

We are only 70 days away from MillenniumCon! As of 1 September, we have 145 games / events / tournaments registered – most of Friday and Saturday are full, but we still have some room left for Thursday night and plenty of space for Sunday morning. Game registration will close on 15 September. If you would still like to run a game, please contact me direct so we can “squeeze” you in.

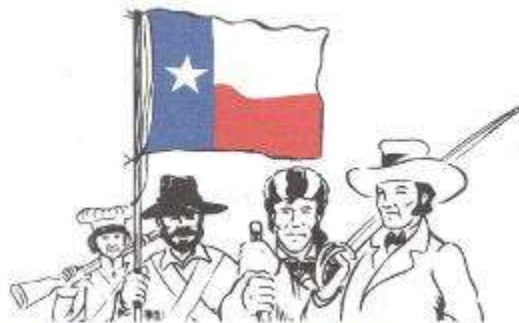
This year we have some really great vendors – many returning, but some new ones. Make sure to stop by and reward them with buying their products at the show. If you want them to bring something with them, please contact them direct – vendor info is found inside the newsletter.

The hotel has only a few rooms left – get your room now if you plan to stay at the hotel.

Lots of great events still ongoing around Texas – visit the Events calendar inside the newsletter.

We welcome 17 new members this month – looking forward to seeing everyone in Round Rock 10-13 November!! Have a great end of summer.

Charlie Torok



Lone Star Historical Miniatures NEWSLETTER

The Lone Star Dispatch September 2022

2022 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	mderoux@gmail.com	
Oscar Barela	oscar_barela@hotmail.com	
Mark Sanchez	msanchez387@satx.rr.com	
Robert Williams	robert.Williams@swri.org	



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.

Conventions and Events Calendar

Updated - 29 August 2022 Events are sorted by date

September 2022

1-4 Sep 2022

REAPERCON 2022 - As Scheduled

Embassy Suites - Denton Convention Center - Denton, TX

Contact: Reaper Minis - questions@reapercon.com

<https://reapercon.com/>

Notes: MSP Painting competition; tabletop games



10 Sep 2022

ZORCON 1 - As Scheduled

DOW Academic Center - Lake Jackson, TX

Contact: Richard Kropp - coachkropp@gmail.com

<http://tabletop.events/conventions/zorcon>

Notes: New convention



30 Sep - 2 Oct 2022

LONE STAR GAME EXPO 2022 - As Scheduled

Grapevine Civic Center - Grapevine, TX

Contact: Jamie Matthews - lonestargameexpo@gmail.com

<http://lonestargameexpo.com>

Notes: RPGs; tabletop games



October 2022

1 Oct 2022

TOUGH 'OMBRES OCT. EVENT - 100PTS MID-WAR - As Scheduled

Goldmine Games - Richmond, TX

Contact: Brian Koches - toughombres@outlook.com

Notes: 100pts Mid War



November 2022

4-6 Nov 2022

FALL-IN 2022 - As Scheduled

Wyndham Resort and Convention Center - Lancaster, PA

Contact: HMGS - director@fall-in.org

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

Notes: HMGS autumn convention



10-13 Nov 2022

MILLENNIUMCON - 2022 - AS SCHEDULED

Wingate Hotel & Convention Center - Round Rock, TX

Contact: Charles Torok - torokc@hotmail.com

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

Notes: BIGGEST MINIATURES CONVENTION IN TEXAS!



December 2022

10 Dec 2022

TOUGH 'OMBRES TOYS FOR TOTS - LATE WAR EVENT - As Scheduled

Ogre Games - The Woodlands, TX
Contact: Brian Koches - toughombres@outlook.com
Notes: Flames of War



Fat

3 Dec

TEXAS BROADSIDES CHARITY EVENT - No Update

Location TBD - Houston, TX
Contact: Brian Koches - toughombres@outlook.com

Notes: Charity event for Battleship Texas

2022 - Dates To Be Determined

No Date

TEXAS BROADSIDE! 2022 - No Update

TBD - Houston, TX
Contact: Andy Broussard - texasbroadside@comcast.net
<http://www.txbroadside.com/>
Notes:

No Date

MAGCON 2022 - No Update

TBD - New Caney, TX
Contact: - info@magcon.org
<http://www.magcon.org/>
Notes:

January 2023

26-29 Jan 2023

LAS VEGAS OPEN 2023 - As Scheduled

Rio All-Suites Hotel & Casino - Las Vegas, NV
Contact: Frontline Gaming - Contact@FrontlineGaming.org
<https://www.lasvegasopen.net/>
Notes: FoW Tournament; Bolt Action Tournament; 40K

March 2023

22-26 Mar 2023

ADEPTICON 2023 - As Scheduled

Renaissance Schaumburg Convention Center Hotel - Schaumburg, IL
Contact: Adepticon - info@adepticon.org
<https://www.adepticon.org/>
Notes:

31 Mar-2 Apr 2023

ALAMO CITY GAME CON - As Scheduled

La Quinta Inn and Suites-SA Medical Ctr - San Antonio, TX
Contact: Andrew Hartwell - ajhartwell@acgamecon.net
<http://www.acgamecon.net>
Notes: New convention



April 2023

22-23 Apr 2023

MINI RECON V3 - As Scheduled

The Leander VFW - Leander, TX
Contact: Jay Casper - theminirecon@gmail.com

Notes: Bolt Action and historicals



10 - 13 November 2022

MILLENNIUMCON 2022

Texas' largest War-Gaming Convention

Hotel Update (Reserving your rooms)



**Wingate Hotel &
Conference Center
1209 North Interstate
Highway 35
Round Rock, TX 78664**

**Use the link to the
right to reserve your
room – As of 1
September the
hotel was 90% full.**

Website for on-line reservations:

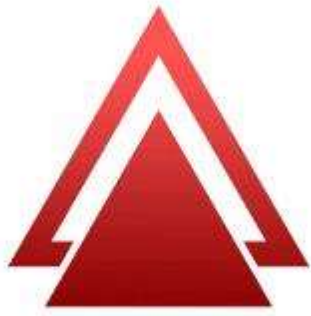
<https://www.wyndhamhotels.com/wingate/round-rock-texas/wingate-by-wyndham-round-rock/rooms-rates?&checkInDate=11/11/2022&checkOutDate=11/13/2022&groupCode=CGM C22>

Reservations: **512-341-7000**

Discounted Room Rate “CGMC22”

All Rooms (singles and doubles)

\$109.00



Black Site Studios



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



Coming to MillenniumCon in November



September 2022 membership report

Welcome to our newest members in LSHM



**Membership
Matters!**

Members 1,198+

New this month to LSHM

Zachery	Denton	Houston
Isaac	Prentice	
Greg	Fantin	Austin
David	Head	DFW
Robert	Tomasini	SA
Jonathan	Shore	Abilene
Jack	Cameron	Virginia
Gordon	Silloway	DFW
David	Vance	Oklahoma
Juli	McBrayer	Austin
Thomas	Frey	
Sandy	Botond	Katy
Eric	Mills	Louisiana
Casey	Ryburn	New Braunfels
Steven	Nichols	Waco
Chase	Crum	Oklahoma
Reimund	Manneck	Fort Hood



You can renew your membership at MillenniumCon in November or pay on-line at www.millenniumcon.info under the membership tab.

Membership is only \$5 per year and goes to help us promote wargaming around Texas!

Lone Star Historical Miniatures - Official Group

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

Also join the Texas Bolt Action Group at:

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



★ THE SIEGE OF VICKSBURG ★ TABLETOP CONVENTION



OCTOBER 14-16TH 2022



DON'T MISS IT



RIVERWALK CASINO HOTEL
1046 WARRENTON RD, VICKSBURG, MS 39180
SIEGEOFVICKSBURG.ORG

THE ARENA

TABLETOP GAMES



ARE YOU A SOLDIER?
The Arena Games
is officially launching
a **Bolt Action**
ranking tourney.
Check discord for
more info.

LOCATION

Metrocom Plaza

11503 E Loop 1604 N st 104, Universal City, TX 78148

Phone: 210-999-5225

WWW.THEARENAGAMES.ORG

[HTTPS://DISCORD.GG/XMRPURDEXE](https://discord.gg/xmrpurdex)

**FAMILY
FRIENDLY
ENVIRONMENT**

PLAY AREA

Open Tables

Private rooms available

WEEKLY EVENTS

Painting 101

Daily Magic

Flesh & Blood Armory

D&D Sessions

HOTLIST

Warhammer

Magic The Gathering

Pokemon

Redemption

Bolt Action

Malifaux

Dungeons & Dragons

Steve Jackson Games

Eccetera...

BENEFITING

Universal City

San Antonio

Schertz

Cibolo

Converse

All of MANKIND

The Alamo Comes to MillenniumCon

Calvin Kinzer
Tulsa, OK



John Wayne's epic movie, *The Alamo*, premiered on October 24, 1960. I was eight years old at the time and can still remember my parents taking us kids to see it at the drive-in theater near where we lived. Although not the most accurate portrayal of the historical events, it was a great movie and is still one of my all-time favorites. It created in me a fascination with American History, and military history in general, that has remained throughout my life.

A couple of years ago I had the idea of doing an Alamo miniatures game using the Old Glory fort along with the great new line of 18mm Texians by Blue Moon, along with my French Napoleonic infantry collection for the Mexicans. The latter aren't entirely accurate, of course, but since the Mexican Army did buy a lot of their uniforms as surplus from France, they're close enough and I added some Blue Moon Mexican officers and color bearers to denote the command bases for the four main attack columns plus the reserve Zapadores Battalion - who are represented, appropriately enough, by none other than Napoleon's Guard!



The fort model is based on some of the most up to date research that has become available in recent years and is one of the best representations of what the mission compound actually looked like in 1836. I wanted it to look as good as possible so, not being a great terrain maker, I hired Danielle Freeman of "Brush With Nobility" to paint it for me and loaned her some of the best reference books I have on the subject.

