The Lone Star Dispatch November 2020

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2020 Membership Matters!

Inside this issue:

Welcome & BOD update **Upcoming Events Past Games played Future Events planned Bolt Action Games Gamers Workbench** Flames of War - WWII Flames of War - Team Yankee **SAGA Games Battle Reports Product Review Sponsors and Advertisers Discounts to Members**

The Lone Star Historical Miniatures (LSHM). We promote miniatures wargaming in primarily historical periods but also fantasy/sci-fi. We are not dedicated to one rule set or scale. We promote miniatures wargaming by running events, helping local conventions, and assisting with tournaments, financial backing and run demo games. We will also run gaming classes at schools. We encourage all gamers to be a part of our group to help support our common hobby.

WOW November is here and alas no MillenniumCon this year. This would have been our 23rd year holding the event. I will personally miss seeing old friends, making new ones and having an absolute fun weekend of gaming. We will take a "rain-check" this year and look forward to MillenniumCon 2021.

This year I would ask that you re-new or sign up for membership in LSHM. We normally get about 90% of our membership at MillenniumCon – so this year we will rely on you taking care of your membership on-line or by mail. See page 2 of the newsletter for details. Thanks so much for your continued support for the club and our effort to promote and sponsor the hobby of War-Gaming across Texas.



Have an absolutely great November, Veterans Day, and Thanksgiving. Please let us know how you are doing.

Stay Safe and healthy. Best wishes.

Charlie Torok



Membership Matters!

2020 Membership Drive

Please consider renewing your membership or joining LSHM this year. In past years we have used MillenniumCon as our primary membership event. With this year cancelled we are looking to maintain and increase our membership. You can use three methods to join this year (paypal, check or cash).

We also offer three membership options:

1 year membership \$5

2 year membership \$10

5 year membership \$25



Visit the MillenniumCon website to make a Paypal payment at: https://www.millenniumcon.info/

You can also make a direct payment to the LSHM Treasurer Mr. Ian Straus, mail your payment by check (made out to LSHM) or

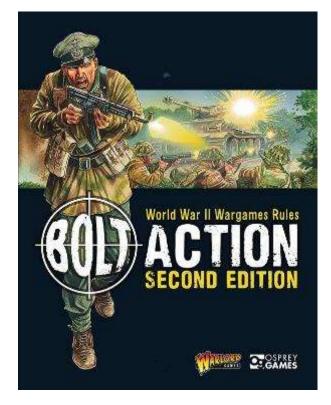
cash to Ian at:

Ian Straus
Lone Star Historical Miniatures
6307 Ridge Forest
San Antonio Texas 78233





Bolt Action Tournament at Little Wars 7 November 2020



Sherwood Wargames and the Baton Rouge Area Bolt Action Gamers Present Fall 2020 Bolt Action Tournament

9:00 am - 9:30am Registration

9:30 am - 11:30am Round 1 "Meeting Engagement"

November 7, 2020 11:30 am - 12:30 pm Lunch Break

12:30 pm - 2:30 pm Round 2 "Key Positions"

at 2:30 pm - 3:00 pm Break

3:00 pm - 5:00 pm Round 3 "Surrounded"

Little Wars 7517 Jefferson Hwy Baton Rouge, LA

70806

Bolt Action 2nd Ed Rules

5:00 pm - 5:30 pm

- -1,000 point army / 12 order dice maximum
- -Minimum 1 infantry platoon / Maximum 2 platoons
- -Army list can be from any Bolt Action book as long as the platoons are "legal"

Awards Presentation

-\$10 entry fee all goes towards prizes

For more info or to submit your OB email: SherwoodWargames@Yahoo.com







Warlord Games Live broadcast

Join Jon Russell of the United Stares Warlord Games Demo team for his weekly update on all things Warlord Games. Jon conducts a live discussion on the USWDM facebook page located at:

https://www.facebook.com/WGCOKC/

Get current updates on new products and games, find out what events Warlord Games is attending and sponsoring. You can also ask questions and provide comments during the broadcast. Jon spends about 20-30 minutes discussing all things Warlord Games.

Day: Every Wednesday

Time: 1100

See you there!!

WARLORD WEDNESDAYS

by Blake Radetsky

The start of Warlord Wednesdays at, The Printed Meeple, was on October 7th. Warlord Wednesdays are game days featuring a game by Warlord Games as a Learn to Play game night.

The first Warlord Wednesday game was; Black Seas.

Fleets available were British, French and Spanish. Each fleet contained a Frigate and two Brigs.

The scenario was a meeting engagement with victory conditions of either having two ships strike or sunk or any combination of the two.

Game length would be 6 turns.

As this was a Learning game, I got more involved in the play of the game with explanations and only remembered to snap a couple pictures.

Turns One and Two was maneuvering. Turn Three saw a lot of action, the changing wind favored the British Frigate to move first and it was able to gain a raking fire on the stern of the French Brig, causing devastating fire with two Critical Hits, resulting in the French crew striking colors.



THE BRITISH



THE FRENCH



THE SPANISH

WARLORD WEDNESDAYS



Shows the collision between the British and French Brigs before the French Brig sunk.



The final position of the British ships having narrowly escaping a collision.



However, due to wind direction the next ship to move was the British Brig which could not drop sail enough to avoid slamming into the French Brig. Both crews failed their Skill Tests and collided.

The result of the collision was the sinking of the French Brig and heavy hull damage to the British Brig.

Having sailed through the French Brig's debris, the British Brig was heading towards their Frigate's midship on a collision course. The Crew of the Brig passed their Skill Test and was able to avoid collision with the Frigate.

Meanwhile, the wind change that gave the British the moves first also threw the other French ships into the wind forcing the crews to pass Skill Tests which they failed and both ships took damage. The French Frigate kept failing their test for turn four and turn five getting more damage. This gave the other British Brig enough time to move into range of the French Frigate and scored a Critical Hit with their first broadsides and the other two British ships were able to sail into long range of the French Frigate and all scored direct hits on the poor French Frigate two were Critical Hits. The French Frigate was sent to the bottom of the sea.

Victory to the British!

[Apologies to all the gamers out there for not having finished the ships before hosting this game. However, they are back at the dockyards where the riggers are hard at work.]

Announcing WARLOD GAMES Wednesdays!!



Howdy Y'all!
On Wednesday October 14th, I will be hosting
Warlord Wednesdays at Printed Meeple.

Address: 13032 Nacogdoches Rd, San Antonio, TX 78217

What are Warlord Wednesdays?

A game day to learn to play miniature rules produced by Warlord Games. Learn to Play will start around 5pm.

Wednesday's in November

So if you are interested in these games join us. Or bring your favorite Warlord Game and play.
Stay tuned for future Warlord Wednesdays!

November 2020 membership report

Welcome to our newest members in LSHM





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Tyler Halcomb
Paul Walker
Darren Comeaux

Jonathan Reyes
Jeff Snyder
Jay Casper

Randall Miller
Patrick Pots

Membership Matters!

Lone Star Historical Miniatures - Official Group https://www.facebook.com/groups/lonestarhistoryminis/

We are now at 824 this month!!

