

The Lone Star Dispatch

July 2021

2021 LSHM Officers

Charlie Torok	torokc@hotmail.com	President
Joe Wicker	tabium@gmail.com	Vice President
Ian Straus	ian_straus@att.net	
Mike Gomez	mret@texas.net	
Mark Leroux	mlerouxtx@gmail.com	
Oscar Barela	oscar_barela@hotmail.com	
Mark Sanchez	msanchez387@satx.rr.com	
Robert Williams	robert.Williams@swri.org	



Welcome & BOD update

Upcoming Events

MillenniumCon 2021 news

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

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.

Happy 4th of July, and the dog days of summer. On 1 July the MillenniumCon website opens up for Game Master registration – This year like 2 years ago we will have games scheduled on Thursday night (6-10pm) while we setup. So if you have an easy to learn / fast and simple game that would be a great time to run it.

The MillenniumCon website is now open for Game Master (GM) registration. See page 2 for time slots. This year we will have some different times for the limited Ball Room game tables – the times will coincide with the vendor hours – so if you want to run a game during those times let me know.

Although we have a lot of table space the popular times will fill up fast – so register early (first come first serve). Also let me know if you have any issues or questions when registering your game – the website is pretty easy to figure out.

I played my first – in store wargame at Dragon's Lair Medical Center last Friday (Bolt Action) against my son home on leave from the Army – it was a lot of fun – good to be back in a store setting.

Have a great summer and see you in November!

Charlie Torok

11 – 14 November 2021

MILLENNIUMCON 2021

Texas' largest War-Gaming Convention

Game Master (GM) registration is now open – register your games before your preferred time slot is full.

<https://www.millenniumcon.info/game-masters/>

Discounted Registration

Game Masters who run at least one game are given discounted registration fees. (Regular price for Full convention pass is \$30):

If you run one game, you pay only \$15 for a Full convention pass (Thursday-Sunday).

If you run two games or more, you get a *FREE* Full convention pass (Thursday-Sunday).

We highly recommend that Game Masters do a max of two games so they can participate in other scheduled games. Don't burn yourself out by running too many games!

The duration of each event is four hours (one session) except for the Sunday Morning session which will last three hours.

Time Block A = Thursday Evening (6:00p – 10:00p)

Time Block B = Friday Morning (8:00a – 12:00p)

Time Block C = Friday Afternoon (1:30p – 5:30p)

Time Block D = Friday Evening (7:00p – 11:00p)

Time Block E = Saturday Morning (8:00a – 12:00p)

Time Block F = Saturday Afternoon (1:30p – 5:30p)

Time Block G = Saturday Evening (7:00p – 11:00p)

Time Block H = Sunday Morning (9:00a – 12:00p)

Some games will be assigned to tables in the Ballroom on the first floor next to the vendors. These tables are limited and the GM coordinator will determine which games will be assigned to this area. Game events assigned to the Ballroom will follow a different schedule shown below

BR1 Friday (9:00am-1:00pm)

BR2 Friday (3:00pm-7:00pm)

BR3 Saturday (9:00am-1:00pm)

BR4 Saturday (3:00pm-7:00pm)

11 – 14 November 2021

MILLENNIUMCON 2021

Texas' largest War-Gaming Convention



**Reserve your
Hotel Room NOW
Already 90%+ booked!!**

Wingate Hotel & Conference Center

1209 North Interstate Highway 35

Round Rock, TX 78664

Website: <http://wingateroundrock.com>

(512) 341-7000 special rate

Room reservations for LSHM and MCon

Round Rock, Texas

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



11 - 14 November 2021

MILLENNIUMCON 2021

Texas' largest War-Gaming Convention

Round Rock, Texas

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



“CALL FOR VOLUNTEERS”

Many wargamers have expressed frustration as COVID caused the tabletop guns to go silent for last year’s MILLENNIUMCON. However, a pandemic could be but one cause of a cease fire of the simulated shots exchanged in the convention’s game rooms. The other concern is for the dedicated LSHM members who plan and operate the MILLENNIUMCON event. To borrow a few military analogies, the LSHM “Thin Red Line”, in order to maintain our major November ‘muster’, is nearing the “Schwerpunkt” needing ‘relief’, reinforcements’, ‘battle buddies’, ‘wing men’, and ‘augmentees’ to maintain ‘mass’ and ‘initiative’ as MILLENNIUM grows and improves. In other words, volunteers are sought from Lone Star Historical Miniatures’ 900-plus members to engage MILLENNIUMCON. The specific needs are for assistants to work with the Games Director and the Registration chief.

Those who are moved to answer the call are urged to contact either Charlie Torok, torokc@hotmail.com, or Ian Strauss, ian.strauss@att.net. LSHM has ambitious MILLENNIUMCON goals for tournaments, wargamers, vendors, and the annual Veteran’s Day experience.

11 – 14 November 2021

MILLENNIUMCON 2021

Texas' largest War-Gaming Convention

These vendors have already registered for MillenniumCon
Contact them by e-mail if you would like them to bring your
special order to the convention.

Company Name

Warlord Games
Sherwood Wargames
Bombshell Miniatures
Black Site Studios
Mechanical Mind Studios
Hole in the Wall Hobbies
Portsmouth Miniatures
Jeff's Clearance
Raven Banner Games
Wyrmhole Hobbies
Frontline Games
Armies and Archives
Discover Games

e-mail

jon.russell@warlordgames.com
sherwoodwargames@yahoo.com
info@bombshellminis.com
admin@blacksitestudio.com
conflicthorizon@gmail.com
kempral@hotmail.com
jh@portsmouthminiatures.com
sieffre@sbcglobal.net
ravenbannergames@yahoo.com
wyrmhole1@yahoo.com
warlord@frontline-command.com
lamphear@mail.utexas.edu
discovergames@bellsouth.net

And More!!

Round Rock, Texas

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



Lone Star
Historical Miniatures

**Support local Hobby / Game shops
- They need you now more than ever!!:**



DRAGON'S LAIR[®]
COMICS & FANTASY



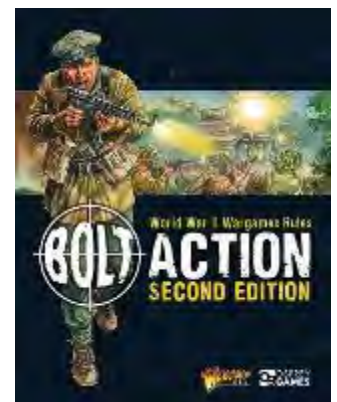
Dragon's Lair Comics and Fantasy[®]
7959 Fredricksburg Rd. Suite 129
San Antonio, TX 78229

Ph. #: (210) 615-1229

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



***The fully re-modeled
gaming room is open!***



23 -25 July

TWISTED LORDS.CON

TWISTERCON & WARLORD GAMES

WWW.TWISTEDLORDS.CON

23-25 JULY 2021

THE SHERATON MIDWEST CITY HOTEL at the Reed Conference Center - 2ND Floor

5750 Will Rogers Road Midwest City, OK 73110
(SE of downtown Oklahoma City near Tinker AFB)
1 (405) 455-1800



RESERVATIONS

Room Rate Cutoff Date 02 July 2021 by 6:00 pm
Room Rate \$101.00 for a King/Single or 2 double room. Mention "Twisted Lords Con" to get this rate and the room includes a Hot Breakfast coupons delivered at Check In.
Call +1 (405) 455-1800 for Reservations.

Food: Close to every gamer's heart; Food. We have arranged with the hotel to setup a snack bar food service just outside of our convention room. Hotdogs, Nachos, Boxed Lunches, Chips, Candy and Soft-Drinks, all things gamers need to keep on playing.

CONVENTION FEE

Payments are made via the TTE website. Convenience fees are the responsibility of the purchaser. We can process PayPal, MC, Visa, Amex, and Discover and at the door. Checks need to be made Payable to Jeff Lawrence. Children under 12 - no charge with paying adult.

Game Masters	No TLCon charge for each day you run a game at the convention
Game Players	Pre-registered: \$22/day (Fri/Sat \$12 Sun) \$37/Entire Convention
	At the Door: \$25/day or \$45/Entire Convention
Bolt Action	Tournament: \$52/entire convention with tournament
	Must pre-register for BA Tournament. Space limited.
Dealers	Each 6' table \$32/day or \$52/Entire Convention
	Each 12'x12' booth \$127 Entire Convention
Flea Market	Each 6' table \$5 pay in cast at registration (con badge required)

NOTE - TTE site now has a \$2 per badge charge. This is reflected in the price of tickets for gamers and vendors. GMs may be charged \$2 for their badge/processing by Tabletop Events. Also any processing fees may be added to all badge costs.

PLAYERS & GM REGISTRATION OPEN

Registration is open so make your plans and come play or run a game at Twisted Lords Con 2021. Go to Tabletop Events (TTE) to register:

<https://tabletop.events/conventions/twisted-lords-con-2021>

Game Masters GM Registration deadline is May 1st 2021

By registering your games, you are also registering yourself.

GAMEMASTERS

GMs - Free convention entry for each day with pre-registered game/s (by May 1st deadline).

