

The Lone Star Dispatch

October 2021

2021 LSHM Officers

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Mark Leroux	mleroux@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.

MillenniumCon is only one month away!



Wow what a summer and 2020/2021! October is all about planning and getting ready for MillenniumCon – we have had an overwhelming response for our game/event registration that ended on 15 September. This year we now have 131 games and events on the schedule – a RECORD number. As has been reported the Wingate Hotel is SOLD OUT and has been for a month + (the earliest it has ever sold out).

We have 16 vendors who will attend – many old faces but some new ones also.

This year we are introducing a new concept – our LSHM dice colors will coincide with our MillenniumCon t-shirt colors. Make sure to order your shirt at registration then pick up some dice at the registration desk. We will also be selling LSHM tape measures and our new LSHM dice box.

COVID precautions will be on everyone's mind this year – we have done our best to space the games out, please be courteous to your fellow gamers. See you in five weeks.

Charlie Torok

Conventions and Events Calendar

Update - October 2021

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

LONE STAR GAME EXPO 2021 8-10 Oct **Cancelled**

Grapevine Civic Center - Grapevine,TX

Contact: Jamie Matthews lonestargameexpo@gmail.com

<http://lonestargameexpo.com>



ALAMO INDY GT-KINGS OF WAR 22-24 Oct 2021 **As Scheduled**

Hermann Sons Home Association - San Antonio,TX

Contact:

<http://alamofantasygt.com/>

FNORDCON 4 VIRTUAL 5-7 Nov **As Scheduled**

Online Event - ,

Contact: info@sjgames.com

<http://www.sjgames.com/fnordcon/>

WARFAIRE WEEKEND 5-7 Nov **As Scheduled**

Sheraton Westport Chalet Hotel - St. Louis,MO

Contact: Lyn Stahl info@warfaireweekend.com

<http://tabletop.events/conventions/warfaire-weekend-2021>

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

TEXAS BROADSIDE! 4-5 Dec 2021 **As Scheduled**

Battleship Texas State Historical Park - La Porte,TX

Contact: Andy Broussard texasbroadside@comcast.net

<http://www.beerandpretzelwargaming.com/texas-broadside.html>



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/>



We have the truck, now we need the trailer!



For the past 5 years Art Douglas has used his SUPER Suburban to pull the trailer – Art has volunteered again this year, but we are missing the trailer.

Over the past 5 years a good friend of mine loaned LSHM his trailer for transporting our 75+ tables and other stuff to Round Rock from San Antonio for MillenniumCon. In 2020 he sold his trailer so it is no longer available. If any member has a large 16-20 foot trailer or knows someone here in San Antonio who does, and would be willing to loan it to LSHM for the weekend – we would very much appreciate it. Contact myself or one of the board members (Charlie Torok: torokc@Hotmail.com)

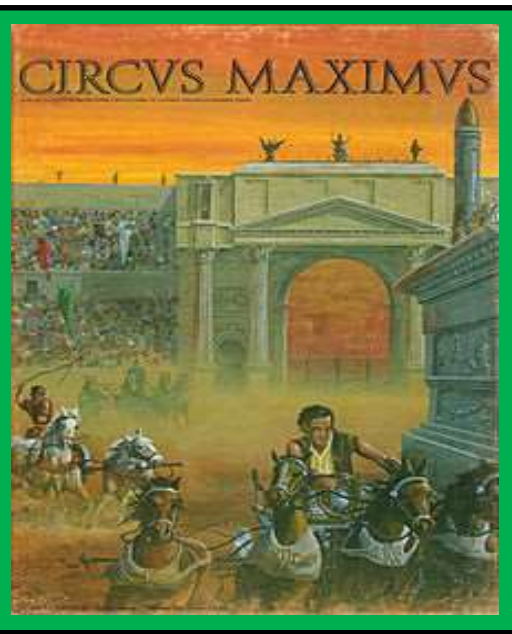


11 - 14 November 2021

MILLENNIUMCON 2021

Texas' largest War-Gaming Convention

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



Mike Gomez presents his AWARD WINNING game of Circus Maximus . Join

Mike as he showcases his game in the convention center lobby – He will run his game twice, but limited slots so register early!! (MillenniumCon registration is 1-31 October)



Circus Maximus #1

by *Mike Gomez*,
4 hrs, 11 players, Newcomers

Friday 7-11pm

The Circus will be there. Come one come all and see the Chariots race around the track.....



Circus Maximus #2

by *Mike Gomez*,
4 hrs, 11 players, 28mm,
Newcomers

Saturday 1:30-5:30pm

The Circus will be there. Come one come all and see the Chariots race around the track.....



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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/>



MILLENNIUMCON 2021

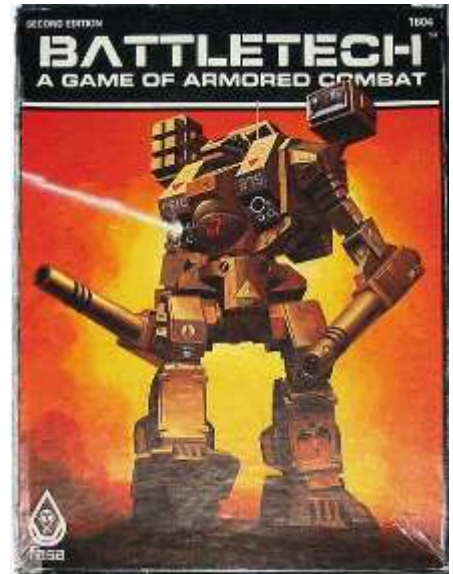
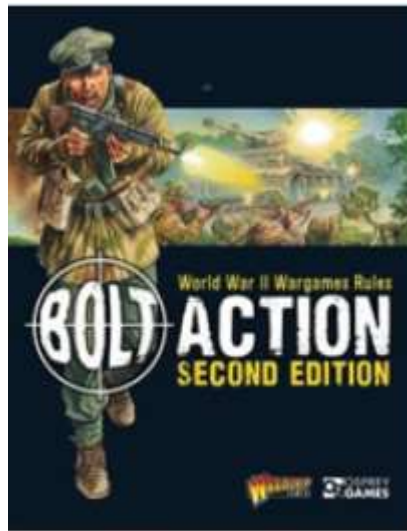
Texas' largest War-Gaming Convention

TOURNAMENTS



Middle Earth
Strategy Battle Game
(MESBG)
Friday 8am – 6pm

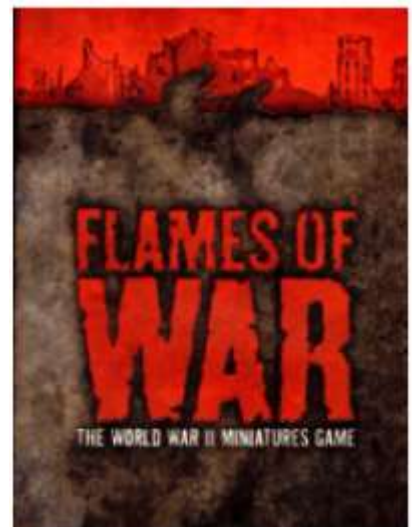
Texas Bolt Action
Championship
Saturday 8am – 7pm



BattleTech
Saturday 8am -6pm



Avalon Hill's
Victory in the Pacific (VitP)
Friday 7pm – Saturday 11pm



Flames of War WWII
Sunday 8am – 4pm

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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.straus@att.net. LSHM has ambitious MILLENNIUMCON goals for tournaments, wargamers, vendors, and the annual Veteran’s Day experience.

Middle Earth Strategy Battle Game Tournament



3

SUNDAY, OCTOBER 3, 2021 AT 12 PM CDT – 6 PM CDT

San Antonio MESBG Rumble

Free · Heroes' Retreat - Gaming Lounge

3 October 12:00-6:00
Heroes Retreat
San Antonio



Details

19 people responded



Event by Greg Salvador and San Antonio Middle-Earth SBG Fellowship

Heroes' Retreat - Gaming Lounge

Duration: 6 hr

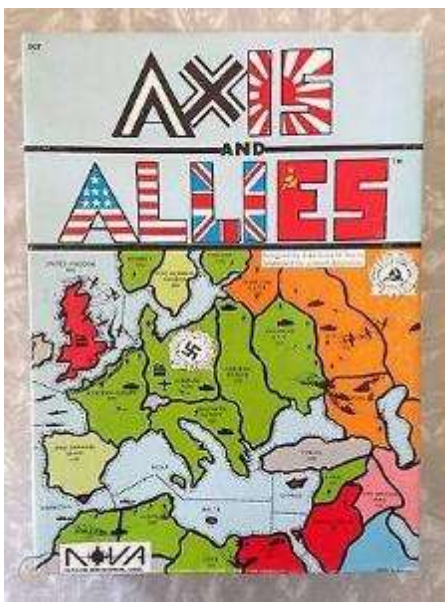
Public · Anyone on or off Facebook

A 3-round Middle Earth Strategy Battle Game Tournament.

Single 600pt Army, submit List for approval on September 26th. All Alliance types and Legendary Legions are allowed. Proxies are allowed, but unit representation must be clear to your opponent. One Bonus VP per round will be awarded to painted armies. Scenarios will be revealed after all lists have been submitted.

Fee is \$10, paid to Hero's Retreat. First Place prize is \$80 store credit to Hero's Retreat (and bragging rights!!), Second Place prize is \$50 store credit to Hero's Retreat, Third Place prize is \$30 store credit to Hero's Retreat. There will be awards for Best Painted Army - Good, Best Painted Army - Evil, Best Sportsman Player, and the Cheeseball Award for the least thematic army.