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Ph. #: (210) 615-1229

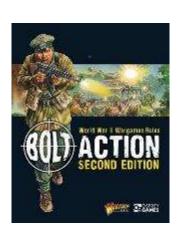
Dragon's Lair carries most Warlords rules and products, if it is not on the shelf just ask and they will order it for you – saving you the shipping cost.



Here is another great local store supporting LSHM







2020 - Texas Region - Conventions and Events

Coronavirus Update -What's happening and What's been cancelled?

Update - November 2020

MILLENNIUMCON XXIII - 2020 11/5/2020 - 11/8/2020 Cancelled

BAYOU WARS 28 11/6/2020 - 11/8/2020 Cancelled

SHERWOOD WARGAMES - BOLT ACTION TOURNY 11/7/2020 - As Scheduled

Little Wars-7517 Jefferson Hwy - Baton Rouge,LA Contact: Sherwood Wargames sherwoodwargames@yahoo.com

CYBERWARS REDUX 11/12/2020 - 11/15/2020 Online Event

Online Event - Virtual,

Contact: Dennis Jensen cyberwarsCD@hmgs.org

http://www.hmgs.org

BOARDGAMEGEEK @HOME 11/18/2020 - 11/22/2020 **Online Event**

Online Event - Virtual,

Contact: bggcon@boardgamegeek.com

https://tabletop.events/conventions/bgg-home-2020



TEXAS BROADSIDE! 2020 11/18/2020 - 11/22/2020

Part of BoardGameGeek@Home-see above - Virtual,

Contact: Andy Broussard texasbroadside@comcast.net

http://www.txbroadside.com/

MANEUVERSCON 2020 12/4/2020 - 12/6/2020 Cancelled

Begin 2021

OWLCON 2021 2/4/2021 - 2/7/2021 Cancelled

TWISTED-LORDS CON 7/23/2021 - 7/25/2021 As Scheduled

Sheraton Midwest City Hotel & Convention Center - Oklahoma City, OK

Contact: Jon Russell jwrintampa@hotmail.com

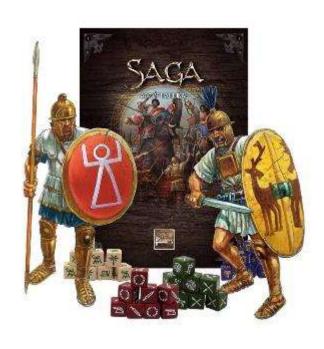
http://www.twistedlordscon.com

SAGA Terrain

By Pete Atack

Just a quick word on a hobby purchase many may find useful. I thank / blame Russell Helms for showing me this product at the last MCon as well as posting on the Facebook SAGA group. Usef you are interested, you can find this at https://playmats.eu/
My purchase was for the SAGA Tournament Set (13 pieces) as well as some extra packs with Hills (3) and Rough Ground (3).



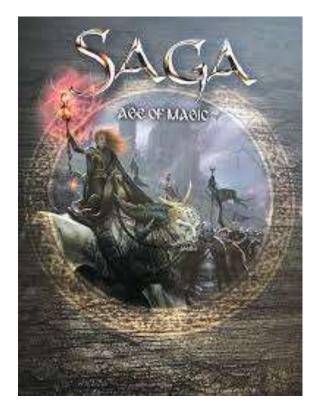


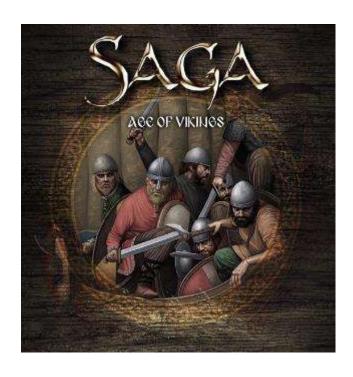


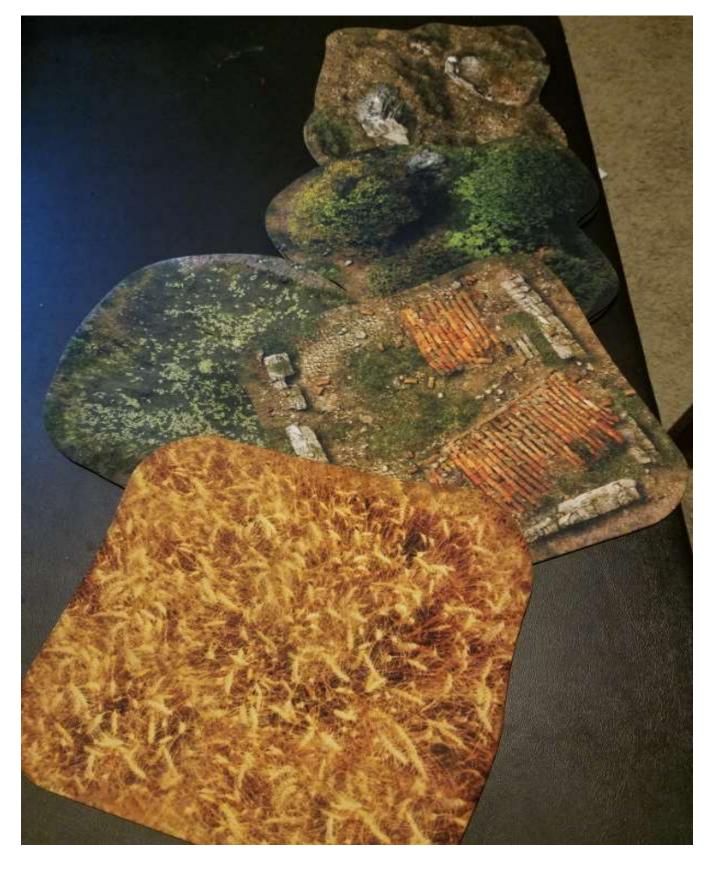




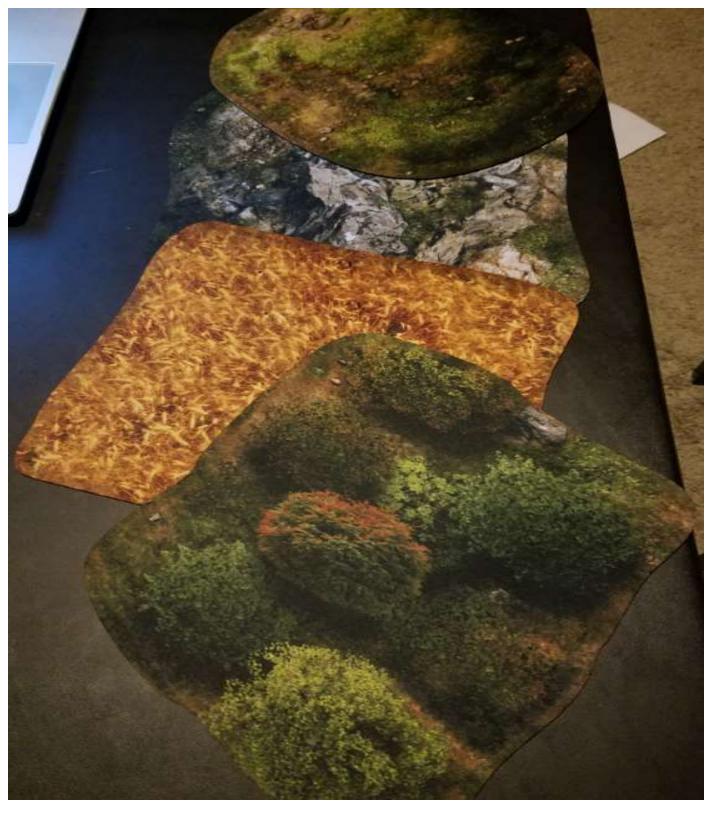
All of this ran about \$85 so it is a bit pricey, but for 19 pieces of terrain that can be used for 15mm and 28mm games, it is not too bad – especially if your gaming has you traveling.