I think she did an outstanding job! Since the fort model is close to an actual 18mm scale, it was possible to represent both sides at 1:1 with about 1,800 Mexicans vs. 225 Texians. So folks viewing the game will be able to get a better idea of the size of the battle in terms of both ground scale and the numbers of troops involved.



Although our local gaming group has played it at here at my house, I haven't taken it anywhere until now. So what could be more appropriate than for my Alamo to make its convention debut in Texas? - and I will be putting it on Friday afternoon at Millennium Con. I hope to see everyone there, and don't forget to "*Remember the Alamo!*"

Calvin Kinzer
Tulsa, OK

The Battle of Midway June 1942

An adaptation of the Avalon Hill Classic boardgame to miniature!



By Alan Spencer



Coming to MillenniumCon 2022





Portsmouth ^{© TM}

Miniatures and Games

BLOODY BROADSIDES

Portsmouth Miniatures and Games ©2014
10000000



**Join Jeff Hunt
and
Bloody Broadships
at MillenniumCon 2022**

Flames of War San Antonio (FOWSA)



Middle FoWSA XIV, sponsored by Lone Star Historical Miniatures, was held on Saturday, August 6th, 2022 in BattlePub Games, in San Antonio, Texas .

We had eight players for three rounds of mid-war Flames of War: One from Houston, three from Austin, and four from the greater San Antonio area (including Boerne). Four German armies, three Soviet, and one U.S.

And this was a close one: At the end of three rounds we had three players with aggregate scores of 17, so the tie was broken on the total of opponents' points.

Best General (first place): Josh Atchley of Austin, with a Soviet tank company.

Best German (2nd place): Warren Silliman of Houston, with a German Panzer Grenadier company.

Best Ally (3rd place): Andrew Kennemer of Austin, with a Soviet Guards Hero motor rifle co.

4th place: Carl Bellati. 5th place: Nathaniel Lisanti. 6th place: Kaden Ferry.

7th place: Chris Lisanti. 8th place: Mark Leroux. Best table: Mark Leroux.

I look forward to arranging a Late War FoWSA tournament later this year.

Ian Straus

Pictures: The assembled captains:



And the tables:

Table 1, winter by Mark Leroux



Table 2, desert



Table 3, open



Table 4, hills and woods



And another action shot:





GAME KASTLE

AUSTIN

[Contact Josh Atchley](#)

[Or Game Kastle for more information](#)

FLAMES OF WAR

THE WORLD WAR II MINIATURES GAME

OPEN PLAY

FRIDAYS
6 PM

NEW PLAYERS WELCOME



Game Event for MillenniumCon 2022: Air Raid Wewak Harbor Sep '43

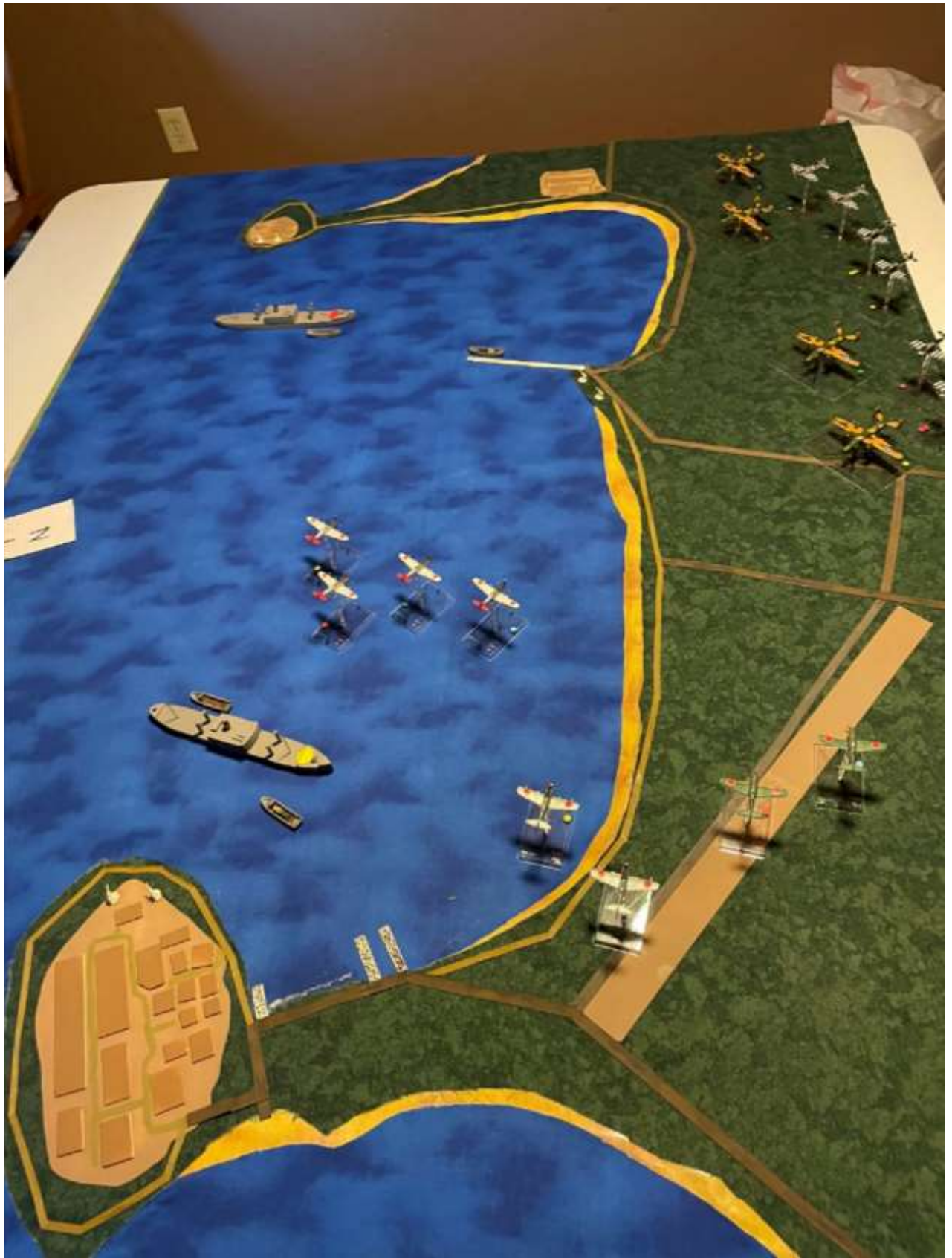
By Ray Mitchell

I began developing this event soon after MillenniumCon 2021, continuing to use the Ares Games Wings of Glory World War 2 rule set and aircraft, along with table rules I've developed. I chose the Southwest Pacific Area (SWPA) for scenario development, basing it on actual raids conducted by the 5th US Army Air Force (USAAF), or 5th Air Force, as described in MacArthur's Eagles: The U.S. Air War over New Guinea 1943-1944, by Lex McAulay and articles in Wikipedia. Wewak, located on the north coast of Papua New Guinea, was a major Imperial Japanese Army (IJA) base complex consisting of Wewak Harbor, 4 airdromes, and infrastructure to support the IJA 4th Air Army. This constituted a serious threat any Allied buildup and advance in New Guinea. The 5th Air Force began sustained heavy air raids on Wewak starting 17 Aug 43, and continued to the end of the month. This scenario is built around a subsequent raid on shipping as the Japanese were urgent trying to repair, resupply, and reinforce the Wewak base complex.

Game Terrain

The Wings of Glory game system requires a flat surface for play. I also wanted a reasonably accurate depiction of Wewak Harbor. So, using maps and images downloaded from Google, I built the mat out of 3 layers of cloth, adhesive fabric sheets, and fabric glue. The fabric ladies at Hobby Lobby were extremely helpful in pattern selection and knowing how to use the adhesive sheets. I used ribbon painted over with Poly S mud and dirt weathering paint to create the road net. Piers and jetties were an easily made out of flat balsa strips. I made the airstrip, town areas and buildings out of card stock and two shades of Testor's tan spray paint.





Game Event for MillenniumCon 2022: Air Raid Wewak Harbor Sep '43

By Ray Mitchell

The Scenario

Previous heavy raids have knocked out the large caliber anti-aircraft guns. The IJA is rushing aircraft and supplies to reinforce the Wewak area. 5th Air Force has directed an anti-shipping strike against Wewak Harbor. The harbor is known to be defended by 25mm AAA (anti-aircraft artillery) twin mounts situated in Cape Boram, Mission Point, and Wewak Point, 2 known fighter chutai (groups). Any vessels in harbor are presumed to be armed with organic AAA.

Scenario Order of Battle.

All airplanes, vessels, barges, and AA guns are attackable targets.