We have planned for 16 players, but can expand if there is a waiting list. Registration deadline is September 26th. Message @Greg Salvador on FaceBook, at grgslvdr@gmail.com, or simply reply "going" to this event to reserve a spot. Once you are in the Messenger Group, you are confirmed as attending the event. [See Less](#)



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Axis & Allies 1941-1945

NOVA GAMES

by *Richard Kropp*,

Friday 7pm – 11pm

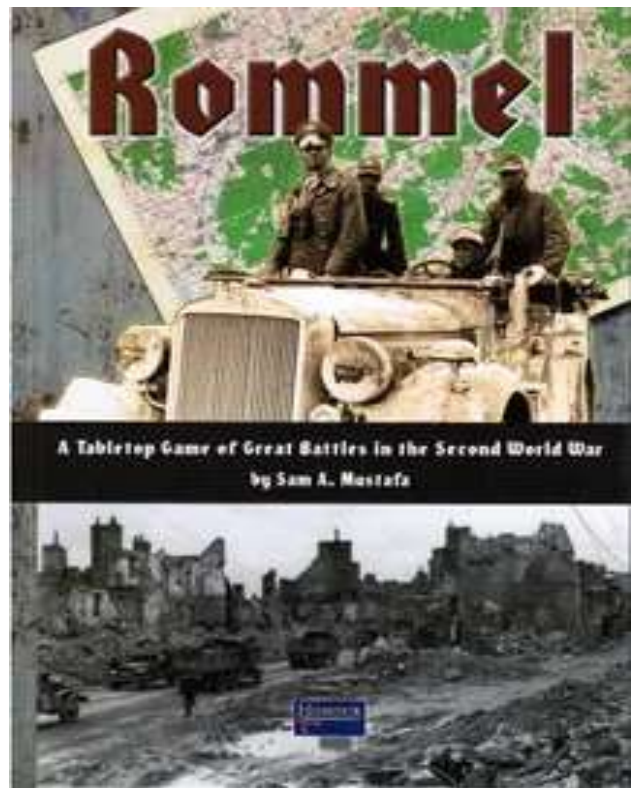
Axis & Allies, old-school rules, 4 hrs, 5 players, Newcomers
Just a good, friendly game of Axis & allies. We'll use classic rules on an old 1980's board with some of the original Nova Games flavor added for good measure. To mix things up, I'll have the game set up using the old Nova Games setup, or a 1941 scenario. Players will choose countries in the order you register, so sign up early! Door prizes to the victors!



My 6mm Rommel Project

by Alan Spencer

So LAST year I watch the fantastic Little Wars TV YouTube episode on D-Day using the Rommel rules by Sam Mustafa. To say I was enthralled is an understatement. I quickly bought the rules and read through them.



We discussed this in our local Heart of Texas Wargamers club and we all took different theaters to start building forces toward. I settled on the early-mid North Africa campaign.



Figure 1 North Africa Campaign

I was intrigued by the “ocean of desert” which created a tactician’s dream and a logistical nightmare. And, especially in the early war period, a chance to use some non-familiar Italian and British forces. Reading on the history of this campaign, I marveled at both the ingenuity and tenacity of both sides, as well as examples of extreme incomprehension of the circumstances of trying to fight a desert war over 1500-2000 miles long. It was no wonder it kept flowing back and forth.



Figure 2 British Armor

Thanks to generous donations, local purchases, and our local 3d printing guru, I was able to quickly acquire my forces for everything needed up to early 1943 for the Brits, Italians and Germans.

It took me over 6 months, but I have just finished the assembly, painting and mounting of these forces (300+ infantry, 150+ armor and trucks). I look forward to bringing them to the tabletop soon.



Figure 3 PzII

While these will not make it to Millennium Con this year, I hope they will next year. Have fun, be safe, and see ya at the game table.



Alan Spencer

Central Texas Miniature Wargaming



Congratulations to James Womack on the opening of THIRD COAST GAMES in Friendswood Texas – stop by and visit the store and say hi.



J Womack

Third Coast Games

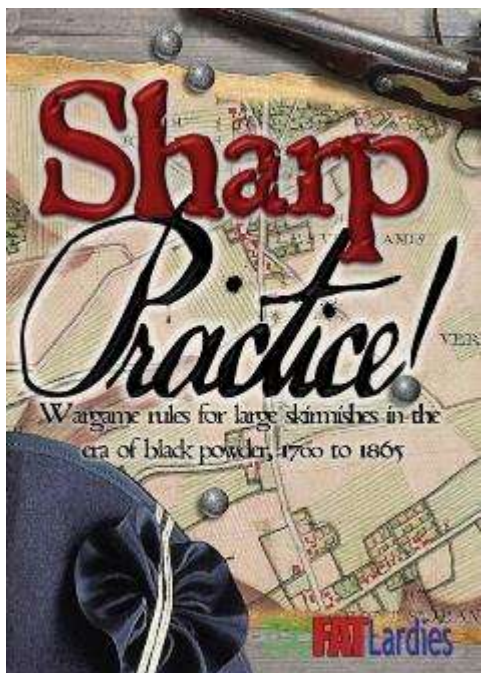
“TCG is Taking Care of Gamers”

3208 FM 528, Suite 100

Friendswood, TX 77546

832-569-5986

www.thirdcoastgamestx.com



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Flash Harry's Mexico Holiday-1863

by *Steve Miller*, Sharp
Practice 2, 6 players, Friday
1:30-5:30

Harry Flashman has been dispatched to rescue the hapless Emperor Maximilian and the fetching Empress Carlotta from the hands of the Juaristas. It is rumored the Crown Jewels of the couple are traveling with them. Let's see if YOU can get the Royal relatives of Victoria to a waiting Royal Navy warship in Vera Cruz. Anything less means the couple being stood up against the wall. How are you going to do it?



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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.

17 Vendors and counting!!

Company Name

e-mail

Warlord Games

jon.russell@warlordgames.com

Sherwood Wargames

sherwoodwargames@yahoo.com

Bombshell Miniatures

info@bombshellminis.com

Black Site Studios

admin@blacksitestudio.com

Mechanical Mind Studios

conflicthorizon@gmail.com

Hole in the Wall Hobbies

kempral@hotmail.com

Portsmouth Miniatures

jh@portsmouthminiatures.com

Jeff's Clearance

sieffre@sbcglobal.net

Raven Banner Games

ravenbannergames@yahoo.com

Wyrmhole Hobbies

wyrmhole1@yahoo.com

Frontline Games

warlord@frontline-command.com

Armies and Archives

lamphear@mail.utexas.edu

Discover Games

discovergames@bellsouth.net

Nerd Alert Games

www.nerdalertgames.com

James Grifford

honeytax@crcom.net

More-For-War

moreforwar@yahoo.com

Game Kastle Austin

tom13f@yahoo.com

Round Rock, Texas

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



**Lone Star
Historical Miniatures**

Texas Broadside Returns!

[Contact Andy Bouffard : Texas BROADSIDE! - A Historical Wargaming Convention.](#)



We Need You! - to run a wargame at Texas BROADSIDE!
2021 (Dec. 4-5, 2021).

Please visit

<http://www.beerandpretzelwargaming.com/register-a-wargame...> to register a game you'd like to host.



Fast Play Ancient and Medieval Rules by the Washington Grand Company

Blake Radetsky's; Triumph! War of the Roses - Big Battle

On Wednesday, August 11th at the Printed Meeple in San Antonio, we played some 40mm frontage games of Triumph! (T!) Then that evening, Rodney, Johnny, Fred and I played an 80mm frontage game with 28mm figs of Sumerians versus the Midianites, (yes, those Midianites, the camel version). The Sumerians were run by Johnny and Fred, using Johnny's Lion Rampant Sumerians which we stuck to 80mm bases with BluTac. Rodney and I used Johnny's Midianites which we BluTac to bases. However, he did not have enough Light Foot but a ton of one rider camels, so we stuck two of them to a base and called them Light Foot and marked the base the correct depth for Fall Back results. And true to form, I did not take any pictures of the game, but we had a blast. While cleaning up the game, Rodney mentioned it would be cool to run a game with his War of the Roses 28mm Lion Rampant figures. And me being a big tub of jelly said, THAT WOULD BE COOL, I think I have enough bases to tac your minis to them. Then all day Thursday, August 12th, I kept thinking about a WoR T! game.

Pregame instructions from Richard Obewan the III to Young Norfolk.

And so began, what turned into 4 days of researching the WoR. Read some Wargames Illustrated articles, and watched a ton of YouTube Vids on the history of the WoR. I knew it was a really messed up time, but not THAT messed up! But the clincher happened on Sunday, August 15th when a History Video went into the Parliament archives to read the official recordings of Henry Tudor's description of the battle of Bosworth Fields 1485. The actual battle took place on August 22nd, 1485 but the records show that Henry had declared himself King on August 21st, 1485, the day before the battle. Which meant that he could then declare all of the nobles that fought on August 22nd as Traitors and the Titles and Lands could be taken. Henry was no fool.



I called Rodney and asked if we could meet Monday, August 23rd after he got off work to discuss this WoR Big Battle of T!. We met, plans were worked out and the Big Battle was planned for Saturday, August 21st at the Printed Meeple, just 4 days away!!!! Not all of the miniatures used were actual WoR minis, we used Saxons, and some Bretonnians.

TRIUMPH!



*Norfolk adjusts his line as Oxford advances.
Northumberland activated and moves out of the woods.*

Rodney got to working on 3 commands for each side, York and Tudor. He figured out how many of each troop type we needed, what he had and what I had to build both sides. He also worked with Toby at Printed Meeple to develop a base he would use to mount his washer mounted WoR figures to a T! base. Meanwhile, I worked on making two camps for each side. Rodney gave me some WoR flag sheets from his Perry WoR miniature box sets to use. So we were able to get it all together by Saturday morning August 21st for the Battle of Bosworth Fields a day before the actual day.



