

Colorado Military Historians

Newsletter

XXXVI, No. 5

May 2010



West Wars 2009

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West Wars 2010 Preview

Message from CMH Secretary

Eric Elder

For this newsletter David Newport and Binhan sent in articles. David has kindly passed along his Ancient ruleset Legion vs. Horde and play sheet for the newsletter. It is a fun set of rules which is quick and easy to pick up. Binhan continues his how-to articles with an article on making the Me-410 German fighter-bomber.



This month we have our annual club convention, West Wars (May 14-16). This year attendance is free for paid club members and open to non-members for \$5.00 for the whole three day convention. Our club welcomes all members and non-members to come on by, take a look around and join in some games. This year we have a good variety of miniature games from Ancients to Modern. Sunday morning we have our swap meet. This is a chance for club members to bring their unwanted wargaming material and acquire some to replace what is sold. Sunday at noon we will have our regular meeting and the Board election. We welcome any paid member to run for any of the Board positions (President, Vice-President, Treasurer, Secretary, and Historian). Food and beverages will be available for purchase at the convention.

I would like to mention that our club members put on quality games in all categories (fun, scenario design, history, terrain, miniatures, etc). This will be on display at West Wars. This weekend is an excellent chance for non-members to see what we are all about. Our convention is a wee bit smaller than conventions out East, but I can certainly attest to the fact that we easily match or exceed what I have seen at a larger historical wargaming convention. Come on by and see why our club has been in existence for over 40 years.

Legion vs. Horde

*Ancient Ruleset by CMH Member
David Newport*



Legion vs. Horde is a fast play Ancients game specifically designed for multi-player club and convention play. Each player takes one or more leaders on the tabletop as his personal representations. A random chit draw then drives the game, giving first one leader and then another a chance to develop the game and take advantage of opportunities which occur on the field of battle. Initially armies deploy in lines of battle, but once the action starts the lines break down and the side which can best drive the chaos and seize the moment will carry the day. The game focuses play on one leader at a time, so each player has his minute in the spotlight and every player gets a chance to change the course of the battle. Play is fast enough, however, that each player's turn will only take minute or two and every player will soon get his chance to perform.

As befits the name *Legion vs. Horde*, the game was primarily designed around the Marian Roman legions fighting assorted barbarian hordes. The game later expanded to include other armies as my collection and interests expanded. The game does best with armies which have solid cores of infantry. The core rules stay focused on the Rome versus Barbarian battles for clarity. At the end of the rules, I have included several ideas for working with different armies. The game play sheet is available attached to the newsletter.

Legion vs. Horde was designed with 25mm figures in mind, based on large blocks of troops. Infantry and cavalry stands are about 5" wide by 2" deep, while skirmisher stands are squares roughly 2" by 2". In terms of the standard ancients basing scheme, this is a formation two stands wide and two stands deep, except skirmishers which are one stand wide by two stands deep. For those familiar with Armati, this is the Optimal basing scheme. While you will of course use whatever basing system you have, this is what

the game was designed around. 15mm miniatures are usable, of course. Reducing distances by a third is the obvious course of action. Alternately, just use the distances as given for a more free wheeling game. The game requires a ten sided die and an eight sided die for play. The 0 on the d10 is read as a 10. A block of six sided dice is needed to mark cohesion hits on the troops.

Troop Quality

There are two basic drivers behind the game. One is the leader movement system, covered later. The other one is the relative troop quality of the opposing sides. The system is designed around high die rolls being good and low rolls being bad. The more professional, better armed and armored Roman troops and leaders roll a 10 sided die for every game function. The less disciplined, less lavishly equipped Barbarian troops and leaders roll an 8 sided die for every game function. This basic method of differentiation serves to give each side a very different feel during play with diverse styles required to get the most out of the troops. So to recap:

ROMANS ROLL A D10. BARBARIANS ROLL A D8

Troop Types *Legion vs. Horde* uses a very few troops types.

Troop Type	Size	Movement	# of Hits	Missile Weapons
Leaders	1 Mounted Officer	12"	N/A	N/A
Legion Infantry	5"x2" stand	6"	6	One shot Pila Javelin
Heavy Infantry	5"x2" stand	6"	6	None
Warband Infantry	5"x2" stand	6"	6	None
Light Infantry	5"x2" stand	9"	4	Bow or Javelin
Skirmishers	2"x2" stand	9"	2	Bow, Sling, or Javelin
Cavalry	5"x2" stand	12"	4	None
Light Cavalry	5"x2" stand	12"	2	Bow or Javelin

Starting a game

Players should arrange a table in any mutually agreeable manner. As this is an Ancients game, a bare minimum of terrain is required. The heavy infantry should be set out in the middle of their side's battle line. Cavalry can be arranged anywhere, although they are typically on the flanks. Skirmisher units and leaders may be placed anywhere. The two sides should start out with a minimum separation of 24" between their armies.

The chit cup

Legion vs. Horde uses a random activation sequence of play in order to drive the game. I use wooden chits with leader's names printed on them which I throw into a cup. You could just as easily use playing cards. Each leader should have one chit in the cup. Added to this mix should be two chits marked "Rout." Each turn starts off by mixing the chits in the cup, drawing one chit at a time which will either allow one leader to take a turn or force routed units to move. Once all the chits have been drawn, the turn is over.