Unit	US	IJA
Fighter	P-47 x6 (21 damage pts.) BB/BBBB	Ki-61B x 4 (16 damage pts.) B/BB Ki-84 x 4 (18 damage ps.t) AC/BCC
Bomber	B-25C Gun nose x4 (30 damage pts.) BB/BBBB; 4x 500lb bomb	-
Shore-based AAA (8 damage pts.)	-	25mm x 6 C/C
Transport ships (75 damage pts.)	-	6494 tons x 2
Ship-based AAA		25mm x 2 (aft mount one per vessel) C/C HMG x 2 (fore mount one per vessel) B/BB
Barge (10 damage pts.)	-	HMG x 1 A/B

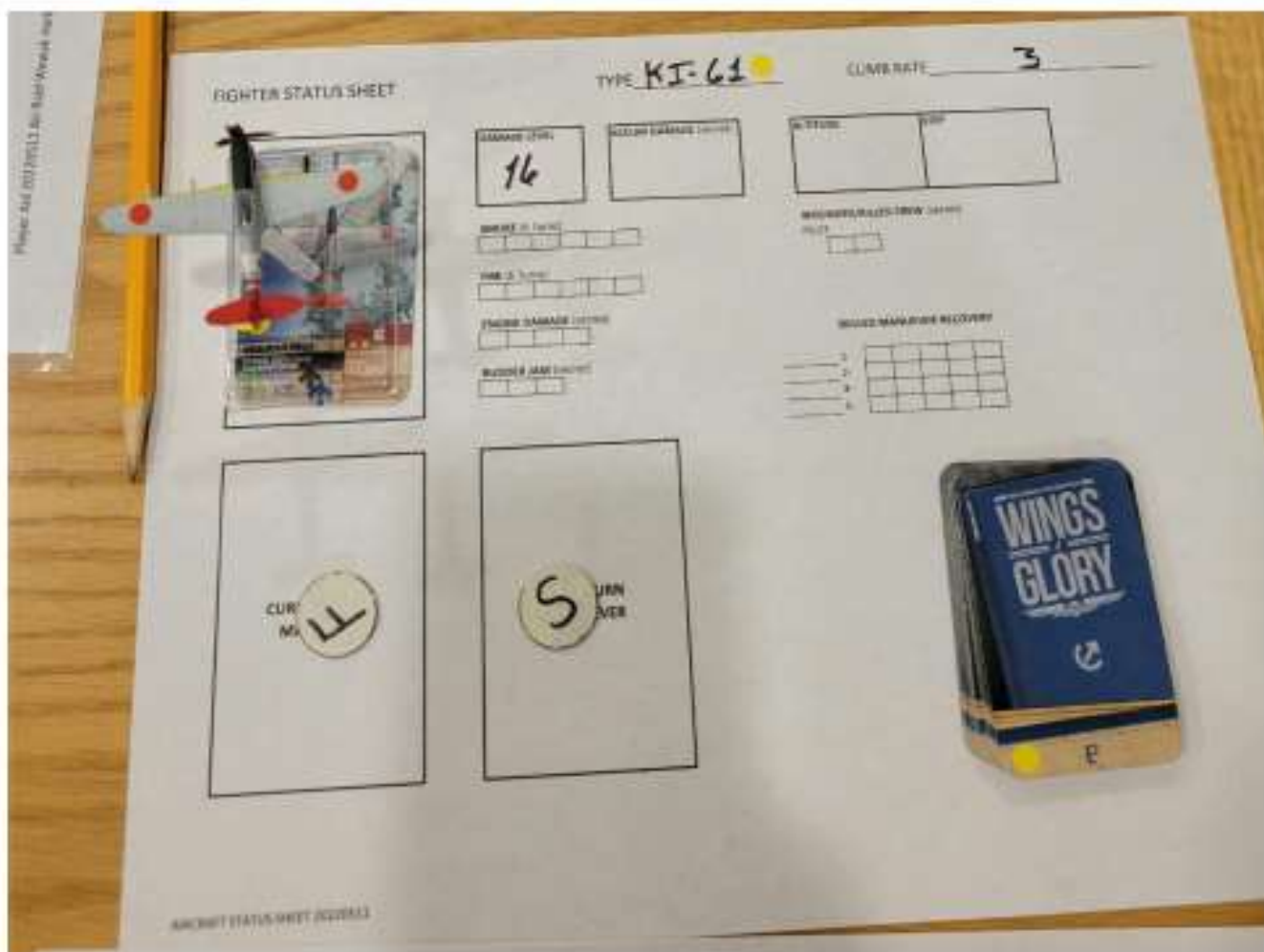
Setup. The transports are set by GM, are anchored, and do not move during game play. The barges are placed by GM, move 1in per turn, and are controlled by IJA players. Default move for the barges is a run for the beach or dock for crew survival and cargo/barge recovery. Shore-based AAA is fixed, 360-degree firing arc, but with no line of sight (LOS) on airplanes at altitude level 1 over jungle (treetop height). Airplane setup alternates between the US and IJA player. Raiding US airplanes setup along the east, south, and west mat edges, intercepting IJA airplanes set up along any edge of the mat edges. The US player places 2 bombers, followed by 2 IJA fighters, followed by 2 US fighters. This pattern is repeated until the last 2 IJA fighters are placed. US and IJA airplanes are initially separated by a 1½ range-stick distance (long range + short range distance). This setup method simulates the raiding and intercepting forces have tally-ho'd each other, picked a target, and are maneuvering to engage – so the shooting starts by turn 2 or 3!

Game Event for MillenniumCon 2022: Air Raid Wewak Harbor Sep '43

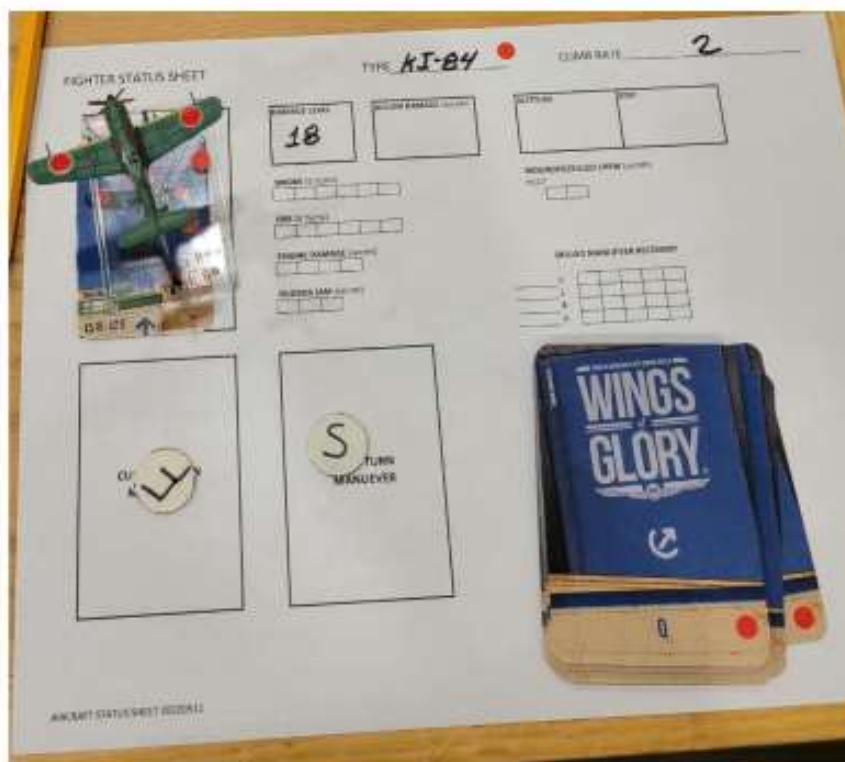
By Ray Mitchell

The Antagonists

The Kawasaki Ki-61 Hien (Flying Swallow), Allied code name "Tony". Distinct for being the only Japanese single engine fighter with an inline engine, the basic version was armed with 2 heavy machine guns and fielded in April 1943. It is more maneuverable than heavier US fighters, and a little tougher than previous IJA fighters. It was later up-gunned with 20mm cannons.



The Nakajima Ki-84 Hayate (Gale), Allied code name "Frank", is an anachronism for this game. Historically fielded in the last half of 1944, it is used for scenario balance and because it's available from Ares (...go to war with what you've got...). Arguably the best fighter fielded by the Japanese, it is a tough, very maneuverable, and cannon-armed dangerous opponent.



The Republic P-47D Thunderbolt, "jug" is the heaviest and one of, if not the toughest WW2 US single engine fighters. It is armed with 8 heavy machine guns and can trade head-on passes with the Ki-84 and survive. However, don't get in a turning dogfight! The 5th Air Force 348th Fighter Group flew P-47s in the Wewak raids.



The US North American B-25C Mitchell was a tough and versatile twin-engine medium bomber used in all theaters of WW2. In the SWPA, it was field-modified as a "commerce-destroyer" with 8 heavy machine guns, 4 in the nose, 4 in gun packs on either side of the forward fuselage. In this scenario, the bomb load is 4 x 500lb demolition bombs with delay fuses. The 5th Air Force developed a tactic called mast height bombing. The bomber comes in at high speed at 50 to 300ft above the water and lobbed or skipped bombs onto its targets. These attacks proved brutally effective. This scenario simulates mast-height bombing attacks. The B-25 models represent airplanes of the 5th Air Force, 38th Bombardment Group (Medium).

Game Event for MillenniumCon 2022: Air Raid Wewak Harbor Sep '43

By Ray Mitchell



The Targets.

Transport vessels. These homemade balsa wood models represent 6496-ton maru freighters used by the Japanese. They were extremely vulnerable to air attack, particularly as US tactics and skill increased throughout the war. In this scenario, the ships are armed with a 25mm twin AAA mount in the stern and a heavy machinegun mount in the bow.



Daihatsu landing craft (or barge). These 45ft craft were used by the Japanese as landing craft and harbor lighters; and eventually, being more seaworthy than Allied landing craft, as the primary suppliers of remote IJA garrisons after larger transports

were destroyed. The 1/200 models I use are produced by seadoggames.com. A pack of 6 barges and various cargo is available and very reasonably priced.



The Play Test.

On 14 Jun 22, Dave, Brady, Kyle, Paul, Richard, and Ray (GM) gathered at the Emerald Tavern, Austin, TX to playtest the scenario Air Raid Wewak Harbor, Sep '43. Dave graciously reserved a separate game room large enough to accommodate the terrain mat and game status sheets.

The scenario was designed for a table of 8 players. The game group has 5 members, so we down-sized the order of battle: 4x Ki-61, 2x Ki-84, 2x P-47, 2x B-25, and 1 transport vessel. Barges and AAA guns remained the same. The IJA players controlled the barges and the AAA guns.



After setup, the game started with fighter gun passes on turn 1. Three airplanes were damaged, with a P-47 smoking.

The B-25s headed toward the transport, one taking advantage of altitude level 1 (treetop) flight to avoid AAA fire. The other staying at altitude level 2 to allow for evasive maneuvers.



Both P-47s were engaged attempting to fend the Japanese off the bombers. The dogfighting continued south and north of the B-25s through Turn 3. Both bombers moved across the beach over open water, visible to all AAA guns in range, with a second pair of Ki-61s closing fast.



On turn 4, the Ki-84 trailing the smoking P-47 delivered fatal damage with a deflection shot, sending its prey burning into the bay.