*Richard deploys on the central hill
overlooking the battlefield.*

We had 7 players show up for the game, the Yorkist were Rodney as King Richard III, Nick as Earl of Norfolk and Johnny as the infamous Northumberland. The Tudors were Blake as Henry Tudor, Bruce as Earl of Oxford and Clay and Fred played the two Stanleys. Clay had to leave during turn 5 so Fred assumed the command of Stanleys.

In the actual battle Oxford and Norfolk fought a back and forth fight but Oxford started to give ground. The Stanleys sat on a hill overlooking the battle waiting to see who was winning before joining on the winning side. Northumberland



*Henry leaves the safety of the
camp and deploys his
command.*



*Norfolk steadies his command to
receive Oxford's advance.*

was deployed behind a marsh watching Stanley and if he came down to join the Tudors he was to engage him. However, Richard saw an opening in the line and Henry was alone. Richard charged his command down from the hill to kill Henry once and for all. Henry's bodyguard closed around him and were holding Richard's command at bay. Now the stories conflict, Northumberland took this opportunity to make his escape without ever fighting. Various theories abound. And Stanley saw Henry in trouble and charged down to save him. Various theories abound to why.



Oxford orders his command to advance.

TRIUMPH!



Northumberland's command slogs through the marsh trying to get to Stanley's command who has been raining down arrows.



Northumberland realizes that moving into the marsh was a mistake.

We could not have players sitting on the side lines not playing, so for our game, we decided that on turn 2 Northumberland and Stanley would roll a d6 each turn and if their total gets to 16 they active to enter the game. Whoever activates first the other would join on the next turn. We also house ruled that the Archers could pass thru the Elite Foot and vice versa. We also modified the Victory Condition in addition to destroying half the points of the other army, a sudden death would be the killing of either Richard or Henry.



Stanley reviewing the battlefield wondering if he made the right decision to join Henry.

The game started with Richard holding all of his commands allowing the Tudors to advance and hoping Northumberland would roll high. Oxford advanced as fast as his orders would allow, Henry was lagging behind with his small command not getting close to Richard's much bigger command. Henry was moving slowly hoping the Stanleys would roll high.

Oxford and Norfolk clashed, Richard had to divert his artillery and 2 skirmishers to support Norfolk against Oxford's much larger command. On turn 4 Northumberland was activated and moved towards the marsh and Henry's exposed right. Henry's artillery which had moved up to the edge of the marsh started firing at Northumberland's units as they moved into the marsh with no success. Turn 5 the Stanleys moved off the hill and advanced to support Henry's right to face Northumberland wading through the marsh. Meanwhile on Henry's left, Oxford and Norfolk were exchanging kills. Henry in the center, advanced to far and was in striking distance of Richard's command. Richard sent his command forward to engage

Henry's forces. Archery duels were being exchanged across the marsh between Northumberland and Stanley will little success on both sides.

TRIUMPH!



Henry temporarily gives Oxford advice against Norfolk.



Oxford trying to finish Norfolk but was foiled by the fierce fighting of his bodyguard and escapes the trap.

Richard's command was pushing Henry's force back and a few kills opened a hole between Stanley and Oxford was so far forward there was a huge gap between Henry and Oxford. Richard started to move to the left flank of Henry's line with a skirmisher support him as he linked up with the main command forming a solid line that extended past both of Henry's command.

Henry started using his order rolls to move all of his units backwards while maintaining a solid line.

At this point the destroyed points were 35 killed of the Tudors and 28 killed of the Yorkist, 48pts lost would break their army. Henry's artillery was in a very bad position and could be destroyed easily so it was pulled back and Stanley's General unit of knights moved to intercept Richard's units bearing down on the artillery.



Richard's command has engaged Henry's command so had left the hill to join the fight to settle this once and for all.

During Richard's move their line moved to within 20mm of Henry's line but could not close. However, during the defensive fire phase, Henry's archers on his left flank caused the skirmishers protecting Richard's flank to panic and run to the back. The Tudor's turn, Henry only roll 2 command points, not enough to withdraw all of his units. Henry moved himself and one Elite Foot unit back with him and a last ditch effort, swung his Archers into contact with Richard's flank. Richard is a Knight unit and will shatter the Archer if he wins by one and would be free to turn into the flank of Henry's line where certain death would ensue. If the Archers win by one, Richard will have to turn to face, then Fall Back which would destroy him because he would move into the flank of his Elite Foot unit.

TRIUMPH!



Richard joins the battle against Henry.

Meanwhile, Oxford finished killing all of Norfolk's troops except Norfolk himself. Stanley killed another of Richard's units on Henry's right and had moved to support Henry's line on the next turn. Defensive fire was ineffective all across the battlefield.

The final melee to be rolled for the turn was Henry's Archers against Richard himself. Whichever wins the combat will kill the other. The Archers had a combat factor of +4, Richard because he was flanked had a combat factor of +3 Henry rolled first and the die roll was the dreaded ONE, Richard needed to roll a 2 for a lock or a 3+ for the kill. Richard's die rolled seemed to roll in slow motion across the table ending on a ONE! Richard was killed, Game over in a Sudden Death Victory. The KING is DEAD, LONG LIVE KING HENRY!!



*Archers attack Richard's flank.
A desperate move by Henry.*



*The cameraman was nervous taking the picture of
Richard being attacked in the flank.*

An extremely intense game up until the final die roll. Everyone enjoyed playing the new Triumph! Rules. More games are being scheduled and this is looking like our go to Ancients and Medieval rules for fast play games.

Next Big Battle will be a 28mm Viking Raid.

Support local Hobby / Game shops



DRAGON'S LAIR[®]

COMICS & FANTASY



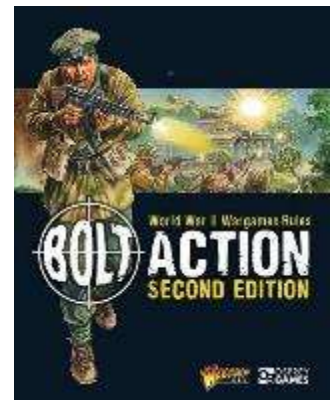
Dragon's Lair Comics and Fantasy[®]
7959 Fredricksburg Rd. Suite 129
San Antonio, TX 78229

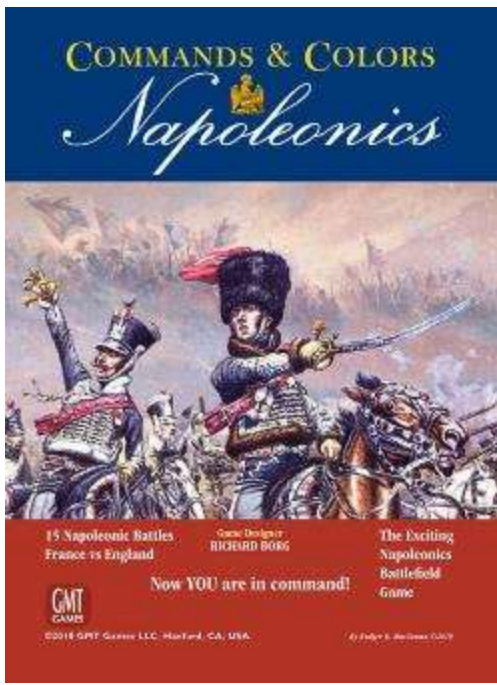
Ph. #: (210) 615-1229

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!





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To the Gates of Moscow!

by *Steven Duke*,

Friday 7pm – 11pm

Command and Colors

Napoleonic, 4 hrs, 8 players,

Command and Colors Napoleonic

is a Richard Borg design (Memoir

44, The Great War, Battle Lore)

and pits 3 'field commanders' in

charge of parts of the battlefield,

with an overall commander

providing leadership and additional

resources. We will refight one of

the most famous battles in history.

Fast and fun, can YOU lead your

army to victory in this most

famous battle? Play and find out!



October 2021 membership report



Welcome to our newest members in LSHM

Tom	Yaudas	El Paso
Frank	Rendla	Louisiana
Rob	Wubbenhorst	Houston
Edward	Enslinger	OKC
Robin	Adair	SA
Pary	Johnson	Huntsville TX
Jason	Saunders	Austin
Martin	Boakes	Round Rock

**Membership
Matters!**



stutterstepic.com - 1.765329433

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 976 this month!!



SWAG is here for MillenniumCon 2021

These items will be on sale at MillenniumCon 2021

Official
MillenniumCon
2021 t-shirt

\$15



LSHM Tape
Measure

\$6

LSHM 2021 Dice (black and yellow)

\$4 for a
bag of 6



LSHM Dice
Tray (fenced field)

\$15



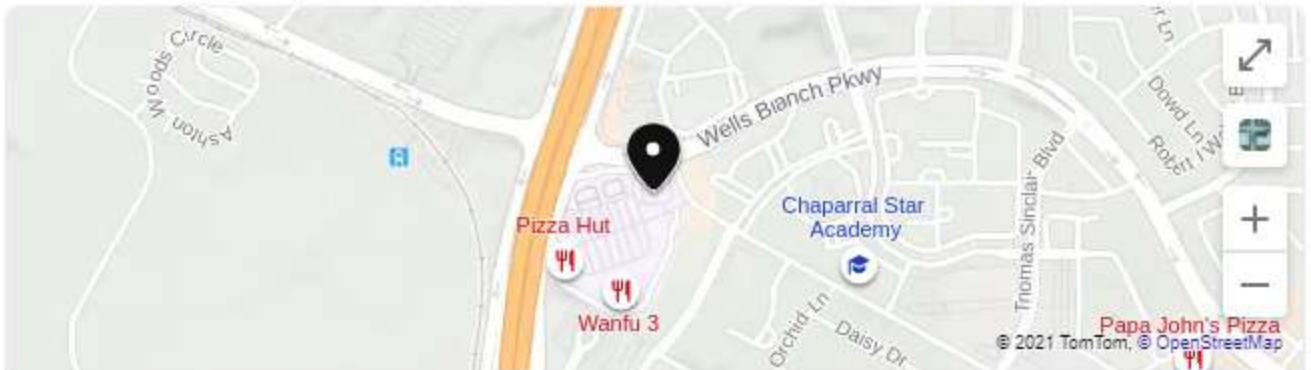
Game Kastle Austin is now open!!