Leaders

Leaders are the driving force in the game. The intent is to have players take the part of a leader during friendly club or convention play, and ensure that the leaders have a crucial role to fill so that players are thrust into the action on every turn. To ensure this, the following rules apply to leaders. Leaders cannot be

killed. If contacted by the enemy, they retreat their full move towards their table edge or towards their nearest unit on their side, player's option. Leaders can command any of the troops on their side. They may start off "in command of the left flank," but if the flank is blown out they are free to move around and scrounge up other troops or just move around and help out somewhere else. Nothing happens in the game unless a leader commands it. No moving or fighting or rallying happens without a leader taking part. These rules ensure leaders and players stay in the game and stay active. Lastly, one leader on a side should be designated the Army Commander, and he will get a slight bonus on giving orders.

When a leader's chit is drawn from the cup he may:

1. Give ONE order to a line of troops in order to move, as long as at least one of the units in the line is within the leader's 9" command range. A line of troops is a set of one or more units, all of the same type, which are in base to base contact on their flanks with their fronts all on the same line. The one exception to this is skirmishers. Skirmishers do not have to be on a "line," instead all skirmishers within the leader's 9" command range can be moved as if they were a line.

OR, INSTEAD OF THE LINE ORDER a leader may...

2. Give THREE orders to single units to move or rally. The units must be within the 9" command range of the leader. The orders must be issued and acted upon one unit at a time. There is no waiting to see how it all turns out before moving any units.
3. Once at any time during his move, the leader may move up to 12". He may move through friendly units, and he ignores all terrain. He may freely attach or detach from a friendly unit, and may move directly from one to another if he desires. If a unit he attaches to subsequently moves, he may move along with it, even if this would result in the leader moving more than 12" during his turn.
4. After all the moving and issuing of orders, there is a combat phase. The only units which may fight during this phase are units which the leader ordered into a combat this turn (which MUST fight), and units which are within 9" of the leader (who MAY fight.) No other units on the leader's side may engage in combat during his turn. The limited combat phase can be confusing for new players, but it is necessary as the game does not have a global move/countermove sequence which results in all units being ready for combat at the same time, and as a result combat must be limited to only those stands which have just moved or are under the watchful eye of the recently active leader. This is in keeping with the design goal which focuses on the actions of one player/leader at a time.

Giving orders

Leaders have a 9" command range. Units or lines which receive orders to move must be within this command range. Being given orders is the only way that units may voluntarily move. Orders might not always be followed, as depending on the unit type and the proximity of the enemy the units may not be able to act on them. Roll a die (d8 or d10, as applicable) on the following table to see if a unit may move. If the order is unsuccessful, the line or unit does nothing.

Unit type ordered to move	Success roll	Modifiers to the roll, applies to all types of orders
Line, any type	1+	-1 if within missile range and line of sight
Skirmishers	2+	-1 if within 6" of enemy infantry or 12" of cavalry
Cavalry	3+	+1 if the Army Commander gives the order
Infantry	4+	
Rally, all types of units	5+	Rally must be performed individually, not by a whole Line

Moving

The following rules apply to movement.

- The stand can move the limit of its movement allowance straight ahead.
- All foot units may wheel up to 2" at the start of their move and move the remainder straight ahead. Wheels are accomplished by holding one corner of the stand or line stationery, and advancing the other corner of the line the desired distance. Note that since skirmishers have a 2" base they can effectively wheel up to 90 degrees and then move 7".
- Cavalry may wheel any amount at the start of their move, and move the remainder straight ahead.
- Units which start in line may move independently and do not have to stay in line.
- Units in line which wish to remain in line must maintain the single common frontage that denotes a line.
- Stands may about face (reverse direction) at the cost of their whole move and one cohesion hit.
- Stands in melee may not move or rally. They are stuck in melee until one side or the other breaks and routs away.
- Skirmishers may move directly backward at any time (e.g. 6" forward, 3" back, good for making a hit-and-run missile strike.) They may also freely move through friendly stands without penalty.
- Light cavalry may move backward like skirmishers, but may not move through other stands.
- If non-skirmisher stands wish to move through friendly skirmishers, the skirmishers are placed directly behind the stand which touched them, and both stands take one hit.
- Units may move multiple times per turn. Each leader on a side may order a unit to move once, so it's possible that a unit could be given moves by each leader and move multiple times in one turn, but only once per leader chit.
- Movement through any type of rough terrain such as woods is at half speed. Any time a unit moves in terrain, it will take one hit. The exceptions are skirmishers and light infantry, who can ignore movement penalties for terrain.

Unit type	Movement rate
Leaders	12"
Cavalry	12"
Skirmishers	9"
All other infantry	6"





Shooting

Some stands are armed with missile weapons. In order to use these weapons, the stand must be ordered to move. Effectively, shooting is part of movement. Stands may fire one time per move at any point during their move, and it does not cost any of a unit's movement to shoot. Stands must target the closest enemy stand within a 90 degree arc centered on their front. Shooting into melee is not allowed. The roll to hit with shooting is a 5 or higher on the appropriate d8 or d10. There are no modifiers to this roll. The effect of a hit when shooting is to put one cohesion hit on the target stand.

Weapon	Range
Javelins	6"
Slings	9"
Bows	12"

Roman heavy infantry legion units have a one-shot attack with their heavy javelins, the pila. Pila are short range, and are used just prior to melee to soften up the target rather than as a javelin attack at extended range. Each stand has one attack which must be used the first time the stand engages in melee combat. Immediately prior to resolving the melee, resolve the pila attack, even if the enemy is the one who initiated the melee. I use a toothpick to denote whether or not a Roman unit has its one-shot pila attack. Use the pila, pull the toothpick off the unit.

Melee Combat

The following rules apply to combat.

