best Allied and Axis general for each day's event, prizes to the top 2 painted armies from the weekend and the top 2 favorite opponents from the weekend's games, and some overall awards for how players performed over both days. Additionally, thanks to our wonderful sponsors, we had enough prize support so that everyone walked away with a sprue of infantry models and other door prizes to boot! We also asked volunteers to bring some terrain and set up their best looking table for everyone to play on. Players then voted for their favorite looking table, with a prize given to the winner.



Casey Pittman surveys the table and his opponents hot dice

Beautiful buildings and table provided by Crescent Root



Saturday's event had all tables playing the same unique scenario in each round. Players were matched up Axis v. Allies in round 1, but were matched up on their battle scores for rounds 2 and 3. All three scenarios were made specially for this event, and had a mix of both attrition and capture-based objectives. There were many hard fought and close battles, but at the end of the day, Casey Pittman's Romanians took the prize for Best Axis General, and John Petrelli's Australians won the Best Allied award.



Sunday's event was a bit different. Each of the tables was assigned an attacker/defender scenario for rounds 1 and 2 (some from the rulebook, others unique for the event). Players were matched up Axis v. Allies for each round, with Axis playing Defender in round 1, and Allies as Defender round 2. Players played a different opponent and different table/scenario each round. In round 3, players were matched up by their battle points and everyone played the same scenario. There were some very close games, and lots of draws on Sunday, but when the dust settled, Tom Keegan's Deutsche Afrika Korps took the Best Axis award and Scott Rodda's Soviets walked away with the Best Allied award.





After all six games were played and the scores tabulated, Casey Pittman's Romanian army came out on top as the Overall winner for the weekend, narrowly beating out Tom Keegan's DAK army. As part of Casey's award as the Field Marshall of the Bayou, he earned a free entry into the National Bolt Action tournament next March. Tom Keegan's DAK army won the best painted army award, with Nate Culver's Free French army in second place. Brian Ching (Finns) earned 5 out of 6 possible favorite opponent votes to with Best Sportsman, with Josh Cook (Soviets) taking second place.

In a very close set of votes, Nate Culver's North Africa desert set-up won the best table award. And despite finally winning his first game the last round on Sunday, Bill Anders and his British army ended up winning the Gen. Jay MacKelvie award as the, well, let's just say least effective general at Bayou (<https://www.theatlantic.com/magazine/archive/2012/11/general-failure/309148/> for more info on Gen. MacKelvie).

Overall, it appeared that everyone had a good time at Bayou Battles. Each player won at least one game (including the two youngsters), and everyone walked away with some new toys to assemble and paint up for the next event. Tournament games test a player's ability in ways that leagues and historical battle recreations cannot. Preparing a set army list for a variety of unknown scenario objectives against unknown foes, time limits on games making you think faster on your feet, and not only learning to be flexible with your tactics and strategies but also learning new tricks from your opponents can be a fun way to add a little variety to your hobby time and expand your knowledge of the game. However I have found that it is the chance to play against new opponents and the friendships that have grown from playing people from other cities that make it worth the time and expense to attend such events.

I would like to thank our sponsors, Warlord Games, Trenchworxx, Ettin Games and Hobbies, Killing Fields Terrain, and Alchemy Games for providing prize support, as well as all those players that donated prize support and brought such beautiful tables for everyone to play on. I have received enough positive feedback that we will very likely keep Bolt Action around at Bayou for next year (and beyond?). We hope to see more of you at next year's event, which is usually held the first or second weekend in August. Check our website (bayoubattles.com) and/or our Facebook page over the coming months for details.



***See you at next
year's Bayou Battles***



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News from the Master Hobbyist:

All Things Wargaming!

Dallas TX,

By Mr. Steve Miller

Here's a turn by turn AAR with several pictures about the 54mm AWI game using The Men Who Would Be Kings by Osprey/Daniel Mersey. Y'all need to try these rules! They're not just for colonial games. You can use multiple based stands such as ACW/ Napoleonics and the game will look stunning. Highly recommended. The solo game mechanism just rocks. We've played multiple players against "Mr. Babbage". Works like a champ! Totally unpredictable.