3 Japanese fighters caught up the B-25 at altitude level 2 on turn 5, and fired, one at short range. The rugged bomber in most cases would have survived this attack and pressed on, but the hapless pilot drew the dreaded explosion damage chit. The bomber was obliterated in a fireball over the bay.



Next 2 turns (6 & 7) all attention turned to the remaining bomber boring in on the transport. The Cape Boram and transport AAA guns peppered the bomber with a steady plotted fire. The remaining P-47 continued to engage the northmost pair of Ki-61s that were breaking off to go after the bomber.



Turn 8 was as climatic as it gets! The remaining B-25 succumbed to AAA gunfire damage and simultaneously delivered 4x 500lb bomb hits on the stern of the transport. End result: the US got the transport; the IJA got both bombers – a draw.

Game Event for MillenniumCon 2022: Air Raid Wewak Harbor Sep '43

By Ray Mitchell



Player Debrief and Critique.

Everyone had fun and enjoyed the game! Players commented the balance between sides was about right. They did critique the:

Briefing – the pilot briefing needs to be more specific as to the capabilities of each airplane along with tips on how to best fly it. The bomber pilot particularly wanted specific tips on avoiding AAA fire and use of turret and fixed machineguns.

Setup – all players recommended increasing the separation distance to allow more maneuver prior to engaging.

Scenario Tweaks.

I will modify the briefing as requested with special attention to bomber tactics. Setup separation distance will be double long-range distance.

Looking forward to a full table at MillenniumCon 2022!

Ray Mitchell

10 - 13 November 2022

MILLENNIUMCON 2022

Texas' largest War-Gaming Convention

2022 Texas Bolt Action Championship Tournament



- ✓ Saturday 12 November 0800-2200
- ✓ 1250 points
- ✓ 3-game event
- ✓ 24 Players



"just try and beat me sucker"

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



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!!

**Warlord Games
Is attending
MillenniumCon2022**

Plan to attend the first ever
ALAMO CITY GAME CONVENTION

POSTPONED TO APRIL 2023



The Dork Shop Mansfield TX

**Support local Hobby /
Game shops**
We will ship to you!!



Shaun Wraley
Owner and Operator

Phone: 817-592-3203
717 N. Holland Rd Suite 132, Mansfield, TX 76063
Web: www.thedorkshop.net
Email: wraley@thedorkshop.net

**The Dork Shop
Is attending
MillenniumCon2022**



28mm Victrix plastics

Epic Scale Napoleonic





Located in:
[Wonderland of Americas](#)

[Address:](#) 4522
Fredericksburg Rd
San Antonio, TX
78201



Thursday's starting around 6pm
Contact Chris Lisanti for more
Information



COWTOWN



SHOWDOWN

On August 20th of 2022, 17 people from as far north as Lawton, Oklahoma and as far south as San Antonio gathered among the historic military relics and artifacts at the Military Museum of Fort Worth. They were the participants of the Inaugural Cowtown Showdown, North Texas' biggest Bolt Action event.



The participants prepared a 1000 point list from the Reinforced Platoon selector. They were allowed 2 platoons, up to 12 order dice (13 if their army got a free unit) and a free Medic. Medics were added because nobody fields medics so now they had a chance to use one. It was a 3 game event played surrounded by incredible pieces of military history; captured Axis weapons and flags, helmets with bullet holes in them, newspapers and propaganda posters, mortars, hand grenades and even one of General Patton's dress uniforms.



The first round was selected quasi randomly but with the intent that players got to face someone they don't often play against. The boards varied from European farmlands, urban ruins, a village on a pacific island and even a field with landed gliders. Over the lunch break participants entered the painting contest. The contest was judged by Collin, one of the volunteers from the museum. He chose Trey Thurber's Panzer tank. Trey would later receive his certificate and choose Warlord's ISLAND ASSAULT SET as his prize.

Round three found the top four spots filled with 4 local veteran players. Three of those being the brothers Matthew and Levi Porter and their cousin Aaron Jahns, constants in the Collin County Bolt Action Community. Aaron and Matthew recently won the partners Bolt Action event at Twisted Lords. The quartet was rounded out by Shawn Cambron, a passionate player who joined the community a couple years ago and has become a fixture at events and weekly games.



These four were the only players who had won their previous two games. Aaron and Levi faced each other and had a substantial lead over Shawn and Matthew on Casualty Points. It appeared that Shawn and Mathew were playing for second place barring something crazy happening at the Stalingrad table next to them.

Levi was fielding his Japanese army featuring Spearfighters and the fearsome Ho-Ro. Aaron was countering with his ALL FEMALE Soviet force with two autocannon artillery pieces and two Katyushas! Matthew and Shawn needed Levi and Aaron to draw for one of them to have a real shot at winning first place.

Aaron's Kats and Soviet ladies were doing their best to stave off the onslaught of Levi's spear fighters as they charged the field with the heavy artillery of the Ho-Ro thundering in the center of the mat. Levi had mentioned a few times (and I had witnessed) that high explosive units were not treating him well over the last few months. The game raged on with the Kat's forcing Levi to spread out his huge units and the soviet numbers dwindling.



Thanks to the sponsors!



Warlord Games
Sherwood Wargames
Rubicon Models
Evolution Games
The Dork Shop

Historique
NobleKnight
LSHM
Guardian Hobbies
Geek Out
Burleson Tabletop CP





Shawn's Germans with a Puma and 2 PZ 1s were facing Matthew's Soviets and the mighty ISU 122 on the next table and a few crucial decisions and rolls had turned the tide in Matthew's favor. The game closed with Matthew claiming a decisive victory, but likely not enough Casualty Points to catch Levi or Aaron.

Meanwhile, Levi and Aaron are nearing the end of the game and the center objective is being contested by both armies. A draw appears to be inevitable and Matthew watches his chance to claim first place go from almost impossible to almost certain. There are only a few dice left and it doesn't appear anyone is going to be able to shoehorn their opponent off the middle objective. Levi draws one of his last dice and chooses to activate his pinned Ho-Ro. Order test roll IS BOXCARS! FUBAR! FUBAR roll is FRIENDLY FIRE! The pinned Ho-Ro blasts the Japanese infantry off the middle objective and Aaron wins the tournament. It appears that Levi's tumultuous relationship with HE weapons continues.

Awards were presented. Aaron won a Jeep ride in a refurbished WW2 Jeep, a \$40 gift card from Evolution Games, a \$30 gift card from NobleKnight games, a \$20 gift card from Geek Out Games and a 3D printed windmill from Panacea3DPrints. Matthew earned second place and Levi took third. Top three was a family affair!

The Sportsmanship Award was presented to Michael McCoy. Michael is an absolute pleasure to face over a battle mat. He cheers for his opponent when they roll super sixes to hit him and smiles and shrugs when he rolls all ones while firing at a target in the open. He is the embodiment of good sportsmanship. Nobody likes playing against people who throw tantrums over bad luck.

A check for \$180 was presented to the Military Museum, a non-profit organization. That money represented half of the registration fees collected.

Many FUBAR prizes were awarded as well as everyone getting to choose from the ample prize support. Everyone also received custom tournament pin markers and a shirt from the Military Museum. We met new people, made new friends and had a great time. The event went great. Next year it will be even bigger and better.

Chris Reed



THIRD COAST GAMES in Friendswood Texas



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

**Support local Hobby
& Game shops**

10 - 13 November 2022

MILLENNIUMCON 2022

Texas' largest War-Gaming Convention

2022 Texas Flames of War Championship Tournament



- ✓ Sunday 13 November 0800 – 1500
- ✓ Late War
- ✓ De-escalation format:
 - 100pts at 2.5 hours
 - 80pts at 2 hours
 - 60pts at 1.5 hours
- ✓ 18 Players



“VIVA IL DUCE”



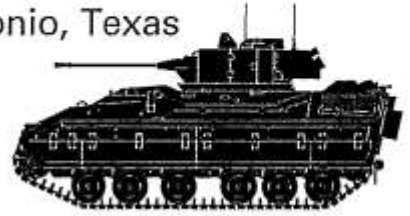
<http://www.millenniumcon.info/>



Dibble's Hobbies

1029 Donaldson Ave, San Antonio, Texas

**Serving San Antonio
Since 1905**



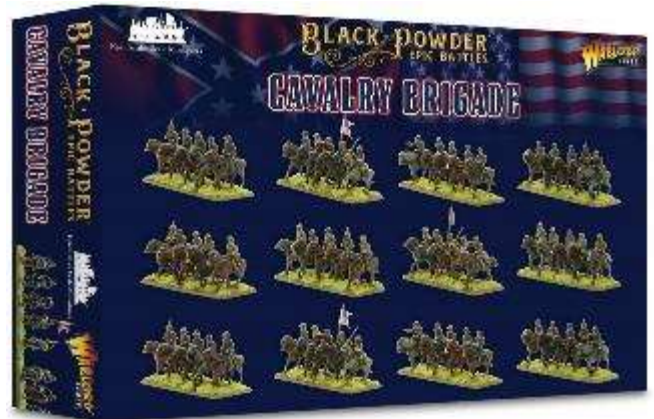
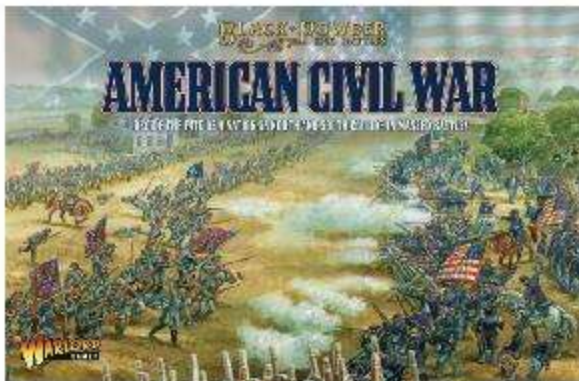
Our product lines are focused toward:

