

The Lone Star Dispatch

September 2017



2017 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.

Adios Amigos!!!!

By Tyler Buenaflor (Goodflower)

Where to begin to write! I write with a heavy heart full of sorrow and nostalgia. I've been stationed at FT Hood for almost 6 years, I'm getting sent up to the great white north for my new duty station. I've been an active LSHM member since 2013 thanks to my introduction to bolt action. I've seen the group start as a small club at dragon's lair to a country wide face-book group and being an active part in the worldwide bolt action community! I've had the honor in making lifelong friends thanks to this game and to them I say thank you for making my time here memorable! I've learned so much about history and model building thanks to being in this group. I've started with a small soviet army, now I'm a proud owner of 3 huge bolt action armies and a growing Napoleonic French and British army.

The LSHM group itself has grown since I've been in and the conventions are getting bigger as well. I was happy to join a group where camaraderie was found other than the military. The group itself is friendly for all ages and family friendly, as I've seen from little kids to men in advanced age (don't want to say old!). I hope the group goes on growing in the years while I'm away.

I don't want to take up too much of your time, I will miss all of you. From Oscar's jokes about my mom (I seriously think he's my biological father now) to Casey's great generosity and friendship. To all of you in the group that know me, remember that I shall always be there if you have any questions and I'll try my hardest to make it down as much as possible. I'll always post pictures of what I'm working on and I'll always be a LSHM MEMBER! In the words of General MacArthur "I shall return", thank you every one.

(Editors Note: We wish Tyler and Angelina best wishes on their move to Fort Drum NY – you will be missed, and yes stay in touch!]



**To run a game and register
as a Game Master(GM) for**



GM registration runs to 15 September, so you have time to plan your game. We need GMs for Friday AM (0900-1200) and Sunday AM (0900-1200) to run simple introductory games (Wings of War, Test of Honour, Terminator, SAGA, X-Wing, etc.....).

Discounted admission for your efforts – visit our website at:

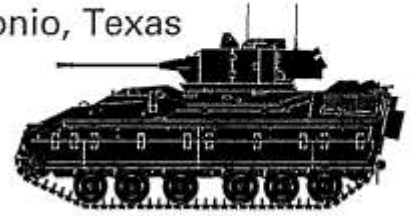
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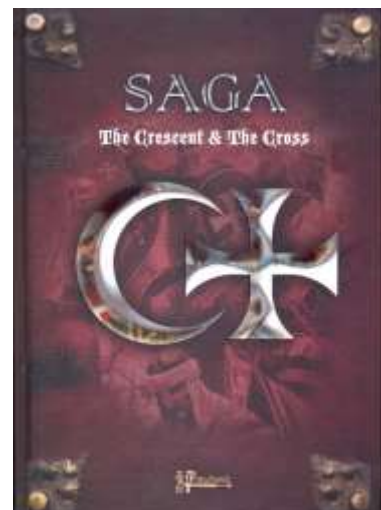
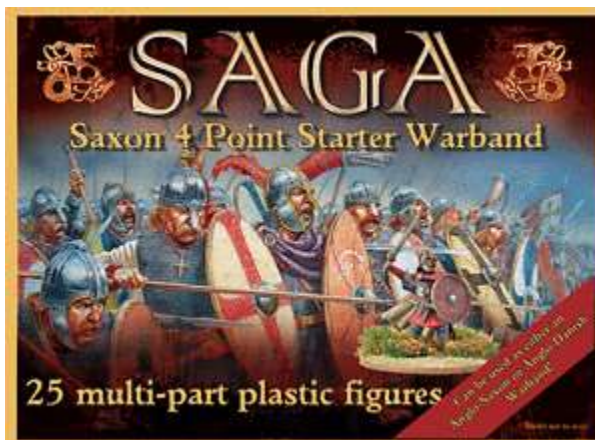
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Late War Flames of War



By Ian Straus



Tournament Time

(Late) FoWSA 12

You are invited to the 12th annual Late-War Flames of War San Antonio Tournament, Otherwise known as FoWSA .