GAME KASTLE

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gamekastle.co

3407 Wells Branch Pkwy Ste 800, Austin, TX 78728

(512) 436-8708

Directions

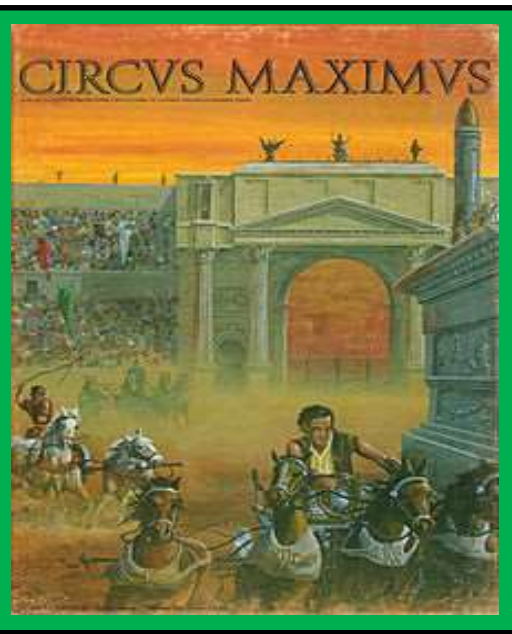
Website

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by *Mike Gomez*,
4 hrs, 11 players, 28mm,
Newcomers

Saturday 1:30-5:30pm

The Circus will be there. Come one come all and see the Chariots race around the track.....





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REAPERCON

MINIATURES  GAMING  FUN

SEPTEMBER 2-5, 2021

DENTON, TEXAS

Report from ReaperCon 2021

By Mark Leroux

ReaperCon returned on Labor Day weekend 2021 after skipping 2020. ReaperCon is a convention hosted by the Reaper Miniatures company in Denton, TX. It is primarily focused on miniature painting and marketing the Reaper Bones line of 28mm plastic miniatures. The con is known for the MSP Open miniatures competition where some of the best painters come to display their work.



This year, they limited the admissions to 1000 attendees. In 2019, they had 2600 attendees. The City of Denton required masks for any public gatherings and most of the attendees complied.

Our first event, was to take the Reaper factory tour. A bus ferried us from the hotel to the factory. Our tour guide was the Reaper CFO Dave Pugh. On the factory floor, we were given a demonstration of the metal miniature creation process. We saw how the molds were made then observed the liquid metal poured into the molds. We also saw the plastic injection machines that form the plastic figure sprues. Dave allowed us to grab a pocket-full of freshly made scatter terrain from a huge bin on the production line. We also saw where the MSP Paint gets made and where minis were sealed in clam-shell packaging just before shipping. Then we saw the newest addition to the factory, the video studio! The studio is where the Reaper execs and personalities go to produce their regular Twitch TV shows. We had a quick opportunity to take pictures of ourselves in front of the green screen.



My brother in the middle with Twitch streamer Hollymonster on the left and CFO Dave Pugh on the right.

The last stop was the Reaper Store where we did some shopping. Dave explained that within the next year, they plan to build a Pizza Dungeon restaurant and gaming hall next to the factory. I'm excited to see that some day. I highly recommend this tour!

Back at the hotel, I submitted some minis to the MSP Open competition. This year, there were 670 entries. The level of competition is always very high. Some of the painting work was absolutely stunning! I was humbled to receive a bronze medal for my Middle Earth Haldir model; my third bronze in a row! I'll have to level up hard to win a silver medal next year!





Outside the MSP Open area was the 'Artist Alley', where the contest judges and professional artists were available for questions and advice on mini painting.

The Vendor Hall was also great! It included some MillenniumCon regulars like Warlord Games and Portsmouth Miniatures.

One of the big attractions of ReaperCon are the painting instruction classes. I took two classes. One was "Realistic Water Effects" where I learned how to use various resins and paint to create blood, mud, water and waves on a miniature base. The instructor used a helpful tool called a 'presentation camera'. This is a small camera focused on the instructor's workspace. The camera output was directed to a wide screen TV so the all the students could see how the instructor was applying his techniques directly to the miniature. Very helpful for visual learners.





My second class was an “Intoduction to using MinWax” for speed painting. I had heard of this technique but never tried it. This is a good tool for getting armies painting quickly and effectively. Basically, you apply a simple base coat of color. Then you brush MinWax on the figure so the stain fills in all the gaps and folds of the model. Finish with a dullcote product and you are done!

I was given a Roman Centurion to paint. It turned out well, but when I was finished, there was still 20 minutes of class time remaining. I challenged myself to finish another figure, a lizard man with spear, in that time period. 20 minutes turned out to be plenty of time to get a figure to tabletop quality. (note: drying time was not included).



Base coat



MinWax applied



Dullcote sealer and done!



20 Minute Lizard

ReaperCon also had gaming sessions. Most of the games offered were fantasy RPG games. In addition, they ran an interesting miniatures game called "Battle for Brinewind". The tablescape was a miniature model of the fictional port city of Brinewind. Two ships were docked in the harbor. At the beginning of the game, a phantom ship filled with undead pirates arrived to attack the port. The players were tasked with defending the city from the undead. They used a custom rules set designed specifically for the scenario. The huge ship models were Reaper Bones products available in the recent Kickstarter and it was nice to see them used in actual game play. The phantom ship was made of glow-in-the-dark material.



One of the new additions for 2021, was a live video stream of RPG sessions direct from the convention floor. The tables included miniatures and terrain as well. An organization called Knight Heart Gaming hosted the game and brought a full production studio to the hotel! Several cameras were arranged around the table for close ups of the miniatures and each individual player had a camera for themselves. They streamed this throughout the weekend on their TwitchTV channel so players around the world could watch it on the internet. Convention attendees were able to view the game on a projection screen in the main hall. It's amazing how our hobby is integrating technology to share our games with the world.



There were plenty of other fun activities called Hobby Hijinks, which are painting challenges that are meant to be taken not-so-seriously. They even setup a small video arcade. There was even a 4-Player "Gauntlet" tournament.



I recommend ReaperCon for gamers of all types. The classes are worth the price and just the opportunity to meet with professional painters certainly helped me improve my painting skills. Not to mention, the atmosphere was fun and energetic. Reaper puts on a very good show.

By Mark Leroux

FLAMES OF WAR

THE WORLD WAR II MINIATURES GAME

11 - 14 November 2021



MILLENNIUMCON 2021

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Flames of War Escalation Tournament

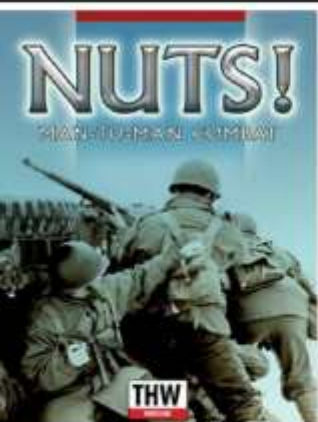
Sunday 9am – 5pm

by *Jacob Mayer*, Flames of War,
3 hrs, 24 players, Some exp
Flames of War- Late War
Escalation Tournament. 3 games.
60/80/100 point lists. Registration
opens 8 am, games 8:30-10,
11:30-1:30, 2-4:30. Break for flea
market and lunch 10-11:30. All
lists must follow normal
construction requirements but do
not have to have anything in
common. Questions and list
submissions to Jacob Mayer:
Jacobdmayer@yahoo.com



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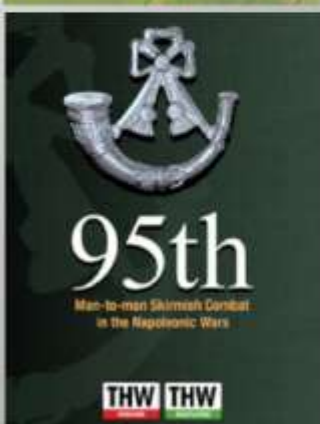
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4



SATURDAY, SEPTEMBER 4, 2021 AT 10 AM CDT – 4 PM CDT

Flames of War

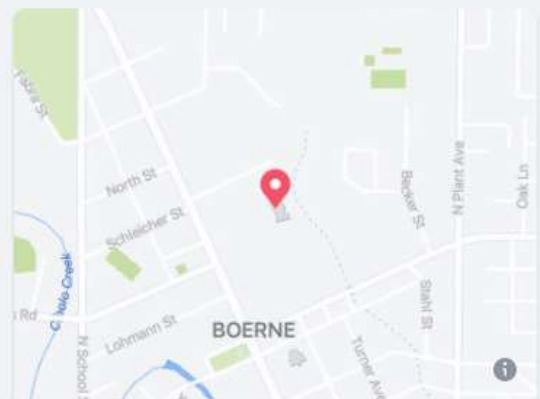
Free · Patrick Heath Public Library



Details

- 2 people responded
- Event by Benjamin Bierstedt and Lone Star Historical Miniatures - Official Group
- Patrick Heath Public Library
- Duration: 6 hr
- Public · Anyone on or off Facebook

Howdy! I worked out a deal with the Patrick Heath Public Library in Boerne to host Flames of War games in one of their convention rooms for September 4th. If anyone is interested in going, I don't have much terrain for more than 2 tables. So please bring terrain! Starts at 10:00am and ends at 4:00pm. If other people bring terrain and battle mats, we could have up to 5 games going with the space we have available to us. There are plenty of local restaurants near by that you can pick up food at or have it delivered (Or you could be smart and pack one 😊) Hope to see y'all there!!! See Less



Patrick Heath Public Library

451 N Main St, Boerne, TX

Free Wi-Fi Books, audiobooks, magazines, newspapers, videos, music, downloadable materials. Join us for compu... See More

Contact Benjamin Bierstedt for more information.

