

Colorado Military Historians

Newsletter

XXXVII, No. 4

April 2011



Fort Sumter, April 1861

Inside This Issue

Battle Cry Campaign of Tournaments Update

Battle of Trautmanau

West Wars schedule

Iraq Battle in a Box

Board Member Election Nominations

Message from CMH President

Binhan Lin

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. Current candidates include Dan Gurule (President), Larry Irons (Treasurer), Doug Wilfong (Vice-President), Eric Elder (Secretary), and Bihan Lin (Historian). If you are interested in running for an office, please contact a club officer or be present at the May meeting to be nominated.

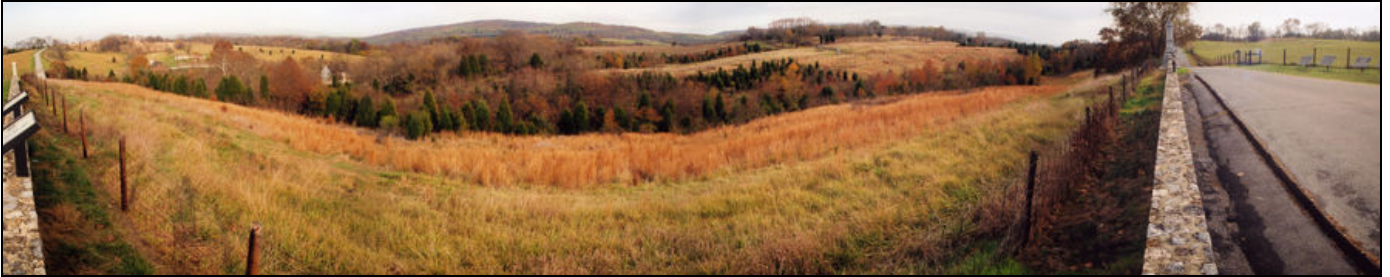


Dan Gurule is organizing West Wars 2011. If you are interested in running a game or in helping out, please contact him at dagurule@gmail.com.

Our Southern brethren have done grievously...

Message by CMH Secretary

Eric Elder



Battle of Antietam: View from Harper's Ferry Road.
Union troops attempted to attack up the hill towards this road.

This month I received a good selection of content for the newsletter. Ed has provided another update to his American Civil War Campaign. John Mumby writes a brief After Action Report on the Battle of Trautmanau. Dan shows us his latest terrain creation, an Iraq terrain setup in a sturdy box. Thank you to everyone who submitted content.

This month 150 years ago, April 12, 1861, the American Civil War began. The war began with the bombardment of Fort Sumter on April 12. The fort was outgunned and surrendered on April 14. After the surrender the commander, U.S. Army Major Robert Anderson, wrote, "Our Southern brethren have done grievously wrong; they have rebelled and attacked their father's house and their loyal brothers. They must be punished and brought back, but this necessity breaks my heart."



I have played a variety of Civil War games on the computer and with miniatures. I have researched and run a couple miniature wargame scenarios. I have visited a number of historic Civil War sites. I have a number of Civil War atlases and read a few books on the subject. I thought I would never get into American Civil War wargaming or learning about the war while I was in Canada. I bet if I was still living in Canada this would not have changed. I am still on the tip of the iceberg of knowledge of the Civil War. I doubt the Civil War will ever become one of my main wargaming interests, but enjoy learning about the conflict. I certainly hope to visit more historic sites in the future. Our club has a solid interest in the Civil War and I am sure there will be no shortage of games, articles and discussion in the future.