The tournament will be held on Saturday, **September 9th, 2017 in the Annex at Dragon's Lair Comics, 7959 Fredericksburg Rd # 129 San Antonio, Texas** (Fredericksburg Rd and Medical Dr.). On the day of the event, registration opens at 09:00 AM, pairing at 10AM, and play begins at 10:15 AM. Expect play and awards to continue until 8PM.

We will play 4th edition rules.

There are 16 player slots. First lists in and approved, first served. I will take stand-bys after that. Please Email all lists to Ian Straus at ian.straus@att.net by **noon September 1st, 2017** for approval. Send lists with subject line "**FoWSA 12 lists**". (If you use other subject lines, don't be surprised when I don't find them in my spam-filled email.)

This Late War Tournament will cost \$15.00 with a \$5 discount for current LSHM members who pre-register. Tournament fees will be payable on the day of event at the door. Lunch (pizza) is included in the entry fee.

The Tournament will use 1515 points. Armies must be built from the current late war Army books and official PDF lists available on line as of August 1st 2017.

Lists must show

- the player's name, player's city,
- the book or PDF on which they are based, the company nationality, name and page number,
- the number and types of stands in each platoon, as well as the point costs and upgrades for each platoon. Bring copies of your list for your opponent to look at, and bring the source book or PDF. Heroes may be used. However when a specific Hero is killed, all players using that hero immediately lose the hero in question for that round. (After all these guys are unique.)

There will be 3 rounds played. Missions will be announced at sign-in.

Priorities in pairings in round 1: Pair Axis vs. Allied; pair opponents from different cities.

Priorities of pairings in rounds 2 & 3 will be: No repeats vs. the same opponent; pair Axis vs. Allied; Highest cumulative scores vs. highest.

Prizes will be awarded to best overall general, best Axis, and best Allied players as well as prizes for best-painted army and best terrain table. Terrain will be appreciated, and I will give a prize for the best table. (We provide the table, you provide everything on top of it, 4'x6'.) We will set up terrain on Saturday at 9:00AM. Please tell me if you intend to participate in the terrain table contest, so that I may send you table criteria and forms.

Ian Straus, tournament director.

For FoWSA tournament and San Antonio Flames of War events information see our blog <http://fowsa.blogspot.com/>

Or the facebook page <https://www.facebook.com/groups/fowsa/>



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Summer School like we never had!!

By Blake Radetsky

The kids receive miniatures for most classes that they paint and take home after the class is over.



Blake has run summer programs on two separate campuses for the past 22 years to introduce wargaming to young (and future players).



Students learn about Medieval history using SAGA Dark Ages by Studio Tomahawk and Gripping Beast.



Warlord Games' Beyond the Gates of Antares class.



Mantic Games' Dreadball class.

Ancient Warfare using DBA rules



Ancient Warfare using Warlord Games' Hail Caesar rules



The history of World War II comes alive using Warlord Games Bolt Action.



Always a crowd pleaser, Axles and Alloys!



There were other classes but pictures were forgotten when the camera was left at home. These included, a pike and shot class call Victory Without Quarter, a kid favorite called Cheese Wars, think the wars of religion in the 1600s Europe but using Rats with muskets as the two forces. A wild west class using the Gutshot rules from Hawgleg Publishing.

The following companies have supported these classes and a Big Thank You goes out to them.

- Ares Games
- Gripping Beast
- Kraken Skulls
- Mantic Games and Shawn Grubaugh
- Pendracken USA
- Studio Tomahawk
- Warlord Games and Jon Russell
- Wargames Research Group



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FEATURED SECTIONS

SPECIALS!

SPECIALS AND SALES! (Updated
7/31/2017)

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- PSC/ITALERI, WARLORD,
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BOARD GAMES - MMP, COA, LW,
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A large, stylized graphic of a dog tag with a pearl necklace. The tag contains the text: "OCTOBER 13-15, 2017", "ABOARD BB-35", "LA PORTE, TX", "Battleship TEXAS", "TEXAS BROADSIDE!", "A WARGAMING WEEKEND", and "WHERE WARGAMING AND HISTORY MEET".