The "small" pieces in the SAGA pack are 2 fields, 3 woods, 1 rocky ground, 1 ruins, and 2 swamps.



The larger pieces of terrain include a field, a forest, rocky ground, and a hill.

By Pete Atack

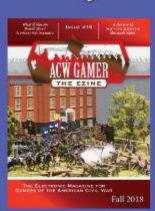


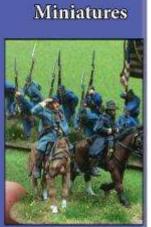


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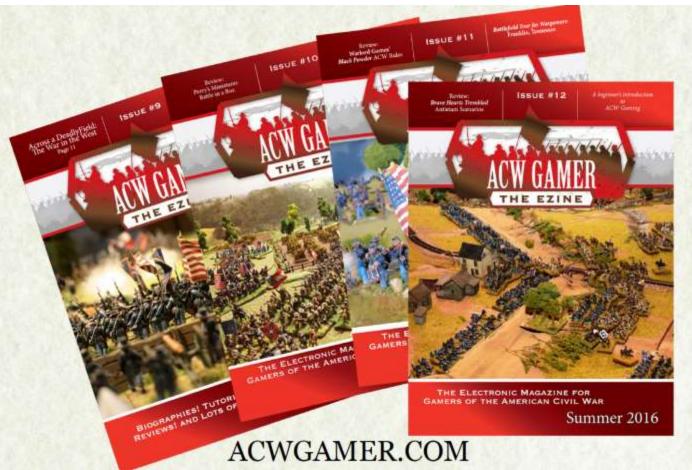
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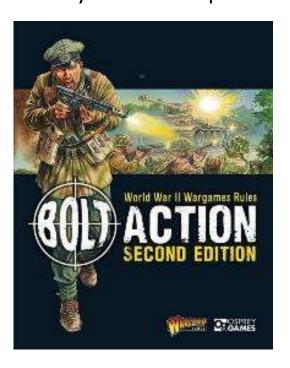
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Bolt Action Tournament Results

By Matt Porter

A Halloween Bolt Action tournament was held on October 24th at Texas Toy Soldier in Carrollton, Texas. The tournament allowed a single, generic-reinforced platoon (infantry only). Units had to be selected from the Armies of XXX Book or the appropriate theatre book for minor nations introduced later in the development of Bolt Action. Ten players took all the available slots for the competition. Proper preventions were in place that kept us in line with all government requirements and suggestions. We played three rounds of two hours each!

The morning started with players being paired up and facing a unique scenario called Haunted Grounds. Anytime a unit entered any type of rough ground or cover the unit was forced to see if they had disturbed those who had fallen in battle over this land in the past. A 5-6 meant that no spirits were found; a 3-4 meant that you had to roll D2 pins; a 1-2 meant you had been completely spooked and must roll D3 pins. This scenario was a lot of fun and forced everyone to weigh the risk of adding pins with the risk of being caught out in the open! Players received one point per unit destroyed and had to win by two.

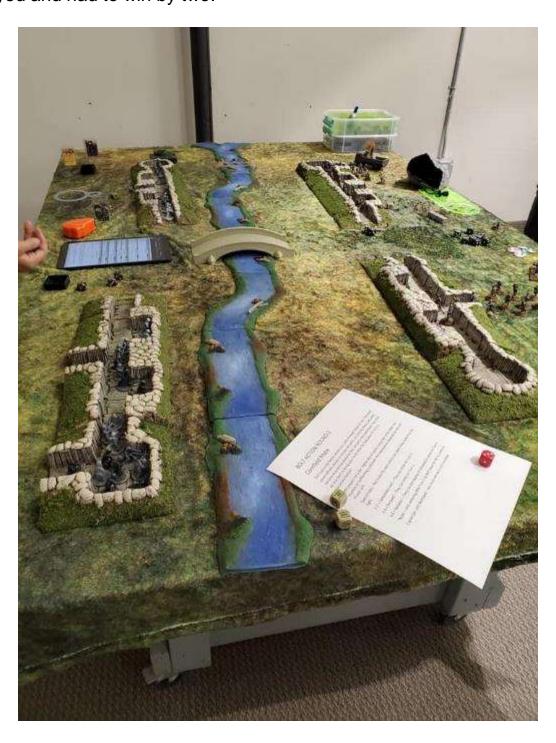


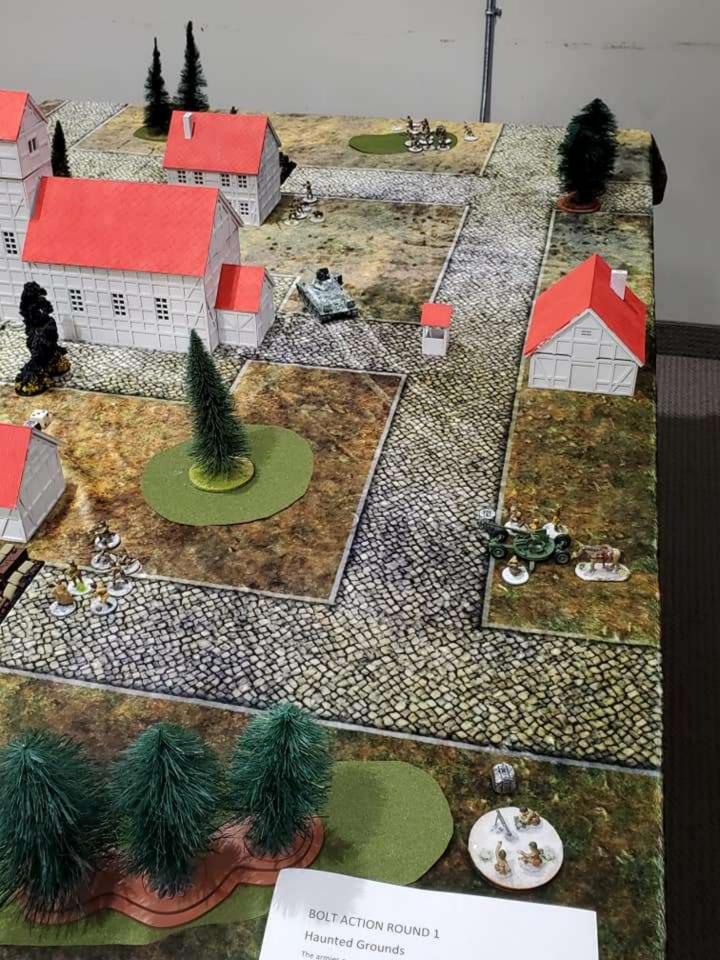






Round 2 was called Cornfield Maze. The always knowledgeable officers (fresh lieutenants) have led their troops into cornfields and chosen to follow weird cuts in them. Each unit had to roll a die to see when they would actually make it to the battlefield! A 5-6 means the lieutenant and his force were reliable and arrive on Turn 1! A 3-4 meant the unit was delayed and arrived on Turn 2. A 1-2 meant that the unit was lost in the corn and would not arrive until Turn 3. The players had great fun having to overcome the piecemeal arrival of their forces compared to the arrival of their opponents' force. Players received one point per unit destroyed and had to win by two.