Register your game(s) on the TTE website. All games must use painted miniatures, be a board game you supply, or be an approved RPG. *The site will open soon for Game Master Registration.* GMs for Twisted Lords do not pay to enter on the day/s they run their games. GMs when you arrive @ registration see a staff member to reconfirm table assignment.

Game Masters July 1st, 2021 is the deadline to have your game in the program book. So book your game ASAP!

July 2021 membership report



Welcome to our newest members in LSHM

Dan	Norris	SA
Rhett	Scott	Temple
William	Zent	N. Houston
Jim	McCrain	DFW
Donald	Maddox	Killeen / Coppers Cove
Austin	Featherstone	College Station
Xavier	Garcia	SA
Jason	Walker	Corpus Cristi
Bill	Dufton	DFW
Steven	Monserrate	DFW
Chris	Clements	Katy
Jerry	Marzolf	SA (LoTR)
Michael	Tanzillo	DFW
Bourke	Soderholtz	Odessa-Midland
Pasquale	Rosato	Florida

**Membership
Matters!**



Lone Star Historical Miniatures - Official Group

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

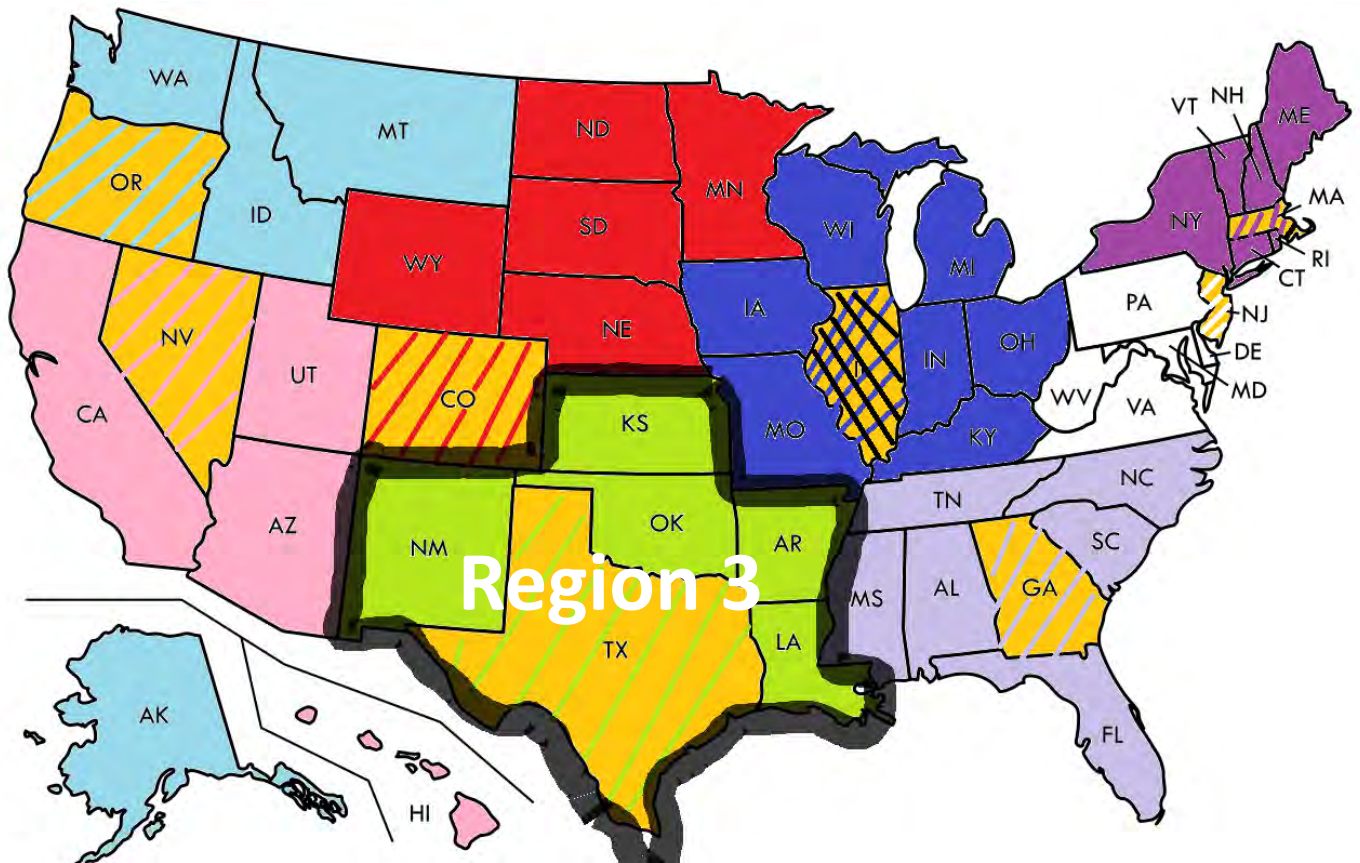
Also join the Texas Bolt Action Group at:

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

We are now at 925 this month!!



LSHM and MillenniumCon 2021 will host the Region 3 (TX, NM, KS, OK, AR, & LA) qualifying Bolt Action tournament for the Nationals to be held at ADEPTICON in April 2022. Plan to play and see if you can finish in the top 2 to get your ticket punched to be crowned the North American Champion.



MILLENNIUMCON 2021

Region 3 Bolt Action Tournament



THE GAME CLOSET



Your home for games in Central Texas!
2100 Square Feet of Gaming Space!

NEW LOCATION NOW OPEN!

3721 Franklin Ave, Waco, TX
Store Phone: 254-751-7251



Open 7 days a week, 11am-10pm!



Miniatures, card game collectibles, board games, in-store game rentals, official store tournaments, RPGs!

WE LIKE TO PLAY GAMES!



Proud to support LSHM Gaming
Home store of the Heart of Texas
Wargamers!



Conventions and Events Calendar

Update - July 2021

TEXAS BOLT ACTION - MONTHLY BOLT ACTION EVENT 17 Jul **As Scheduled**

Heroes' Retreat - Gaming Lounge - San Antonio, TX

Contact: Heroe's Retreat store@heroes-retreat.com

<http://heroes-retreat.com>



TWISTED-LORDS CON 23-25 Jul **As Scheduled**

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

Contact: Jon Russell jwrintampa@hotmail.com

<http://tabletop.events/conventions/twisted-lords-con-2021>

MIDDLE EARTH SBG TOURNY @ MONTAGS GAMES 24 Jul **As Scheduled**

Montag's Games - Pearland, TX

Contact: Benton Lee Day bentonday@aol.com

<http://www.montags-games.com>



WARLORD EPIC ACW BATTLE EVENT 31 Jul **As Scheduled**

Heroes' Retreat - Gaming Lounge - San Antonio, TX

Contact: Heroe's Retreat store@heroes-retreat.com

<http://heroes-retreat.com>

TEXAS BOLT ACTION - MONTHLY BOLT ACTION EVENT 21 Aug **As Scheduled**

Heroes' Retreat - Gaming Lounge - San Antonio, TX

Contact: Heroe's Retreat store@heroes-retreat.com

<http://heroes-retreat.com>

CONSIM WORLD EXPO 2021 28 Aug - 4 Sep **As Scheduled**

Tempe Mission Palms - Tempe, AZ

Contact: kranz@consimworld.com

<http://expo.consimworld.com/>



REAPERCON 2021 2-5 Sep **As Scheduled**

Embassy Suites - Denton Convention Center - Denton, TX

Contact: Reaper Minis questions@reapercon.com

<https://reapercon.com/>



REAPERCON
MINIATURES & GAMING & FUN



GENCON 2021 16-19 Sep **As Scheduled**

Indiana Convention Center - Indianapolis,IN

Contact: GenCon

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

TEXAS BOLT ACTION - MONTHLY BOLT ACTION EVENT 18 Sep **As Scheduled**

Heroes' Retreat - Gaming Lounge - San Antonio,TX

Contact: Heroe's Retreat store@heroes-retreat.com

<http://heroes-retreat.com>

ORIGINS GAME FAIR 2021 30 Sep - 3 Oct **As Scheduled**

Greater Columbus Convention Center - Columbus,OH

Contact: Origins registration@gama.org

<https://www.originsgamefair.com/>

WARHAMMER OPEN NEW ORLEANS 2021 1-3 Oct **As Scheduled**

Hyatt Regency New Orleans - New Orleans,LA

Contact: Game Workshop

<https://www.warhammer-community.com/2021/05/21/1-us-open-series-3-beautiful-locations-6-grand-tournaments-all-the-gaming-bliss/>