- Combat takes place between opposing stands that have come into contact during movement. When stands contact, they should maintain their alignment and facing. Do not “square them up” so they are perfectly aligned or wheel an additional amount to bring them into full contact. Units are assumed to fill in open space between the stands during combat, and overlaps where a stand is in contact with more than one enemy stand are perfectly fine.
- There is no charge bonus movement. If you want to get into Melee you have to get there with your regular move.
- There is no turning to face an enemy that caught you on the flank or rear, once stuck in combat units are locked in position until someone breaks and routs away from the fight.
- There is no evading from combat. Faster units can be charged by slower ones, so it’s up to the player with the faster unit to position his units correctly, or be ready to rally the broken “lighter-but-swifter” troops and send them back in.
- Units which charged into Melee this turn must fight. All other stands may Melee if they are within 9” of a leader at the conclusion of his move and he wishes them to fight. Fighting does NOT take an order; merely being within 9” of a leader at the end of his move is sufficient to permit combat.
- Note that if a leader attaches himself to a unit in melee, he gives them a +1 die roll modifier to their attack. Leaders assisting in melee like this are free to leave at any time. They are not locked into the melee like their troops are. There is no defensive benefit to having a leader.
- Lines all Melee together. If you have a long extended line and part of the line fights, then the whole line may fight.
- If you win the melee, i.e. the opponent routs and the space to the front is free, you must advance 2” or as far as possible up to 2”.
- Once units take the maximum number of hits allowed for their unit type, they rout.
- If you are fighting against two units, split hits evenly, attacker chooses which defender takes the odd hits.



Melee chart

The player whose chit is pulled is the attacker, and he rolls on this table in melee.

Die Roll	Result
1	A2/D0
2	A1/D0
3	A1/D1
4	A1/D1
5	A1/D1
6	A0/D1
7	A0/D1
8	A0/D2
9	A0/D3
10	A0/D4

Modifiers to the Melee die roll:

- +1 if a friendly leader is attached. There is no defensive leader bonus.
- +3 if attacking an enemy on the flank or rear
- 3 if fighting an enemy on your flank or rear
- +2 if a non-skirmish unit is fighting skirmishers
- +2 for warbands on the initial turn of melee if and only if the warband initiated the melee
- 2 for attacking the front of a pike unit, first turn of the melee only
- 2 for cavalry attacking the front of an infantry unit

This chart gives the combat results in cohesion hits. For example, a roll of 2 causes one hit to the Attacker and no hits to the Defender, while a roll of 8 causes no Attacker hits and two Defender hits. Note that this table is biased towards attacking, even for barbarians rolling a d8 without their charge bonus. My play philosophy is that not only should the game focus on one leader/player at a time to ensure that everyone gets to participate, but players who actively play the game and move to attack should also be rewarded.

Units can take the following number of hits:

Heavy infantry and warbands	6 hits
Cavalry and light infantry	4 hits
Skirmishers and light cavalry	2 hits

Cohesion hits are marked with a standard red colored six-sided die placed next to the unit.

Double depth units

Special rules for deeper formations.

- Units may line up one behind the other, so that they are two deep. This is called “double depth.” There is no benefit to forming up any deeper than two deep.
- Double depth units must start the game formed two deep, you can’t on the fly form a double depth unit.
- Double depth units are treated as being one large unit for purposes of movement. They may voluntarily split up once they have been placed in double depth.
- When taking cohesion hits in combat, odd hits are placed on the front unit, even hits are placed on the rear unit. This means that the front unit in a double depth formation will often take more damage than the rear unit and it will rout first back through the rear unit.

Routing

This section covers units that take enough hits to rout.

- Units which reach their limit on cohesion hits, either from melee or shooting, must rout.
- When a unit routs it must immediately face to its rear and must move its full move straight backwards.
- Any friendly units it moves through as part of this initial rout must take one cohesion hit. If the routed unit would stop in the middle of a friendly unit, it keeps going back until it has enough clear space to stop.
- If the routed unit contacts an enemy unit as part of its move, it is immediately eliminated.
- If an enemy unit contacts the routing unit, it must stop and melee the unit. The routed unit will be automatically eliminated at no damage to the attacker.
- If the routed unit takes any kind of hit from any source, such as skirmisher missile fire or being routed through by another unit, it is eliminated.
- When the “Routed” chit is pulled from the cup routing units flee for their table edge using their full move. If they would run off the table, they are eliminated. During this routed chit driven move, the units try to move as directly as possible off the table but will not run through friendly units and cause additional cohesion hits like they did on their initial rout. Remember there are two Routed chits in the cup, so routing units effectively move at double speed.

Rallying

This section covers rallying routing units and reducing cohesion hits on unbroken units.

- Leaders may issue a Rally order as an individual command. Lines can't rally!
- The Rally order must be successful, so note that with a 5+ success roll it's not automatic.
- If a routing unit is successfully rallied, it may immediately be turned to face any direction desired and it is restored to having two cohesion hits remaining. For example, a heavy infantry unit would have 4 hits, while a skirmisher would have no hits.
- If the rally order given to the routing unit is unsuccessful, the routing unit is immediately eliminated. You only get one chance to try to rally them.
- In the case of rally orders for a unit which is not routing, a successful rally order will remove two cohesion hits from the unit.
- Since units in melee can't receive any orders until someone breaks and runs, this effectively means that you can't rally the troops who are fighting in melee.

Skirmishers

Skirmishers have some extra rules.