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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 |
|--------|-------------|



KEY DATES:

1 July – 15 September: GM registration

1 October – 31 October: Player registration

10 November – 12 November: MC20

Wingate Hotel & Conference Center
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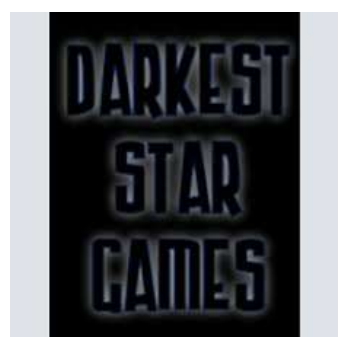
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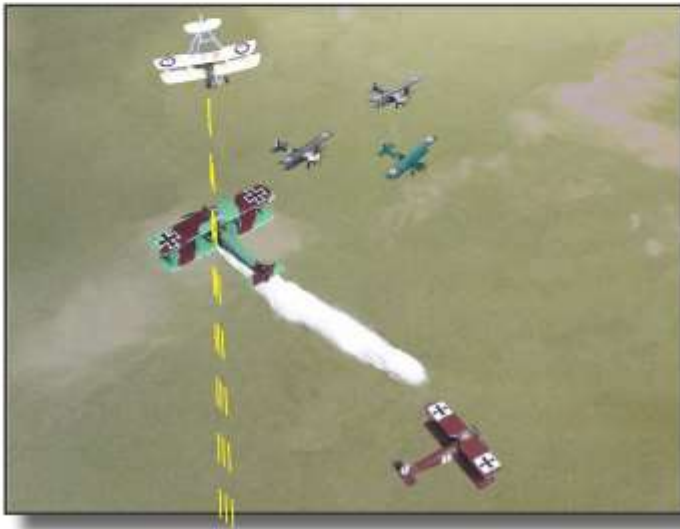
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Gaming in Dallas from Lloyd Eaker

For the last few weeks our gaming group has been playing World War One airgames using the Scenario book "Colorful Skies" for the "Check Your 6" rules. We use the "Wings of War" and "Wings of Glory" 1/144 aircraft and home stands with 4 foot antennas. We also use a gridless game mechanism.

Our group meets most every Sunday for gaming, with 4 to sometimes 12 players in a game. The games vary using 15s through 54s for the figures. Skirmish engagements to games portraying operational actions like the entire Battle of the Bulge or Kasserine Pass.



A pair of photos of a British bomber mission intercepted by German scout planes. The photo on the left shows the bombers in formation. The right shows the last bomber after surviving the bomb run. This is moments before the Red Albatross is shot down losing an Ace in the bargain.



**The dice gods
have spoken.**

This scene is towards the end of another bombing mission that went very wrong.

The white smoke marks damaged planes. The Fokker E1 is indeed on fire and falling out of the sky with a dead pilot.



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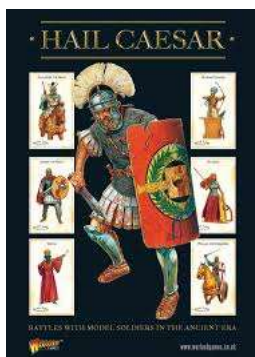
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Dragon's Lair now carries most Warlords rules and products, if it is not on the shelf just ask and they will order it for you – saving you the shipping cost.



Here is another great local store supporting LSHM



Pacific Bolt Action Tournament

By Joe Wicker

Texas Bolt Action Sarge

Pacific War Tournament summary:



6 platoon Leaders reported for duty on 12 AUG at Knight Watch Games in San Antonio this weekend.

The forces consisted of 1 Russian, 1 Chinese, and 1 Chindit player for the allies, and 1 German and 2 Japanese players for the axis.



There were some really great battles fought on some rough terrain as Junior Leytenant Jacob Mayer, representing the 138th Rifle Regiment of 101st Rifle Division & supported by naval troops, skillfully out maneuvered his opponents to overall victory.....again.