LSHM Team Yankee WWII

San Antonio, Texas

By Chris Lisanti



WW III Update. Single game with Nathanael (Soviet T-80 and E. German T-55 battalions) attacking Tony (British Infantry) in the Contact mission.





The Soviets slowly ground down the British infantry contesting the left objective while also taking out the 4 Milan teams in the middle. The infantry was exchanging shots with the E. German T-55s until the Soviet T-80s came in from reserve. A single T-80 falling to an aerial minefield.





The British Challengers came on from reserve to help out the beleaguered infantry. However, the Harriers were shot down to a single plane resulting in no hits on their bombing run while the Soviet Frogfoots only lost a single plane to four Rapiers.





This set up the Frogfoots for taking out one of three challengers with another one bailed out due to T-80 shooting, this was the writing on the wall for the British. Victory to the Soviets and E. Germans. Next week FOW mid-war.





**Join Chris and the
FOW Group
Thursday nights at
Heroes Retreat, SA
6pm**



*By
Chris Lisanti*



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EPIC SCALE ACW

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American Civil War - Epic Meeting Engagements

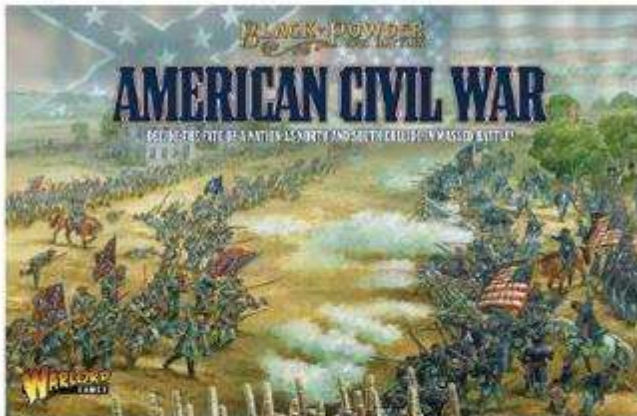
Friday 9am-1pm & 3pm-7pm

by *William Monterosso*, Epic

ACW, 4 hrs, 8 players, Newcomers

Come out and play a day of three epic scale ACW games. We'll have terrain setup. All you need to bring are your epic scale ACW minis. This is all about having fun. Prizes will be awarded for painting, sportsmanship, and heroic events.

Join us at MillenniumCon 2021 for some Epic ACW games by Warlord Games



American Civil War Epic Grand Battle - Day 1&2

Saturday 9am-1pm & 3pm-7pm

by *William Monterosso*, Epic

ACW, 4 hrs, 8 players, Newcomers

Join us for a grand battle on the western theater of the American Civil War. This two day battle is separated into a morning and evening session to allow flexibility. Players can register for both sessions.

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

Join Blake
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Wednesdays
At the Printed
Meeple.



**GRIPPING
BEAST**

Shootout at Dry Gulch

By Matt Stallings



You play as one of the 9 factions in the wild west town of Dry Gulch. You try to protect, grow the town to prosperity by acquiring victory points, or bring the town to its knees. Do you want to rob the town bank or help an outlaw escape from jail? Do you want to challenge another player to a gun fight?



Shootout at Dry Gulch

by *Matt Stallings*, created by Matt,

This game will be held in the Ball Room over four game sessions:

Friday 9am – 1pm

Friday 3pm – 7pm

Saturday 9am – 1pm

Saturday 3pm – 7pm

4 hrs, 9 players, 28mm,

Newcomers welcome

Registration opens 1 – 31 October





Do you want to blow up the train tracks with dynamite to rob a train? Do you want to protect the townspeople of Dry Gulch, or do you just want to rob, plunder, and murder?

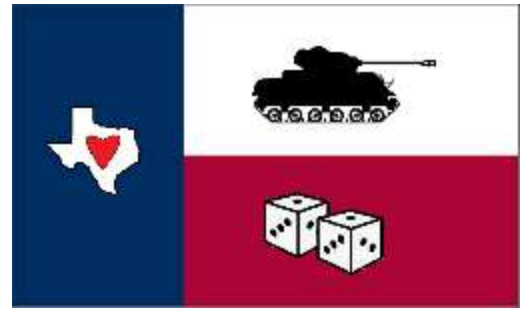
These choices and many more will be yours as you select your team in Dry Gulch!



This game is a skirmish with a little role-playing aspect. This is a game for all ages and experiences. Do you have what it takes, partner?

By Matt Stallings

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

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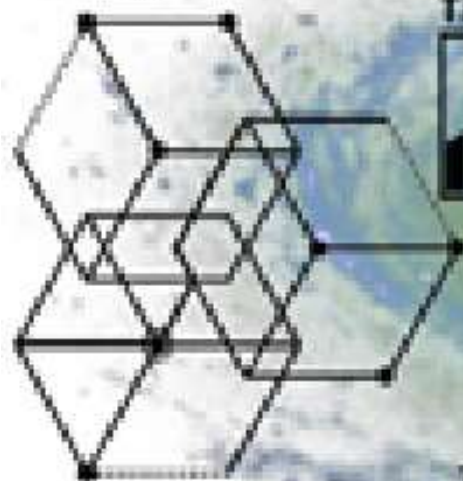
**Saturday 13 November BattleTech
Bloodname**

by *Frank Crull*, Classic
BattleTech, 4 hrs, 8 players,
Newcomers
Same as before.



**Saturday 13 November Classic BattleTech
Gunslinger and BT Open Tournaments**
by *Frank Crull*, Classic BattleTech,
4 hrs, 8 players, Newcomers
This event includes both the
Gunslinger and Open
Tournaments. The 2019 Classic
BattleTech Gunslinger Tournament
is a single-elimination tournament
and is a warm up to the Open
Tournament. The 2019 Classic
BattleTech Open Tournament is a
two round tournament. Both
tournaments will be fought using
the Total Warfare rules.

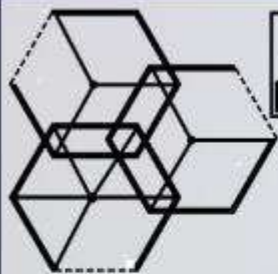
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SAGA - Age of Crusades

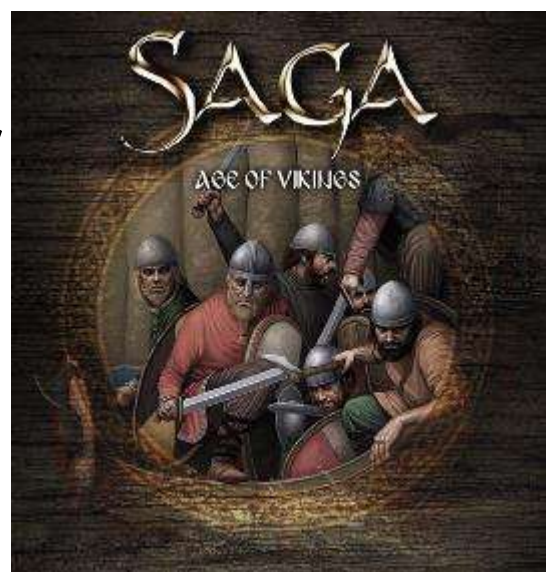
by *Pete Atack*,

Saturday 1:30pm - 5:30pm

SAGA 2d Edition, 4 hrs, 4

players, Some exp

Unlock your inner Warlord and rally yourself a 6-point warband of followers from the Crusades era and head to the Holy Land or wherever the heretics await you! Event will feature two 2-hour battles; terrain and scenarios will be pre-set / determined to save time.



SAGA - Age of Vikings

by *Joseph Runyon*,

Saturday 1:30pm - 5:30pm

SAGA 2d Edition, 4 hrs, 4

players, Some exp

Unlock your inner warlord and rally yourself a 6-point warband of followers from the Viking era and head to Britain or anywhere else you want to pillage! Event will feature 2-hour battles; terrain and scenarios will be pre-set/determined to save time.



Join Allen Barton of Discover Games for some Urban Manhunt games at MillenniumCon this year!



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When time runs out, the hunter with the highest point total wins the match.