Round 3 was the final round and aptly titled Trick or Treat. Thirty different markers were placed on the tables with numbers face down. The players could seize them by touching them and letting the TO know what the number on it was. This was then cross-referenced with a list that stated what happened next! Players could receive prizes, objective points, advantages for their forces or a trick that had been set by their opponent! Casualties, pins and fleeing forces tricked several players during the round. Others won markers, objective points and even the chance to bring casualties back from the dead! It is Halloween after







We then met together and handed out awards.

Levi Porter won 1st Place with his Soviet Union force.

Wayne Carver won 2nd Place with his Soviet Union force.

Aaron Jahns won 3rd Place with his Soviet Union force.

Ben Knoll won the Wooden Spoon Award with his United States force.

Aaron Jahns won Best Painted Army for his all-female winter Soviet force

Ricky Moore won Best Themed Army for his Polish Lancer force

Michael McCoy won Best Sportsman (running Italian 8th Army)



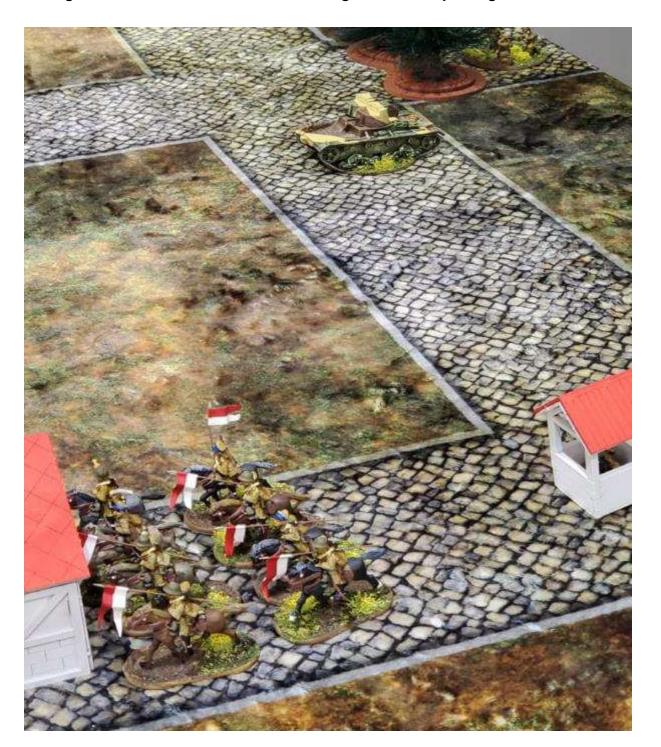




A huge thank you to Lone Star Historical Miniatures for sponsoring our tournament!

Another huge thank you to Warlord Games and Jon Russell for the excellent sponsoring of the tournament as well!

We had a great day of fun and camaraderie and look forward to another tournament soon! We were excited to showcase the game to several new people who bought into Bolt Action and are looking forward to joining in the future!





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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!!!

Contact Charlie Torok (LSHM President) at:

torokc@hotmail.com





LSHM MillenniumCon held every November in Round Rock, Texas

http://www.millenniumcon.info/



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



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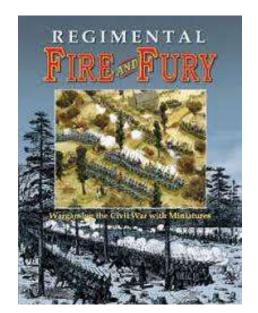
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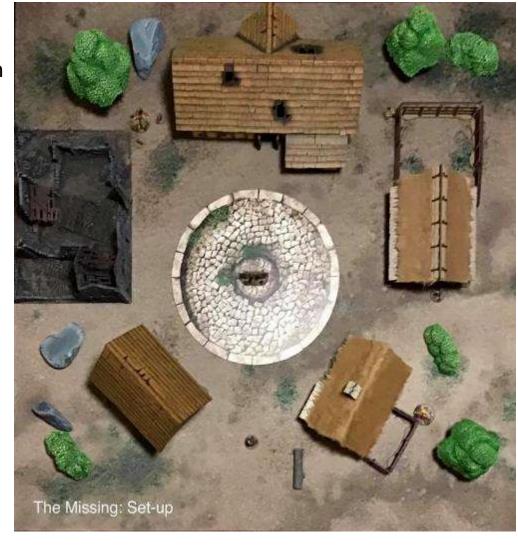
By Frank Thompson



Played "The Missing" in Rangers of Shadow Deep over the last couple days. I treated the mission very much as a tutorial, which it clearly is. Mistakes made were minimal, and the game produced a satisfying narrative. I had some early good rolling which probably skewed the scenario, namely finding Avendine'a corpse at the first, and closest, clue

marker.

This was offset by having a rat spawn on top of my rogue and chewing her up good in short order. Overall, this isn't a very hard scenario, but it is easy to get overextended, which leaves heroes vulnerable to a skewed die roll even though the 'baddies' aren't particularly strong.

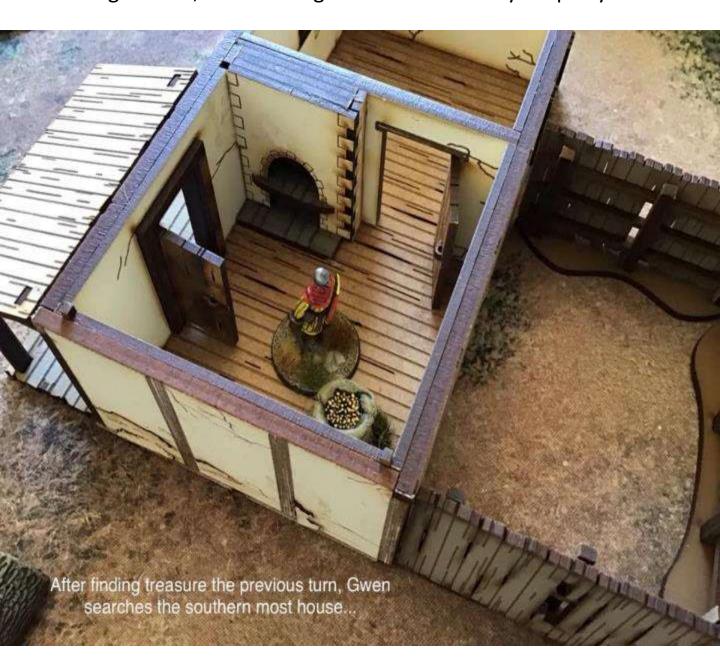




I think players familiar with D6 rulesets may be surprised how often dice can go against you in a D20 system. The key to playing well is minimizing the chances for a swingy combat role to impact you hard. Healing effects, supporting fights with allies, and ranged attacks all help a player avoid letting simple luck kill off heroes. of your party.