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The allies rolled over the axis to take back lost ground in the Pacific with a score of 111 to 82. 1LT David Crowley running his chindits for the first time was a distant 2d place for the allies with 17 points. Rikugun-Chūi (1LT) Oscar Barela, running his Imperial Japanese Army (IJA) for the first time, came in 1st place for the Axis with 33 points. Rikugun-Shōi (2LT) Art Douglas commanded his IJA platoon and was right behind Oscar with 30 points.





Only six participants attended the tournament at Knight Watch Games. There wasn't a lack of enthusiasm however as seven LTs mentioned they wanted to attend but had previous summer engagements before school started plus several people went to the Bayou Battles in Houston. I am happy to announce that Bolt Action is still alive and well in Texas. It was a day of excitement for those that participated; here are some highlights: Jacob's last battle was against new comer John Campbell (playing Germans) and this battle was a stalemate that went to the last dice roll to determine who would win; the result was a draw. There were two battles where one opponent defeated the other almost to the last man. During the first round, 2LT John Campbell close assaulted some British soldiers with odds in his favor but the enemy got lucky and wiped out all of the men in his squad instead. John was not daunted though and professed that he had a great time.

There was one new PLT LDR (John) and two second timers. It is good to see the new blood coming back and some of the old timers working with them to make the tournament both fun and competitive. Jacob Mayer's return marked an end to a long absence. With his victory this weekend, he continued his "undefeated" streak which is coming up on 2 years. Jake is humble though and mildly stated that he is just "lucky". Jake stated that he is here until next summer so there will be plenty of opportunities to break his win streak. From what I have seen, people are gonna need a lot of luck to beat Jake.



Only one person submitted a historical background behind his platoon and the points helped him stay competitive.

Historical backgrounds relate your platoon to historical units which provide BA platoons with a sense of personalization and depth. Had others submitted a historical background, some place holders would have switched.

In conclusion, I want to thank Brenda & Paraic at Knight Watch Games for their great hospitality. Their prize support, store ambiance, and terrain support make every gaming experience there wonderful. Football and basketball season have arrived so I won't be hosting anymore BA events until January. I have proposed some event dates to Dragon's Lair in San Antonio. If I haven't been "voted out of office" before then, I'll be submitting themes for the proposed dates on Facebook in the coming weeks. I do know that Thomas from Dragon's Lair SA plans to host a tournament in October. I encourage you to keep up the great BA camaraderie.

Sarge.....OUT.



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Texas Gaming for 2017



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MANEUVERSCON, Tulsa, OK

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<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>



Texas Bolt Action Battle Report

By Joe Wicker

Texas Bolt Action Warlords SARGE



From: 1LT Wicker, A Company, 1st PARA BN
TO: CDR, 1st PARA BN, 1st Parachute BDE (UK)
Subject: Battle report (1500 pts)

The game board represents Tunisia 1982/43. This game pitted German/Italian vs USA/British. Each nation had 750pts each for a total of 1,500pts.. We also used 4 different color dice.



Enemy: Elements of the 21st Panzer Division, & the Italian Montebello Lancers Regiment from the 132d Ariete Division. This force consisted of: Germans 1x2LT ([Charles Torok](#)), 2 INF Squads, 1 sniper team, 1xATR, 1 PZR IV, 1 SDKFZ 250, 1 SDKFZ 222. Italians: 1 2LT, 2 INF squads, 1 Mortar, 1 Light ATG, 1 MMG, 1 Armored car, and 1 Light Tank.

Friendly: TASK FORCE Strontium consisting of: British: 1st Platoon, A company (Red Devils): 1LT Wicker, 2 Para Squads, 1 Bren Carrier, 1 PIAT Team, 1 MMG, 1 ARTY FWD Observer, & 2 regular INF Squads from the 3d INF Division. American: B company, 1-16 INF 1 1LT, 1 Air Observer, 1 M16A1 quad .50 (AAA), 2 INF Squads, 1 Bazooka team, 1 M* Greyhound AC, & 2 MMGs.