- They can't initiate a melee against non-skirmishers. If they want to affect the heavier troops they must use their missile weapons to inflict hits and screw up command rolls.
- Skirmishers can't use a double depth formation.
- Non-skirmisher units inflict double hits on the skirmishers in melee. This means that non-skirmish units will rout a skirmisher, at the possible cost of a hit and the time it move it takes to do the melee.
- As noted in the movement section, Skirmishers may move directly backward, at any time (e.g. 6" forward, 3" back, good for making a hit-and-run missile strike.) They may also freely move through friendly stands without penalty.
- Light cavalry are not skirmishers for these rules, although they have missile weapons, can move backwards, and only have two hits. Light cavalry may melee anyone normally and do not take double hits in melee.

Winning the battle

Legion vs. Horde games are designed for heavy infantry armies with supporting arms to beat each other to a pulp. The side which is the first to eliminate half of the enemy heavy infantry units wins the game. A good matchup which is pretty balanced is a barbarian army of 18 warbands, 6 cavalry, and 4 skirmishers against a Roman army of 11-12 legion infantry, 4 cavalry and 3-4 skirmishers.



Using other armies/units

Legion vs. Horde was originally crafted for my Roman Marian Legions and Gallic Hordes and these armies do not need any extra rules. However, the basic game engine allows a lot of customization with only a few changes, so you can knock yourself out to allow your army to play in the game. Following are some suggestions for adding in new units and armies.

Leader customization

The basic leader in the game has one line command or three individual orders. This is readily changed. A good leader could have four, five, or even six individual orders, allowing many units to be ordered in a swirling melee. This is very valuable for cavalry leaders. A good Roman leader should perhaps have two line commands, as the Roman legions are based on a linear system and work really well from the deployment. This same leader might have only the three individual orders, however, as his system breaks down and he has to depend on the legionnaires to fight their own individual battles.

Leaders could also have special rules tied to their historical performance. Try not to go too overboard, as an extra order or a one time use sort of rule can have a major impact. Some examples I have used for great captains on the battlefield:

- **Caesar:** The great man himself is allowed to issue either TWO Line Commands or FOUR individual orders. And after the game he's allowed to write about how great he was.
- **Vercingetorix:** Once per game he is allowed to issue orders to every single Gallic unit within his 9" range. This order is automatically accepted for units executing movement and combat, rallies must still roll for acceptance.
- **Alexander:** Big Al can issue orders to every one of the Companion Cavalry every turn, and the Companions will automatically follow these orders. In addition, Alexander is allowed to issue two other orders every turn. And finally, Alexander gets a +2 bonus when in melee with the Companion Cavalry. He's called The Great for a reason!
- **Hannibal:** At the start of each turn, Hannibal may choose the first chit to come up from those remaining in the cup if he so desires. The chit must be a Carthaginian leader OR a rout chit.

All of these rules are useful but not overdone, and they are easily recalled in play. Caesar can really work his army. Vercingetorix can choose one time to get his army moving as he wishes. Alexander is a homicidal killer at the head of his Companions. And Hannibal can use his genius to choose who will go first each turn, which I think that after running 50+ games of *Legion vs. Horde* is the biggest benefit of all.

Unit customization

Different units can have different abilities. The main way I customize an army or a unit is to look at their performance and decide if they get a d10 or a d8. You can split this up in an army. For example, in a Carthaginian army, the Celts in the front rank get to roll a d8. The second line of African veterans is superior, and gets to roll d10s for combat. Other minor tweaks are readily possible. If you think that the African veterans were of the long speared variety, you can give them the pike rule which gives enemies a -2 in combat on the first turn. Bow or Peltast type infantry gets rated as Light infantry, with 4 hits and the missile weapons, reserving the Heavy infantry designation for the shock oriented troops.

I tend to keep the basic skirmisher/cavalry/infantry classifications and adjust the dice, but there is no reason you have to stop there. You can say some units can take more hits, like Catapraet cavalry can take 5 or 6 cohesion hits. Or you have some super-skirmishers who can fight well in hand-to-hand and take 3 hits. Or give an infantry unit the ability to throw javelins or shoot bows. It's easy to modify. The only two unit types I've made up special rules for are the Macedonian pike phalanx and elephants. The rules for these:

- The Phalanx operates in large double depth units. The full block can take 12 hits, don't bother marking the front and back units separately. The phalanx may either wheel or move straight, not both. Broken phalanxes may not rally, unless for some reason you think a man running for his life is going to keep his 18' sarrissa with him.
- Elephants. Cavalry may not attack Elephants frontally. Every unit that the Elephants attack must take an extra hit, regardless of the combat roll. Finally, when an Elephant routs we get a Rampage! Determine a random direction, rout the Elephant 12", and everyone in his way takes 2 hits. Then the Elephant is removed.

April Monthly Meeting

Unit of the Month

Sponsored by Attactix



Each month CMH members bring their latest painted figures and models to the meeting to display their latest efforts and compete for Unit of the Month. The owner of the winning unit receives a gift certificate from Attactix in Aurora, Colorado. We thank Attactix for its continued support.

CMH Member	Scale	Era	Unit
Binhlan Lin	28mm	Modern	Buses, vans, and pickup truck
Jeff Lambert	1/144	WWII	Typhoon IBs
Jeff Lambert	15mm	WWII	British Paratrooper Platoon
Terry Shockey	15mm	Ancients	Sub Roman Brits
JEFF CARUSO	28mm	Modern	Zombies
Dave Manley	28mm	WWII	2 – 88mm German guns, Quad 20mm
Dave Manley	28mm	WWII	2 PzIV tanks

Table: Unit of the Month (**WINNER**)

April Monthly Meeting

Game of the Month

Sponsored by Valhalla's Gaming Center



Each month CMH members host games at the monthly meeting. This award is for the effort put out by the host. The winning host receives a gift certificate from Valhalla's Gaming Center in Wheat Ridge, Colorado. We thank Valhalla's Gaming Center for its support.

