

MillenniumCon XXI is a month away, held 9-11 November in Round Rock at the Wingate Hotel and Convention Center.

We have a record breaking number of vendors who plan to attend. There will be over 100 games presented over the 3 days of gaming. All information is located at:
<http://www.millenniumcon.info/>

This year you will have a chance to buy your very own LSHM dice, there will be a limited number so buy yours early:



Player registration is now open, games will fill up fast so make sure to register for the game you want to play. Registration will be open on-line from 1 – 31 October.

Make sure to order your MillenniumCon t-shirt, they can be purchased online.



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Back

See you in November at MillenniumCon!

Charlie Torok

The Lone Star Dispatch October 2018



2018 LSHM Officers

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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.

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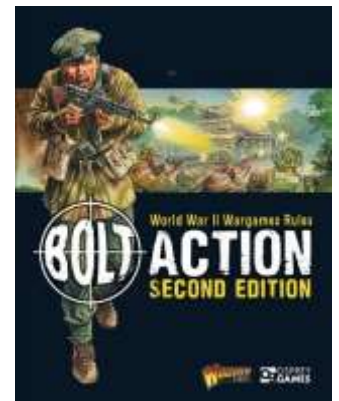
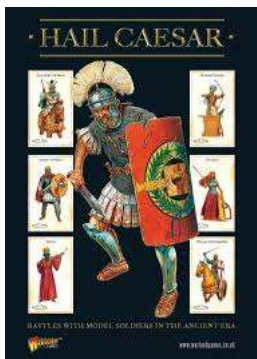
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Dragon's Lair now carries most Warlords rules and products, if it is not on the shelf just ask and they will order it for you – saving you the shipping cost.



Here is another great local store supporting LSHM



9 – 11 November 2018

MILLENNIUMCON XXI

Texas' largest War-Gaming Convention

Round Rock, Texas

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

Player Registration is now open!!



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Club*



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9 – 11 November 2018

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BLACK TREE DESIGN

Armies and Archives



NEWay Designs

Congratulations to: Joe Shaughnessy LSHM Facebook member #500



Joe lives in Waco, TX and joined the LSHM facebook page on 3 September 2018.

Joe won the first set of LSHM MillenniumCon dice for being number 500.

We now have 513 members – who will be number 1,000???



Joe Shaughnessy joined Lone Star Historical Miniatures - Official Group in September 2018

9 – 11 November 2018

MILLENNIUMCON XXI

Texas' largest War-Gaming Convention

Fundraiser



Hello fellow Wargamers!

By Andrew Fisher

My name is Andrew - a tabletop wargamer for over 14 years and member of both LSHM and the Alamo Chapter of the Military Intelligence Corps Association (MICA). The official benefit organization for MillenniumConXXI 2018. MICA represents the active duty, reserve component, retired Army (military and civilian), and defense contractors who support the Army Military Intelligence (MI) mission to remain "Always Out Front!".

MICA supports this mission through five core objectives: Preserve History, Educate Leaders, Share Knowledge, and Provide Soldier/Dependent Support Programs. MICA achieves these objectives through a variety of programs such as the Soldier/Dependent Scholarship Program, Wounded Military Intelligence Warrior Program, Soldier Support Program, and Unit Support Program. One such philanthropic event by the Alamo Chapter was the inaugural Wounded Warrior Hog Hunt. During this event, MICA organized several hunting teams consisting of wounded warriors in the Vaqueros Arena. Located about ten miles south of the small town of Pearsall, these hunting teams helped control the resident hog population. The event concluded with live music, horseback riding, and a BBQ dinner.



Branch Regimental Insignia

I viewed MilleniumCon as a unique opportunity to partner MICA with the local wargaming community. Wargaming has always been of special significance to the Military Intelligence profession. As the Army's principle subject matter experts on our nations adversaries, the Army Military Intelligence community is expected to advise leaders on what we assess the enemy will or will not do. Wargaming is a tool intelligence sections located throughout the military hierarchy use to achieve this by putting our assessments to the test. Just like the average wargamer, this requires familiarity with friendly capabilities, enemy capabilities, terrain impact analysis, and an assessment of what we believe our opponent will do.



