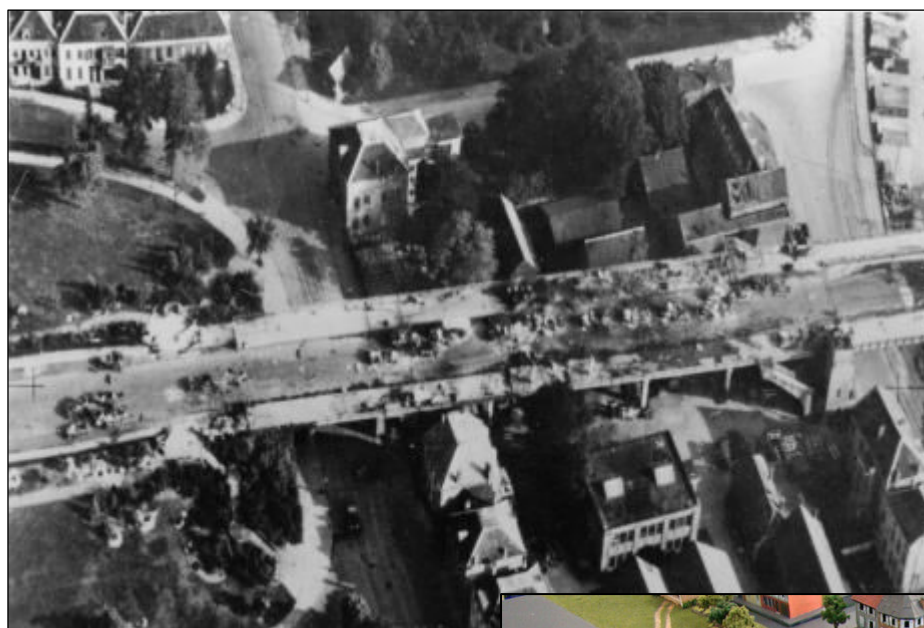


Colorado Military Historians

Newsletter

XXXVII, No. 2

February 2011



Arnhem Bridge
September 1944

Arnhem Bridge
CMH Meeting
January 2011



Club Deficit

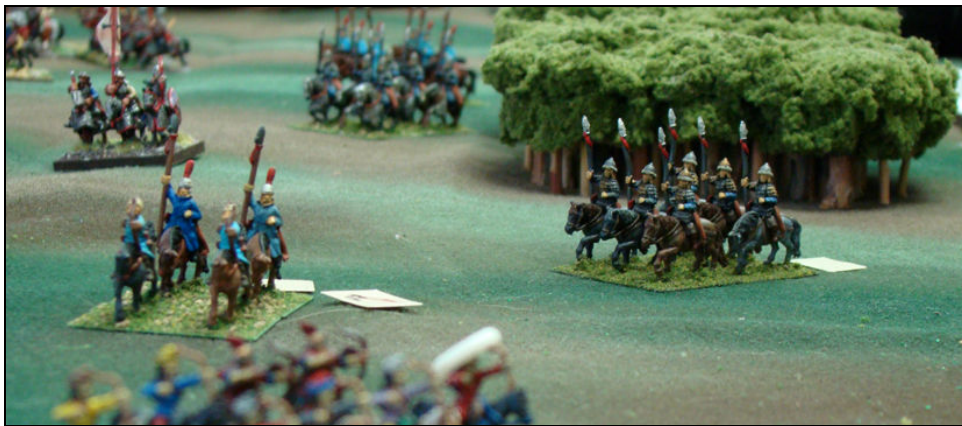
Message from CMH President

Binhan Lin

Club membership dues are payable now and have remained at the same level of \$50.00 for the year. This year the schwag are gray dice with black pips and a red CMH shield on the “6” side. Paid members will receive the usual 4 dice with their membership. Additional dice will be available for separate purchase this month.

As Mr. Manley was the Club Treasurer and vacated the office, Larry Irons has stepped up to become the Interim Treasurer until club elections in May. Thank you Larry for your prompt response and willingness to carry the torch.

Club elections will be held in May at the Sunday meeting as usual. I will be stepping down as President due to increased family commitments. Other offices up for election include Vice-President, Secretary, Treasurer and Historian.



For 2010, the club will run a deficit of approximately 700 dollars. While we can support such a loss for several years, now is the time to determine the financial direction of the club. Possible solutions include increasing revenue and cutting costs. In terms of increasing revenue, it is unlikely that membership dues will be sufficient to cover our current and future needs, as such, additional sources of revenue may be required – fund raisers such as t-shirts or schwag, fee based tournaments, a fee to use a table at our Annual swap meet or other events. Our two largest expenses are the Sunday meetings at Baker and the FNF’s at Baker. For 2011, the meetings for the Monthly and FNF meetings at Baker have already been paid for. Going forward, possibilities include reduced or eliminated FNF at Baker, possibly moving the cancelled nights to a game store in the north Metro area, possibly Total Escape in Broomfield or Stonebridge Games in Longmont. If you have ideas for additional areas that can be used to generate revenue or have an opinion on maintaining FNF at Baker, please let a club officer know.