- 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 Warlord Games Epic ACW



Support local Hobby / Game shops

10 - 13 November 2022

MILLENNIUMCON 2022

Texas' largest War-Gaming Convention



2022 Vendors

Company Name

Warlord Games
Sherwood Wargames

POC

Jon Russell
Philip Vernon

e-mail

jon.russell@warlordgames.com
sherwoodwargames@yahoo.com

Mechanical Mind Studios
Portsmouth Miniatures
Talon Games
The Dork Shop
Dad's Armies
Black Site Studios

Dallas Walker
Jeff Hunt
Jon Walker
Shaun Wraley
John Elbro
Benjamin Galbraith

conflicthorizon@gmail.com
jh@portsmouthminiatures.com
cavboss@talon-games.com
wraley@thedorkshop.net
dadsarmies1@gmail.com
admin@blacksitestudio.com

Hole in the Wall Hobbies
Game Kastle
Bill Knowles Closet
Lion Heart Hobby
James Grifford Games
Wabi-Sabi Games
More For War

Tom Colbenson
Thomas Funk
Bill Knowles
Danielle Adams
James & Janice Grifford
Thomas Diener
James Donaghue

kempral@hotmail.com
thomas.funk@gamekastle.com
bigskyaustin@gmail.com
danielle@lionhearthobby.com
honeytax@crcom.net
tiktoktheroyalarmyofOZ@gmail.com
moreforwar@yahoo.com



LION HEART HOBBY

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

**LionHeart Hobby
Is attending
MillenniumCon2022**

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@lionhearthobby.com

www.lionhearthobby.com

  @lionhearthobby

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



FRONTLINE GAMES

"As real as it gets."

WWW.FRONTLINE-GAMES.COM

ARTIZAN DESIGNS **FOUNDRY** west. PLASTIC MASTER

**ONE OF THE LARGEST
LINE-UPS OF 28MM WWII
FROM VARIOUS
MANUFACTURES**

BATTLE HONOR Precision MODEL DESIGNS

BLAZING DESIGN THE ASSAULT GROUP

ON THE NET!

BRITISH COLONIAL WARS!

British colonial wars of the 1800s.

WARGAMING..

ANGLO ZULU WAR - 1879

EGYPTIAN - 1882

PATHAN - 1878

BOERS - 1880

DERVISHES - 1881

American Revolutionary War

NEW!

**American
REVOLUTION
28MM MINIATURES**

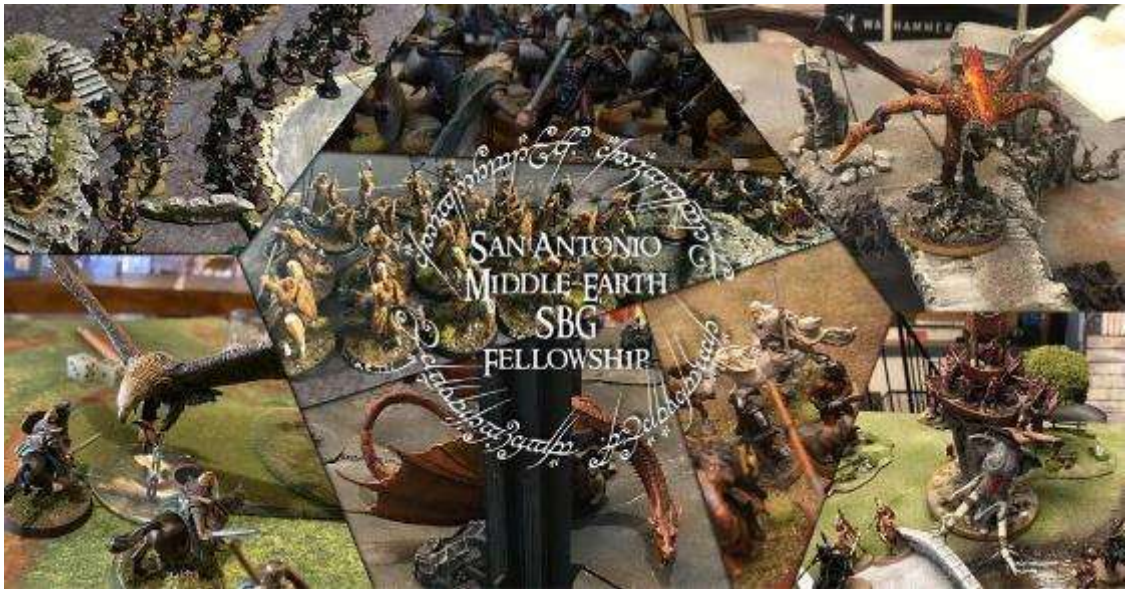
28MM ANCIENTS - WWI - ECW - TYW - LANDSKNECHTS - AND MUCH, MUCH MORE!

10 - 13 November 2022

MILLENNIUMCON 2022

Texas' largest War-Gaming Convention

2022 Texas Middle Earth Strategy Battle Game Championship Tournament



- ✓ Saturday 12 November 0800-2200
- ✓ 600 points
- ✓ 3-game event
- ✓ 18 Players

**GAMES
WORKSHOP**



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



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

[\(817\) 333-9928](http://(817) 333-9928)

3dprints@theprintedmeeple.com

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

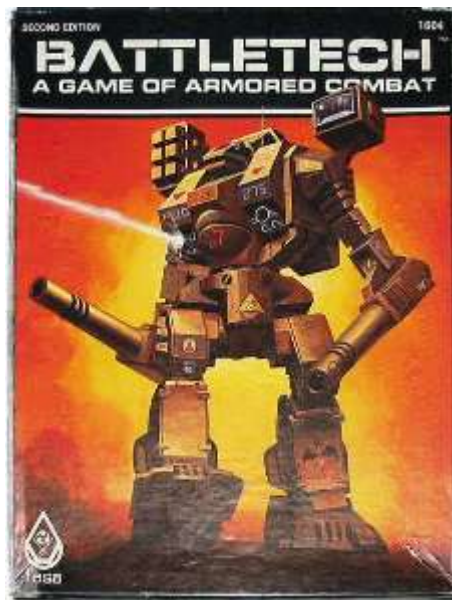
Join Blake
Radetsky for
Warlord Games
Wednesdays
At the Printed
Meeple.



**GRIPPING
BEAST**

Battle Tech

By Frank Crull



The pivotal battle during BattleTech's Jihad was the Ruins of Gabriel. The climatic battle was fought in year 3078 between the Word of Blake (WoB) forces vs. Lyran Commonwealth and Clan Wolf-in-Exile (the Alliance) vs. Clan Ghost Bear.

There were multiple objectives in the game. WoB and the Alliance forces were engaged in a straight up battle for superiority. Whoever lost the most units would lose. WoB versus the Ghost Bears was a different objective. The WoB forces could fight, but a withdrawal was a much better option against the superior forces of Clan Ghost Bear.

Word of Blake forces are defending the end with the building. That is also the WoB withdrawal line when the Ghost Bears appear.



WoB forces deployed first. Alliance forces were using the combat drop rules, so rather than advancing onto the map, Alliance forces could appear anywhere on the map.



The WoB defense deployed a Level II unit (six Mechs) forward with a Level II units as a reserve. The WoB forces were concerned that the drop would occur behind them on their retreat border.

The WoB concerns were clearly misplaced. The Lyran forces dropped on top of the forward assault units for WoB, which included an Archangel and a Thug. The vaunted WoB C3i network was jammed due to Lyran ECM.



On the other side of the map, Clan Wolf-in-Exile repeated the same direct drop, only their forces landed behind the WoB Deva and Archangel.



For this scenario, players could buy better pilots. The WoB forces elected to not buy better pilots by relying on the C3i network and the Alliance paid for pilots who were marginally better gunners.

On the Lyrans side of the battle, the Blakists vacated the hill, while focusing their fire on the gray Penetrator. The Lyrans tried to stay at close range, but at the optimum range for the gauss rifles in their units. Meanwhile, on the Wolf-in-Exile side of the board, both parties were sitting and blasting each other.



On subsequent turns, the Blakists hurriedly brought forward their reserves of a Malek, Raijin, Flashman, Seraph and King Crab. The Lyrans were still on the hill shooting downrange at the WoB mechs.

On the next turn, the WoB forces started falling back from the Wolf-in-Exile battle toward the map center. The reserve forces for WoB had pivoted that way both to lend support and help their forces escape the Wolf-in-Exile pressure.



The WoB forces did have a sense of urgency because both sides detected the Ghost Bears approaching. The Lyran Penetrator was knocked out of action and Wolf-in-Exile Mad Cat Mk. II was also down. No WoB forces were lost yet.

And then the Bears arrived on their own combat drop.

While the WoB forces could elect to retreat, it did not mean they would not fight the Bears. As the picture shows, a WoB Raijin took on the Bear Star, hoping to get a kill since combat dropped mechs do not get to shoot back. The Raijin failed. And then it was pointed out that while the Alliance pilots might be good, the Ghost Bear mechs were all hyper-elite. No warriors going into their first combat for this mission.



The next saw the WoB Archangel try to damage the Bear Kodiak mech. That attempt failed and only irritate the Bears. The Bears promptly took the Archangel out with a head shot, and damaged the leg actuators on the Raijin, to prevent its escape. Meanwhile, the Lyrans finished off the WoB Deva and King Crab, which had started to retreat, but took gyro damage. The Bears finished off the WoB Thug. Clan Wolf-in-Exile killed off all of the WoB Purifiers battle armor.



WoB got a marginal victory against the Alliance forces since they had taken down two mechs with no losses prior to the Bears arrival, but suffered a marginal defeat due to the number of units lost while retreating from the Ghost Bears.

Join Frank Crull at MillenniumCon for some Battle Tech Friday and all-day Saturday, 12 November in the Board Room.



GAME KASTLE

AUSTIN

NOW OPEN!

JOIN US FOR:

- WARGAMING
- CARD GAMES
- HOBBY & PAINTING
- BOARD GAMES
- RPG'S & MORE!