Situation: Axis forces consisting of Italians and German forces are advancing on Pevensey village in South East England. I was able to recruit some Yanks falling back from the beach to join us in a counter attack 3 KMs East of Pevensey. We were lucky to have air and Artillery support from BDE HQs.

1200 hours: Us and the Yanks advanced East and encountered lead German and Italian forces. Jerry deployed in the center and the Italians occupied both flanks. The Yanks and our forces became juxtaposed but essentially we have the right flank and they (the yanks) have the center and the left flank. Small arms fire erupts in the center between Jerry INF squads and our MMGs.

1230: 4th and 2d Para squad move up on the right flank just ALL the enemy armor but the PZR IV and 1 IT Armored Car (AC) appear. I order the PIAT team and 2d PARA squad to take cover in the trees as does the 1 American MMG on the right flank. Our advance in the center goes remarkably well as the FWD Observer calls in Arty on the Jerry center. The Yanks come under heavy fire from the ATG and an IT MMG on our left, their right, flank. suddenly, the Italian ATG is nearly destroyed by the quad .50.





1245: The arty strike from LT Jones, is very effective: 1 sniper destroyed, the jerry officer, 1 ATR rifle team, and 2 squads are heavily pinned. I sense the time is right to advance in the center and the Yank LT agrees. However, our right flank is in jeopardy as ALL the axis armor is now advancing. They practically destroyed 2d PARA. It is clear they want the hill to our right. The Yanks order in one of two air strikes on the enemy armor.



1300: Disaster! The bloody pilot must have been a ROOKIE as the blooming fool struck the Main Effort (ME) in the center! Every unit took damage and one Yank squad was cut to ribbons. Not only that but the enemy armor tore through 2d PARA (I saw CPL Landon taken prisoner). With the YANK MMG the only viable unit on the right, I ordered the PIAT to advance. I heard the American Air Observer cussing out the rookie pilot and he is calling in the 2d AC from the Combat Air Patrol (CAP). I told the Yank 1LT it is up to him and his men with the quad .50 to take the hill in the enemy rear.





1315: We couldn't hold in the center or the right. The Jerry ATR knocked out the quad .50 on the left. The remnants of our center tried to close assault the demoralized Jerry center but our Rookie pilot motivated them to get up and fight. They wiped out 4th Squad and the Yank 2d squad. On our right, the enemy armor continued to advance as it destroyed PVT Walker's PIAT team and the yank bazooka team. It was too little, too late, when the 2d Thunderbolt destroyed the PZR IV. I ordered all units to fall back, in an orderly fashion, to the rally point 2 kms West.





Service and support: As a fighting force we have been drastically reduced. The best I could do is to reconnoiter until reinforcements arrive. I would suggest to have that rookie pilot shot but we'll need all the airpower we can get in the coming weeks.....

signed
1LT Wicker,
1st PLT A Company





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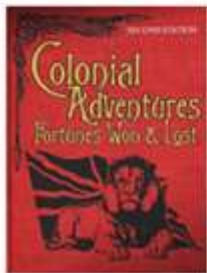
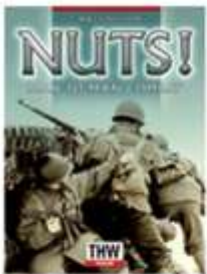