Genghis Con is this month and several members are running historical miniature games at the convention. If you have the time and inclination, please stop by and support our members. One of our annual conventions “West Wars” is currently being planned for May. Dan Gurule is organizing West Wars 2011 with the support of various members. If you are interested in running a game please contact him at dagurule@gmail.com.

Club News

Message from CMH Secretary

Eric Elder



This month John Mumby has provided a short overview of the Austro-Prussian War of 1866. John will be running an 1866 scenario at the February club Monthly Meeting and at Genghis Con this year. In January Ed mentioned he is starting up a Battle Cry campaign tournament this year. I have written up an overview of this campaign in this newsletter. This is another interesting club wargaming campaign to follow.

Genghis Con is coming up fast. A number of us at the club are running games at the convention. I am sure it will be a good time. I just hope Denver Gamers do not overbook my game again like they did at Tacticon. Their website seems fairly straight forward. I have been watching the games fill up. I think most of the miniature games are full. I like the structure of the website, but it could be improved by allowing anyone to see the games, rather than having you to login to see the games (this was the setup before the PDF version of the booklet was uploaded to the website).

As Binhhan has mentioned, we have club Board elections coming up. Here is the list of member nominations so far:

President:	Dan Gurule
Vice-President:	Doug Wildfong
Treasurer:	Larry Irons
Secretary:	Eric Elder
Historian:	Binhhan Lin

January 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
Eric Elder	10-12mm	Minifigs & Pendraken	WWII	Canadians in Normandy
Terry Shockey	10mm		18 th -20 th C.	European Buildings
GREG SKELLY	15mm	Battlefront	WWII	Gunboat, Flak Nests, Buildings, Trolley car
Greg Skelly	25mm	AGN	WWII	Italian tanks

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

Battle Cry Campaign of Tournaments

Article by CMH Secretary

Eric Elder



Ed Meyers announced at the January Monthly Meeting that he intends to start a Battle Cry campaign at the February Monthly Meeting. Ed welcomes all club members to join in the campaign. He has already had volunteers to be either on the Confederate or Union sides. This campaign of tournaments will play out American Civil War battles using the Battle Cry board game system. Painted 20mm figures by Ed and custom built terrain will be used for the games rather than the board. The plan is to run games at each Monthly Meeting ending in November. The campaign will encompass the whole war, with the war progressing as the Battle Cry campaign progresses. Scenarios are drawn from the board game. Ed will be providing all the necessary equipment, so players only have to show up to play. Currently there is a pool of players for both sides, and volunteers from these pools can play at any Monthly Meeting. Ed is looking to have three Union and three Confederate players play a tournament at each Monthly meeting.

Why is Ed taking on this year long campaign? Ed says the simplicity, the use of cards that provides the fog of war, the randomness in the dice, and the limited sector moves are key factors in picking this campaign. The use of the Swiss System for each Monthly tournament is another reason. The final reason is this year is the 150th anniversary of the start of the Civil War.

Who will be battling it out in the first tournament in February? The Union side has Major Caruso, Major Lambert, and Major Elder vs. Confederate Major Irons, Major Binhan, and Major Fryer. Everyone starts out as Majors and will be promoted based on accumulated points from the tournaments. Kepis will be provided for all commanders. Points could be lost if kepi is not worn.

How will the tournaments work? Each tournament consists of three games, with a final championship fourth game. Each game will last 45 minutes. The championship game has a overall commander on each side, with each commanding two subordinates. The battle consists of two of the earlier battles put together to make one battle map.

Tournament Schedule

Monthly Meeting	Scenarios	Date
February	Falling Water, WV	July 2, 1861
	First Bull Run, VA	July 21, 1861
	Wilson's Creek, MO	Aug 10, 1861
March	Greenbrier River, WV	Oct 3, 1861
	Belmont, MO	Nov 7, 1861
	Dranesville, VA	Dec 20, 1861
April	Ft. Donelson, TN	Feb 15, 1862
	Little Sugar Creek, AR	Feb 17, 1862
	Pea Ridge, AR	March 7, 1862
May	Kernstown, VA	March 23, 1862
	Shiloh, TN	Apr 6/7, 1862
	Williamsburg, VA	May 5, 1862
June	McDowell, VA	May 8, 1862
	Winchester, VA	May 25, 1862
	Oak Grove, VA	June 25, 1862
July	Gaines Mill, VA	June 27, 1862
	Cedar Mountain, VA	Aug 9, 1862
	Second Bull Run, VA	Aug 28, 1862
August	Richmond, KY	Aug 30, 1862
	Ox Hill, VA	Sept 1, 1862
	Antietam, MD	Sept 17, 1862
September	Perryville, KY	Oct 8, 1862
	Prairie Grove, AR	Dec 7, 1862
	Fredericksburg, VA	Dec 13, 1862
October	Murfreesboro, TN	Jan 2, 1863
	Gettysburg, PA	July 1-3, 1863
	Gettysburg, PA	July 1-3, 1863
November	Chickamauga, GA	Sept 19/20, 1863
	New Market, VA	May 15, 1864
	New Hope Church, GA	May 25, 1864

Some new rules have appeared in the second edition of the game. Artillery now has three hits instead of two. Also attached officers are now only good on defense, but there are still cards specific to officers.