OPEN EVERYDAY 10AM - 10PM
3407 WELLS BRANCH PKWY
AUSTIN, TX 78728
737-209-0169

**Game Kastle Austin is attending
MillenniumCon2022**

FLAMES OF WAR
THE WORLD WAR II MINIATURES GAME

OPEN PLAY
FRIDAYS
6 PM

NEW PLAYERS WELCOME



GAME KASTLE AUSTIN



[by Josh Atchley](#)

Here are some pictures from Flames of War Friday at [Game Kastle - Austin](#). Mike's Soviets battled Grierson's German heavy armor (including King Tigers!) in a late war matchup, while Andrew and I did a little blue-on-blue mid war action with our Soviets in preparation for [Middle FoWSA XIV](#). The diversion to mid war was fun, but I am excited to get back to late war this week and break out the big guns. See everyone on Friday!



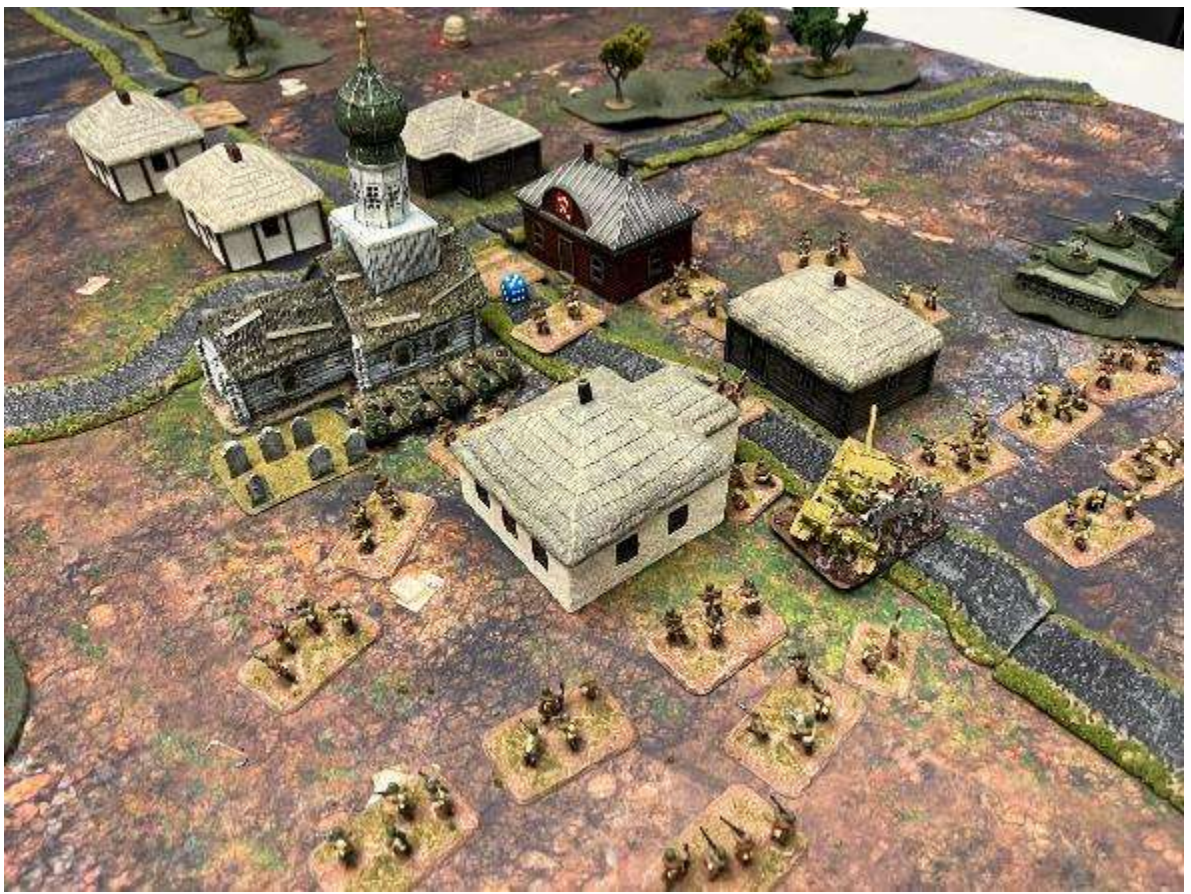


FLAMES OF WAR.
THE WORLD WAR II MINIATURES GAME

OPEN PLAY

FRIDAYS
6 PM

NEW PLAYERS WELCOME



Support local Hobby / Game shops



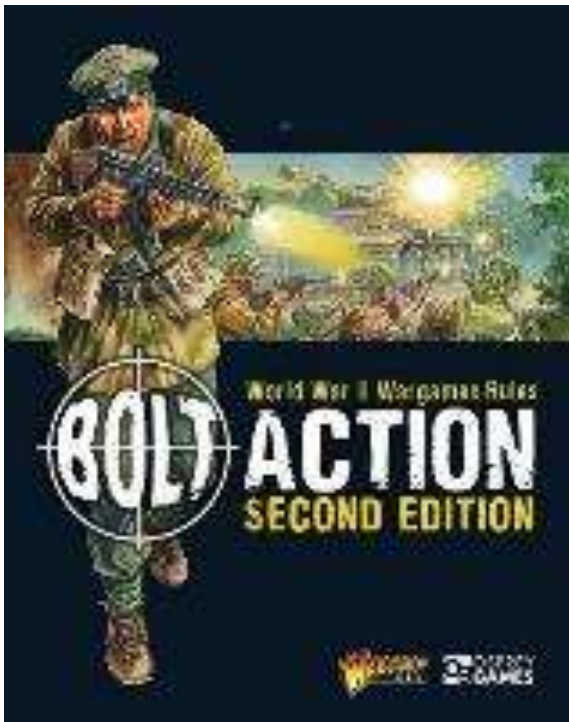
DRAGON'S LAIR
COMICS & FANTASY

Dragon's Lair Comics and Fantasy®

7959 Fredricksburg Rd. Suite 129

San Antonio, TX 78229

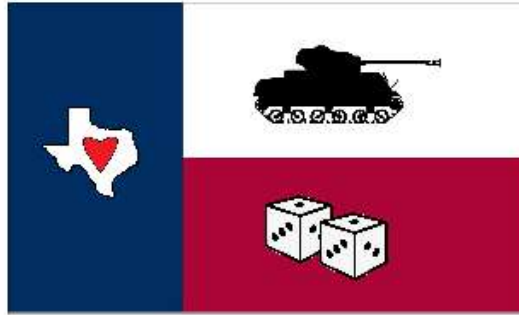
Ph. #: (210) 615-1229



Bolt Action game night
Every Friday 6-11pm

We need your store or game company info here!

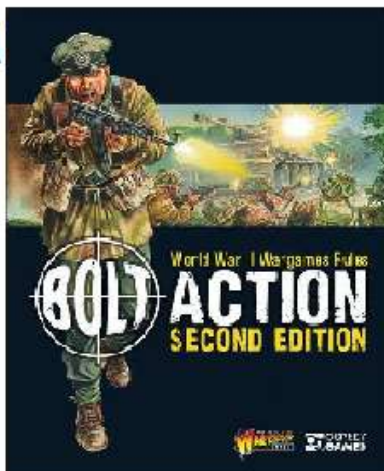
Heart of Texas Wargamers (HoTW)



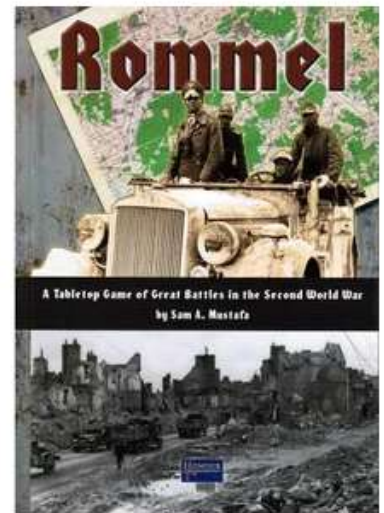
Games of the Year

Below is a list of the games the club will be running at least once a month. Look for event notices on our Facebook page for dates, times and locations!

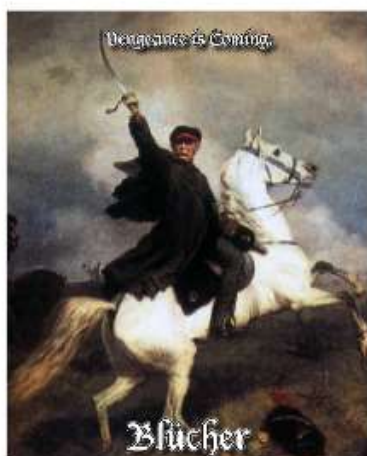
**Bolt Action
28mm
WWII**



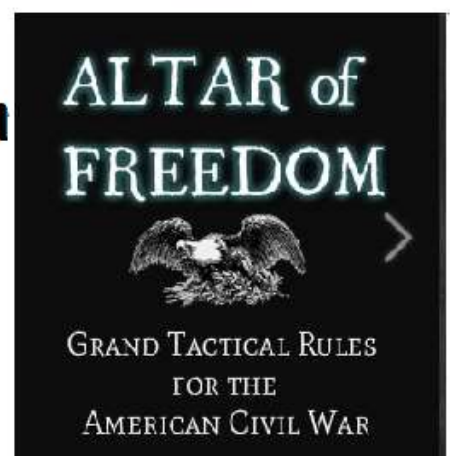
**Rommel
6mm
WWII**



**Blücher
6mm
Napoleonic**



**Altar of
Freedom
6mm
ACW**





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!





Custom Built Terrain

Let us quote you for your perfect gaming table.

No project too large or too small.



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

Great Prices and satisfaction guaranteed.