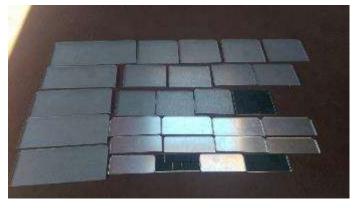
I observed that while luck dropped a rat on my rogue, I should not have had her try to clear the rat by herself. This caused her to be wounded, and left her open to the rat attacking on its activation later. In fact, my sorceress should have healed her then and there, but was focused on killing the zombie closing on her. My recommendation is to really consider order of activations with an eye at managing risk, not maximizing attacks, in order to get the most out of your party.





http://shogunminiatures.com/

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







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San Antonio group:

https://www.facebook.com/groups/2288738281377158/

Dallas/Fort Worth group

https://www.facebook.com/groups/366011617557063/

Houston group:

https://www.facebook.com/groups/341879096647054/



Contact Charlie Torok: torokc@hotmail.com



San Antonio Middle Earth Strategy Battle Game 2020 Campaign



The Riders of Rohan vs Men of Dale & Dwarves *By Chris Lisanti*

I had a fun game this week with Jake Flores and his fine terrain for the Fog of War mission. The dwarves and Men of Dale came out spread apart with the Riders of Rohan starting in the middle. Ranged fire was ineffective for Rohan and the Men of Dale took down two Redshield Riders convincing them to go back in the middle to take on the dwarves with







The two dwarf bands were separated providing an opportunity for the speedy Riders to get around each band.



The San Antonio Texas MESBG community is currently holding a 500pt league. The league is run by Ryan Koops and has 14 players participating. If you would like to join now or when the group runs another campaign contact Ryan on the SAMESBG page: San Antonio group:

https://www.facebook.com/groups/2288738281377158/

Here are a few of the armies being played.

Mark Ramirez

Minas Tirith + Fiefdoms (498 pts)

Minas Tirith (215 points) Leader-Faramir 110pts

+Armoured Horse, Heavy Armour,

+ Lance, and Shield

5x Knights of Minas Tirith with shields 70

3x Guard of the Fountain Court 33 with Shields

Gondor Avenger Bolt Thrower 50pts

Dol Amroth (235 points)

Leader-Duinhir 60

4x Blackroot Vale Archers with spears 36

6x Knights of Dol Amroth 121

1 with banner +1 with warhorn

2x Man-at-Arms of Dol Amroth 18

Jakob Garcia Dol Guldur 500pts

Bolg on Fell Warg: 175

1 Ogre: 60

2 War Bats: 50

4 Gundabad Orcs w Spear and

Shield: 40

5 Gundabad Orcs w Shield and

Sword: 45

2nd Warband:

Narzug on Fell Warg: 60

4 hunter Orcs on Fell Wargs: 66

Alex Caldwell Goblin Town (500pts)

<u>Leader: Goblin King (130pts)</u> 24x Goblin warriors (96pts)

<u>Grinna (40pts)</u> 18x Goblin warriors (72pts)

Goblin Mercenary Captian (50pts) 10x Goblin Mercenaries (50pts)

Scribe (50pts)
3x Goblins (12pts)

Christopher Lisanti

Rohan 500pts

Leader Theoden 100

+armored horse, hvy armor, shield

'xRider 98pts

+shield

x Rider 48pts

+shield, throwing spear

x Warrior 35pts

.

+shield

2x Warrior 14pts

+bow

x Warrior 9

+shiled and throwing spear

Erkenbrand 85

+horse

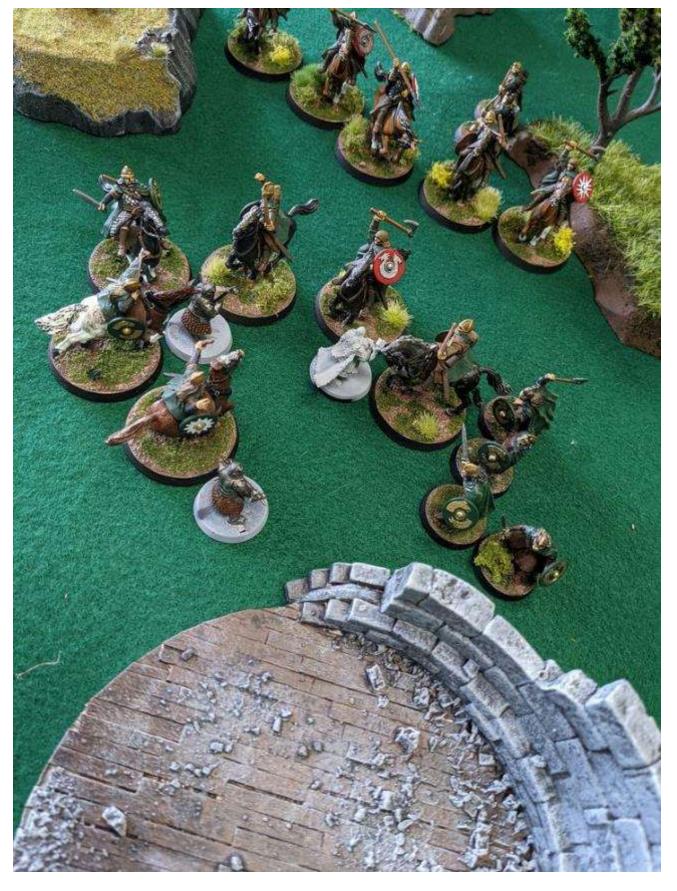
4x Redshield Rider 60pts

+shield

3x Redshield Rider 51pts +shield, throwing spear







Very impressive spear throwing following good cavalry charges left a very angry Thrain by himself in the end for the dwarves.



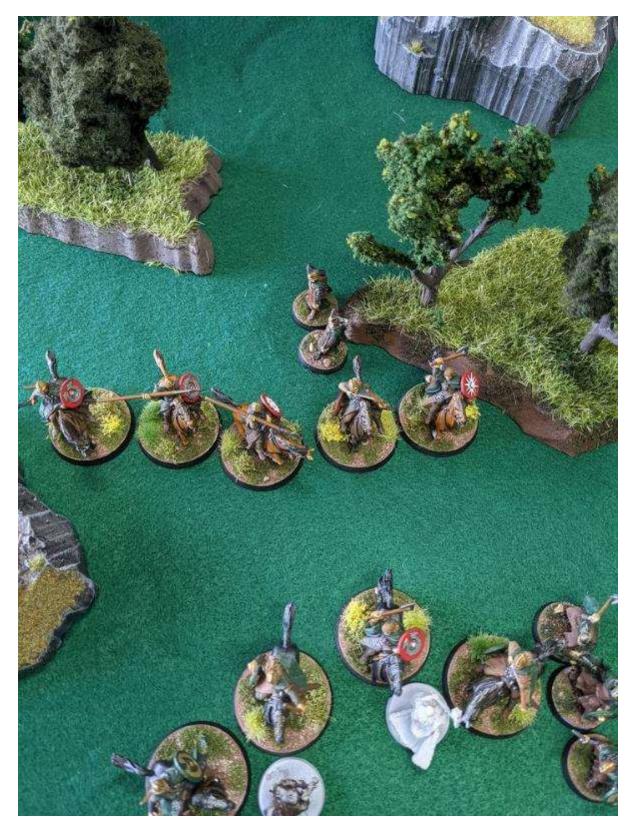
Neither side wounded the targeted hero while Rohan got their objective and broke the dwarf/Men of Dale force. 9-3 Rohan victory. Both sides had the requisite painted minis for the next round bonus.