Example of Analogue Wargaming using a sandtable

For MillenniumCon, MICA will have a donation jar in addition to a raffle to raise money for the local Alamo Chapter of MICA. Raffle items have been graciously provided by a variety of corporate sponsors including: Crooked Dice Miniatures, The Crow's Nest Hobbies, Spectre Operations, Special Artisan Service Miniatures, Miniature Building Authority, and Warlord Games. I look forward to not only demoing several modern game systems, but representing MICA at the con. See you on the field!

-Andrew

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Make plans to buy a MillenniumCon 2018 t-shirt

All sizes will be \$15 – purchase when you register 1-31 October



Front



Back

Lone Star Historical Miniatures (LSHM) Dice are coming to MillenniumCon 2018

Plan to buy your Set of six dice!



Dice will also be awarded as prizes

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You may use your major credit card, securely, through Square, or perform a PayPal transaction (which will re-direct you to PayPal to complete your purchase). It's your choice.

WARLORD™ GAMES

Warlord Games is coming to
MillenniumCon 2018





Denton, Texas 2018

Event Report

By Robert Miklos

Lone Star Game Expo 2 wrapped up yesterday, and I wanted to thank everyone for a spectacular success. We more than doubled our attendance from last year, thanks... in large part to Warmachine, Warlord Games, Frontline Games, and all the really cool historical minis.



Our vendor's room sold out, so we'll look to expand the vendor's room next year. Sunday ended with both a Starfinder Special and a DnD Epic that exceeded my attendance expectations. And Meeple Solutions rocked board games, filling double digit tables for many points during Saturday. We here at LSGE will be catching up on our sleep for the next week or so, but be looking for some announcements for LSGE 3 soon, which will definitely be happening. And thank you again to everyone who helped make this year's Expo a great success!



[By Mario Smith](#) (Frontline-Games):

LSHM was well represented (I have got to get a shirt!). This show has a lot of potential, the guy running it is a really nice guy. Said they doubled from last year. Between Jon, Steve and I we had everything from WWII, Pirates, Romans, Vikings, and more covered, nice smattering of historical Miniatures/games. Had a great time and great to see all of you guys again as well.



I Wanted to add I have not played games at a Con in years (always so busy) but this time my Wife/family gave me a break from the booth so I dove right in. [Scott K Hendrickson](#) was gracious enough to put on a demo of Hail Caesar, played against Grant Johnson (awesome guy BTW)- my Saxons vs his Vikings. We just went back and forth as we taunted each other with push backs and it was great.



Played a game of Blood and Plunder that Steve put on where I was an English Capt. fighting the Spanish against [Mark Mahan](#) (Ace guy as well!) - highly recommend that game and Steve & fam are great, then played an American soldier in a game of Uber Soldat that my son Devon ran and Steve Smith, and I got our butts kicked by the Germans played by our Son's. It was a lot of fun, looking forward to next year!



Bolt Action at MillenniumCon Games & Tournament Report

By Nate Culver



This year's Bolt Action at MillenniumCon will be a different format:

Ok, MillenniumConXXI is right around the corner and registration is now open.

A few changes this year:

You may bring a different list To each time slot.

You can bring a different army to each time slot.

You may sign up for 1-5 time slots but only 2 will count for the tournament.

There will be scenarios for each time slot.

Just remember to keep your lists in accordance to the early/mid/late war time slot.



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Conflict Horizon is coming to MillenniumCon 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?

Battle of the Bismarck Sea

March 1943

Ares Games Wings of Glory WW2
By Ray Mitchell



Dave Morgenthaler and I are gearing up to offer this scenario again for MilleniumCon XXI! We hope it to be bigger, better, and equally more fun.

On 25 Aug 18 Brady Severns and I gathered at Dave Morgenthaler's house for a playtest of Bismarck Sea.



Setting up the convoy and aircraft

Tweaks and changes for MilleniumCon XXI:

- Added another transport and destroyer for a total of 6 ships in the convoy.
- Upgunned ship anti-aircraft fire to make attacking the convoy more dangerous and avoiding said fires a little more urgent.
- Upgunned the B-25s with eight machine guns in the nose to increase strafing ability and be more historically accurate.
- Added a collision rule we did not use last year.



The attack begins! Japanese fighters go for the B-17s and escort



Tweaks and changes for MilleniumCon XXI: (Continued)

- Created a rule for fighter aircraft on fire to extinguish the fire by using the side-slip twice in tandem.
- Included aircraft tactics for newbies in the player briefing.
- Added covers to aircraft status sheets improve secrecy in player maneuver and speed planning.