LONE STAR GAME EXPO 2021 8-10 Oct **As Scheduled**

Grapevine Civic Center - Grapevine,TX

Contact: Jamie Matthews lonestargameexpo@gmail.com

<http://lonestargameexpo.com>



TEXAS BOLT ACTION - MONTHLY BOLT ACTION EVENT 16 Oct **As Scheduled**

Heroes' Retreat - Gaming Lounge - San Antonio,TX

Contact: Heroe's Retreat store@heroes-retreat.com

<http://heroes-retreat.com>

HISTORICON 2021 10-14 Nov **As Scheduled**

Valley Forge Casino Resort - King of Prussia,PA

Contact: Joby Miller director@historicon.org

<http://www.hmgs.org>



FALL-IN 2021 11-14 Nov **Combined with Historicon**

Valley Forge Casino Resort - King of Prussia,PA

Contact: Dan Murawski director@fall-in.org

<https://www.hmgs.org/page/FIHome>

MILLENNIUMCON XXIII - 2021 11-14 Nov **As Scheduled**

Wingate Hotel & Convention Center - Round Rock,TX

Contact: Charles Torok torokc@hotmail.com

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

WARHAMMER OPEN AUSTIN 2021 19-21 Nov **As Scheduled**

Fairmont Austin - Austin,TX

Contact: Game Workshop

<https://www.warhammer-community.com/2021/05/21/1-us-open-series-3-beautiful-locations-6-grand-tournaments-all-the-gaming-bliss/>

TEXAS BOLT ACTION - MONTHLY BOLT ACTION EVENT 20 Nov **As Scheduled**

Heroes' Retreat - Gaming Lounge - San Antonio,TX

Contact: Heroe's Retreat store@heroes-retreat.com

<http://heroes-retreat.com>

TEXAS BOLT ACTION - MONTHLY BOLT ACTION EVENT 18 Dec **As Scheduled**

Heroes' Retreat - Gaming Lounge - San Antonio,TX

Contact: Heroe's Retreat store@heroes-retreat.com

<http://heroes-retreat.com>

LAS VEGAS OPEN 2022 28-30 Jan 2022 **As Scheduled**

Rio All-Suites Hotel & Casino - Las Vegas,NV

Contact: Frontline Gaming Contact@FrontlineGaming.org

<https://lasvegasopen.squarespace.com/>

ADEPTICON 2022 23-27 Mar 2022 **As Scheduled**

Renaissance Schaumburg Convention Center Hotel - Schaumburg,IL

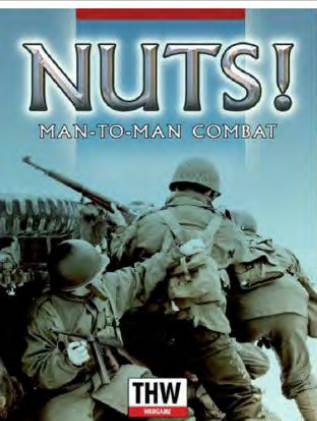
Contact: Adepticon info@adepticon.org

<https://www.adepticon.org/>



2HourWARGAMES

JUST PLAY THE GAME



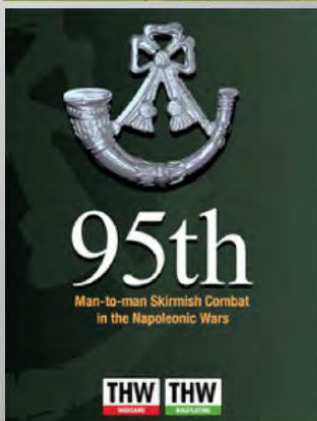
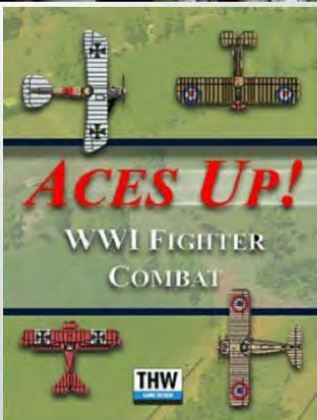
All THW games are designed for solo play.

**25% OFF COUPON CODE
FOR LSHM MEMBERS.**

TYPE IN THE COUPON CODE

Is25off

and get 25% off your entire order.



<https://www.twohourwargames.com/>

2HourWARGAMES

JUST PLAY THE GAME



Heroes Retreat San Antonio



17

Saturday, July 17 2021 starting at 9am

Monthly Bolt Action Event

Free · Heroes' Retreat - Gaming Lounge



[About](#) [Discussion](#)

Details

Event by Heroes' Retreat - Gaming Lounge

Heroes' Retreat - Gaming Lounge

Saturday, July 17 2021 starting at 9am

Price: Free

Public · Anyone on or off Facebook

Bolt Action Tournament

14 slots available

\$10 entry fee

1000 points

1 platoon either from the basic rulebook or your armies book platoon (no tank platoons)... See More



Heroes' Retreat - Gaming Lounge

4522 Fredericksburg Rd, A49, San Antonio

Sells new/used & buys used Games Workshop, Wizards of the Coast, Magic, DBS, board games, hosts tournaments & painting S... See More



DRAGON'S LAIR[®]
COMICS & FANTASY

AUSTIN

DRAGON'S LAIR[®]
COMICS & FANTASY

**AUSTIN'S ONE STOP
GAME SHOP!**



**Support local Hobby / Game
shops - They need you now more
than ever!!:**

Weekdays, Monday - Friday,
we open at 11:00am and
close 8:00pm.

Weeknds, Saturday-Sunday,
we open at 10:00am and
close at 9:00pm.

Located in: [West Anderson Plaza](#)

[Address:](#) West Anderson Plaza,
2438 W Anderson Ln B1, Austin,
TX 78757

[Contact Christopher Prymuszewski or Mike Hong,](#)

[For more Information at Phone:](#) (512) 454-2399



Making winter bases

By Bill Nevins

Owner: Kings Mountain
Miniatures [KMM]

Snow, Slush, Ice and Mud

Sounds like a Law Firm, right?

A friend asked me if I would provide some tips on how I did the Philadelphia Light Horse terrain at Princeton.

I'll do my best to describe my method.

MATERIALS

Cheap Black Acrylic paint.
Equally cheap brown paints.
4 or 5 browns ranging from light to dark
As long as one of them is "Mississippi Mud".

Woodlands Scenics Realistic Water.

Sparkling Snowflakes.
You can use any brand of "Sparkling
Snowflakes" I just happened to have Heki
on hand.

Winter tufts. Whatever brand is you favorite.
I make my own.

Tweezers, a paint mixing palette and an
eye dropper.

METHOD

Let's jump right in and assume that your basic ground cover has been applied and that it has been painted black.

First, we are going to make a series of thicker than usual brown washes.
Take the paint onto your brush and then dip it into the water section of the palette.
Just eyeball this, but make sure that it's a lot more water than paint.
Start with the darkest shade and just slop it all over the bare black earth.
I let them dry for 20 minutes to a half hour.

Repeat this process several times, constantly mixing colors and water amounts.
You'll end up with a swirling mixture of browns.
Which is what mud looks like. Once your happy with your mud, we move on.



Step 2.

Using your eye dropper, start covering the muddy dirt with WS Realistic Water.

GO SLOW. You don't want this overflowing all over you.

A little at a time and you only need a thin coat. Again I warn you, GO SLOW.

Let gravity do the work and fill in all the holes and dips in the terrain, where ice would form.

Make sure to cover the whole base including between the legs of the figures

Let this dry overnight.

Listen, this stuff disappears overnight. Don't be discouraged when you see how much it has shrunk. It's just the nature of the beast. It shrinks away. But, you need a base coat for the rest of the stuff to stick to.



Step 3

My pieces are based on a road scene, not in a field or meadow. Since it is a road, I used my tufts sparingly. Roads are almost all dirt, with a few small grass patches mixed in.

OPTIONAL:

If your scene requires more greenery, then by all means have at it. You can apply turfs or small bushes using this method.

Just remember that they take away from bare ground, which is essential. Use them sparingly. Just gather it all up and be ready to apply them. Having a tweezers handy goes a long way here.

Before moving onto the next step, now is the time to affix whatever turfs or flocks you may wish to add. Put down a layer of WS Realistic Water and sprinkle in the turfs or flocks onto it. Let this dry for an hour or so. Cover everything again with another layer of WS RW. Relax, it will shrink away. Let this dry overnight, before moving onto the next step.

Step 4

You'll need a mixing palette here that can hold liquids and powders.

Take out the "Sparkling Snow" flakes and mix them into the WS Realistic Water until you get a runny paste. Drop another coat of WS RW onto the terrain. Now begin dipping each tuft into the paste you made. This is the glue that will hold the tuft in place. It will also dry looking like ice melting into your tuft. Use enough to cover the entire base of the tuft. If some leaks out on one side, it will look like a small ice patch.

After you have placed all of your tufts on the ground, it is time to use the eye dropper. Have your jar of Sparkling Snow and your tweezers handy. You'll be working quickly.

Use the eye dropper to apply a drop of WS RW onto every tuft, that you have previously attached. Just blob it down right in the middle of the tuft. One drop. No more.

Once all the tufts have had the WS RW applied to them, it's time to apply the sparkling snow to the tufts.

You can apply the snow any way that you know best, but you DO NOT want blobs or overkill. You want what I would describe as "whispy". Use the tiniest amount possible. Extremely light applications from high above are encouraged.