(Jake Flores): Here are my pics from the slaug--uh, game against Christopher Lisanti. It was more of a friendly league game than a "hardcore league/tournament" game and it was fun even though I suffered a big loss. :)





Even though my dwarves died, it was and will always be awesome to see kills from Throwing Weapons. Lol I don't know why, but they're just so cool and to get kills with them, on either side, is always a treat.

Flores

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Status Update: NWS is fully operational.



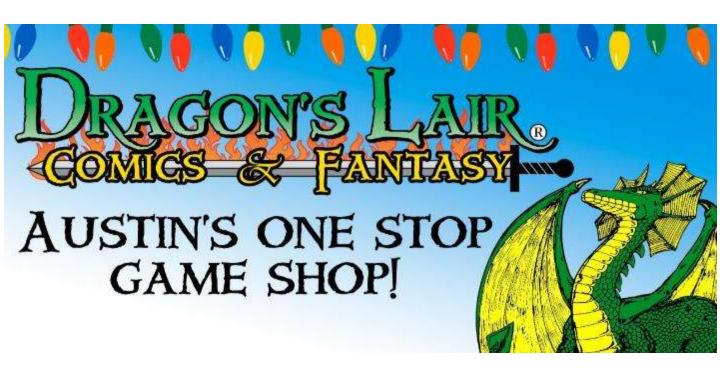
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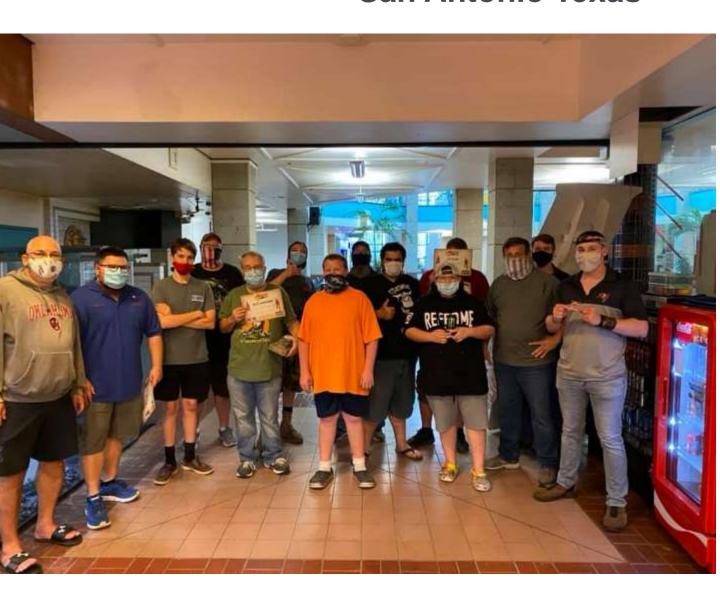
<u>Contact Chris Fedor for more</u> <u>Information at Phone</u>: (512) 454-2399







Bolt Action Tournament at Hero's Retreat San Antonio Texas

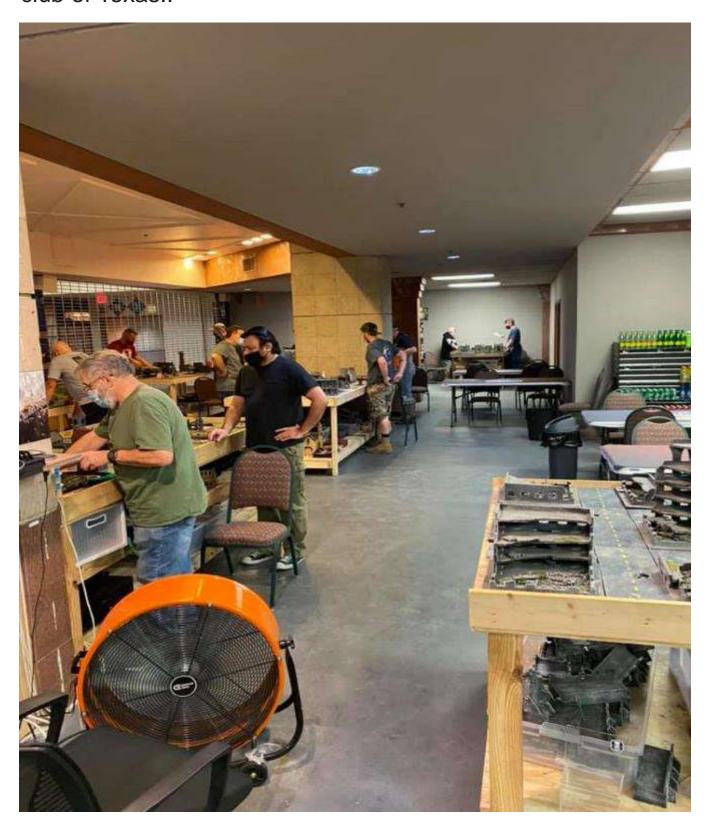


Ladies and gentlemen I would like to thank all the players who came out to play in the First Ever Bolt Action Tournament at Heroes Retreat.





I would also like to thank Heroes for being such a great host and adding some fantastic prize support. Thanks to the support from Robert Williams and the Lone Star Historical Miniatures (LSHM) club of Texas..



And without further ado here are the winners.

Over Grand champion "Ivan" Ethan Perzinski

2nd place Kyle Soliz

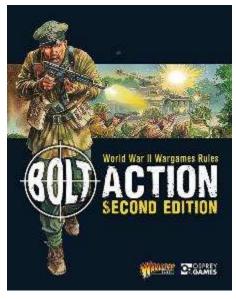
3rd place Keith Davendonis Best Sportsman Robert Williams

Wooden Spoon Brian Buch









Players and armies played

1st PlaceEthanSoviets2nd PlaceKyleSoviets3rd PlaceKeithUSAWooden spoonBrianUSA



Then in no particular order

Xavier British Zig USA Bob USA Jesse Soviet Jordan Soviet Anthony **Finland** Angel Soviet **Andrew French** Mark USA Dylan **AUS**







Robert Williams submitted this report: A fun time was had by all as far as I could tell. We had a lot of new players who enthusiastically played and learned a lot. We created an atmosphere that was conducive to learning the game and walked a lot of people through this first tournament and for some their first game of Bolt Action. The players I had taken under my wing left the table having had fun and are eager to get more games in now.