Destroyers go hard to port bring broadsides to bear and Japanese fighters begin firing passes and set fire to a B-17, and dogfight with escorting P-40s



B-25s and Beaufighters make their attacks count and receive damage in return. A P-40 goes down defending the B-17s.

B-25s and Beaufighters press their attacks despite heavy and accurate anti-aircraft fire and do heavy damage to the convoy. Japanese fighters did not maintain sufficient spacing and muddle the second firing pass.





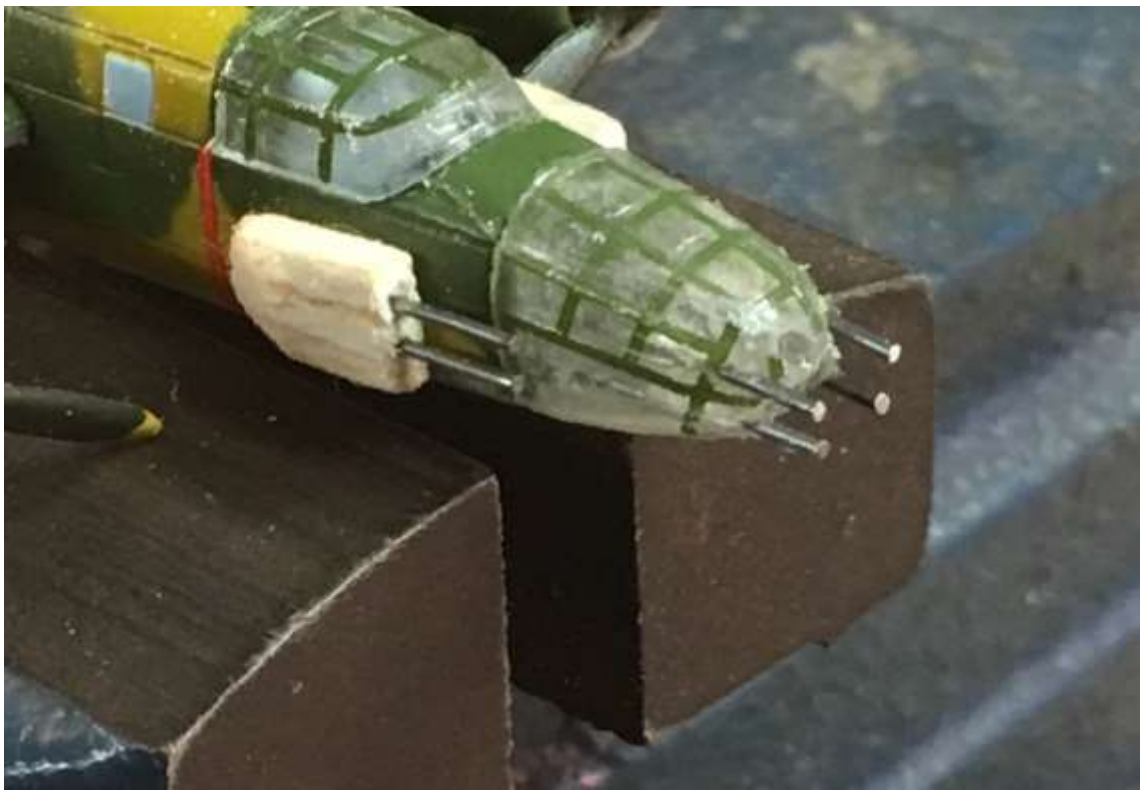
The convoy is devastated with all transports sunk or sinking and destroyer escorts heavily damaged! One Beaufighter goes down to anti-aircraft gunfire. B-17s begin their bomb run.

The playtest was successful.

Lessons learned:

- Clearer ideas about effective tactics and spacing between aircraft.
- Each aircraft maneuver deck needs to be uniquely marked to avoid mixing decks.





A close-up of modified B-25s with nose guns.





Sherwood Wargames is coming to MillenniumCon 2018

A note from Sherwood Wargames:

Hi Charles, you have our logo, but if you could add that we will be happy to bring orders with us for customers to collect at the show, as we can't bring everything we stock.

Our website address www.sherwoodwargames.com and they can text or phone us on 225 590 3499.

We are also hoping to put on two games showing off our range of Blitzkrieg models.