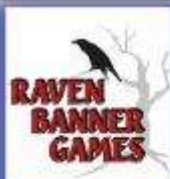
Sherwood Wargames

www.sherwoodwargames.com

Tel. 225 788 5710



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



RAVEN BANNER GAMES



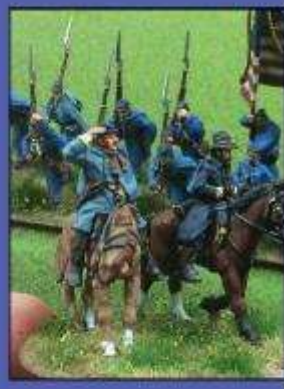
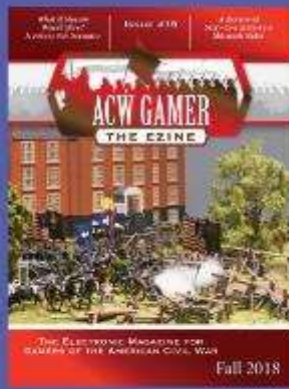
See us in the vendor room!

Cigar Box
Battlemaps

Terrain

ACW Gamer
E - Magazine

RBG
Miniatures



Special Show
Pricing!

www.acwgamer.com

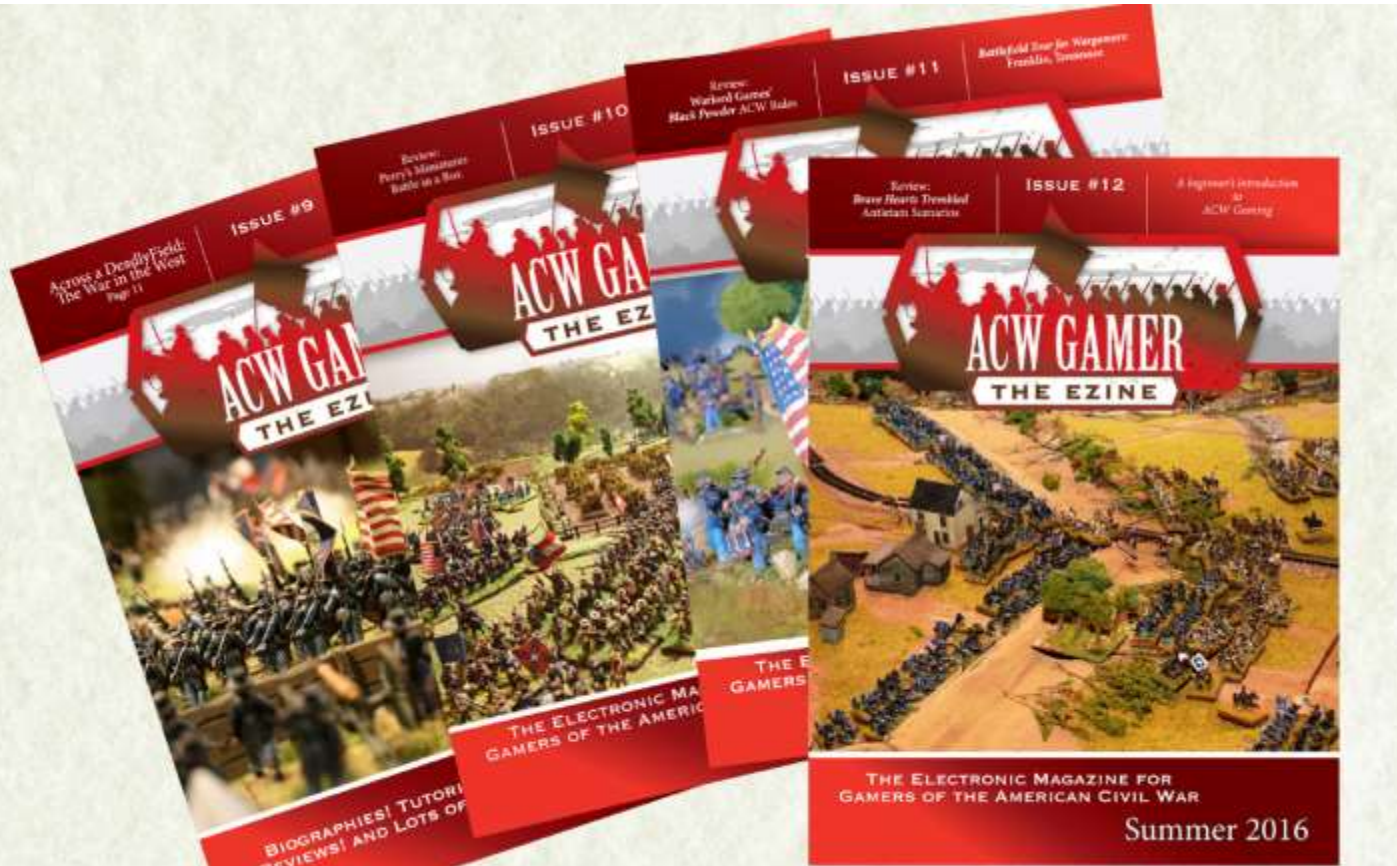
*Miniatures and photo
by Paulalba*

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

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



RavenBannerGames.com



ACWGAMER.COM

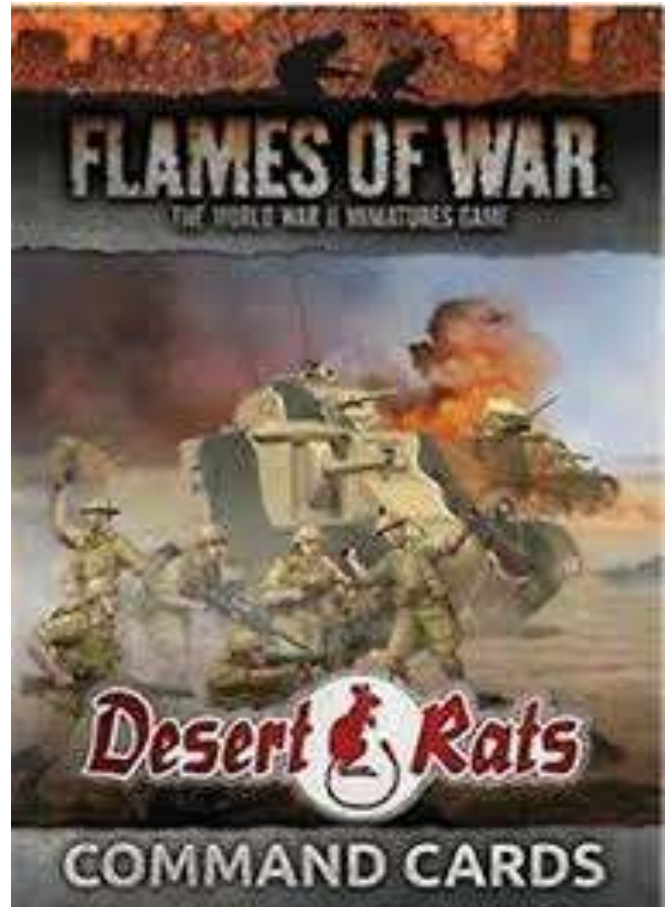


Flames of War Gaming Group

Thursday Nights 6pm



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

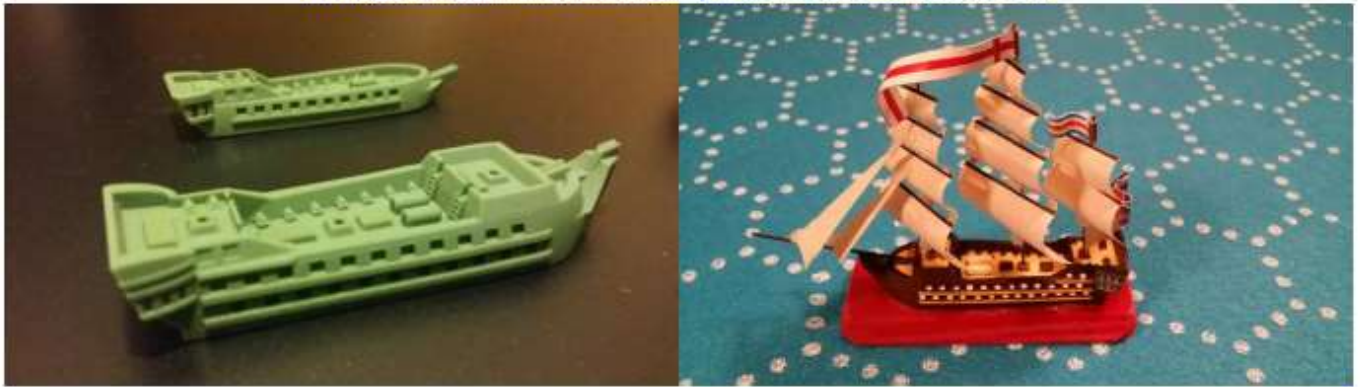




PortsmouthTM Miniatures and Games

Jeff Hunt (214) 603-4944

www.portsmouthminiatures.com jh@portsmouthminiatures.com



Part#	Description	Price	Part#	Description	Price
M001	Single Decker Kit	9	P005	Struck Single Decker	29
M002	Small Dbl Decker Kit	14	P006	Struck Small Dbl Decker	36
M003	Large Dbl Decker Kit	15	P007	Struck Large Dbl Decker	37
M004	Triple Decker Kit	19	P008	Struck Triple Decker	44
	All Kits include Ship Hull, Masts, Sails, and instructions.			-----Games-----	
A001	Wooden Bases 5-Pack	7	MR01	PMG Ancients (rules for Ancients)	10
A002	6' x 4' Felt Mat with 2" hexes	30	MR02	Bloody Broadships (Napoleonic Naval Rules)	20
A003	Ship Yard Carrying case – capacity 12 ships	15			
FP01	Flag & Pennant 5-Pack Sets British, French, Spanish, American, Dutch, Danish, Swedish, Russian, Turkish, Portuguese, and Pirate	3 / ea	BG01	Chung Ling Soo Murder Mystery (Board game set in London 1900AD)	25
P001	Painted Single Decker	29	CG01	Heart Attack (Card Game) aka "Escape from the Old Folks Home"	20
P002	Painted Small Dbl Decker	36	CG02	PUCK! (Hockey Card Game)	20
P003	Painted Large Dbl Decker	37			
P004	Painted Triple Decker	44			