CMH Member	Scale	Rules	Description
TERRY SHOCKEY	1/600	Pieces of Eight	British vs Spanish, 1710, naval
Dave Newport	25mm	Legion vs. Horde	Rome vs Gaul
Dan Gurule	15mm	Ambush Alley	Marines vs. Insurgents
John Brown	15mm	Ancients	DBM

Table 1 Game of the Month (**WINNER**)

Building a Me-410 Hornisse

Chaubet Creations 1/144

How-To Article by CMH President

Binhan Lin



This article will go through the steps in building the 1/144th Me-410 scale model from Chaubet Creations.

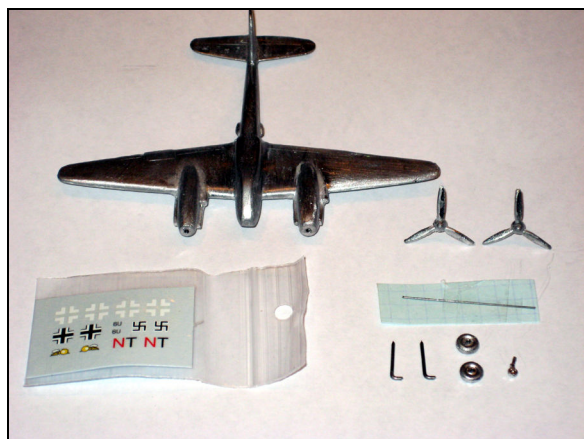
The Me-210 was designed in 1937 as a follow on to the Me-110. Major design changes included a shorter blunt nose, heavier armament, an internal bomb bay and a bubble-type canopy. The second prototype included remote controlled barbettes with MG 131's for rear defense. One thousand were ordered even as flight tests were being run. This order turned out to be premature as the Me-210 showed a high degree of instability making it highly unsuitable as a fighter. Conversion of the design to a large single tail and additional flaps and slats improved the stability problems slightly, but production was discontinued in 1941 with only a few hundred aircraft of several types built.

There was still a demand for a heavy fighter/fast light bomber and so Messerschmitt returned to the design. The Me-410 was derived from the Me-210 airframe with the addition of automatic leading edge slats and an increase in fuselage length to try to increase the stability of the design.

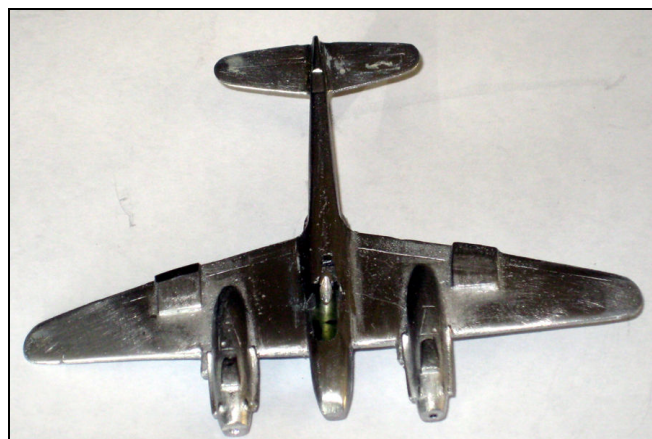
The Me-410 went into production, with early models cannibalizing Me-210 airframes and parts. The A-1 model was a light bomber version with the standard armament and capability to carry 2,200 lbs of bombs in the internal nose bomb bay. The A-2 version was a Zerstoror model with armament increased by removing the light nose MG and adding two 30mm MK 103 cannon installed in the nose bomb bay. Other versions included reconnaissance, night fighter, and specialized bomber destroyer types.

The first production Me-410's reached the Luftwaffe in January 1943 and by May, a sufficient number were issued to the Erprobungskommando (EKdo) 25, an experimental group used to test heavy cannon and rockets on aircraft, for regular use. The Me-410 scored some early successes against American heavy bombers until mid-1944, when long-range Allied fighter cover was available to cover the bombers all the way to their targets and back. By September 1944, production of the Me-410 ceased with 702 units of various types having been produced

The model was received from Chaubet Creations in a plastic zip bag and contained the main model, accessories and a decal sheet. The model is made from a lead-based pewter compound and is relatively heavy for its size. The model is one piece with moderate details, with panel/flap lines lightly engraved and nose gun ports drilled. The accessories include pre-bent wire for landing gear, wheels/tail wheel, propellers and wire for the rear guns. The model comes pre-prepared with the seams cleaned and the surfaces sanded. There was little additional preparation needed on the model.



The model out of the bag.