The running battle of Concord has always been a source of questions and quite possibly a source of propaganda shouted by both protagonists of the American Revolution. As a young history "sponge", I read stirring accounts of the "bravery of the Minute Men as they faced off the most powerful army in North America". I've always loved the Revolutionary period and constructed a collection of 54mm figures for Ken Cliffe's rules, "All the King's Men". Recently, I bought a copy of Daniel Mersey's "The Men Who Would be Kings". After playing several games, including two great solo games; I thought the rules and the period should blend well. They DO blend quite well and are highly recommended for most skirmish level games using horse, musket, pluck and luck! Here's a brief AAR that hopefully will prompt others to get these rules. You won't regret it! I played the "Playing Mr. Babbage"

The Running Scrape from Concord to Boston-1776 ish

The British force chosen for the mission to "obtain" rebel powder, supplies and a reported cannon was a bit patchwork at best. Colonel Samuel Fruitbat-Smythe was in command. He had served honorably for years and had moved his family to Nova Scotia after the bloodletting at Quebec. His force included:

Type	Commander	Leadership	Traits
Light Infantry	Lt. Chestnuts	5+	Hero-William Pitts' nephew
Light Infantry II	Ensign Pulver	6+	Up and at 'em Would rather fight than shoot
Tory Militia	Capt. Dotard	7+	A damned fine fellow
Scots in Trews	Major Dundee	6+	Unlucky-Dies on a 2 or 3
Regular Infantry	Major Payne	5+	The Gentleman Has a Bottle
Regular Infantry	Capt. Jonah Hexe	5+	Fine Swordsman +2D6 in melee
Light Artillery ("Bird Gun")	Capt. Blownaparte	6+	Steady, Going places!

The colonial militias had been put on "a minute's notice" for several days after a spy brought the news that the British were moving to obtain powder, shot, flints and a bronze 6 pounder captured from the French during the French and Indian War. The militia convened an assembly and elected Colonel Harde Knocks overall commander in the event of hostilities. The action at Lexington Green sparked the Minute Men into action. The British have moved to Concord in strength, obtained the supplies and are marching along the King's Road back to Boston. The order is simple. Stop the British; reclaim the supplies with acceptable losses. The militia forces look like this:

Type	Commander	Leadership	Traits
New Hampshiremen Rifle Volunteers	Capt. Jacoby	5+	A damn fine fellow
2nd Mass Sharpshooters	Lt. Ricketts	5+	Jolly Good Chap
Fornay's Company	Ben Fornay	7+	Fine Swordsman +2D6 in melee
Peter Francisco's Formidibles	Lt. Peter Francisc o	4+	A legend (4+Leadership)
Neville's Nervous Nellies	Gary Neville	7+	Weakling -1D6 in melee
German Volunteers	Col BlackAdder	6+	Bald as a coot! (No effect)
Miller's Maine Men	Capt. Miller	8+	Drunkard (roll for leadership-1-3=8+ 4-6=6+
Simpson's Minute Men	Homer Simpson	6+	Brave-remove 1 pinned marker for free each turn

Turn 1:

Light infantry providing flank support uncovers two Patriot militia irregular rifle armed units in the pens behind Holden's Farm. The left flank Light Infantry moved at the double uncovering a Patriot unit behind the stone wall as they deployed out of the Puritan church. Sounds of singing from the church provided a haunting melody as the hardened British regulars moved up the road. The Patriot units passed their Action Checks and fired upon the British Lights (no effect) and Regular Infantry for 2 casualties. British passed leadership due to their drill and training (+1). No leaders died in the exchange of fire and lead.



Turn 2:

British Lt. Infantry begin their sweep of Holden's Farm by firing on the militia riflemen. 1 Patriot casualty. Leadership passed. British Blue Regulars move at the double triggering a militia unit arriving in the British rear from Concord. The Yellow Regulars moved at the double, triggering a militia arrival to the left of the Yellow

Regulars. The second Lt. Infantry moves at the double, triggering yet another militia arrival to the front of the Lt. infantry. The "bird gun" deploys but has no targets in range. The Scots fail their move D6 roll, as did the Boston Tories. These failures caused a "traffic jam" in the Y of the roads to West and East Concord. Militia rifle unit "slinks away" due to a poor activation roll leaves the table for the warmth of the nearest pub and to blend in with the locals. Poor shooting by the Patriot militia causes 1 casualty, no leader death, and leadership passed. So far, so good.



Turn 3:

Militia riflemen II fail their activation roll and "slink away" (gone from the battle). The Boston Tories slam into the Concord Militia. Promptly seen off due to a draw in melee. 2 casualties, no leader deaths, leadership passed. The Scots fail activation, as do the Yellow Regulars and Blue Regulars. The

Light Infantry units continue to pour fire and cause two Militia units to be pinned. The British Blues take major casualties, are pinned and down to half strength. Their leader falls from the saddle with a ball to the chest. No one acknowledges his loss.



Turn 4:

The British Blue Regular Infantry rout from being pinned and shooting casualties. The Scots, and Light Infantry 2 move at the double; triggering two Patriot militia arrivals. The Boston Tories fail their charge order at the pinned Patriots. The Yellow Regular Infantry fail their activation rolls. No further militia units leave the table this turn; passing their activations to shoot. Minimal casualties but no leader deaths. British continue to roll heroically for pinning.