Phil
Sherwood Wargames

MIDDLE-EARTH™

STRATEGY BATTLE GAME



Return to Middle Earth

By Pete Attack



*On Sunday me, James Hughes, and Albert DiMarco got in another learning game of **LotR**. Played on a 6x4 with 3 players – we did not use heroes or magic as we are just making sure we get the core mechanics down first and really just grabbed some minis as opposed to building armies using points.*

I took 12 Riders of Rohan, 12 Rohan warriors and a few undead vs 12 wild wargs, 2 spiders, and 25 Orcs. On the left my Riders smashed the wargs and spiders over several turns of wild charges and throwing spears, but in the process still lost 5 of their own. On the right, the Undead and Orcs fought to a bit of a stalemate as we could both hit but not kill our opponents.



In the center things held briefly, but then the Orcs started massacring the Rohan warriors as they had hot dice and numbers to press the advantage.



My Riders swept in from the flank and ran down 1-2 Orcs, but then morale collapsed due to losses and I watched about 6 Rohan boys and a Undead fellow melt away in one turn. My only hope after that (the last warrior of Rohan was chopped down by 4 Orcs) were the 4 remaining Undead. Could bring home the trophy.





Once I pushed the Orcs over their breakpoint, many of them passed their initial checks with a stunning show of courage, but then slowly started trickling away until the last – a bow armed Orc – was surrounded by 4 Undead and brutally torn apart. Just another day in Middle Earth!





Looking back :

Not having heroes, banners, war horns, etc... made the morale impact that more devastating.

Rohan Warriors are not great infantry.

Neither are Fell Wargs!

It's not a great idea to be outnumbered.

The cavalry charge is a huge force multiplier (especially once you knock your opponent down).

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And unlike our major competitors, AGNM often include free product samples with larger orders including terrain pieces, and samples taken from our Objective Markers Range as several L.S.H.M. Club members can attest. Even small orders will often be gifted some of our exclusive hit, morale, immobilized, and pinned counters.



Above: Sikhs versus Italians in the Western Desert. (Figures not included.)



Left to right: Early War 'Bren' carriers—crew included; British M3 Honey (Stuart); Italian M13/40. Ask us about our new M11/39 at [info@](mailto:info@agnminiatures.com)!

Although not yet featured at our webstore, feel free to inquire at our [info@](mailto:info@agnminiatures.com) e-address about our fine range of resin national and unit Objective Markers, many made from original national badges, from as low as \$2.50 each, postage included.



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54mm at Lone Star Game Expo

7-9 September, Grapevine TX

All The Kings Men
American War of Independence
By Steve Miller



I hosted a 54mm All the King's Men AWI game at the Lone Star Game Expo in Grapevine, Texas over the weekend. Scaled the game to fit a smaller table size (6x6) and we proceeded to throw down. Three of the players were newbies, one of the players had played twice.



The players "got the rules" in about 10 minutes and were managing the game themselves in about 12 minutes. The forces of the King pressed the perfidious Rebels, seeking to sweep them from the field, taking the farmhouse, and partaking of the colony renowned victuals of the matron of the house, the fetching Mrs. Jane Miller.

The Rebels countered with a sharp, lively defense as the farm was also home to a powder supply for the local militia unbeknownst to the King's men.



The action was hot and heavy with multiple units withdrawing from the table from poor morale and musketry. The 17th Dragoons were mentioned in dispatches as dispatching a unit on contact then disappearing under Rebel musket fire. Their Capt. will be noted for his bravery but chided for not withdrawing the regiment as he was relatively inexperienced in the rules of war in the colonies. As a side note, to the guys in the AWI Wargaming Facebook group, check out the miniatures. ALL have mustachios or a 5 o'clock shadow. KMA.



All the King's Men is fast play, easy to learn and a super convention game. One does not "have" to play in 54mm only. It also lends itself quite well to Napoleonics and ACW. The rules are available online as a free download. The manufacturer has ceased production of the figure line but the web site plus several other sites still have copies of the rules.





Great game, great new friends, great venue! My tricorne is tipped to Justo Perez. Everything was organized and ran smoothly. This is a small convention we in the DFW are **SHOULD** support and make larger. It can and should be as well attended as MCon in Austin. I'll leave that up to you. I'm a supporter. Where were you?





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MIDDLE-EARTH™

STRATEGY BATTLE GAME

By Chris Lisanti

Return to Middle Earth. Maiden voyage with the new rules and army lists. Michael (Mordor) vs. Justin (Rohan) and Chris (Army of the Dead) in the Hold Ground mission at 800 points a side. Aragorn and Gothmog tied it up early with Gothmog receiving wounds. Gothmog then went to other targets while Evil maintained priority for most of the game.