1/16" tube embedded in bottom fuselage

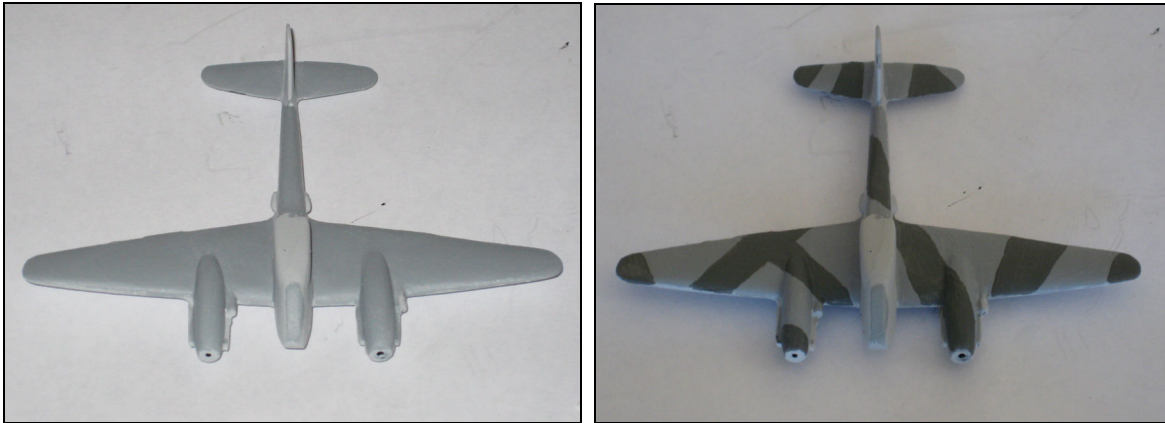
The mounting system is a 1/16" ID aluminum tube embedded in the underside of the fuselage with epoxy glue and then ground down with a Dremel until it is flush with the bottom. The softer lead based pewter is more difficult to drill than resin, but easier than the non-lead based pewter's. The remote gun barbettes were drilled out using a micro drill bit.

The model was then primed with black primer and the base coat of light gray applied.

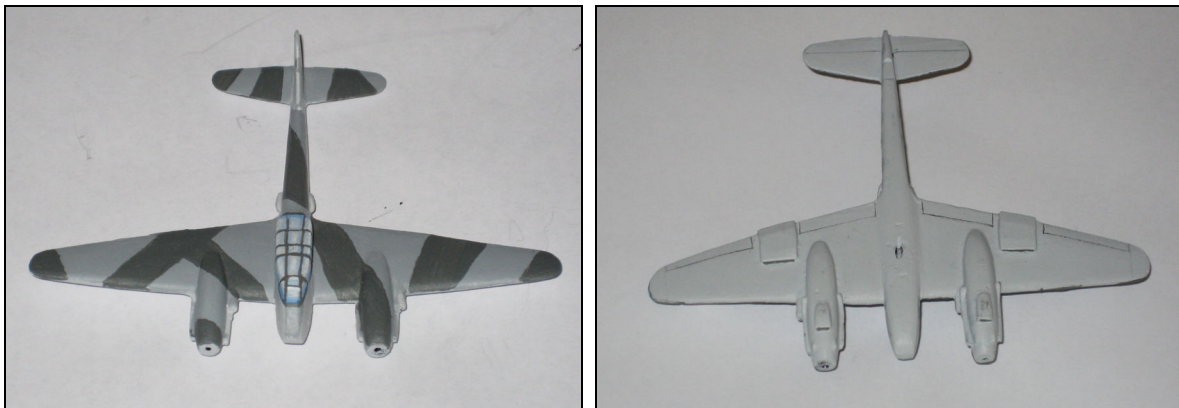


Model after priming and light gray base.

The model was then painted the base colors – Medium grey for the top surfaces with dark grey splinter stripes, light grey for the bottom surfaces and canopy and black for the propellers. The lines were cleaned up and the canopy panels painted in using the shading technique going down from white, to light grey to medium blue. Darkening the engravings with a 0.5mm mechanical pencil enhances the flap, aileron and gun barbette lines. The propellers were detailed by adding a white spiral.



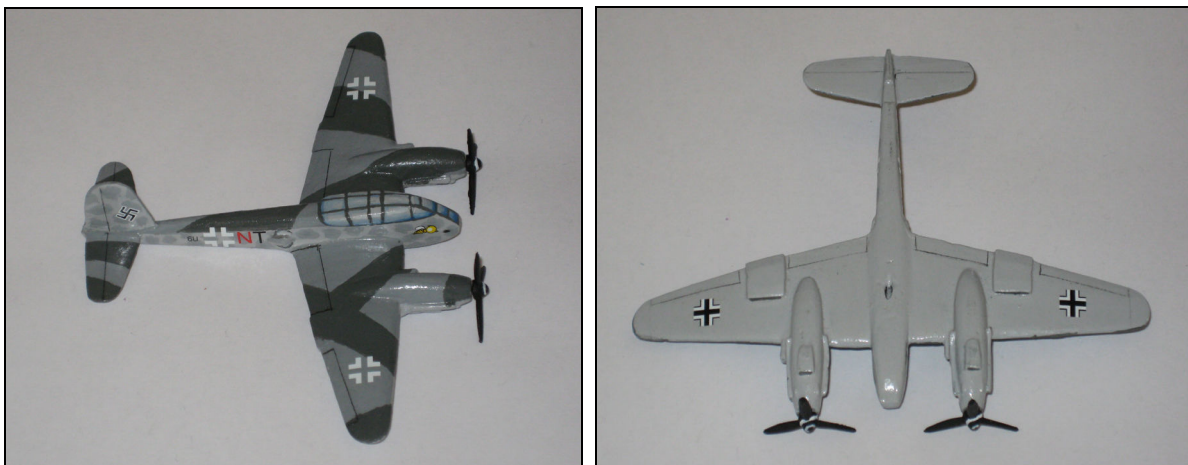
Model top painted in base colors of medium and dark gray.



Canopy framed and shaded. Flap and aileron lines drawn in.

A coat of diluted (50/50 with water) Future was applied over the entire model then the decals were applied. The decals were set using Micro-Sol setting solution.

After the decals had completely dried, the second layer of diluted Future was applied over the entire aircraft. After drying, the gloss was removed by a final coat of Testors Clear Matte Finish. The final model was assembled by inserting short lengths of wire painted black for the rear MG's and a touch of Future on the canopy to give it a little bit of gloss.



Decals and first layer of acrylic coating.