Turn 5:

The Scots retire the militia from the churchyard. The Yellow Regulars fail once again and do nothing. Light infantry kill 2 more Patriots. The rebel unit is decimated and melts away off the table. Boston Tories show their cousins (Concord Minute Men) off. The Concord militia lose their leader and “slink away” off table not to return.



Turn 6:

Boston Tories fail to activate, Light Infantry II fails to activate, Scots fail and stay pinned, Light Infantry 1 shoots Militia. Militia leader dies in the exchange. The Yellows move at the double. No militia units remain to bring onto the table. The Patriot militia that lost a leader fails its action roll and slinks off the field not to return. The last militia unit rolls its activation/movement dice and promptly fails, slinks off the field. Game Over!

Results:

Leaders killed: 2 Patriot (Maine Men, and Simpson), 1 British (Major Payne)

Units lost:

British: 1 routed off the table, 2 units at 50% effective strength, 3 at 40% effective strength

Patriots: Swept from the field. British move back to Boston. A bloody day!

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Two Hour Wargames will be at MillenniumConXX



FM-148 Dragon Rampant-Grand Melee!

by *Steve Miller*, Dragon Rampant, 4 hrs, 6 players, Newcomers

Dragon Rampant! Fast, Fun and a great smack down game for a Saturday night. The forces of Good are facing off versus the forces of Evil for the fate of the Otherworld. I'm bringing the following 24 point armies: 1. Lizardmen, 2. Orcs and Gobbos, 3. Lorenzo d' Medici and his buddy Leonardo, 4. Artorius Dux Britanniarum. Bring your own 24 point army and dust off those old figures that are gathering dust in your closet. This is a very non-serious game. Come to play, have some fun and to roll lots of dice! Remember...it's hard bein' Green!

Dragon Rampant Smack Down!!

Steve Miller-Dallas Thursday Night Irregulars-Southern Front

How long has it been since you've just had a good time playing a miniatures game? How long has it been since you've been able to dust off those old fantastical miniatures that have been gathering dust in your closet or your game room? Are you ready for some dice rolling, spell casting, and have a great time doing it? Dragon Rampant is just for you!

Dragon Rampant is an easy to learn, fast play, easy on the brain, fun set of fantastical rules by Daniel Mersey-Osprey Games. If you're a white knuckled, serious, rules lawyer sort, you probably won't like it. These games are meant to be a riotous good time between friends.



We will be playing with at least 4 different forces. You choose your favorite. Everything is probably OOP or at least 10 years old. Here goes:

Lizardmen-Azteca style

Gobbos and Orks-Just a lot of nasty green guys

Men of the West-The Real King Arthur-Dux Britannium **The Forces of Lorenzo d' Medici and his arch engineer-Leonardo da Vinci**

Dwarves (if Scott Clinton will let me use them) **Skeleton**

Romans (if Jamie will let me use them)

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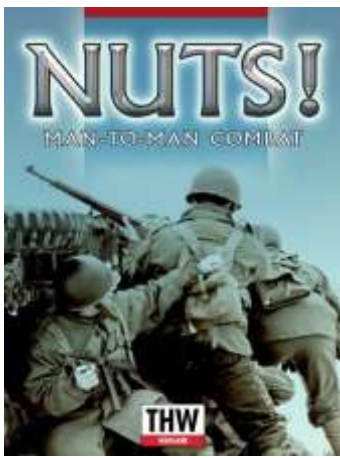
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Joe Wicker used the European Fields Battle Mat for his WWI Wings of War game at the SA Muster last year.



Ed Teixeira from Two-Hour-Wargames (THW) brings a Stalingrad game to MillenniumCon. Ed will be running a couple of games using his magnificent rules throughout the weekend. Of particular interest – because it matches the Stalingrad Campaign theme - is **Stalingrad 9/13/1942** being played Saturday night from 7-11pm.



MillenniumConXX Game report



Wanted to do a theme related game so chose Stalingrad - the Workers Village. Using NUTS, man to man skirmish level rules. Each player revives a 4 man section of troops to start. If they get down to 1 or less survivors they sit out one turn and re-enter the table with a new group. This allows them to be creative and able to learn the rules quicker. Playing with 28mm figures and excellent terrain from Acheson Creations.



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!

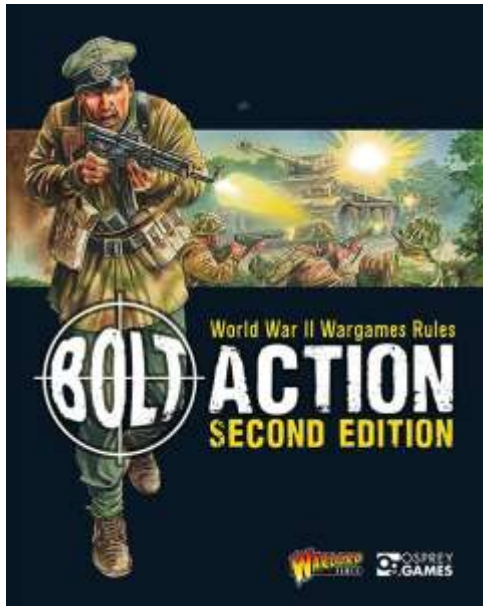


The cost of membership is \$5 and this goes towards promotion and prizes for our many events state-wide. This low cost membership helps us to promote the hobby through running tournaments and events in order to get gamers out gaming!! Please consider joining the group and helping promote our hobby.