Event L-199: Urban Manhunt
Run by Allen Barton
Scheduled time: Fri 3:00PM (time block) through
Fri 7:00PM (4 hrs.)
Category: Ballroom Game
Game system: Urban Manhunt

Event L-200: Urban Manhunt
Run by Allen Barton
Scheduled time: Sat 9:00AM (time block) through
Sat 1:00PM (4 hrs.)
Category: Ballroom Game
Game system: Urban Manhunt

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For more information about the game, visit
spectrum-games.com/urban-manhunt



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Team - USWDT
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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

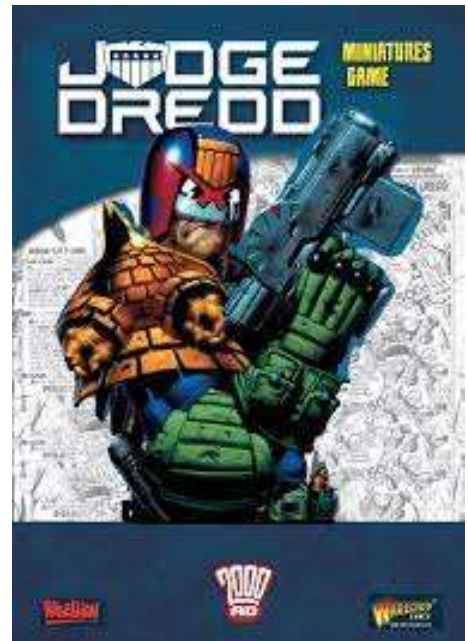
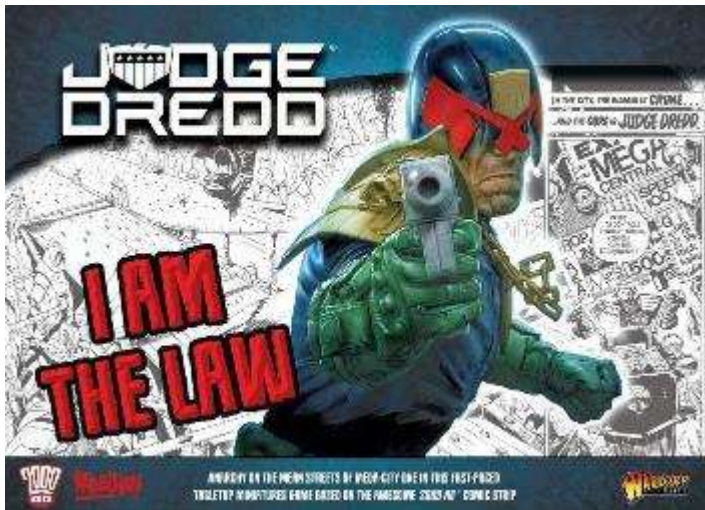
Time: 1100

See you there!!

Day in the life of a judge

Post demo Judge Dredd battle report from New World Gaming in Frisco TX.

By Scott Hendrickson



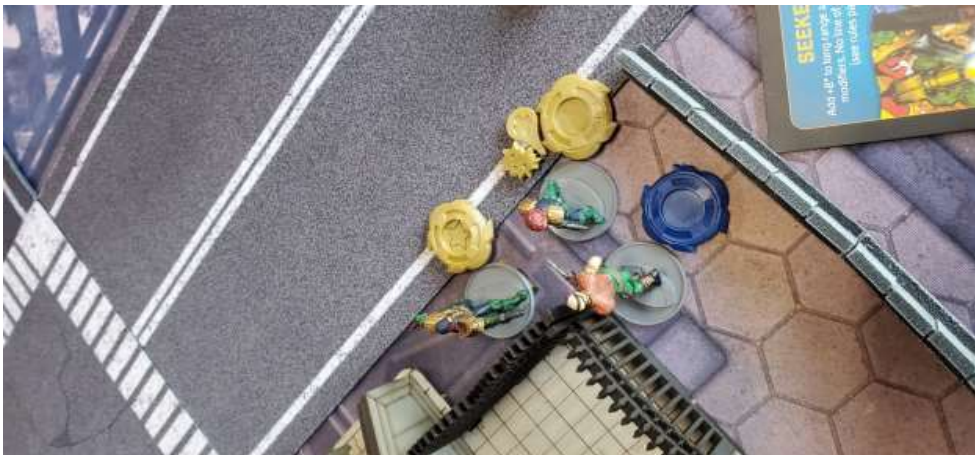
After a fun day of demos, we lined up a couple of folks to play a final game to be recorded for posterity. We played the ambush scenario with a gang wanting revenge on the judges by taking out a rookie judge on her first day. Little did they know it wasn't her actual first patrol, but her final assessment and running the assessment was a Senior Street Judge.

The judges got to an intersection where a call for assistance came from, dismounting they walked into the intersection... The senior judge senses danger and sees a slight glint of metal. Quickly pulling his lawgiver he takes a shot at the leader of the ambush team wounding him in the arm.

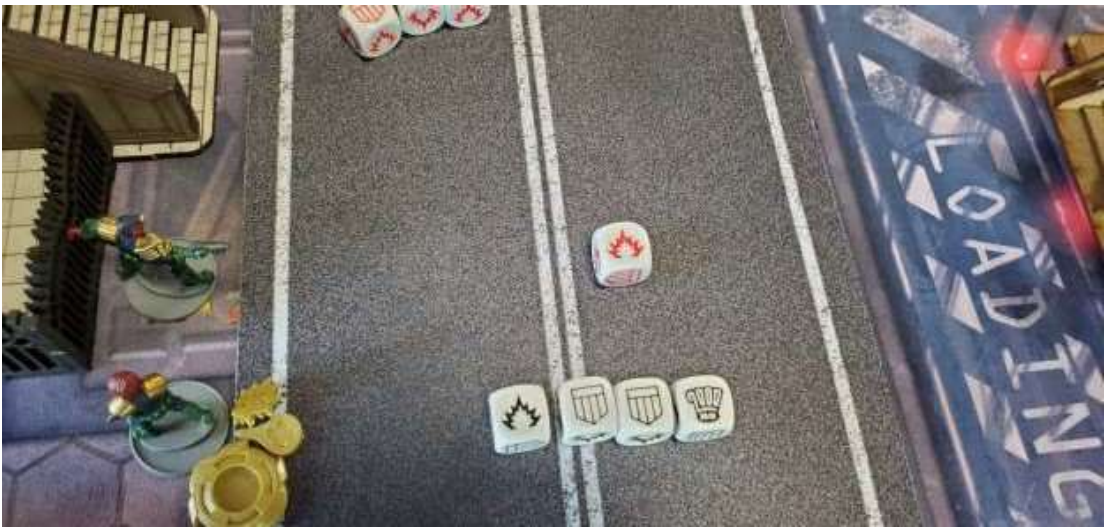
The rookie judge spots another member beside a building and races over with her day stick to subdue him before he can get off a shot. However she stumbles on the way in and misses, but gang heavy didn't miss...



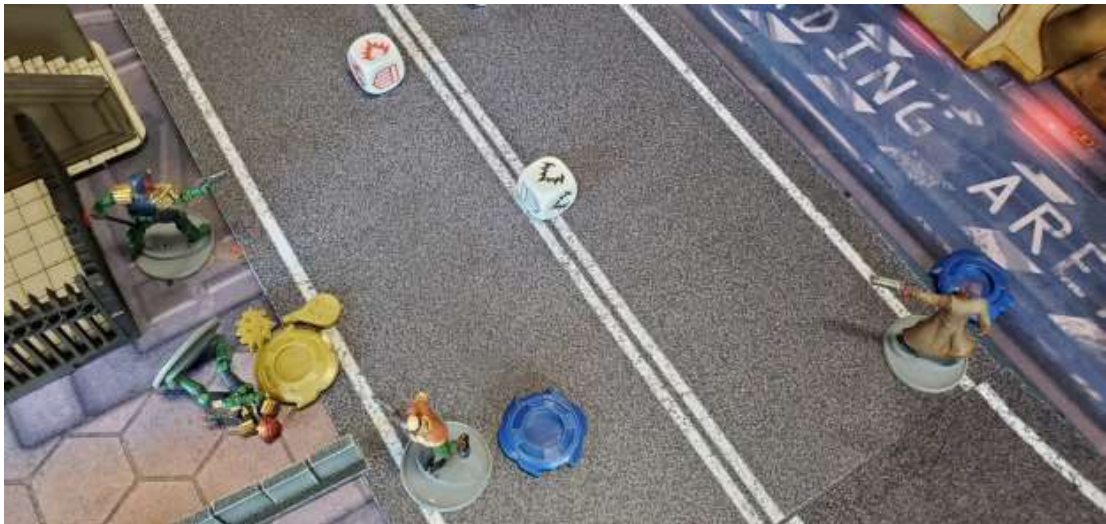
Judge Ramirez sees the rookie and races over, and the gang member must've been an MMA guy... he deftly evades the swing of the judges daystick.



Ramirez avoids taking damage from a blast of autostump fire from the 3rd member of the ambush.



Ramirez snapshot at the attackers puts pock marks along the roof of the building, and wounds the heavy in the leg.



A second punk sees a chance to earn fame and sneaks up behind Judge Ramirez... fires... and the judge evades.



The senior street judge, veteran of years of this type of close in combat, doesn't miss...



The judge's chit comes up again, and goes back after the gang members that took out his charge... dispatching the first with a beat down from a day stick.



Getting the chit again (this judge is SO COOL). He charges out at the punk that delivered the blow that put down his patrol partner.



He subdues a third on the second round but not before taking a hit himself



The autostump takes a shot and puts additional hurt on the judge, who in the 2 round exchange puts another wound on her. The leader with a combat rifle continues to fire from long range and continues to miss...



The final shot is delivered... who do you think hit the floor?



Our judge uses his med-pack and chases after the leader taking him out with his last Hi-ex round. Case closed



By Scott Hendrickson

WARLORDS OF EREHWON

11 - 14 November 2021



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Artifacts of Erehwon by Cameron Radetsky **Friday 1:30-5:30**

Warlords of Erehwon (modified), 4 hrs, 6 players,
Newcomers

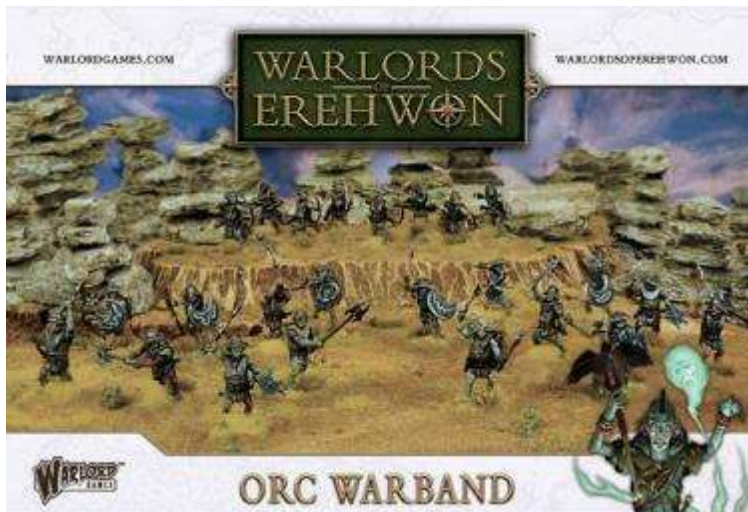
Explorers have made it to the Undead Crypt in the sand with the living dead hot on their tail. Do you dare to retrieve arcane artifacts from an ancient crypt? How many can you get out before the defenses become too overwhelming? All gaming materials will be provided.