Having played Battle Cry a couple times, I can certainly recommend it as a fun quick game to play. I like the concept of the campaign Ed has conceived. The same players/Generals do not have to play at each meeting, but get to play when they are available. I can certainly see a few times when there are no other games I would want to join in and Battle Cry offers a fun time. It is easy game to play, and maybe for some people, too easy. Should be fun to see how this campaign develops.

Information about the board game at Board Game Geek:

<http://www.boardgamegeek.com/boardgame/551/battle-cry>

<http://www.boardgamegeek.com/boardgame/88827/battle-cry-150th-civil-war-anniversary-edition>

Online free java version of Battle Cry board game:

<http://www.gametableonline.com/gameinfo.php?gid=31>



January 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
LARRY IRONS	15mm	Medieval Warfare	Mongols vs. Early Medieval Russians
Stan Stratton	15mm	Flames of War	Arnhem Scenarios

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

1866

Article by CMH Member

John Mumby

What war happened one year after the American Civil War? The Austro-Prussian War of 1866. I think I might have heard of it. It was a short war that only lasted 7 weeks. You've got to be kidding! It would take longer than that to paint up the figures. Who would want to play that war where the Austrians beat the Italians but only won one battle against the Prussians and lost the war? I would.

This fascination for the Seven Weeks War came after a disastrous Franco-Prussian campaign at Brent Oman's house. (Brent is the owner of Piquet and wrote Field of Battle which some of us play at CMH.) I was on the French side and got beat real bad. So, when I saw the Prussians on Brent's table again, I immediately moved to the other side to find white coats instead of blue coats. "They are Austrians," said Brent. He then proceeded to tell us about the Seven Weeks War. Well, the first game was just as bad as the Franco-Prussian War campaign. The white coats did not help us any. However, the following couple of months saw the Prussians trounced royally! I fell in love with this period. My armies are 10mm Pendraken figures. I saw an ad at www.realisticmodelling.com for a set of rules called *Wars of Empire I* about this war. I will be using them at the CMH meeting. I think they are a great convention set of rules. The game is played on a grid system like Terry Shockey's *Square Bashing* ruleset games. The number of stands in the individual unit is its Combat Effectiveness. The player needs to score a hit on the enemy by rolling the number of stands or lower on a six sided die. There are a few modifiers and that is it. It should be a great convention ruleset where rookies can get into a very simple rule-mechanic game, make some decisions, and have fun!

The battle I will be hosting is the Battle of Trautenau. It was the only major battle against the Prussians that the Austrians won. The Prussian 1st Corps (von Bonin) pushed some Austrians off some hills south of Trauenau in the morning on July 27, 1866. Von Bonin thought the battle was over so he left holding forces on the hills and withdrew back into Trautenau. That afternoon the rest of the Austrian Xth Corps (FML Faron Gablenz) showed up. He drove the holding forces off the high ground. Von Borin lost his nerve and withdrew. The Austrians won their only victory against the Prussians.

So how come the Austrians lost the war? In 1859, they observed that the French used attack columns effectively against them. So, when they used "storm columns" against the Prussians, the Dreyse "needle gun" mowed the Austrians down. The Prussians were just starting to deploy the deadly Krupp guns as well. However, there was a very interesting method that the Prussians used with their artillery. It was always at the back of the marching columns so the guns could not deploy right away like they did later in 1870 during the Franco-Prussian War. Plus, if the guns were taking casualties the guns would be moved away from the threats. It would be shameful to lose cannon. The Austrians, however, had a different method on how to use their artillery. The guns were mixed in with the marching columns so they could be deployed faster than the Prussians. Also, it was heroic to stay by the guns to defend them against the enemy. Just the opposite of the Prussians. In Brent's games and *Wars of Empire I*, the Austrian artillery is better than the Prussians.

Drop by and see how the game works. Realistic Modeling also publishes nine other rule sets. I am in contact with the owner of the company, his head rule writer, and two other people who use these rules (one in Singapore, the other in Belgium). We have been emailing each other for a month now. I think the rules are pretty neat.

CMH February 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
February 4	FNF	Baker	7:00 pm	midnight
February 11	FNF	Valhallas	7:00 pm	midnight
February 13	MM	Baker	12:00 pm	5:00 pm
February 18	FNF	Valhallas	7:00 pm	midnight
February 25	FNF	Baker	7:00 pm	midnight

February 13 (Monthly Meeting):

1. Red Action rules, 15mm, Russian Civil War

Verikyno, Hosted by Terry Shockey

British, American, & White Russian force must take this railroad village from the Reds.

2. Wars of Empire I rules, 10mm, 1866 Austro-Prussian War

Battle of Trautenau, Hosted by John Mumby

This Seven Weeks War battle ended in a costly Austrian victory.

Photo of the Month



Bow stem for the USS New York (LPD-21), the fifth San Antonio-class amphibious transport dock ship. The bow stem contains 1000 lbs of smelted steel from the World Trade Center. The USS New York was commissioned on November 7, 2009.

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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