What I found worked well for me, was to dip my tweezers into the jar of snow all the way up the shafts. Then I would give one tap on the jar lid to remove most of the excess. I then held the tweezers about 6 inches above the base and shook the remaining snowflakes onto it. It took maybe 3 or 4 dips into the jar. But it looks so much better when finished. The flakes will also stick to the area surrounding the tufts where the WS RW spilled out. Let all of this dry overnight.



Step 5

Final chapter.

Here is where you can mix up some more snow paste to make different slush.

Mix flakes and WS RW together into a paste.

More flakes = snowy slush

More WS RW = icy slush

Use a paint brush to place this mixture where you want it.

It looks good around a figures feet, as if he stepped into a puddle.

Now, one final coat of WS RW.

Try to fill up low spots in the terrain. These will turn into ice patches.

While this is still wet, you have the option to sprinkle in some additional snow flakes, if needed.

That's about it.

If anyone has questions just ask.



LION HEART HOBBY

If you are in or near Kyle Texas stop by and say hi!

5500 FM 2770

(In the StorQuest Shopping Center)

Kyle, TX 78640



We are a family owned and operated
Game Store & Hobby Shop in Hays County.
We carry many popular brands and have been
growing since we opened in November 2020!



...and many more!

512-504-3404

info@lionheart hobby.com

www.lionheart hobby.com

[f](#) [i](#) [@lionheart hobby](#)

Monday, Wednesday-Saturday

10 AM - 6 PM

Sunday 12-5

(Closed Tuesday)

Danielle Adams

Owner, LionHeart Hobby

5500 FM 2770, Suite 103

Kyle, TX 78640

T: 512-504-3404





[13032 Nacogdoches Rd,
San Antonio, TX 78217](http://13032NacogdochesRd.com)

[\(817\) 333-9928](tel:8173339928)

3dprints@theprintedmeeple.com

The Printed Meeple in San Antonio
now carries SAGA rules,
miniatures, and dice.

Join Blake
Radetsky for
Warlord Games
Wednesdays
At the Printed
Meeple.



**GRIPPING
BEAST**

11 - 14 November 2021

MILLENNIUMCON 2021

Texas' largest War-Gaming Convention

Round Rock, Texas

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



Key Dates:

- ***(Now) We are now accepting Vendor registrations. If you would like to sell your products or attend as a vendor contact us or register at the website. We are limited to 50 tables and have already registered 25.***
- ***(Now) – reserve your hotel room now – it will be full by the summer – make sure to tell them you are attending millenniumCon***
- ***July-September Game Master registration. Start planning the games you want to run now!!!***
- ***1 – 31 October Player registration***

Featuring:

- Texas Bolt Action Championship
- Texas Flames of War WWII
- Team Yankee tournament
- Texas SAGA Championship
- Texas Middle Earth Strategy Battle Game tournament
- Victory in the Pacific tournament
- Historical / Fantasy / Sci-Fi tabletop gaming
- Board gaming

- 400+ attendace
- 100+ other games
- 20+ vendors

Epic Scale American Civil War MillenniumCon 2021



William Monterosso and Scott Hendrickson are planning an “Epic Game” during MillenniumCon – plan to attend and play in what is sure to be a great game spread over multiple time slots. If you are building Epic Scale armies contact William or Scott for more info.

BattleTech

is coming to MillenniumCon 2021

Wolf vs. Blake

By Frank Crull

The Fuse that Lite the Jihad

Battletech is a game that has been defined by eras. The era with the highest degree of bloodshed is probably the Jihad sponsored by the Word of Blake. Blake forces used anything at their disposal to win, whether nukes, chemical warfare or atrocities.

Wolf's Dragoons has been waring secretly with Comstar and then Word of Blake. When Word of Blake arranged for the sneak attack on Outreach in 3067 by various mercenary groups including Waco Rangers, Jaime Wolf and a large percentage of the Dragoons were killed. General Maeve Wolf, the successor to Jaime Wolf, wanted to show the Inner Sphere, Clans and Word of Blake that the Dragoons were still a force. She reconstituted the Wolf Spiders to further that purpose.



The Wolf Spiders and Blake forces of the Opacus Venator led by Precenter Berith danced around for a year before the confrontation aimed at recovering a data core.

Both sides had forces of approximately 11,000 Battle Value 2 (Wolf's Dragoons and Word of Blake photo). Before the game began, each side were given secret orders. Unknown to both sets of players, the orders were to recover the data core for both sides. The data core in the photos is represented by a red glass pebble. Only mechs with a hand actuator could grab the core.



On turn one, both sides advanced onto the map. On turn 2, the Blake forces moved swiftly to the center of the map to reclaim the core. As can happen in a die rolling game, the Blakists aggressiveness paid off (Turn 2 Word of Blake photo). The Wolf Spiders suffered what can only be termed exceptionally bad luck and could not hit the Blakist forces. Conversely, the Opacus Venator forces did damage several Dragoon mechs.



This poor targeting by the Dragons this day continued into turn 3. Only one Blake mech was hit and it was hit just once. This resulted in the Blakists had control of the center of the map. Furthermore, the Blakists were able to damage and neutralize the one mech the Dragons had for electronic Warfare, the Gallowglass, (Turn 3 of Wolf's Dragons photo, Gallowglass at bottom of screen).



Turn 4 turned out to be anti-climatic. The Wolf Spiders still had gunnery issues and still could not hit the Blakists mechs. Conversely, the Blakist mechs could hit the Dragoon mechs, damaging the Gallowglass further. Control of the center of the board was in Blakists hands and those forces proceeded to recover the data cord and over the subsequent turns, execute a retreat with the core. The players were all new to Battletech and as experienced gamers, knew that bad die rolls just happen sometimes. Best news is that a couple of players agreed to come to MillenniumCon.



Watch for Battletech to be played at MillenniumCon 2021.

Join the Heart of Texas Wargamers Club



To find out more about the rules, the club, and keep up with our activities, you can apply to join our group on Facebook at:

<https://www.facebook.com/groups/399197067945312>

Contact:

Alan Spencer – Admin & Moderator

Ben Earnest - Moderator



CIGAR BOX
BATTLE
MATS

WHERE'S YOUR GAME?

Cigar Box Battle Mats are lightweight cloth battle mats that can be stored and transported in a compact space, deployed in seconds and can take your game to the level you want! Play fast and look good with our largest selection of designs (*over 100!*) now available from Cigar Box Battle Mats. Place your hills under the mat for a seamless look of undulating terrain that is visually superior. Or, put your terrain on top of the mat quickly for the look you desire! If you are in the desert, in the ocean, outer space, in the jungle or in the dungeon you can game on!

Wherever your game is, Cigar Box Battle Mats has you covered!

cigarboxbattlestore.bigcartel.com

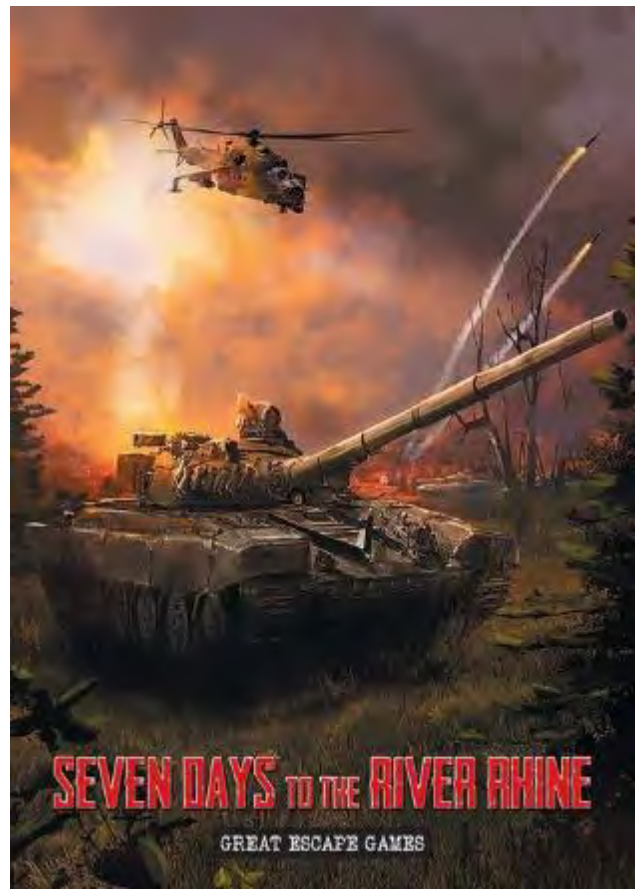
check out how other gamers have used our battle mats on  *instagram!* follow us **@cbbpics**

Seven Days to the Rhine River

Battle Report by Steve Miller

We Played a super
7 Days to the Rhine game today!!

We played a four person, 500 point
per player encounter battle this
afternoon and early evening at my
game house, The Rat Palace in Red
Oak, Texas. We played on a 12x4
table





BAOR and US elements faced off against fraternal members of the Evil Empire; East Germans and Russians.



The objective for the invaders was to push the Allies off the field and provide space for two motor rifle divisions pushing through the Inner German border. The objective for Allies was to stop this push and prevent the breakthrough into the supply and repair areas of the BAOR.



SEVEN DAYS TO THE RHINE!