However, due to where the war bands came in, Mordor was further away from the objective with Rohan keeping the objective and the Army ...of the Dead with Aragorn exacting enough casualties along with a good Rohan cavalry charge to break Mordor resulting in the ending of the game after the 2nd turn after Mordor broke. The extra turn allowed Mordor to break the Good forces as well. No heroes were killed although most had used all their might points and some fate points. A good time was had on the Pelennor Fields battleground



2018 - Texas Region - Conventions and Events

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Bloody Broadships Game

Lone Star Game Expo, Grapevine Texas

By Grant Johnson

Two glorious days of fighting Napoleonic Sailing Ships over a rainy Texas Weekend. We set our sails with a steady wind, as two squadrons, one British and one French, and sailed into action. Chuck Gibke was the game master and provided everything needed for the game. Bloody Broadships is a 1/900 Miniature Game by Portsmouth Miniatures and Chuck hosted games on both Friday and Saturday afternoons. It was a simple scenario that was even on both sides, points and levels for both squadrons. All ships were B Crew Rating, with one 1st Class ship and three 3rd Class ships on each side. Chuck introduced a novel local rule to the Bloody Broadships damage table. Instead of methodically distributing each round of hits in an even manner, as stipulated in the rules, he play tested a local rule for 1D6 roll to determine the location of the damage. On a roll of 1-2 = Sail damage; roll of 3-4 = Hull damage, and on a roll of 5-6 = Crew damage. This system worked well. For those players that rolled excessively high or low, their Ship could end up in trouble quickly. I must admit, under this new local rule, I was losing my crew quickly in both games.



Friday's Game: Both lines of ships at full sail approached each other undaunted. By the second turn the lead ships contested the same hex. With a roll of the dice, the British side wins the 'hex'. It was a near miss for both sides as the Ships of the Line had a near collision, ramming and damage. Second photo shows a lovely broadside exchange as each side breaks off its rear ships to maneuver to get a better cannonade at each other. With two players on each side, the forces were divided with two ships per player. After many turns exchanging heated fire, careful plotting, and second guessing each other, the French were able to obtain a critical fire damage hit on a British Ship. The French were slightly more able to use Raking fire and Stern Raking fire. After many turns, a single battered British ship struck its colors and a French Victory was achieved. French Captains were Scott H. and myself. Justo Perez and Chuck were the British Captains. The French hoped that Napoleon would personally award them with medals of Valor for a French Victory.



Saturday's Game: A-Hoy! Both French and British Ships were reset and tried again the same scenario now under different commanders. Herb and Andy commanded the French this time. Scott H., Randall, and myself sailed the British. (I added Scott H, because good advice was never far away). Both Squadrons boldly approach to exchange rounds at close range and were successful in inflicting significant damage to each other. The French Squadron signaling General Chase to allow their ships to individually decide their own course of action and were released from fighting in a single file. The stage was set for a situation where it was every ship for itself. The British too lost their line formation as each side tried to out sail each other to take advantage of the situation. The last photo is the sad tale of the French Ship Berwick. In the heat of Battle it was cornered by all four British ships at once. The combined broadsides of the British were too much for the single ship. The Captain of the Ship Berwick struck its colors with no crew to defend her. The French at this point hoped for a small miracle. Perhaps on a lucky dice roll the Berwick Magazine would explode from a critical hit. The resulting explosion would critically destroy most if not all of the British ships. The players rolled their critical dice to decide the fate of poor Berwick. Luck was with the British and a disappointment for the French and there were no critical hits on that round against the Berwick. Look on the last photo of the game to see the rest of the French Squadron scattered to safety in every direction.



Many Thanks go out to all the brave Ship Captains for playing Bloody BroadSides on both Days. I want to thank them for a fine attitude, good sense of humor, willingness to learn a new game, roll dice, and second guess unpredictable opponents. Three cheers to future Bloody BroadSides Games where Ships of the Line set Sail once again for fame and fortune. I raise my Captain's Hat to Game Master, Chuck Gibke who did a really fine job in hosting both games.