Artifacts of Erehwon by Cameron Radetsky **Saturday 9am-1pm**

Warlords of Erehwon (modified),
4 hrs, 6 players, Newcomers
Explorers have made it to the
Undead Crypt in the sand with the
living dead hot on their tail. Do
you dare to retrieve arcane
artifacts from an ancient crypt?
How many can you get out before
the defenses become too
overwhelming? All gaming
materials will be provided.

Artifacts of Erehwon by Cameron Radetsky **Saturday 3pm-7pm**

Warlords of Erehwon (modified),
4 hrs, 6 players, Newcomers
Explorers have made it to the
Undead Crypt in the sand with
the living dead hot on their tail.
Do you dare to retrieve arcane
artifacts from an ancient crypt?
How many can you get out
before the defenses become too
overwhelming? All gaming
materials will be provided.



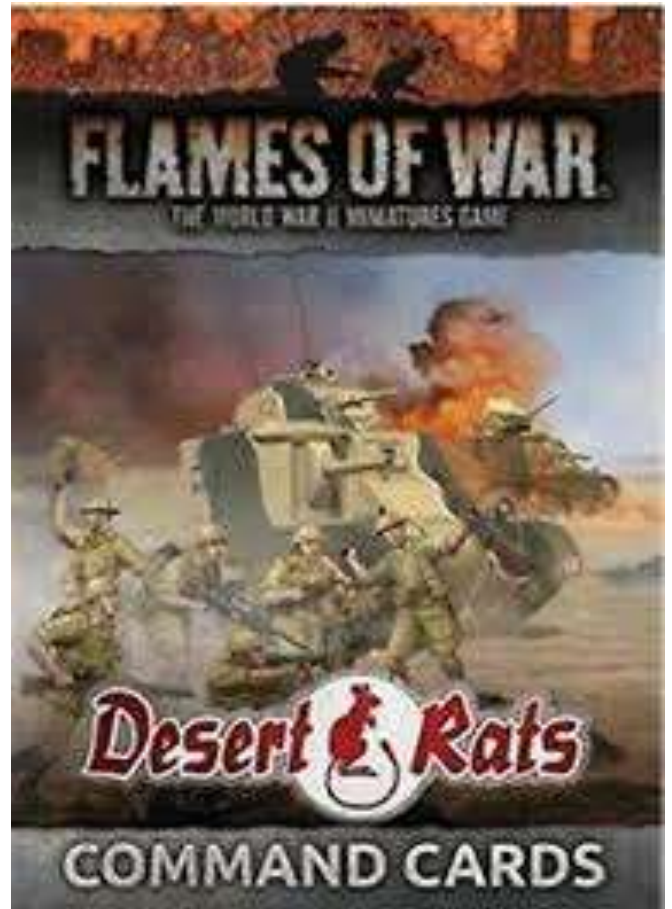


NEW LOCATION
Same Time

Thursday Nights 6pm



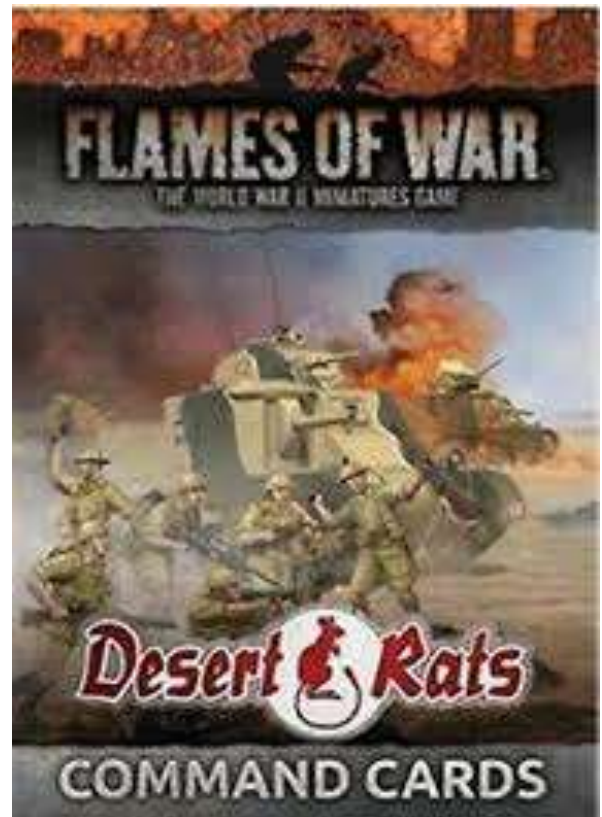
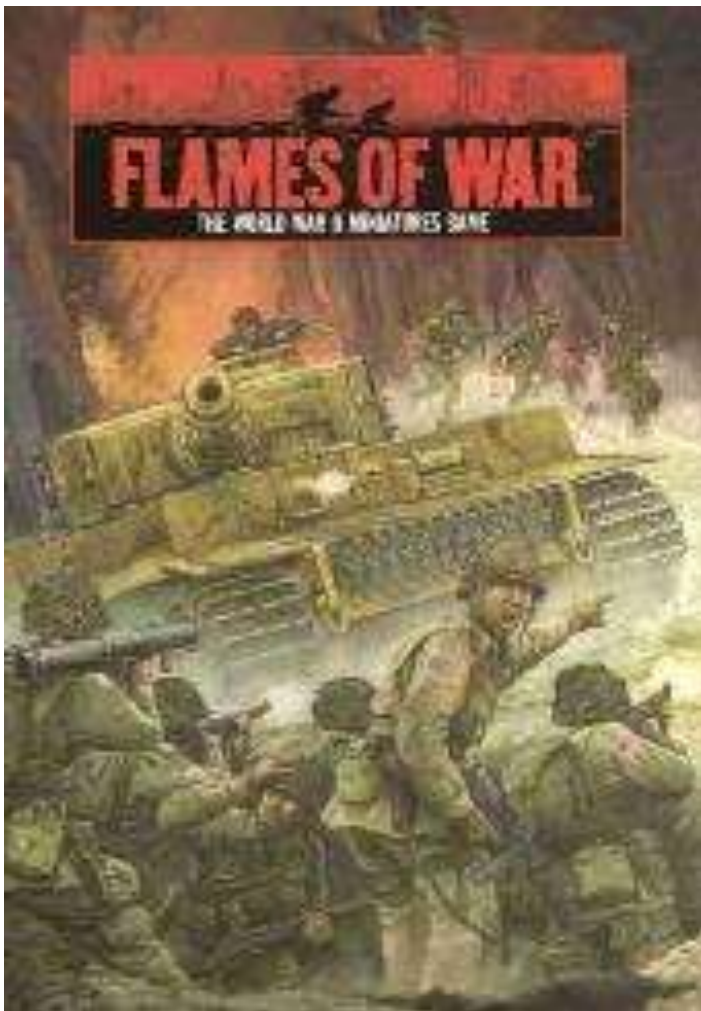
Join Chris Lisanti
and the Thursday
Night Battlefront
Group at [Heroes
Retreat](#) San
Antonio





Next week will be Team Yankee/WW III at Heroes Retreat in San Antonio starting at 6pm.

Join Chris and the FOW Group Thursday nights at Heroes Retreat, SA 6pm



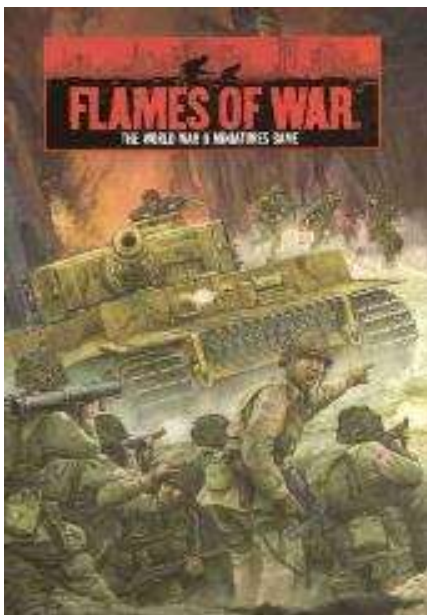
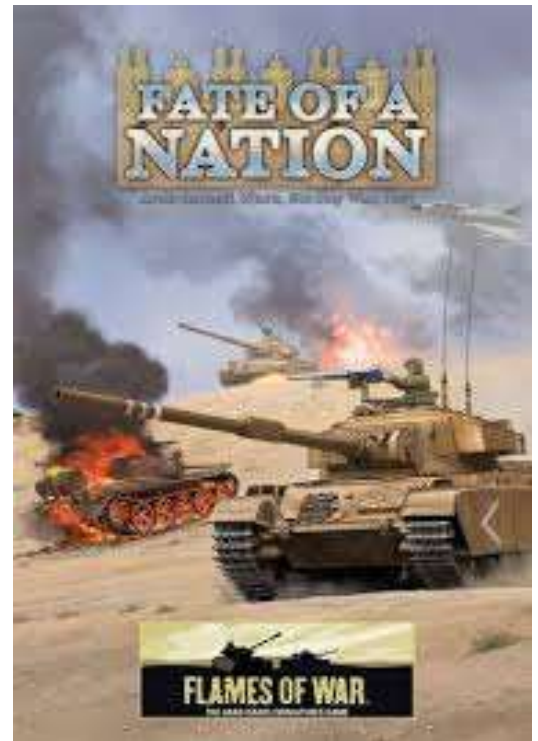
See you next month

– *Chris Lisanti*

Flames of War San Antonio (FOWSA)

Thursday Night Club

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



TEAM YANKEE
WORLD WAR II



11 - 14 November 2021

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Come join Alan Spencer as he presents his 6mm Napoleonic miniatures game at MillenniumCon 2021.