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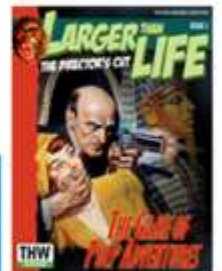
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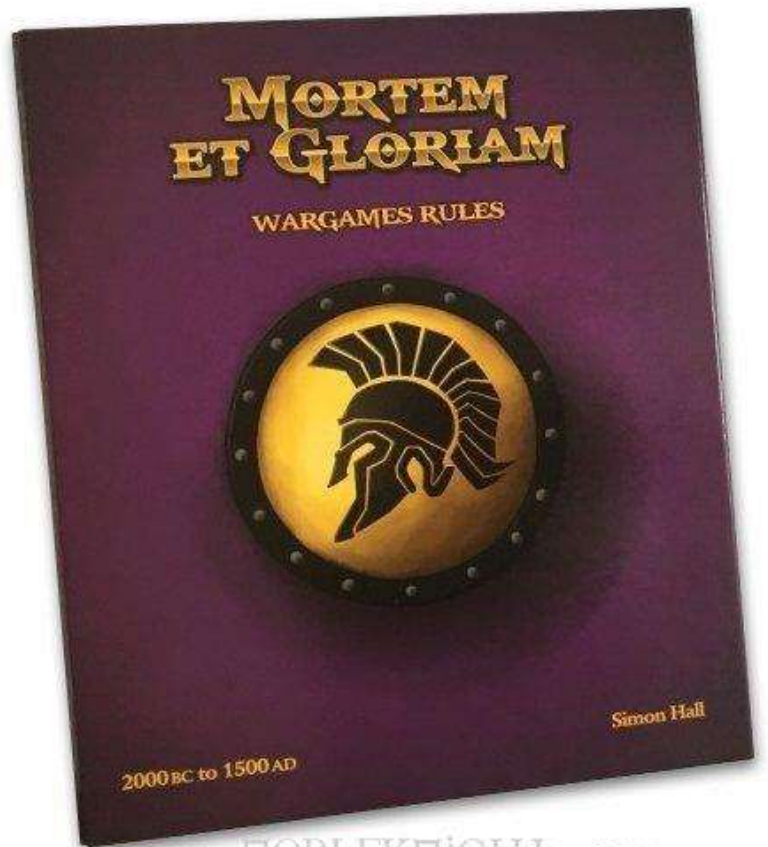
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Ancients Battle Report

By Rob Smith
LSHM Austin Texas



www_POBLEKPIGHT_.com



www_POBLEKPIGHT_.com

Beka, Bob H, Chip M, and I played the Cannae scenario using Simon Hall's new Mortem et Gloriam (MeG) ancients rules. We really like the rules and may try to run this or another battle at Millennium as a demo/participation game to expose people to the rules.

Rob played the role of Hannibal and was assisted by Beka acting as Hasdrubal. Chip M took on the consular role of Paulus and Varro, while Bob H commanded the Italian cavalry and the left of the Roman legions.

Here is a link to the MeG web page:

<http://www.thewargameszone.org/62/The-Ancients-Zone>

During Turn 1: In the foreground, the Carthaginian Gaul and Spanish cavalry double move forward. The Roman legions begin their move forward



End of Turn 1: The Romans have moved their center forward while holding back the cavalry on both wings. Hannibal ordered the Numidian cavalry and skirmisher infantry forward with all alacrity, to slow the Roman center and engage the flanks.



Turn 3/4: (I think I forgot to take a picture.) The skirmishers engaged in javelin tossing, at which the Numidian's apparently excelled, compared to the Roman velites. The velites charged, since they would excel at combat, compared to the poor Numidian foot.

The cavalry clash on both flanks. As expected, the Carthaginians were seeing an advantage. However, Chip maneuvered with one of his legions to narrow the route for the Cartho cavalry to slip by and overwhelm the Roman cavalry. So the Gauls were forced to engage the legion frontally.

Turns 5/6: The Romans struggled moving the legions forward. On several turns the Paulus drew 3 black cards (no action) out of his 4 allowed, and his sub-commanders did only a little better. Meanwhile, the Carthaginian commanders had been hording 3 red cards (maximum activities) since about turn 2! .



The legions inched forward, actually being slowed by the Numidian javelins, which just added insult to the injury of poor command cards!

The cavalry battle in the foreground slogged on, resulting in Varro being wounded. While the Spanish and Gaul cavalry were wearing down their opponents, it would not be quickly resolved.

Meanwhile, the Carthos won an unexpectedly quick victory against the Italian cavalry on the other flank and killed the wing commander to boot!



The Numidian Loose cavalry had inflicted several casualties from shooting and then dominated the combats with killer dice. It was fortunate, as Bob had maneuvered the other Italian cavalry to eventually take us in the flank.