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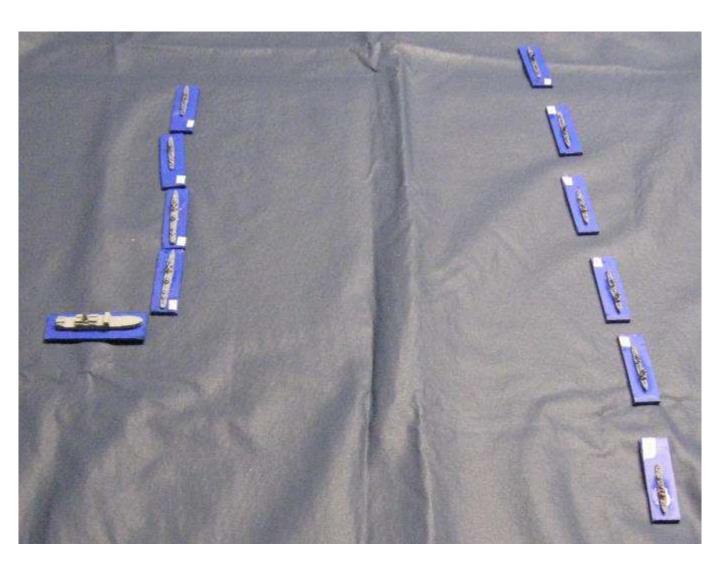
Gaming Projects

Stay Home / Stay Safe Update

By Steve Wirth



GHQ Micronauts rules small ship action. I have a German merchant ship being escorted by destoyer's and torpedo boats being chased by Mr. Paul's British hunter class ships.





This game did not last long as Mr. Paul's first salvo sunk my lead ship and almost sunk the next one in line, then he peeled of two hunters and went after the merchant ship.



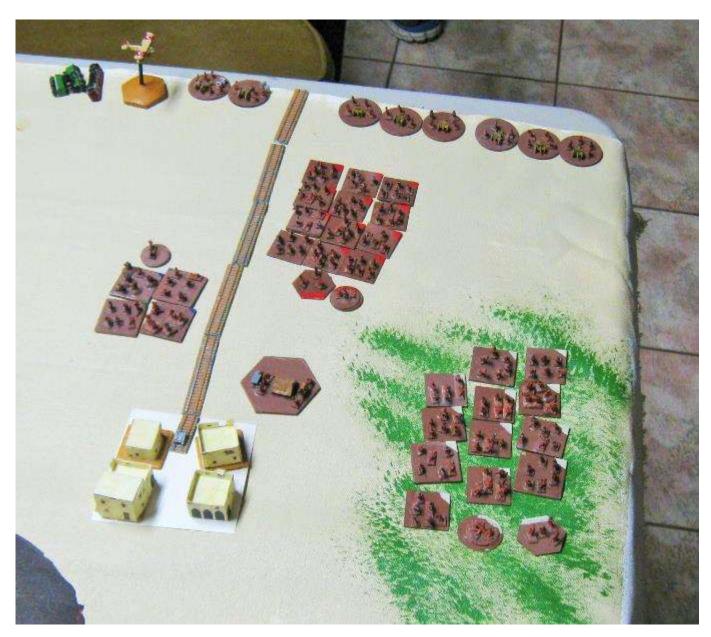
World War I





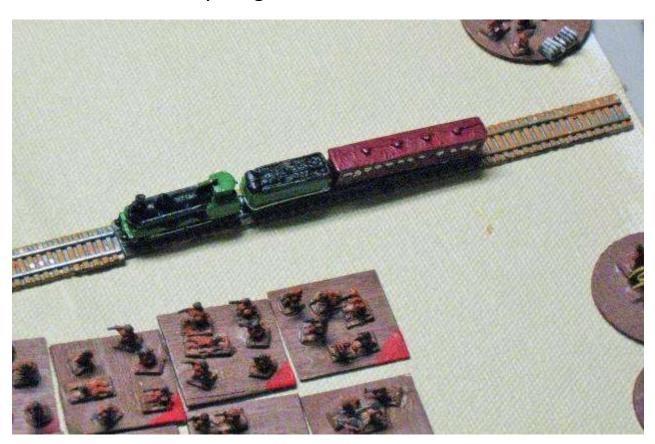


We have been fighting off Hurricanes here but still got in a few games.6 mm Spearhead WWI rules. Brits and Turks in Mesopotamia. Kool battle. By Steve Wirth





We had Air power, Steam powered tractors, Engineers, Pontoon bridge, Gun boats, and Turks in trenches. Tough road for the Brits! I hit the Turks with everything all at once.





They held on the right but I broke through on the left and was able to establish a bridgehead for the pontoon bridge. I got excited and forgot to take late battle photos with the bridge. Not sure if that is good or bad!



Team Yankee WWIII San Antonio, Texas





By Chris Lisanti

A weekly Battlefront Game Report from Lone Star Historical Miniatures



This weeks WWIII wrap u:: Mark Reed (W. German Leopard 2 company) defended against Eric Warren and Chris Lisanti (Soviet T-62 battalion) in the Rearguard mission.





Between not being well suited for a defensive mission and relative paucity of concealing terrain features for vehicles, the West Germans were fighting a difficult battle.





The large BMP-1 infantry unit marched straight on to one objective and good fire from the T-62s took out most of the Leopard 2s and the one Gepard contesting the objective.

T-72 Main Battle Tank



Victory to the Soviets. Next week late war WWII.



Note: Chris runs a weekly
Flames of War event at
Multiverse Games in San
Antonio Texas. His group
starts around 6pm and
plays: FOW WWII, Team
Yankee, Fate of a Nation
Arab – Israeli, FOW Vietnam



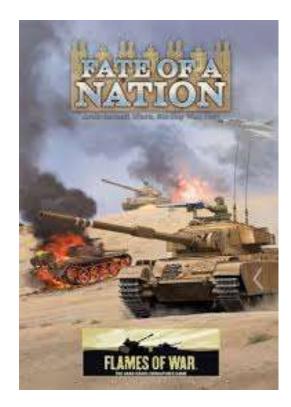


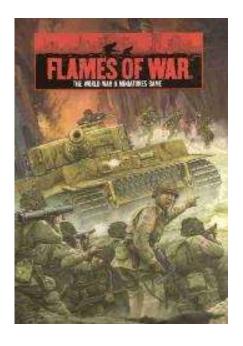


Flames of War San Antonio (FOWSA) Thursday Night Club

Join Chris Lisanti and crew for some flames of War on Thursday nights at Multiverse Games in San Antonio. The club meets around 6:00 pm to play FOW WWII, Team Yankee and Fate of Nations Arab-Israeli War.









Flames of War World War II San Antonio,

San Antonio Texas

By Chris Lisanti



WW II late war update. The first game saw Rob Shelton's fallschirmjagers defend against Nathanael's KV heavy tank battalion in the Bridgehead mission. The Germans also had old mines so there were 9 minefields strewn across the battlefield.



Good shooting between Flak 36s and heavy machine guns all in nests took their toll on the Soviets who were not helped by poor artillery support. Victory to the Germans.



The 2nd game saw Warren's Sherman company take on Chris's SS Panther company in the Dust Up mission. The regular Shermans were no contest against the two SS Tigers. 3 very tough StuGs slowed the strong American reserves of both 76 mm

Shermans and M-10s.



The Americans had thrown nearly everything at the Germans going for a quick victory but were denied, and once the slow German Panthers reserves showed up they took out the three mortar half-tracks contesting the objective and conceded to the Germans. Next week WW III/Team Yankee.



See you next month

- Chris Lisanti

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Blood and Plunder

By Ian "Blackbeard" Straus



Now a report on the October 5th campaign game, which Charles Ray and I played at Knight Watch. We played encounter at sea, our two ships approaching each other at right angles to the wind.