EM-105 Blucher - French vs Russians 1812 in 6mm

Saturday 8:00-12:00

by Alan Spencer, Blucher, 4 hrs, 6 players, Some exp

August 1812. After the siege of Smolensk, the Russians are retreating. An outflanking maneuver by Murat has a chance to catch the Russian baggage/artillery train and force a decisive battle. Age 17+ only and some experience with the game is necessary.





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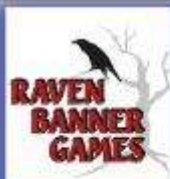
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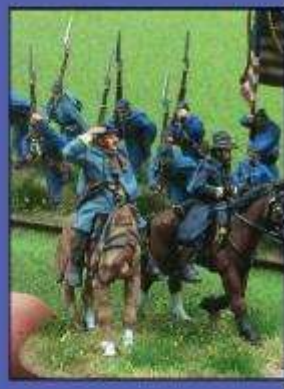
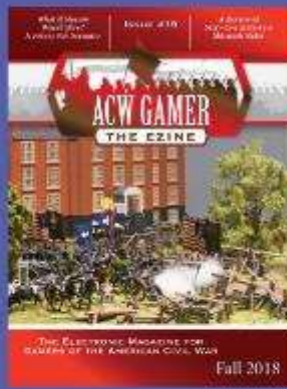


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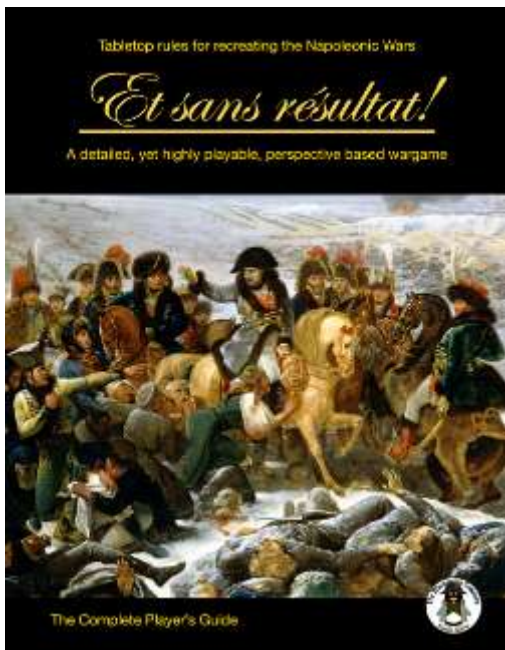
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Game #2 Battle of Eckmul

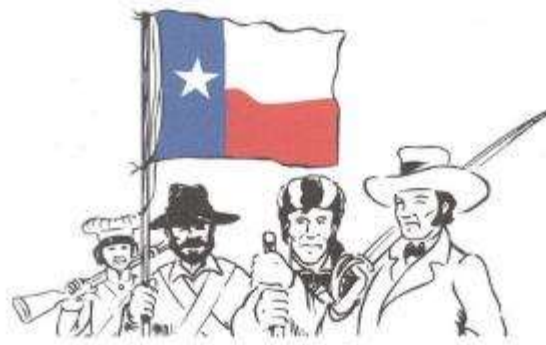
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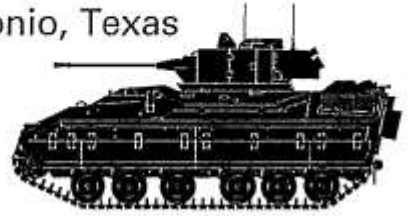
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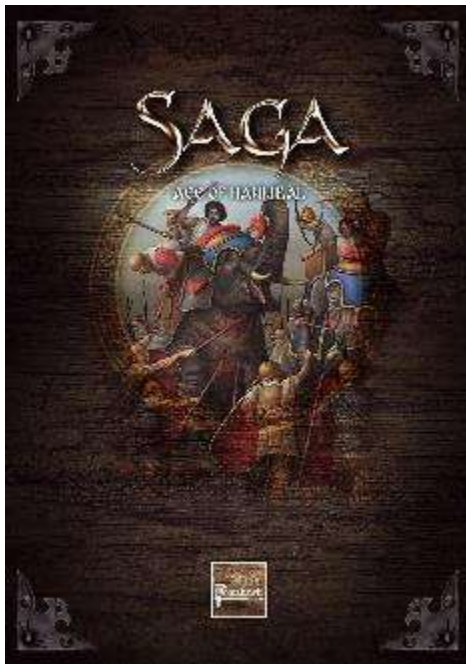
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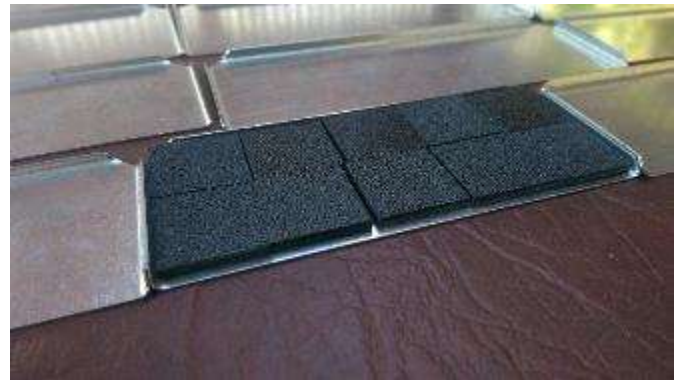
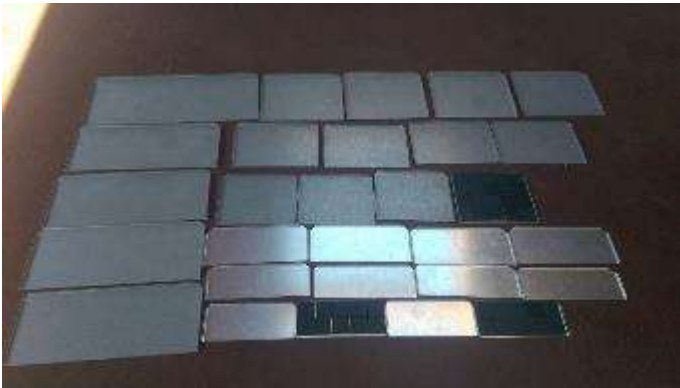
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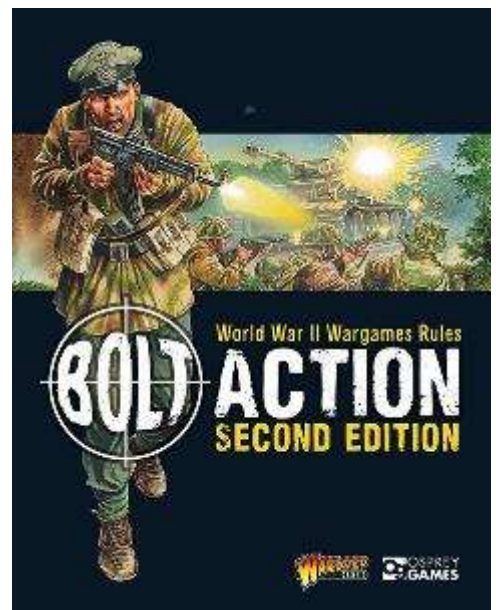
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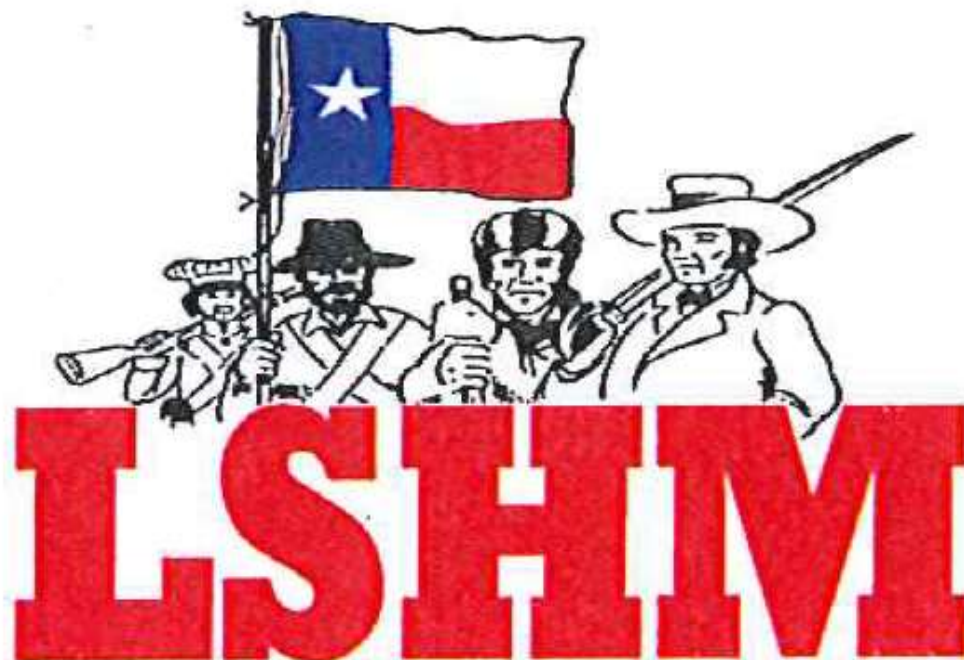
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