**Company-Level Organisations for the
Warsaw Pact in the 1980s**

USSR – East Germany – Poland – Czechoslovakia

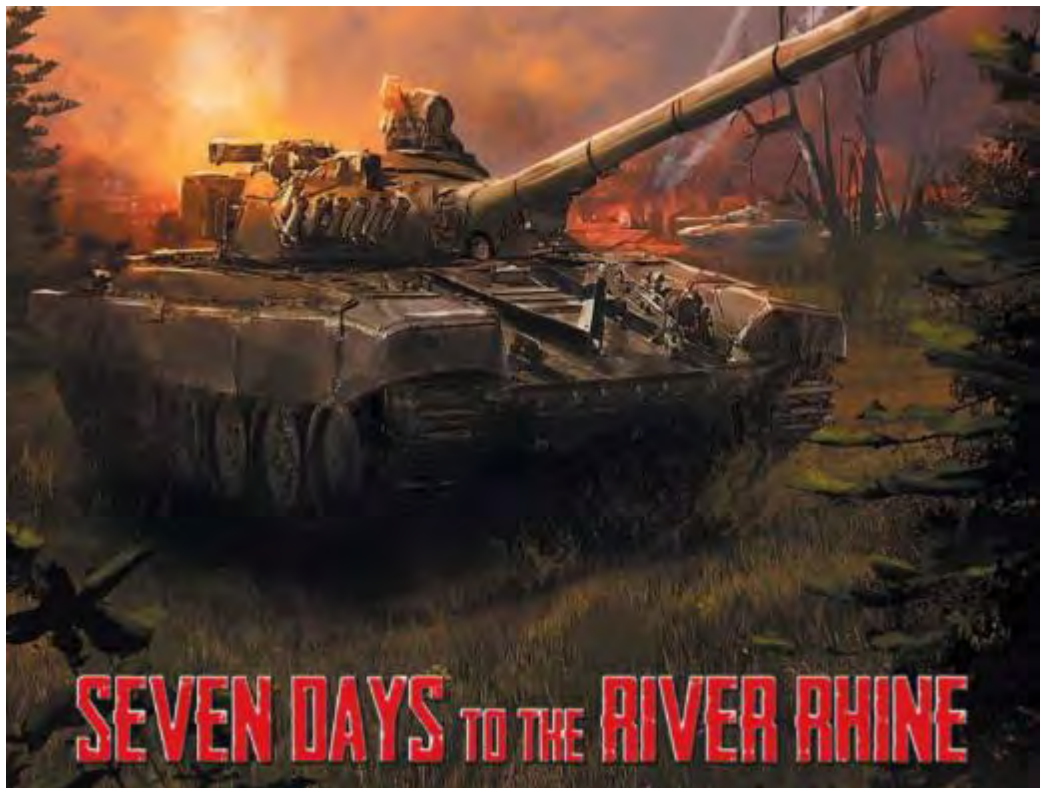
Includes points values and aircraft details for

SABRESQUADRON

The battle was fast paced and quite bloody on both sides. That seems to be a positive point in this rules system. We both used attack helos in an anti tank role. The Soviets had two ZSU 23s. Their gunners needed a bit more training, allowing the British Lynx to score several kills. The Hind did the same but US M163s (Gatlings) shot a Hind out of the game.

The older Centurions had a rough go of things but were ably supported by newer upgraded Marks.





The MBTS were supported by two Strikers with Swingfire atgm systems. The lack of AAA was evident but the WP did not focus on BAOR assets.

The M1A1s (3 of them only) literally ruled their battlefield sector. They were supported by 2 M901 "Cherry Picker atgm systems). The US was supported by one Bradley.

I did not bring Challengers because Abrams were on the field. I do believe the game would have been much shorter and not so fun if both Allied players maxed their armor choices
All in all, a good time was had by all, my dice sucked as usual.
Would I play this again? H2theyeah!
You should be playing at the Rat Palace!





Membership
Matters!

2021 Membership Drive

We continue to offer membership for those who have not renewed or became a member this past year. We will once again use this year's MillenniumCon to get everyone signed up. 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





United States
Warlord Demo
Team - USWDT
@WGCOKC



Warlord Games Live broadcast

Join Jon Russell of the United States 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!!

The Battle of the Five Armies

A 'Hordes of the Things'

Big Battle Report

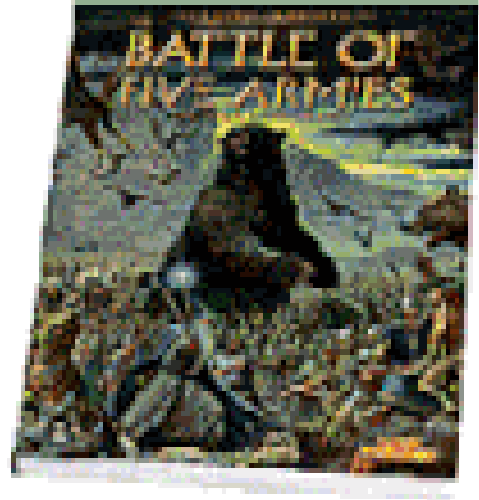
By Blake Radetsky

A question was asked if an all-aerial HOTT army is a viable choice. Here was my response. (sorry no photos) I have used an all-aerial army in one Big Battle HOTT (BBHOTT) game in the summer of 2002, before the 2nd LotR movie release. I was teaching a class on THE HOBBIT to my summer school kids, the Battle of the Five armies was the main focus. Most of the kids had read the books and knew about the battle. All of the kids received a 10mm Pendraken painted HOTT sized army; there were eight Goblin Armies, one Men of Dale army, one Elf army, two Dwarf armies and a Gandalf element. Yes I know, Thorin Oakenshield's band of thirteen Dwarves does not make an army, so I cheated, besides two kids really wanted Dwarves.

The BBHOTT pitted the four (Good Guys) armies of Men, Elves, and Dwarves against eight Goblin armies, with each Goblin army having one Warg (beasts) element and two shooters and the rest various mixes of hordes, riders and warbands. The battlefield was on a 5x3 size table.



The battle proceeded with the Goblins advancing across the table with five armies frontally assaulting the Lonely Mountain. The other three Goblin armies started rolling on Turn 2 for arrival. If successful, they then rolled for deployment in one of three areas; on a 2-5 the Goblin baseline, on a 1 the Good Guys left flank, on a 6 the Good Guys Right flank. On the Goblin's first turn they needed a 6 for each army to deploy, two rolled sixes!



I thought that the Good Guys would have had at least three turns before the hordes really hit. So one deployed at baseline, the other deployed at the Good Guys right flank. The frontal assault was being recoiled by the Elven and Dale archers deployed in the center valley between the two spurs of Lonely Mountain, while the high ground in the center gate was held by Thorin's Dwarves. The Goblin PIPs rolling 1s and 2s helped stall the advance also.

Turn 3: The third off board Goblin army now needed a 5+ to enter the table; he rolled a 4. A cheer went up from the Lonely Mountain Defenders. The Goblins frontal assault was stalling all over with low PIPs again and high dice rolling by the defending shooters, however, the flanking army was zipping along with 5 PIPs to close with Dain's Dwarves defending the right spur. Dain's Hammers (blades) proved to be too tough of a match for the Goblins to just run up the hill and bash them. The assault was recoiled. Somehow, the Goblins only lost one element and so did Dain! The defenders' third turn was good and they were able to reform lines and attack some Goblin elements at the bottom of the hill. Killing most. But there were tons of Goblins still coming.

Turn 4: The last Goblin army made the roll needing a 4+ and rolled a 4 and then arrived on the very exposed left spur of the mountain. (Much shouting and gnashing of teeth from the Goblin side) The Elves on the left, had shifted most troops to their right to support the Men of Dale who were being recoiled and some holes were forming in their line in the valley.



Turns 5 and 6 saw much back and forth recoils or locks but no kills except to some shooters of Dale. And now six of the eight Goblin armies were making slow progress up the mountain on all sides. However, starting on Turn 5, I had the player of Thorin's army roll a D6 at the start of their turn. I would not tell anyone why, I just said roll a die. Nothing happened.

Turn 7: Dain had lost 6AP, Thorin had lost 4AP, Bard had lost 8AP and the Elves only 4AP. The Goblins on the other hand had lost an entire army due to Dain's valiant dwarves. Three Goblin warbands each had lost 9AP and one only 2AP, the other three were untouched by losses. The defenders were in a desperate position. This time when Thorin rolled the d6 at the start of his turn like I asked, the magic 6 appeared! All I said was good roll. They asked me what happened, all I said was roll for pips and make your moves. So they did and while they were making moves and the Goblin players were watching intently the battlefield. I slowly walked over to my desk and opened my desk drawer and pulled out my Eagles, hidden in hand and walked back to the left flank of the Good Guys. I stood there for a moment answering questions if units could move into a flank position while resolving the combat phase, I slowly placed three Eagles on the table edge. Surprisingly no one noticed, so I walked back and picked up 3 more elements and then as I placed them on the table made a loud screeching sound that made the room go completely quite. Then suddenly the Good Guys saw the Eagles on the table edge and jump out of their chairs flailing their arms and screaming at the top of their lungs, 'The Eagles, The Eagles, The Eagle Are Coming!!!' They were all dancing around and shouting as I brought the Aerial Heroes out, one being the General. The Goblins were yelling at this time also so the noise level was off the scale in the room, luckily we were in the music room with sound proofed walls!