Lone Star Game Expo, was a new venue to me. They conducted a very good weekend event that included the whole spectrum and variety of Miniature Gamers, Board Gamers, and Role Playing Gamers, along with many vendors. We found that Miniature players were well represented in many Individual /Group /Tournament games and demonstrations. I must mention LSHM Member, Justo Perez, conducting his own future planet side warfare miniature game that we had the opportunity to play. Perhaps we will see these rules again in the near future.

San Antonio, Texas

By Chris Lisanti



Third World War Thursday Update

September Report

Third World War Thursday Update. 2 v 2 last night as Tony (Soviet T-64s) with Nathanael (BMP-2 motor rifle) defended against the NATO attack of Gabe (W. German panzer grenadiers) and Chris (USMC Pattons) in the Hasty Attack mission with 100 points aside on a 6x8 foot table.





NATO attacked vigorously on the right objective with combined M-48 Patton tanks and Marines working their way through a wooded area to the objective just beyond defended by BMP-2s and infantry.





Great infantry saves and very ineffectual assaults by both sides granted time for the Soviet reserves to come in and/or move existing units to shore up the defense resulting in no clear winner at the end although with the loss of most of the Pattons and the Leopard IIs, things weren't looking too good for NATO.





A 4-ship of USMC Harriers underperformed as well even without substantive AA threat by the Soviets. The larger table made for a different battle with artillery, air and mobility more important.





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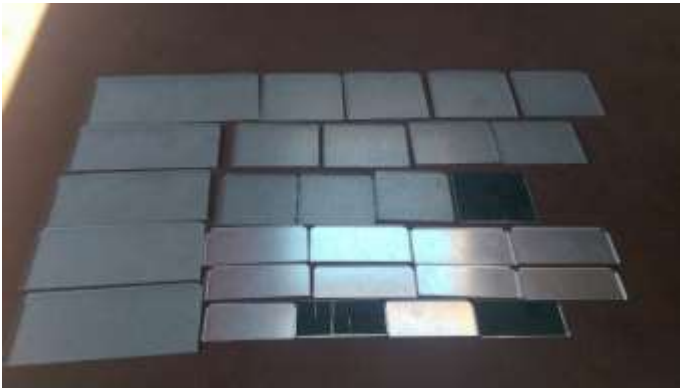
Chris Lisanti

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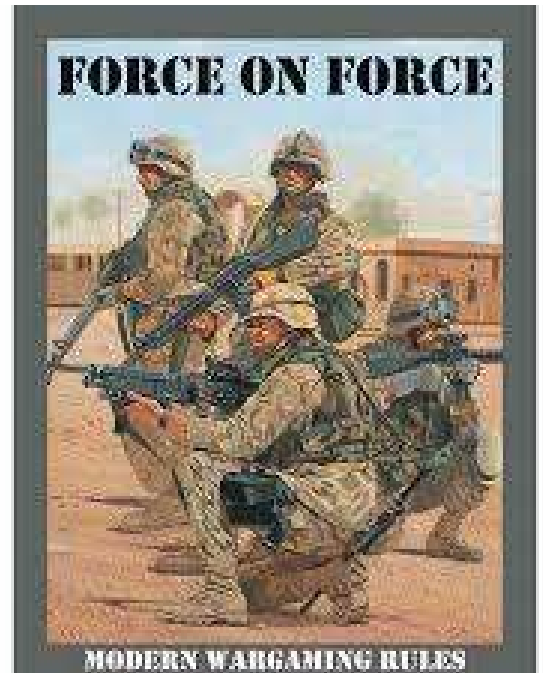
**Shogun Miniatures is coming to
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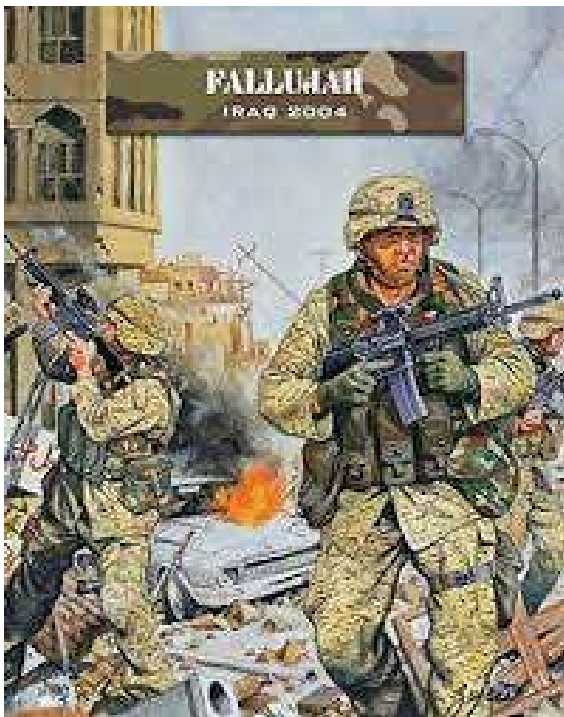