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.



Battle of the Bismarck Sea, a Wings of Glory WW2 Event for MilleniumConXX: Game sessions Friday 7-11pm & Saturday 1:30-5:30pm.

By Ray Mitchell and Dave Morgenthaler

Back Story: I and my National Guard and war game buddy, Dave, have made MilleniumCon our annual get together for at least 12 or so years. Our enjoyment in participating has morphed into a desire to GM a game. I am a student of the air war in the southwest Pacific area (SWPA) as that is where my dad flew combat with the 307th Bomb Group in 1945. So Wings of Glory WW2 is my kind of war game.

Scenario Historical Context: During 1-3 March 1943 a Japanese convoy sailing from Rabaul, New Britain to Lae, New Guinea was destroyed by an overwhelming air attack by US 5th Air Force and RAAF fighters and bombers. The convoy was made up of 8 transports carrying most of IJA 51st Infantry Division and others elements; defended by 8 IJN destroyers with veteran crews and 40 fighter aircraft (the IJA and IJN shared responsibility for air cover). The main air attack commenced on 2 March with simultaneous attack by B-17s level bombing, B-25s and A-20s strafing and mast height bombing, and RAAF Beaufighters suppressing anti-aircraft fire via strafing. At the end of the day, all transports and 4 destroyers were sunk, a decisive Allied victory.



Preparation: We based the scenario from the detailed description in Lex McCaulay's book Battle of the Bismarck Sea. This scenario provides for: specific missions for all aircraft, visible targets for bombers and strafers, and opportunity for players to be quickly and (hopefully) intensely engaged. Dave and I conducted the first play test in April this year using the WoG game mats and 2 Styrofoam ship silhouettes. We found: the game mats were way to small; we wanted to use status sheets with checkoff boxes rather than the WoG chit system; attacking a 3D target that looked like a ship was more interesting than bombing a piece of cardboard; we would have to make up ship movement rules, set antiaircraft fire values for each ship, and create ship models; and make up rules for masthead height bombing. By our second play test, we had doubled the number of aircraft, made balsa wood ship models; and detailed our rule mods. We also engaged the help of Brady Severns, an experienced and savvy gamer that graciously provided a larger playing surface and valuable critique and encouragement.



Playtest 3 is coming up in October where we will tweak as needed, practice running the game, and use a 4-table playing surface.

We contacted Ares Games and asked them to provide prizes. Ares graciously agreed, and provided 4 aircraft for prizes.

Scenario adaptations: The ships are not to scale with the aircraft, full scale ships would be too large to manage. We greatly reduced the fighters to 6 Japanese and 2 Allied as scenario emphasis is on the bombing attacks. Ships are limited to 2 transports and 2 destroyers. Fighter types are limited to what's available from Ares Games. Bomber types are true to history, but without the A-20s. We plan to have the GM run the ships since the scenario is based on the ships getting creamed-not much fun as a sure thing. But if a player wants the ships, he or she can go for it.

Expectations: We hope to have 9 players in each of two events. We plan to allow each player side (Allied and Japanese) to select the most valuable player from the other side. We will award the aircraft to the MVPs.

MillenniumConXX Game report

Striking Back: Syria 2017

by *Richard Schwartz*, Skirmish Sangin, 4 hrs, 8 players, Newcomers
20mm scale modern combat.



Striking Back: Syria 2017: Your Delta team has been given another mission...rescue hostages held by ISIS forces in Amrallah before they are moved to a new location, tortured and killed. Drone images show Amrallah is bustling with ISIS and civilian activity. Several dead bodies are in a pit nearby and others are being readied for execution. Complicating matters, one of the prisoners is a local allied tribal princess! Just when you thought things couldn't get worse, you are ordered to strike in daylight so there can be no mistakes as to her identity. But you and your team have been through worse ... and the Daesh scum will once again regret they were ever borne. Lock and load ... put on your body armor, ready the grenade launcher ... and let's go kick some butt. Save the Princess, save the world!

The Skirmish Sangin rules can be as detailed or as fast paced as you want. When blended as a quasi role playing game, it's a real adventure. Players are assigned one or more wonderfully painted 20mm figures representing the local combatants, and must use "action points" to do whatever they need to do.

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