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





BOMBSHELL™

MINIATURES

Digital STL Files Resin Kits & Busts



Available at bombshellminis.com

BOMBSHELL MINIATURES



Babes



*During
October
take advantage
of this
special offer!*

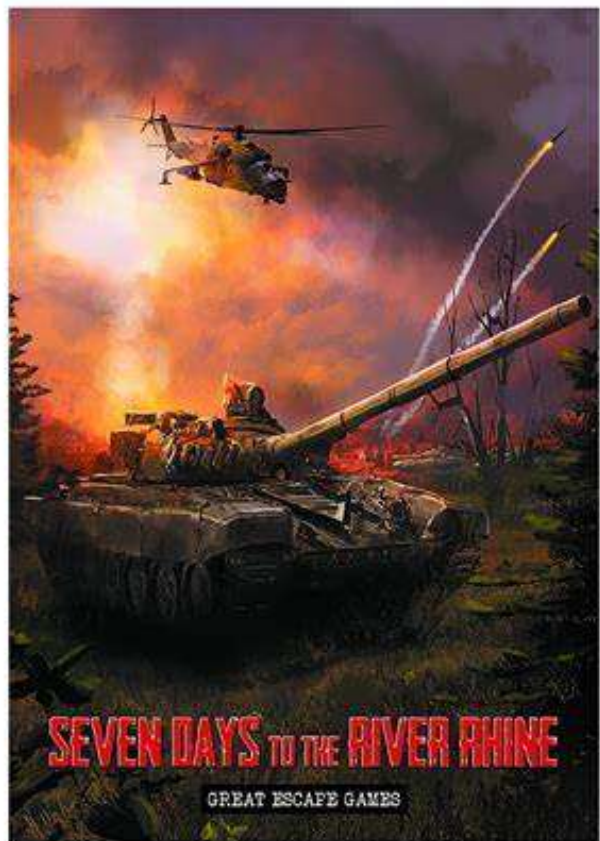


Buy any 4 Babes and receive two additional Babes absolutely FREE!!!

Seven Days to the River Rhine

By Pete Atack

I met up with Dave Robinson to test play his Indo-Pakistan War scenario using the 7 Days to the River Rhine system that will be featured at MillenniumCon 2022.



In it, the terrain is rather flat, so good tank country - but the Indians are definitely in a rush to cover lots of ground and drive the Pakistanis out of a key town and away from a key crossroad. To top it off, the Pakistanis were less than prepared for the onslaught and had a very slow reaction to the attack which is captured in the scenario.





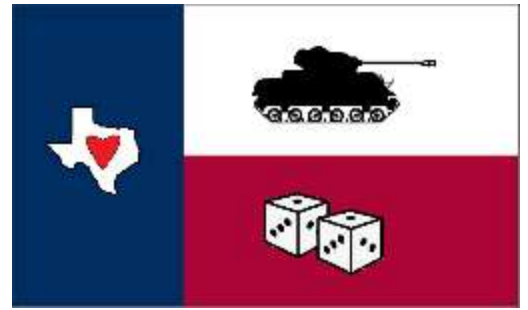
There are some slight modifications to the system to fit the larger scale and make the game move along for the convention - mainly this means having units activate as 3-4 tank elements as opposed to individual tanks. So there will be lots of Centurions, M47 and M48 Pattons, a few Bulldogs, and a handful of brave jeeps sporting recoilless rifles and t-shirts for armor!



Join me at MillenniumCon!

Pete Attack

Join the Heart of Texas Wargamers Club

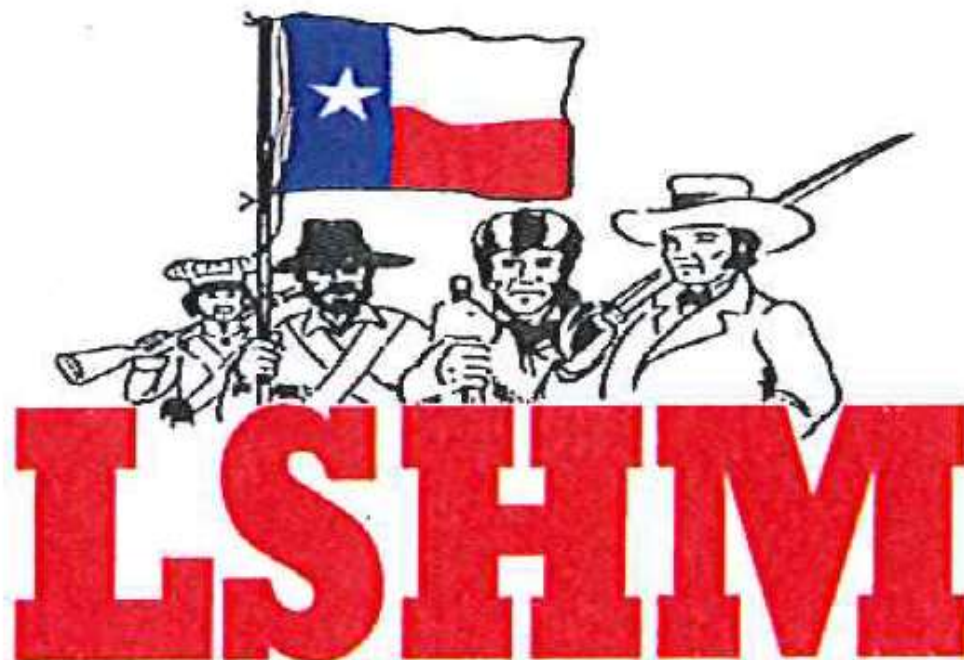


To find out more about the rules, the club, and keep up with our activities, you can apply to join our group on Facebook at:

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

Contact:

Alan Spencer – Admin & Moderator



**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!!!

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:

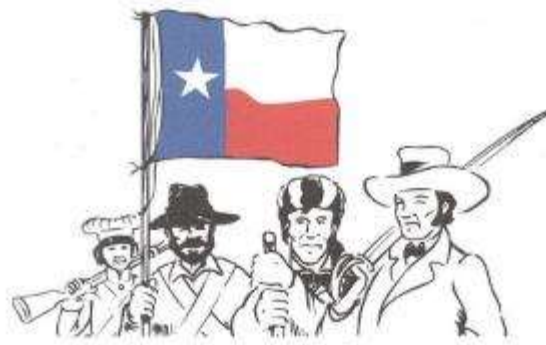
<https://www.facebook.com/groups/2148234808769553>

College Station group:

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

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





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**



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

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

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

News from the Master Hobbyist:

All Things Wargaming!

“The Rat Palace” Red Oak TX,

By Steve Miller

Great Northern War Battle Report

We played a larger Great Northern War battle on Sunday. We had four players and filled an 8x6 table with Swedes, Russians and a small Polish Commonwealth contingent vs Prussians, French, Dutch, Danes and Austrians (let's call them the Allies)

The objectives for the game were to begin to learn the rules-Below the Lily Banners, oogle the collections, hopefully motivate others to paint a small force, and HAVE FUN THE RAT PALACE WAY!



We had way too much artillery on the table. The artillery ruled the table. Lesson learned. The composite Swedish/Russian/Polish force put 10 infantry, 17 cavalry squadrons, 6 arty pieces.



The Allies put 17 cavalry squadrons, more than 10 infantry and 6 guns. The game opened in a cordial manner with the Allies getting first actions. They were rolling hot Arty dice until Steve Miller's incessant bitching caused us to take a hard look at the amount of artillery on the table. The Allied artillery stopped the Swedish advance cold until we decided to reduce the amount of tubes. Funny how actually reading the rules helps. I bought a bottle of Bailey's. That helped relieve the angst 😊



Both sides rolled full force movements for several turns. The Swedish cavalry commander got his dander up and went uncontrollably to hit the center of the Allied line with a full six squadrons of horse. The cavalry swept the Allied artillery men to oblivion and sent the supporting Prussian cavalry back to Potsdam. The supporting Allied infantry shot away the rash chargers and a faint echo of games past was heard, "Miller, don't touch that cavalry!" The Polish Winged Husaria scattered the Prussian horse and Dragoons that were supporting them. They ended the game in true Husaria fashion, milling about the table, shouting insults at the mass of advancing Allied infantry.





King Charles called SQP and we counted the bill. Allied victory!
What did we learn from the game?



Multiple larger games might be better served if each player had separate zones and objectives instead of one singular objective. Number 2, keep the Arty reasonable. Number 3, maybe play with smaller forces, smaller figure footprint (nah....)
The rules are more complex than other sets we play. The complexity really isn't an issue if one hits the books and learns. I do believe we're spoiled by a simpler, less complicated system such as Black Powder or any Mersey system. Hopefully, I'm not getting dumbed down, but I am thinking this may be so.

Would we play again? Heck yeah!
Here's a gallery of what you missed!

Steve Miller

The Palace Of Rat





Join LSHM



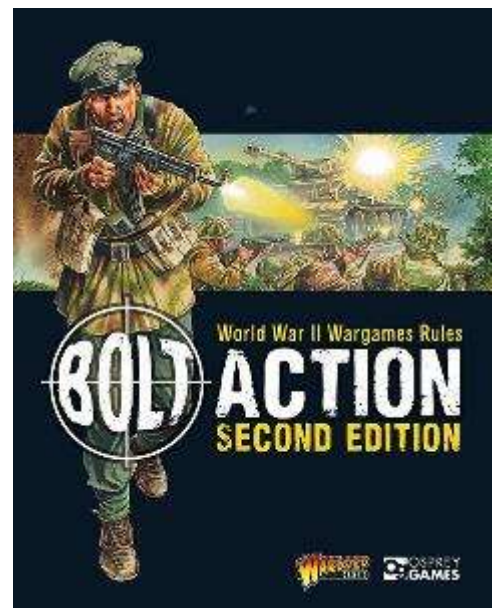
If you are not a member of LSHM please think about joining now. This would be a great time to join. We hope to see everyone at the gaming table!!!

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.



Texas Bolt Action





**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!!!