Force-on-Force

By Adam Rios

Our 2nd playtest of the MilCon Fallujah game. Indecisive either way but the action was intense. Playtesters, Deven, [Matt Velentgas](#), and Mark S. had a great time and are anxious for another go on the scenario. Still am a big fan of Force on Force rules for modern skirmish. still some painting to do on minis and terrain to add to the scenery.



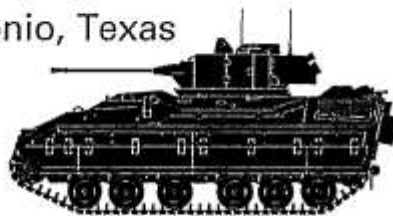




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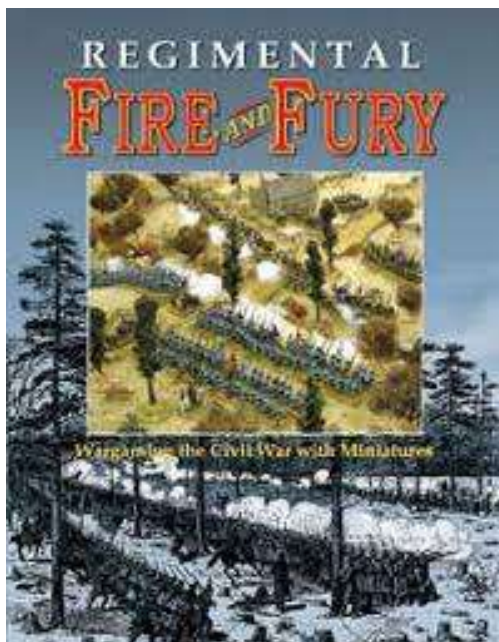
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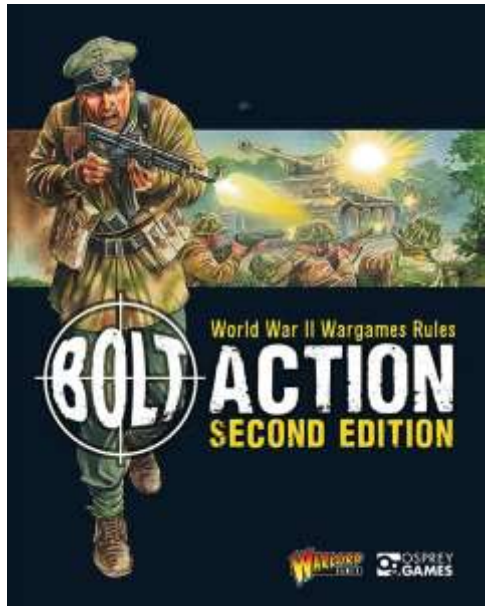
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ISSUE #18

A Review of
A Terrible Roar
Chickamauga Scenarios

The cover art features a central illustration of a Civil War battle scene. In the foreground, blue-clad Union soldiers are positioned in a trench, some holding rifles and others on horseback. Several American flags are visible, including one on a pole in the center. The background shows a hazy battlefield with more soldiers and structures. The title 'ACW GAMER' is written in large, bold, white letters with a red outline, and 'THE EZINE' is written in smaller, bold, white letters below it. The entire scene is framed by a red border.

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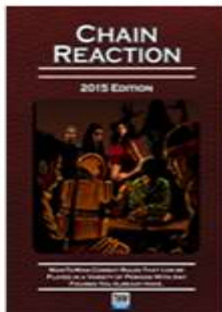
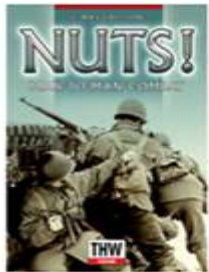
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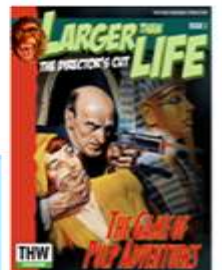
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