Turn 8: The Goblins on the left spur who had been lining up his Goblins in neat lines to assault the Elves' flank, rolled low and could not get his troops turned to meet the Eagles, and left out to dry all by its lonesome was his warband General. Other Goblin armies started moving their shooters toward their right flank to put up some sort of aerial defense against the Eagles. The Good Guys bound, of course, I played the Eagles, one aerial hero general with two supporting Eagle flyer escorts and the fighter wing of one aerial hero with four supporting Eagle flyers. And I roll a 5 for PIPs. Needless to say the General and escort slammed into the Goblin warband general and the other wing hit the end of the Goblin line making sure we had the overlap. So everyone agreed to fight the Eagles last, after all other combats were resolved for the Good Guys, then all eyes (and the noise level) turned towards the Eagles.



Well the fighter wing was lined up so that my aerial hero was on the goblin's only shooter, risky but it was my best match up and I started on the end to walk the combat to my hero. My combat rolls were amazing; the first two combats saw a 5 and a 6 both of which doubled the Goblins. The shooters were overlapped so my hero rolled a 5, shooters rolled a 2; dead shooter. My other two rolls were also 5s and the Goblins' bad luck was still with them and they roll a 1 and a 2 counting overlaps, so both Goblins died. So I had 5 kills for 5 combats. Much cheering and moaning. Now the big combat. Goblin warband general against Eagle aerial hero general and the Goblin was overlapped twice! Dice were rolled and the Goblins were yelling 'NOT FAIR', as the Goblin general was removed from the table, the Good Guys were hooting and yelling. So the Eagles destroyed a Goblin army on first contact! But lady luck was with me in both PIPs and combat rolls! Not how my dice tend to roll normally, I was not looking forward to my next round of dice rolls.



Turn 9: The Goblins moved all shooters to form a line in middle of the battlefield. Bard's Men of Dale succumb to the hordes and are defeated. Thorin's Dwarves are being flanked and Dain is trying to get his army turned around to advance toward the center to help his brethren. Thorin also rolled another die at the beginning of their turn; a 6. Goblins were now yelling even louder because they had figured it out: Beorn was arriving, but luck was against Beorn (behemoth) and his placement roll put him smack dab in the middle of a wooded area in the middle of the Goblin's baseline.

The Eagles rolled a 4 so both flying formations were able to move. The General flew over the shooters while the other wing flew over the shooters and formed a line between the shooters and their Eagle general. Meanwhile the Elves had advanced down the hill to attack the scattered Goblin elements. Gandalf helped the Elves. This combination destroyed another Goblin army. Three down and five to go. Thorin lost another blade and he was at 10AP lost.

Turn 10: The Goblins sent all Wargs available towards Beorn while he was still in the woods. Beorn was an army unto himself, so if I rolled a one for PIPs he would not move, so on a roll of 2+ he could move (my house rule). Goblins turned their shooters and killed two Eagles from the protecting wing. Good Guys bound, Beorn rolled a ONE! Eagles rolled a 3! The Eagle general turned his wing into the center to help Thorin, crying back to the other wing to hurry when they could. The Eagle general with his supports killed another lonely Goblin rider. Thorin gathered the rest of his troops around him to make a final stand before the gates of Lonely Mountain. Dain was distracted by another Goblin army moving up towards his flank. The Elves and Gandalf reformed their lines with low pips. The Goblin shooters forced the remaining Eagles to recoil away from the aerial hero, who was now a single element in front of 4 shooters and it would be the Goblins turn next!

Turn 11: Goblin Wargs make contact with Beorn. Goblin shooters mass against the lonely aerial hero and roll a 6 vs the Hero's 1: argghh! Thorin's short line is attacked by the Goblins. The Goblin warband general with rear support matches up with Thorin. The Goblin is able to walk both flanks towards Thorin and recoils both of Thorin's supporting Hammers. Thorin rolls the dreaded ONE and Thorin. . . is Dead! Great shouts go up from the Goblins! Beorn recoils the Warg attack. Dain is enraged by the news that Thorin has fallen and leaves two Hammers behind on top of the hill to face the Goblin army and takes the rest of his army down the hillside towards the valley where Thorin was last seen. Beorn moves and attacks one Warg. The Eagle general furious at the death of his brother by the shooters and seeing the body of Thorin fall, dives towards the Goblin general that slew Thorin regardless of the numbers of Goblins supporting the Goblin general. Leaving the Eagles that were in his brothers wing stranded facing the Goblin shooters. The rest of the Elves and Gandalf move to attack more Goblins in the valley, killing enough to break another Goblin army. The Goblin shooters' luck ran out and only get recoils on the stranded Eagles. Beorn kills the Warg unit. The Eagle general smashes the Goblin general in another spectacular 6-1 kill!



The Goblin general also lost one of its supporting side element to a recoil from an Eagle. And that breaks another Goblin army.

IT'S TURN 12. Class time is just about out, this battle has be raging for two classes, about 4 total hours. The Goblins are losing but still everyone wants ONE MORE TURN. So off we go. The Wargs get to surround Beorn this turn. The Goblin shooters fail all their shooting attacks against the Eagles. The Goblins kill the two Hammers that Dain left on the hill with flank attacks. The Wargs win the combat and KILL Beorn! The Goblins are shouting with joy and dancing around at this time and it is this same time that the parents are arriving in class to pick up their kids. Game over!

Bard and the Men of Dale
defeated. Thorin killed and his
Dwarves defeated. Beorn is
dead. Dain lost 10 AP
Eagles lost 10 AP
Goblins lost 5 complete
armies
Goblin's blue army lost
10 AP
Goblin's yellow army lost
7 AP
Goblin's black army lost 4 AP

It was a close battle able to go either way but the Defenders of Lonely Mountain gained a costly victory! The battle could have been worse due to the fact that the Eagles cost that extra pip to move. When I lost the aerial hero his supporting flyers were in two different groups, so I needed a 6 to move all the Eagles. Very tough, if the flyers can stay together and not break up, they can do some damage.

I think all-aerial armies are very cool and fun to play, but if you are wanting them for competition then you will have some very hard games to play. Hope you are "right with the dice gods" to get high PIP rolls!!

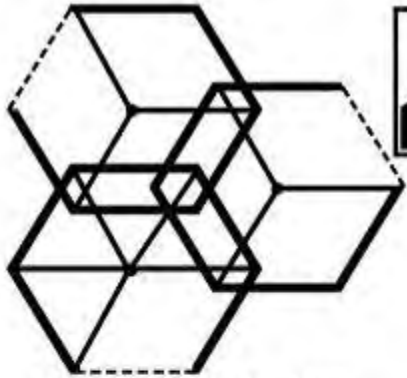
It was a close battle able to go either way but the Defenders of Lonely Mountain gained a costly victory! The battle could have been worse due to the fact that the Eagles cost that extra pip to move. When I lost the aerial hero his supporting flyers were in two different groups, so I needed a 6 to move all the Eagles. Very tough, if the flyers can stay together and not break up, they can do some damage.

I think all-aerial armies are very cool and fun to play, but if you are wanting them for competition then you will have some very hard games to play. Hope you are "right with the dice gods" to get high PIP rolls!!

The kids that took this class kept their parents in the room after class for about twenty minutes. There was a lot of pointing and hand gestures as each student told their version of the battle of Lonely Mountain to their parents. Each kid also got to take their painted army home. Everyone had a blast and Big Battle HOTT was a very huge success!

By Blake Radetsky

Support local Hobby / Game shops
- They need you now more than ever!!:



MULTIVERSE GAMES

FB: @MULTIVERSEGAMESTX
FB GROUP: @CITIZENSOFTHEMULTIVERSE
WEBSITE: MULTIVERSE-GAMES.COM
EMAIL: RAY@MULTIVERSE-GAMES.COM

739 W HILDEBRAND AVE, SAN ANTONIO, TX 78212 (210) 455-4524
BOARD GAMES, TCG/CCG, MINIATURES, HISTORICALS, GAMING ACCESSORIES, PRIVATE
GAME ROOM RENTALS, & MORE!