Final Product

This is a kit that is suitable for beginners straight out of the bag and will produce a reasonable model. The higher cost of the model is slightly offset by the amount of prep work saved by having such a clean model straight out of the bag. The addition of pre-bent landing struts is also a time saver for those building the gear down version. Overall, due to the cost, particularly S/H from France, this model will appeal to those who are looking for a hard to find model and less to the average gamer who wants multiple copies for gaming.

This model kit is available from Creations Chaubet for 18.00€ plus S/H.

<http://jacques.chaubet.free.fr/index02e.htm>

CMH May Scheduled Events



This table shows what scheduled CMH events are coming up. Next months Friday Night Fights (FNF) and the monthly meeting (MM) are listed. WestWars 2010 (WW) is this month. It is recommended to schedule your game for future meetings and will appear on this page.

Date	Meeting	Location	Start Time	End Time
May 7	FNF	Valhallas	7:00 pm	midnight
May 14	FNF/WW	Baker	7:00 pm	midnight
May 15	WW	Baker	9:00 am	midnight
May 16	MM/WW	Baker	10:00 am	5:00 pm
May 21	FNF	Valhallas	7:00 pm	midnight
May 28	FNF	Baker	7:00 pm	midnight

May 7 Meeting:

The epic saga of our hardy band of survivors continues at Valhallas as they have escaped a traffic jam of zombies to float downriver or drive into suburbia. If you have any 28mm houses/gas stations/stores that would fit in suburbia, please bring them along as scenery. New players or drop-in are welcome. Setup is around 7PM with trigger time around 7:30-7:45.

West Wars Scheduled Events

Friday Night 7pm – 12am			
All Things Zombie Campaign - #4 The Mall	All Things Zombie	25/28mm	Binhan Lin and Tony Fryer
Saturday Morning 9am – 1pm			
DBA Campaign: The Rise of Rome, 190 BC	DBA 2.0	15mm	John Brown, Terry Shockey, John Mumby
Napoleonic 1814: French vs. Prussians	Black Powder	15mm	Dan Gurule, Matt Vigil
Ambush Z	Ambush Z	25mm	John Wharrier
Saturday Afternoon 2pm – 6pm			
DBA Campaign: The Rise of Rome, 190 BC	DBA 2.0	15mm	John Brown, Terry Shockey, John Mumby
Thunder Run, Marine Style, Modern Iraq	Ambush Alley / Force on Force	15mm	Dan Gurule
El Alamein	Flames of War	15mm	Jeff Lambert, Stonebridge FoW Club
Rorke's Drift	TBD	15mm	David Newport
Saturday Night 7pm – 12am			
DBA Campaign: The Rise of Rome, 190 BC	DBA 2.0	15mm	John Brown, Terry Shockey, John Mumby
Sunday Morning 10:30am-11:30am			
Swap Meet (swap/sell your unwanted gaming related material)			
Sunday 12pm – 1pm			
Club meeting with 2010/2011 Board election			
Sunday Afternoon 1pm – 5pm			
Napoleon In Spain	Black Powder	15mm	Dan Gurule
Battle of Magenta, June 4 1859	Principles of War	15mm	Eric Elder
Stalingrad Skirmish	Firefight	28mm	David Newport

Colorado Military Historians, Inc.

Colorado Military Historians (CMH) is a non-profit organization whose purpose is to promote historical wargaming and the study of military history. Founded in 1965, CMH meets monthly on the second Sunday of the month, except in May when the meeting is deferred to the third Sunday. The meeting starts at noon at the Baker Recreation Center, 6751 Irving Street (just a few blocks west of Federal Blvd), Denver, Colorado. The club also hosts gaming every Friday night, called "Friday Night Fights" (FNF) at 7:00 p.m. The first and third Friday of the month, these meetings will be held at the Baker Community Center. The second and fourth Friday of the month, the meetings will be at Valhalla's Gaming Center, 6161 W. 44th Ave., Wheatridge, Colorado.



CMH maintains ties with numerous local, regional and national groups to help promote the hobby. CMH is governed by member-elected officers serving on the Board of Directors (executive board). Terms of office are one year, with elections held at the May meeting. New members are accepted after attending three CMH functions and a vote of the membership. Dues are \$50.00 per year, payable in January. Members wishing to receive a snail-mailed newsletter subscription must pay an additional fee of \$15.00 per year. Authors retain ownership of articles and graphics published. CMH reserves the right to edit or reject submissions to the newsletter.

One year Adult Membership: \$50.00

Half year Adult Membership: \$25.00

(for NEW members who join after June 30)

Family Membership: \$50.00 (one Adult and any number of offspring)

Student Membership: \$20.00 (16 to 22 years old)

Children: free (younger than 16 accompanied by member)

CMH Newsletter

The CMH Newsletter is a monthly newsletter published by the Colorado Military Historians. Views expressed in this publication do not necessarily reflect those of all CMH members.

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Legion vs. Horde

David Newport 11/10/04

Turn sequence:

- Each leader has a chit. At the start of each turn these are mixed in a cup and drawn randomly.
- Every time a leader's chit is pulled, he can take the following actions:
 - Move himself up to 12" in any direction, at any time during his turn, including through friendly units.
 - Give orders to up to **THREE** individual units within 9" of his base (not across enemy units), **OR**
 - Give **ONE** order to one **LINE** of units which are in base to base contact within 9" of his base.
 - Leaders can aid a combat by moving into contact with a friendly unit. They provide a bonus.
- Orders issued to single units must be issued and acted upon **one unit at a time**.
- A line can be a single unit, but is usually a set of units in base contact on the same frontage.
- All skirmishers (only) within range of the leader can be moved on a single line command.
- After all movement, any units which charged into combat and also those within 9" of leader may melee.
- Units and lines can be ordered multiple times per turn, but only once per leader.