Chip displays his dice rolling prowess! Extremely poor cards and very bad dice topped off by the wounding and death of sub commanders broke the Roman morale.



If you live in Austin Texas join Rob and the other LSHM members for this and other miniature gaming:

Central Texas Wargaming Grognards





www.wargameaccessories.com

War Games Accessories

2471 Broadmoor Lane

Spring Hill , Fl 34606-3539

(352) 556-3495

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***

LSHM Game Vendors

Cigar Box Battle Mats



[Cigar Box Battle](http://www.cigarboxbattle.com)

www.cigarboxbattle.com

A perk for being a LSHM member- enter discount code LSHM on our online store and receive 10% off! Please share in your newsletter.

**Cory Ring
Cigar Box Battle**



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



Join LSHM

If you are not a member of LSHM please think about joining now. This would be a great time to join. We hope to see everyone at the gaming table!!!

Please support your local gaming club!

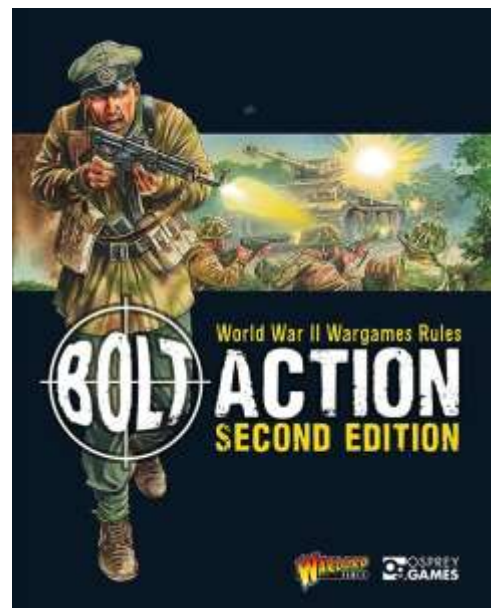


The cost of membership is \$5 and this goes towards promotion and prizes for our many events state-wide. This low cost membership helps us to promote the hobby through running tournaments and events in order to get gamers out gaming!! Please consider joining the group and helping promote our hobby.



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

Come out to Dragon's Lair just about every Friday Night for some Bolt Action – both regulars and new Players welcome! We usually start around 5/6pm



News from the Master Hobbyist: All Things Wargaming!

[By Mr. Steve Miller](#)

Dallas TX,

Here's my set of Dragon Rampant photos. As [Greg Horner](#) has posted, we had a GREAT 8 player game of Dragon Rampant at my gaming house- The Rat Palace Redux. Dragon Rampant gets those old, dusty, GW prohibited miniatures onto the table. Great day, great friends, good times! You should be rollin' dice with us.





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



Warlord Games will be at these events:

| <u>CONVENTION</u> | <u>DATE</u> | <u>LOCATION</u> | <u>WEBSITE</u> |
|------------------------|----------------------|-------------------------------|--|
| Lubbock-Con | 27-28 May | Lubbock, TX. | www.lubbockcon.com |
| WG OPEN DAY | 27-29 May | Oklahoma City, OK. | www.warlordgamescon.com |
| Nashcon | 27-29 May | Nashville, TN. | hmgs-midsouth.org/conventions/nashcon/ |
| Origins | 14-18 Jun | Columbus, OH. | originsgamefair.com |
| Texicon | 7-9 July | Hurst, TX. | Texicon.net |
| Historicon | 13-16 Jul | Fredericksburg, VA. | hmgs.site-ym.com |
| ManeuversCon | 11-12 Aug | Tulsa, OK. | www.maneuverscon.com |
| NOVA OPEN | 31 Aug to 3 Sep | Crystal City, VA. | www.novaopen.com |
| Hubcon | 8 - 10 Sep | Hattiesburg, MS. | www.facebook.com/HubCon/ |
| Millenniumcon | 10-12 Nov | Round Rock, TX. | www.millenniumcon.info/ndex.html |

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