FLAMES OF WAR

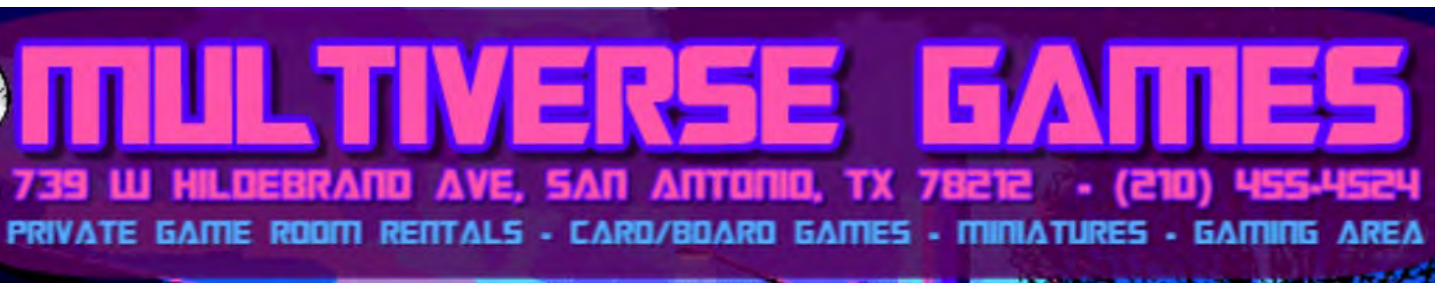
THERE IS TEAM YANKEE/FOW THURSDAYS
AT THE 'VERSE EVERY WEEK!

LSHM MEMBERS GET 10% OFF OF PRODUCT IN THE SHOP
& PLAYING SPACE FOR GAME DEMOS THAT
YOU MIGHT WANT TO SHOW OFF TOO!



SAILS OF GLORY
A BATTLESHIP GAME

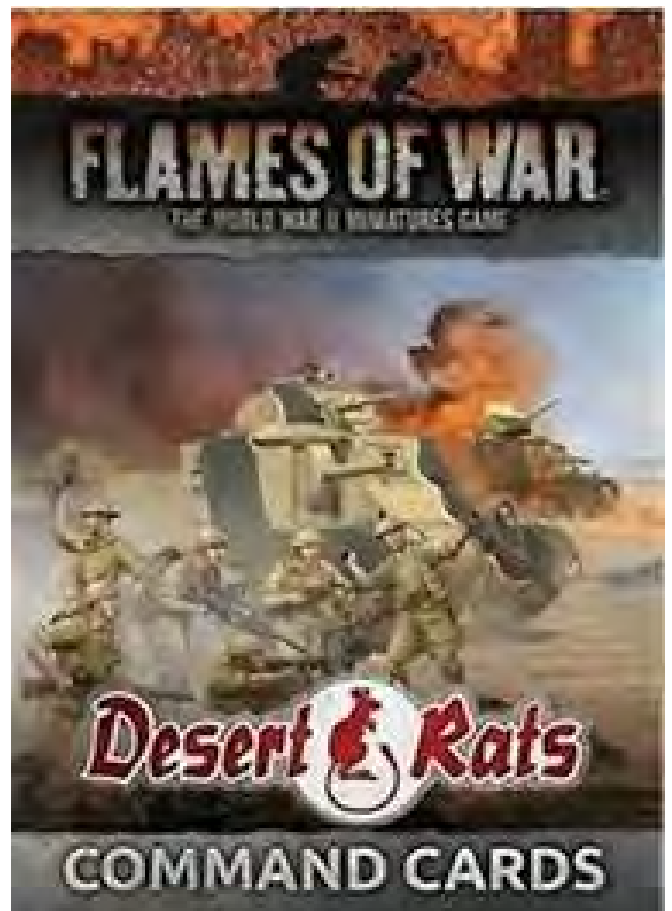
**WINGS
GLORY**



Thursday Nights 6pm

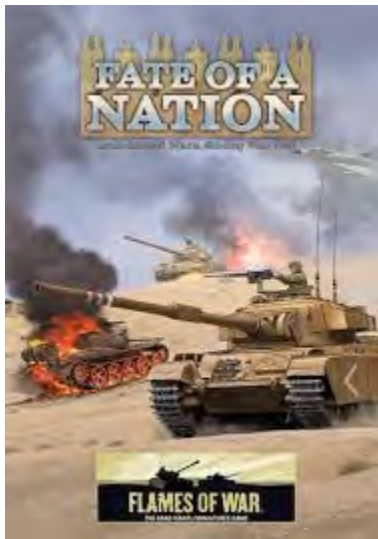


Join Chris Lisanti
and the
Thursday Night
Battlefront
Group



LSHM San Antonio, Texas

By Chris Lisanti



Fate of A Nation + 'Nam Update. We had three battles last night (2 Fate of A Nation and 1 'Nam). We first travel to the jungles of 'Nam where we saw Evan (US Armored Cav) took on Chris (PAVN Infantry + T-54 battalions) in the Search + Destroy mission.





The PAVN had the advantage regarding placement of objectives (5) with 3 nearer their deployment area. They gained two objectives first but the Americans were not undone, and then gained two themselves.



The firefight raged on with both sides giving and taking casualties. 1 brave PAVN mortar team was contesting the objective on the last American turn and ended up saving himself after five hits. Game called with the result a draw.



Then we turn to the Middle East. Our first game saw Nathanael (IDF Ishermans) attack Rusty (Egyptian Infantry) in the No Retreat mission. The Egyptians were a Six Day War force lacking much in terms of tanks or AT capability.



The IDF was able to neutralize what AT capability there was allowing the IDF arty and brutal guns of the Ishermans and Sho't Kals to do their grinding work on the infantry. The overwhelming Egyptian arty batteries did not have the effect their commander was hoping with the IDF in command at the end.

The last game saw Mark Reed (Egyptian BMP-1) attack Steve (IDF paratroopers) in the Hasty Attack mission. Many casualties on both sides. The Egyptians found cracking the paratroopers to be very difficult in assaults (the paratrooper 2+ counterattack really helps!).

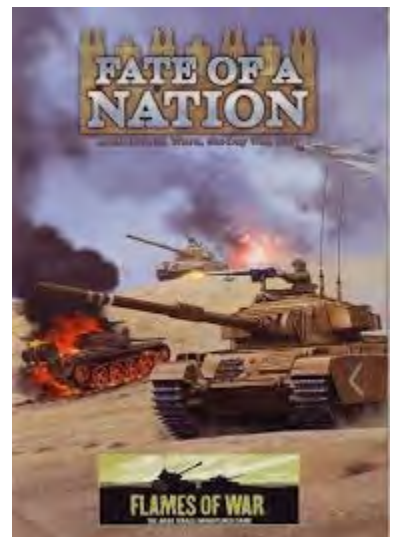


The game was called for time but the IDF lost 2 of 3 Sho't Kals while all 3 Magach 6s were still on the table, however, the Egyptians still had a formidable tank company bearing down from reserve along with several BMP-1s and manned sagger teams.





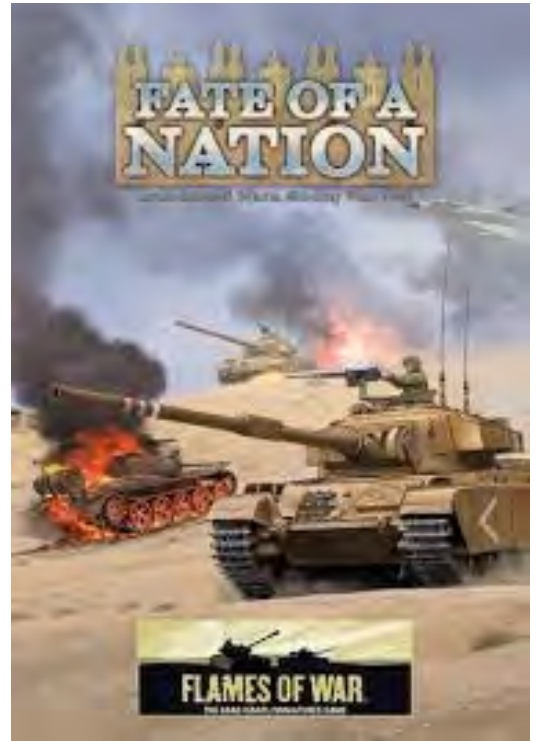
Great to see the Middle Eastern terrain. Back to late WWII next week.



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.





Custom Built Terrain

Let us quote you for your perfect gaming table.

No project too large or too small.



Sherwood Wargames

Tel. 225 788 5710

We paint figures from all periods to collectors standard.
20mm to 90mm

Great Prices and satisfaction guaranteed.



We sell.....Saga, Victrix, Blitzkrieg Miniatures, Warlord Games, Blood & Plunder, Gripping Beast and many other products.



RAVEN BANNER GAMES



See us in the vendor room!

Cigar Box
Battlemaps

Terrain

ACW Gamer
E - Magazine

RBG
Miniatures



Special Show
Pricing!

www.acwgamer.com

*Miniatures and photo
by Paulalba*

WofUN "Peter Dennis Collection" 18mm and 28mm plexiglass wargaming figures

Pre-order now for 20% off when you use coupon code WF20



RavenBannerGames.com



ACW GAMER THE EZINE

ISSUE #9
Across a Deadly Field:
The War in the West
Page 11

ISSUE #10
Review:
Perry's Miniatures
Battle in a Box

ISSUE #11
Review:
Warlord Games
Black Powder ACW Rules

ISSUE #12
Review:
Brave Hearts Trembled
Antietam Scenarios

Battlefield Tour for Wargamers:
Franklin, Tennessee

A beginner's introduction
to
ACW Gaming

THE ELECTRONIC MAGAZINE FOR
GAMERS OF THE AMERICAN CIVIL WAR

Summer 2016

ACWGAMER.COM



RAVEN BANNER GAMES

More AWSOME products from
Stephen Huckaby and Raven
Banner Games!