My long range cannon fire failed to cause any casualties but caused a leak. Next turn, at closer range, Charles" Brethren of the coast fired big volleys and caused casualties.



My Buccaneers' musket fire was less, and this time Charles had a bark with reinforced sides = hard cover. And I couldn't save, Turn three Charles shot first and faster, and I still couldn't save.



My sea dogs didn't get a second broadside off. My sloop's whole front deck was wiped out by musket fire. I voluntarily struck. I got 1 Rep point, Charles got 4. Neither could improve yet.

Next games TBA, when Riley can get free.



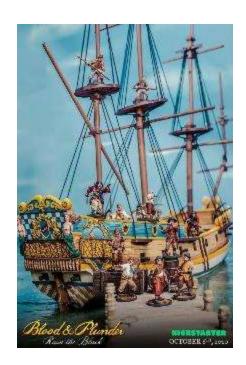
English Buccaneers fought an amphibious control the field engagement against my self-employed Breathren of the Coast. It was a great battle with lots of musketry on both sides, but my Breathren of the Coast had the edge since all of lan's force was DRUNK! After a couple of rough turns with both of our Forlon Hopes being destroyed,



I managed to get a unit of veteran Filibustiers into the same section of trees as his command unit. They marched forward and fired at point blank range into lan's command unit of Filibusters with a standard bearer; lan voluntarily struck before my Filibustiers could charge home to finish off his commander and his last remaining Filibuster. Next game is tentatively set for next Thursday (11/5) at the Printed Meeple









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Gaming Projects around Texas



Michael Wikan

I 3D printed Xebecs in 1/700 for Black Seas. I used heavy paperclip wire for the masts and yards, the sails were made in Photoshop and printed on cardstock. Brigs and Frigate are from the Black Seas

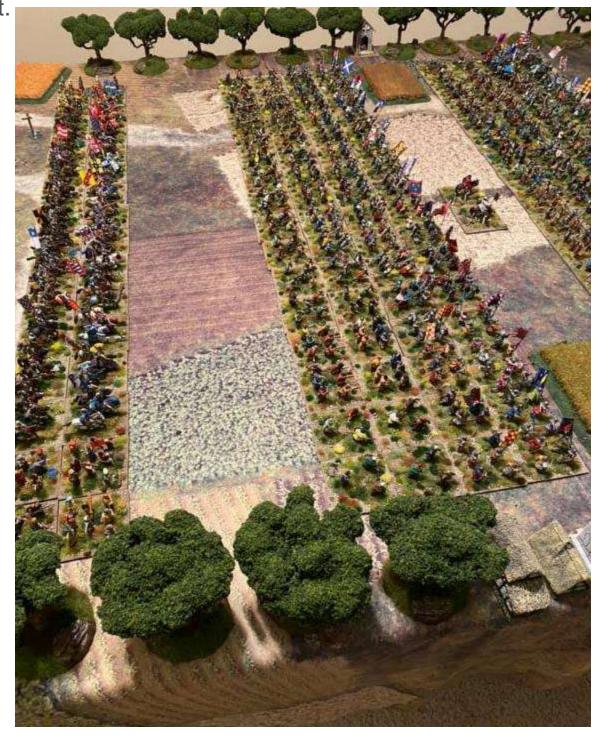
starter set.



Steve Schifani

Agincourt 2020 using 28mm Figures. Battle of **Agincourt**, (October 25, 1415), decisive battle in the Hundred Years' War (1337–1453) that resulted in the victory of the English over the French. The English army, led by King Henry V, famously achieved victory in spite of the numerical superiority of its

opponent.



Scott K Hendrickson

Napoleonic forces almost done 1 cavalry regiment each will complete the 30 minute demo game. Once that's done I'll snap a few with terrain and all included... then will start building up troops for larger scenario games.





Tom Primrose

My recently completed units for Et Sans Resultat (ESR). All 10mm Pendraken figures.





Scott K Hendrickson

Rotating new painted units across all my time periods and games, it takes awhile for armies to get reinforcements. My ECW cavalry got a 50% boost as I got 2 units finished this week. Still a long way to go just to finish what I already bought this represents about 35-40% of the finished army. My first unit using contrast paints for the horses is in this bunch... can't really tell between them and the far messier oil wash method, so that's good news. Need to find a good flag provider for them...





Travis Husted

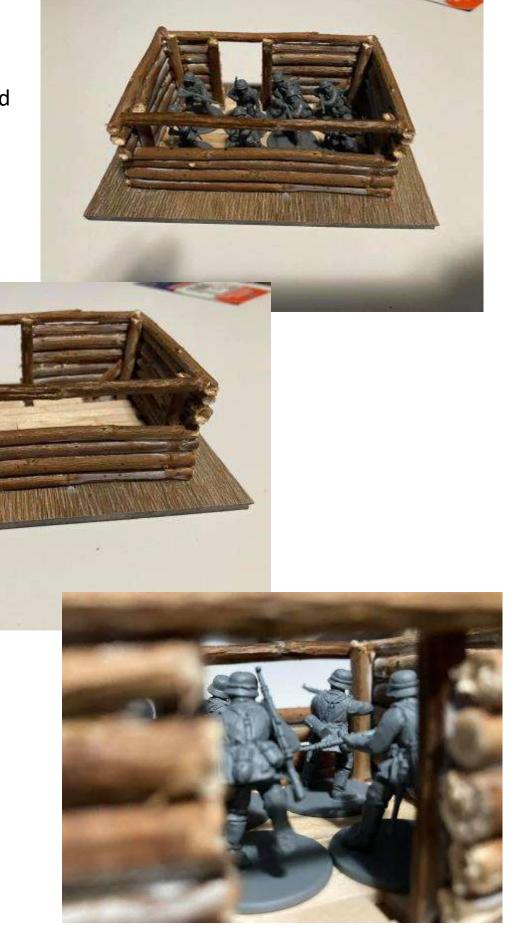
"Up men, and to your posts. And let no man forget today that you are from old Virginia!" Here is my latest additions to my ARNV.



Mark Alden
Finished Bolt Action Russian Bren Carriers!



Jonathan Reyes
Started my first
terrain project
today! Very excited
to add this to my
blue houses.



Tyler Wallace Finally got some decals on these puppies!







Join LSHM

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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.

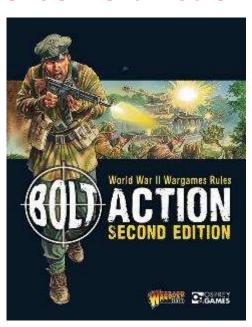


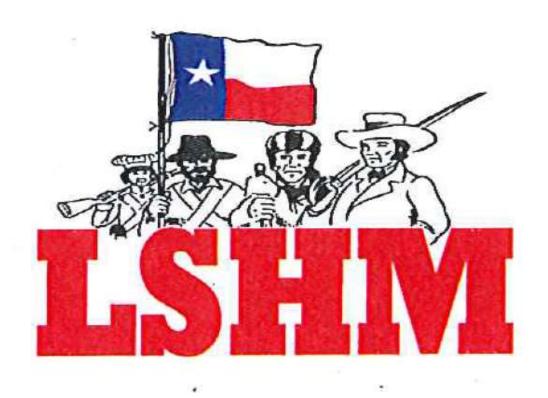
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