

Colorado Military Historians

Newsletter

XXXVI, No. 11

November 2010



Andrew Higgins was the founder and owner of Higgins Industries, the New Orleans-based manufacturer of "Higgins boats" (LCVPs) during World War II.



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Message from CMH President

Binhan Lin



As we approach the winter holiday season, please take the time to remember our Veterans, both here and abroad.

Veterans Wars will be November 12-14 and will again be held at Baker Community Center. Contact Dan Gurule (dagurule@gmail.com) if you are interested in running games or assisting with the planning or running of the convention. Keep an eye on the website for updates on games and events for the weekend. The weekend is free to paid CMH members and \$5 for non-members for the weekend.

2011 dues will be collected starting November, with members who are paid in full by January receiving schwag dice.

Planning for Genghis Con 2011 has already started. If you have any ideas on how to increase participation or are willing to run a game at the convention please contact me. Currently I do not have the contact information for the Genghis Con Miniatures Coordinator, but will post the information as it becomes available.

I will be hosting a terrain workshop demo at the November meeting on how to make simple and easy roads.

New Orleans

Message from CMH Secretary

Eric Elder

The last quarter of the year seems a busy wargaming time of year. I put on a game at Tacticon in September, another game coming up at Veterans Wars, and figuring out what game(s) to run at Genghis Con. I would like to thank Binhlan for his article on how to make roads.



The last week of October I was in New Orleans on business. I was able to find some time to pop into the National WWII Museum (formerly known as the National D-Day Museum). Admission was \$18 and I found the museum was well laid out. I have to keep reminding myself that WWII started on December 7/8, 1941 for the US, not how I know it (September 1939 Poland/Britain/Canada). The museum is not chronological throughout the whole museum, but broken up into themes. The war with Japan in one themed area that is chronological. The WWII history author Stephan Ambrose was a big supporter of construction of the D-Day museum. Stephan Ambrose was a professor of history at the University of New Orleans. The museum opened on June 6, 2000. New Orleans was home to Higgins Industries which designed, built and tested the “Higgins Boats,” which were critical to the D-Day invasion. In 2003 it became the “National WWII Museum.” Is it a great museum? Not really, but does it have potential? Yes. There is still a lot of space to add more content. If in New Orleans, I recommend checking it out.

October 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	Manufacturer	Era	Unit
Pat Harvey	15mm	Essex/Minifigs	Ancients	Carthaginian Inf/Chariots
Pat Harvey	15mm	Minifigs	Napoleonic	French Lancers
JEFF CARUSO	15mm	Minifigs/AB	Napoleonic	Russian Art/Jaegers
Jim Rairdon	90mm	New Hope	Modern	Vietnam

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

Veteran Wars Convention

Game list as of October 31

Friday

7pm - midnight

Fighting Instructions (Napoleonic Naval Sail) Scale: 1/1200

Players: (6 to 8)

Note: I am going to try a "Dice" version of the rules for gunnery

Battle Master: Doug Wildfong

Saturday

8am - noon

De Bellis Napoleonicis (DBN) 2.1 Tournament - Napoleonic's Scale: 15mm

Players: Unlimited (10 Opponents at a time)

Note: DBN 2.1 Tourney Rules/Information will be sent out next week

Battle Master: Dan Gurule

9am - noon

Flames of War – El Alamein Scale: 15mm

Players: 6

Note: This is a demo game for beginners and/or for tournament warm-up.

Battle Master: Jim Oliver

1pm – 7pm

Column Line and Square (Slaughter) Napoleonic's Scale: 25mm

Players: (6 to 8)

Note: There will be some "Fog of War" based on weather issues.

Battle Master: Doug Wildfong

1pm – 9pm

Flames of War Tournament (FOW) – WWII Scale: 15mm

Players: Unlimited

CMH Entry Fee: \$10

Non CMH Members: \$15

Note: Stan is working with FOW; prizes will be awarded hence the entry Fee.

Battle Master: Stan Stratton

2pm – 9pm

ACW First Bull Run using *Metal Men with Minie Balls* Scale: 15mm

Players: 6

Battle Master: Dave Newport

Sunday

9am to 1pm

Cold War Commander - Battle of Dai Do, April 30, 1968 (Vietnam) Scale: 12mm

Players: (4 to 5)

Battle Master: Eric Elder

Noon to 6pm

200AP DBM 3.1 Medley – Ancient/Medieval Scale: 15mm

Players: 8

Note: All armies from all books (periods) are welcome.