<https://raven-banner-games.mybigcommerce.com/>



**Raven Banner Games
Will be at
MillenniumCon 2021**



RAVEN BANNER GAMES

See us in the vendor room!



**Cigar Box
Battlemats**

Terrain

**ACW Gamer
E - Magazine**

**RBG
Miniatures**



**Special Show
Pricing!**

www.acwgamer.com

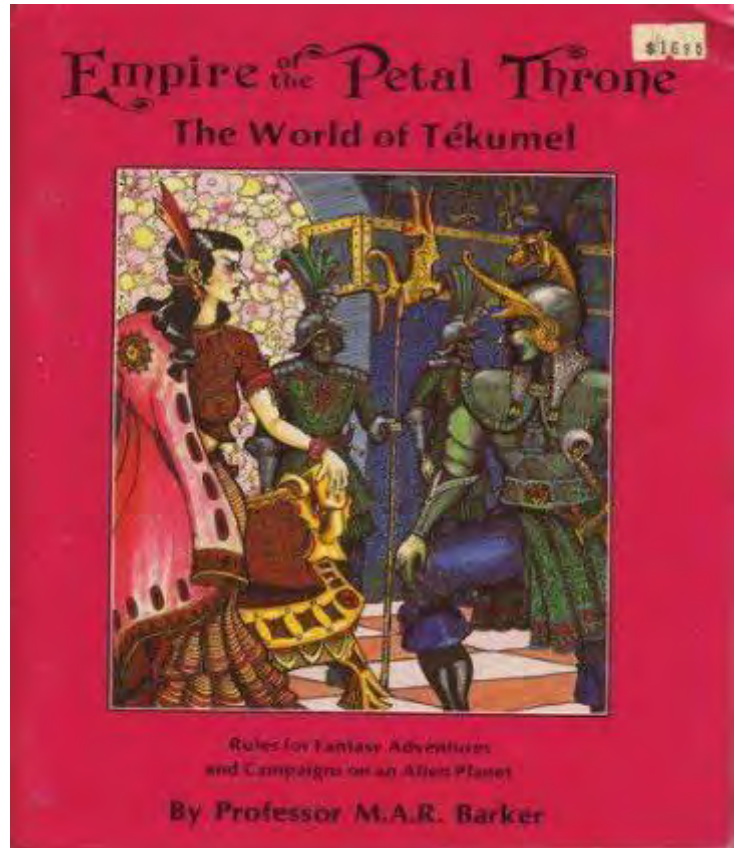
*Miniatures and photo
by Paulalba*

Tekumel Fantasy Game

By Rob Smith

Making plans to run some Tekumel fantasy games at [MillenniumCon!](https://www.millenniumcon.com/)

Here is a write up the second Skirmish in the Chakas, this time at North Texas RPG Con. It sees the Mu'ugalavyani deployed in a clearing against Tsolyani forces.







Heavy woods on each flank constrain sophisticated maneuvers, which normally is much to the liking of the Red Hats. The Gods, however, granted their favors mostly to the Tsolyani forces.







Again, we are using Warlords of Erehwon, by Rick Priestly, with mods for Tekumel by myself. Watch for us to run some games at this year's MillenniumCon in November.



Lone Star Historical Miniatures

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.



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:
torok@hotmail.com



**LSHM MillenniumCon
held every November in
Round Rock, Texas**

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



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



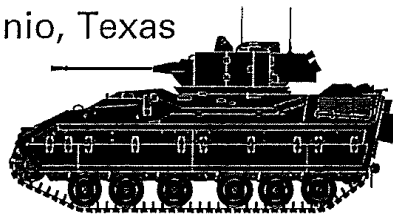
<https://www.facebook.com/groups/TexasBoltAction/>



Dibble's Hobbies

1029 Donaldson Ave, San Antonio, Texas

**Serving San Antonio
Since 1905**



Our product lines are focused toward:

- the serious gamer (historical, fantasy, miniature, trading card)
- the discriminating modeler (aircraft, armor, display figures, cars, ships)
- the model railroader (HO, N, O, G, Z, Marklin, LGB)
- the resources, supplies, and tools to do YOUR hobby right!

We specialize in taking care of our customers - that is YOU!
Special order and mail orders are welcome.

(210)735-7721

Dibbles carries SAGA rules:

Support local Hobby / Game shops

- They need you now more than ever!!:



**GRIPPING
BEAST**



**We need your gaming
news
Projects
Game reviews
Terrain Projects
here!!!**

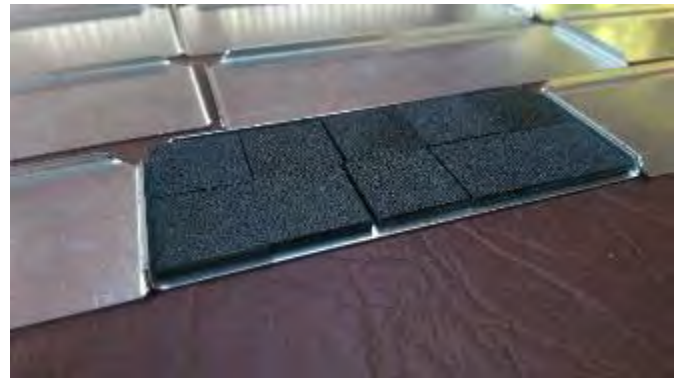
Contact Charlie Torok at: torokc@Hotmail.com to place your advertisement here, no cost to LSHM supporters!!!

SHOGUN

Miniatures

<http://shogunminiatures.com/>

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



Join now!

**San Antonio, DFW, Houston-Katy,
Austin, and College Station**

Middle Earth Strategy Battle Game Communities



San Antonio group:

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

Dallas/Fort Worth group

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

Houston-Katy group:

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

Austin group:

<https://www.facebook.com/groups/2148234808769553>

College Station group:

<https://www.facebook.com/groups/962549661177040/members>

**Contact Charlie Torok:
torokc@hotmail.com**





Middle Earth Strategy Battle Game (MESBG)

By Charlie Torok

I've gotten back into playing some Lord of the Rings gaming – sure is good to dust off the miniatures and roll dice. Watch for more MESBG gaming here in Texas.

Also plan to play in the TEXAS Middle Earth Strategy Battle Game (MESBG) Championship tournament at MillenniumCon 2021.





[Greg Salvador](#)

and I met up for an afternoon of MESBG. We played two games with Greg using his Mordor and me using Gondor w/ Dol Amroth. Both games were 600pts using scenarios out of the scenario book. It was only fitting that Mordor won the first game handedly and Gondor secured a victory in the second game. Some great fighting, strategy and dice rolling by both sides. We used the awesome terrain and tables at Heroes Heroes' Retreat - Gaming Lounge in San Antonio.



NWS WARGAMING STORE



www.nswargamingstore.net

**WELCOME TO THE NEW
2020 NWS WARGAMING
STORE WEBSITE!**

Status Update: NWS is fully
operational.



Located in:
[Wonderland of
Americas](#)

Address: 4522
Fredericksburg Rd
a53, San Antonio,
TX 78201



DRAGON'S LAIR[®]

COMICS & FANTASY

Dragon's Lair Comics & Fantasy[®] is Austin's favorite destination for gaming and the latest in comics, graphic novels, role playing games, CCG's and more!

We run events every day of the week ranging from board game open play to D&D meet-ups, Friday Night Magic and more!

CHECK US OUT!
DLAIR.NET/AUSTIN!



**2438 West
Anderson Lane,
Suite B1
Austin, TX 78757
512-454-2399**

Store Hours

SUN: 10am-10pm
MON: 11am-midnight
TUES: 11am-midnight
WED: 9am-midnight
THUR: 11am-midnight
FRI: 10am-midnight
SAT: 10am-midnight



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!

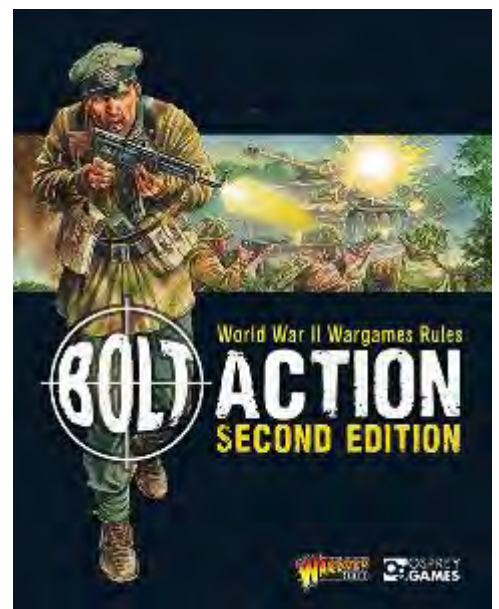
The cost of membership is \$5 and this goes towards promotion and prizes for our many events state-wide. This low cost membership helps us to promote the hobby through running tournaments and events in order to get gamers out gaming!! Please consider joining the group and helping promote our hobby.



Membership Matters!



Texas Bolt Action





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

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