Very Important note: For all die rolls, Roman units roll a d10!!! Barbarian units roll a d8!!!!

ORDERS <i>Orders may not always work. Roll on this table to see if orders are accepted.</i>		
Order type	Success on....	Modifiers to die roll...
Line Movement	1+	-1 if in enemy missile range & not screened by other units
Skirmisher movement	2+	-1 if within front 6" of enemy infantry or 12" of cavalry
Cavalry movement	3+	+1 if the Army Commander gives the order
Infantry movement	4+	You may order individual units in a line for move or rally.
Rally, any type of unit	5+	Rally is done only by individual units, can't rally as a line.

When a unit or line moves it can:

- Move up to the limit of its movement allowance forward.
- At the start of its move, it may wheel up to 2", costing 2" of movement.
- Cavalry may wheel as far as desired, up to 12", then move forward.
- Units which can shoot may do so at any time during their move.
- Units in lines may move independently and don't have to stay in line.
- Units in melee may not move or rally, they may only fight.
- Rally orders allow units (not lines) to recover 2 hits, or rally broken units.
- Skirmishers may move directly backward at any time (eg. 6" up & 3" back) and can move through friendly units.
- Light Cavalry may move directly backward, like skirmishers, but may not move through other units.
- If friendly infantry or cavalry contact friendly skirmishers, both take 1 hit and the skirmishers displace to the rear.
- Units can about face (i.e. reverse direction) at the cost of their whole move and 1 hit.

Units	Movement
Infantry	6"
Skirmishers	9"
Cavalry	12"
Leaders	12"

Half move in terrain.

Moving in terrain costs units one hit (not Skirmishers.)

Melee Combat rules

- Units **MUST** melee after movement if they charged, and **MAY** melee if the leader is within 9" and commands it.
- **LINEs** melee all together. If part of the line fights, the whole line fights, even if part is outside 9" of leader.
- If you win a melee (i.e. the other guy routs) you must advance 2" and take his land!
- Leaders can not be harmed. If contacted by enemy units, displace them 12" to the rear.
- Once units take their maximum number of hits, they rout. See the rout rules below.
- If you are fighting two units (frontages overlap), split hits evenly. Attackers choice on odd hits.

Routed units	- Leaders can rally a routed unit. If they fail, the routed unit is beyond hope and is eliminated.
	- Routed units immediately face the rear and move their full move backwards. Units they move through take 1 hit.
	- When the routed chit is pulled, routed units move to the rear as directly as possible.
	- If a routed unit is meleed by an enemy unit, it is eliminated. No damage to the enemy unit.
	- If a routed unit takes hits from any source (missile fire, being routed through, combat, etc.) it is eliminated.
	- If successfully rallied, the unit can immediately face any direction desired and is restored to 2 hits remaining.

Special rules for double depth units

- Units deployed one behind the other are in double depth. There is no benefit to deploying any deeper.
- Double depth units not in a line take one order to move together as one large block.
- Units can't split up once in double depth unless one of them routs.
- All hits on a set of double depth units are split evenly between the two, odd hits to the FRONT unit.

Legion vs. Horde Tables

Very Important note: For all die rolls, Roman units roll a d10!!! Barbarian units roll a d8!!!!
For Legion vs Phalanx or Legion vs Elephant, the opposition will use a mix of d8/d10.

ORDERS <i>Orders may not always work. Roll on this table to see if orders are accepted.</i>		
Order type	Success on....	Modifiers to die roll...
Line Movement	1+	-1 if in enemy missile range & not screened by other units
Skirmisher movement	2+	-1 if within front of 6" of enemy infantry or 12" of cavalry
Cavalry movement	3+	+1 if the Army Commander gives the order
Infantry movement	4+	You may order individual units in a line for move or rally.
Rally, any type of unit	5+	Rally is done only by individual units, can't rally as a line.

Units can take the following number of hits	
Infantry	6
Cavalry	4
Skirmishers	2

Special skirmisher melee rules

- Skirmishers can't initiate melee vs non-skirmishers
- Skirmishers can not use a double depth formation
- Non-skirmishers inflict DOUBLE hits on skirmishers

Melee Combat Tables	
Die Roll	Melee Result
1	A2 / D0
2	A1 / D0
3	A1 / D1
4	A1 / D1
5	A1 / D1
6	A0 / D1
7	A0 / D1
8	A0 / D2
9	A0 / D3
10	A0 / D4

A=attacker hits

D=defender hits

If fighting 2 units, split hits evenly, attacker chooses odd hits.

Melee modifiers to die roll...

- +3 flanker/-3 flanked for fighting on the flank or rear
- +2 non-skirmishers fighting skirmishers
- +2 for warbands on their first turn in melee when they initiated melee
- +1 if friendly leader attached to unit (one unit only, not a line)
- 2 for attacking the front of a pike unit, first turn only.
- 2 for cavalry attacking infantry frontally

Missile Fire	5+ to hit	No modifiers	Missile ranges
- Roman cohorts have a one shot pila attack which must be used on the initial turn of melee as part of melee. It is a free shot and can fire even if the cohort is charged.			Javelins 6"
- You must shoot at the closest enemy unit to your front 90.			Slings 9"
- You can not shoot into melee.			Bows 12"

Units	Movement
Infantry	6"
Skirmishers	9"
Cavalry	12"
Leaders	12"
<i>Half move in terrain.</i>	
<i>Moving in terrain costs units one hit (not Skirmishers.)</i>	