Battle Master: Gen. (ret.) John Brown

1pm to 5pm

Black Powder – American Civil War Scale: 25mm

Players: 6

Battle Master: David Manley

Russian Front 1941 Scale: 15mm

Can the panzers push through penal battalions, regular infantry, guards, light tanks, and even T-34's to clear the road to Moscow?

Players: 6

Battle Master: Dave Newport

1:30pm to 4pm

De Bellis Napoleonicis (DBN) 2.1 – War of 1812 Scale: 15mm

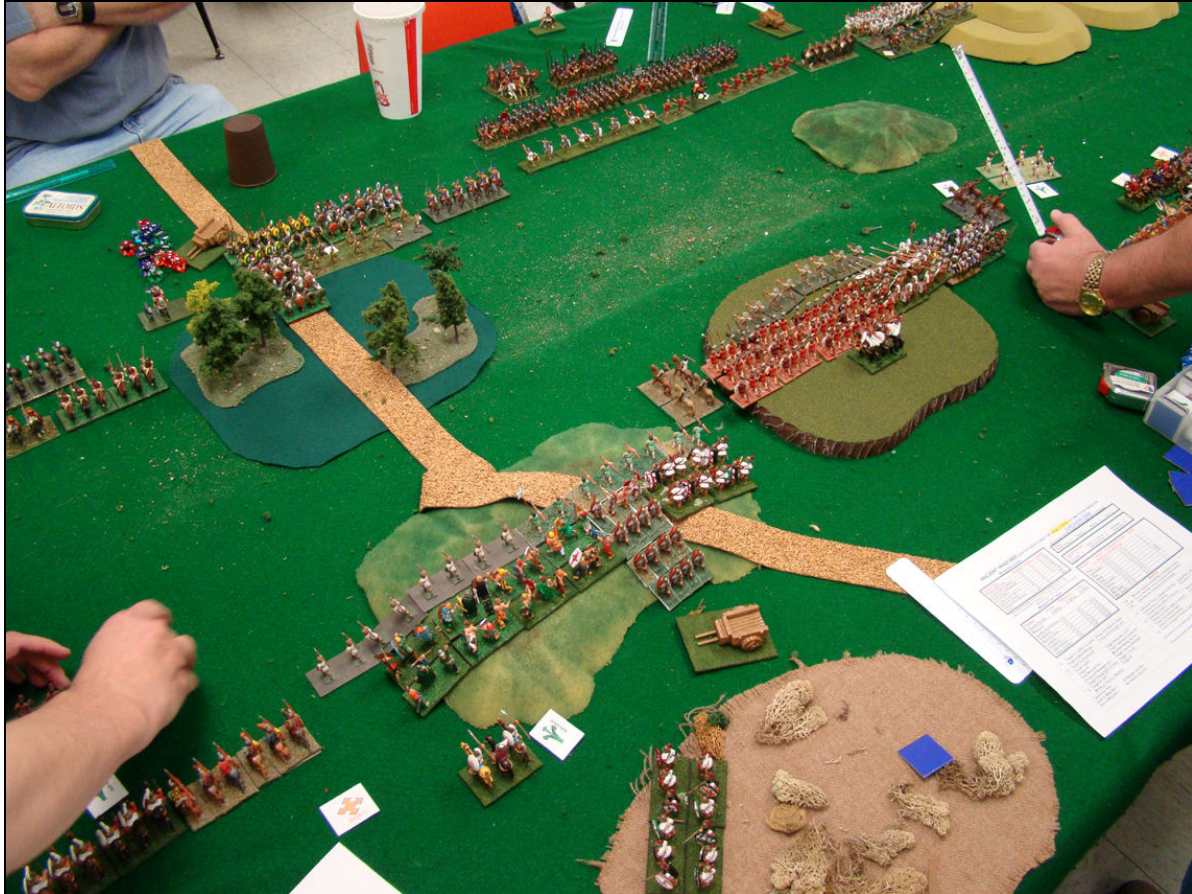
Players: 2 or 4

Battle Master: Dan Gurule

October 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
Dan GuRule	15mm	DBN	Practice DBN Games
LARRY IRONS	25mm	Ancient Warfare	1 st Punic War: Carthaginians vs. Republican Romans

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

Fast and Easy Roads

How-to article from CMH President

Binhan Lin

This article will provide instructions on how to make quick and easy roads of various levels of detail.

Materials

Craft foam (2mm thickness)

Liquitex Stucco Texture

Acrylic paint – brown, tan or other earth color

Permanent marker – brown (optional)

Flocking or other ground cover (optional)

Tacky Glue or other PVA glue (optional)



Examples of roads at various stages

Construction

Determine how wide you wish your road sections to be. I use roughly 1.5” wide for a single lane 15mm scale road, and about 2.5” for a single lane 25mm road. Craft foam can be purchased in sheets of up to 12” x 18” in size allowing road sections of either 12” or 18 inch lengths.

If you are going to do basic roads, then the color of the foam is important, as it will form the base color. If you are producing more detailed, textured roads, they will be over painted and the base color is not as important.

Measuring and Cutting

Begin by laying out your road sections, using a pencil to draw in the road lines. Make sure that each end of the road section ends at a consistent width to connect with other sections. For the roads shown above, straight lines were drawn but were merely used as guides as the cuts wavered back and forth to create an uneven edge to the roadside. A paved road or major road may have straighter sides, which can be cut using a hobby knife and ruler or even a large paper cutter.

Basic Detailing

The most basic level is to leave the foam as is, but this produces a rather plain piece of terrain. A quick method to add some detail is to quickly streak the road surface with a brown marker to indicate tracks, ruts or unevenness to the surface.

Intermediate Detailing

Instead of detailing the surface with a marker, a more advanced technique (as shown in the picture on the previous page) involves the application of a texture to the road section. In this case, Liquitex Stucco Texture (an acrylic matrix with sand) is applied to the road surface with a wooden spatula and ruts and ridges streaked in using a stiff wet paintbrush. The stucco is allowed to dry for several hours. Liquitex medium is used, as it will dry to a flexible finish that readily accepts water based paints.

After the stucco is dry, the base color is applied to the texture, usually a slightly watered down acrylic paint in a brown or dark brown color. After drying, a light shade is used to highlight the tops of the ridges and piles.

Advanced Detailing

Additional details can be added to the road section. Using Tacky Glue or other PVA based white glue, flocking can be added to the sides of the road. Other small features such as small rocks can also be added in a similar manner.

Instead of generic ruts and ridges produced by streaking a brush through the texture, more advanced textures can be created by using vehicles, wheels or toothpicks to better simulate wheel tracks, tracked vehicle imprints or a muddy area with a lot of foot traffic.

Conclusion

A wide variety of road sections can be made quickly, cheaply and simply from craft foam. Using texture paint and some paint and flock, attractive, flexible road sections can also be created. Due to the ease of manufacture a gamer can easily create a large collection of modular road sections or a wide selection of unique road pieces to complement his gaming terrain.

CMH November Scheduled Events



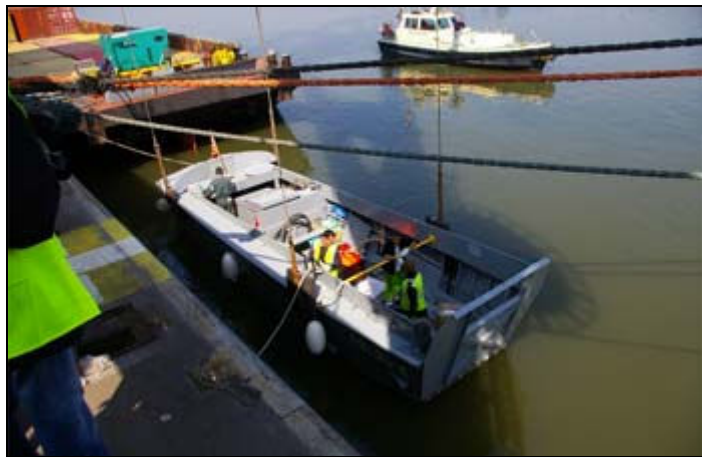
This table shows what scheduled CMH events are coming up. Next months Friday Night Fights (FNF) and the monthly meeting (MM) are listed. It is recommended to schedule your game for future meetings and will appear on this page.

Date	Meeting	Location	Start Time	End Time
November 5	FNF	Valhallas	7:00 pm	midnight
November 12	Vet Wars	Baker	7:00 pm	midnight
November 13	Vet Wars	Baker	9:00 am	midnight
November 14	Vet Wars	Baker	9:00 am	midnight
November 19	FNF	Baker	7:00 pm	midnight
November 26	FNF	Valhallas	7:00 pm	midnight

Photo of the Month



A 1942 Higgins boat which probably took part in operations in North Africa, Sicily and southern Italy was discovered in 1996 on a mudflat half buried on Laita River, northwest of Lorient, France. This ship was transferred to the French navy in 1950 and was disposed of in 1976. In 1996 restoration began and was placed back in the water in May 2008.



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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