March 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
Scott McKenzie	15mm	West Wind	WWII	US Snipers
SCOTT MCKENZIE	15mm	Battlefront	WWII	Pak 40s, Fallschirmjager
Terry Shockey	10mm	Timecast	18-19 th C.	European Buildings
Eric Elder	N	Minifigs/Pendracken	WWII	12 th SS Division units
Jeff Caruso	28mm	Artizan	WWII	US Airborne

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

Battle Cry Campaign of Tournaments

Update by CMH Member

Ed Meyers

In the Second Round of the Battle Cry! Campaign, the Union forces, once again, prevailed. Brilliant performances by Col. Greg Rold (USA) and Lt. Col. Doug Wildfong (USA) crushed the Rebels. Both dominated their battles, 4-0. At Belmont, Mo., Col. Rold (USA) so swiftly swept away Major Scott McKenzie (CSA) that it left time for a sandwich and a cup of coffee before taking command of Union Forces in the Championship Round. "I just had the right cards," was his modest explanation." This officer, Vermont of Volunteers, took a leave of absence from his math teaching duties at THE GREEN MOUNTAIN SCHOOL FOR BASHFUL STUTTERS to enlist. He should go far in this present conflict. Lt. Col. Wildfong (USA) fought two hard-won victories in his native Missouri to ably support the Union cause. His tenaciousness in battle has earned him the nickname, "Bull-dog" by his adoring troops.



Confederate Forces struggled to produce just two victories. Because of Major Lincoln Graves (CSA) name similarity to the Union's Commander-in-Chief, he was often mistaken for the enemy and shot several times by his own men. He continues to ignore suggestions that he use his other name, Chris (Christina). Major McKenzie (CSA) exhibited why his West Point class-standing (second-to-last) produced no victories. His pursuit of the high-life, instead of the low-life of engineering and tactics, caught up with him. Were it not for family connections with CSA President Jeff Davis he would never have been given a command. Major Stribling (CSA) tells the best stories around the campfire but, when he exhorted to his men, "Those are cannon-balls, men!!!" they all fell down and were easily captured. It is rumored that CSA Command is thinking of assigning him to the Ozarks.

The Third Round (April 10) should give the Confederacy a chance to rectify their reverses. Major John Mumby (CSA) brings tons of experience and young Major Collin McKenzie (CSA) could become the 'boy' general of this War. Major Jeff Goss (CSA) is a major unknown. Major Terry Shocky (USA) could not be dragged out of retirement to lend his vast experience to putting down this Rebellion. "I hate the Rebels so much that I will not fight them!!" he said. Major Bill Daniel (USA) agreed to take a command since he is in between expeditions to some remote jungle. A rare father/son appearance, Major Roger Wohletz (USA) and brev. Major Nathan Wohletz (USA) should compliment each other. Young Nathan turned down a West Point appointment to join a New Hampshire Regt. while his father, Major Wohletz (USA) by-passed a chaplaincy appointment for a combat command. He expressed his toughness in saying, "Kill 'em all and let God sort them out!" and by banning cursing and swearing in the ranks.

Team Rankings: CSA: 0 USA: 2

Officer Rankings:

General	State	Points
Col. Greg Rold	USA	34
Col. Tony Fryer	CSA	29
Col. Eric Elder	USA	26
Lt. Col. Joel Caruso	USA	24
Lt. Col. Larry Irons	CSA	23
Lt. Col. Doug Wildfong	USA	23
Major Binhan Lin	CSA	18
Major Gary Stribling	CSA	17
Major Jeff Lambert	USA	15
Major Lincoln Graves	CSA	12
Major Scott McKenzie	CSA	11
Major Nate Forte	USA	10

Respectively submitted 27 March 1861

April 10 TEAMS

CSA

Jeff Goss
Collin McKenzie
John Mumby

USA

Bill Daniel
Nathan Wohletz
Roger Wohletz

Tournament Schedule

Monthly Meeting	Scenarios	Date
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

Battle of Trautmanau

After Action Report by CMH member

John Mumby



This was the third time I had staged this battle of the Seven Weeks War of 1866 between Austria and Prussia (and Italy) using Wars of Empire I. The Prussians had won the two previous games by a score of 4 to 3 with one objective in dispute (there were units from both sides in the square). In this set of rules, both sides roll a d6 for initiative. The high die can decide whether to move first or move second and subtract one of the die rolls from a clock that starts at 30. Naturally, if you are winning, you would pick the larger of the two die rolls to subtract from the clock. Wars of Empire I uses a grid system of movement.

During the game, both sides jumped out to capture victory points. There was some hard fighting for the town of Trautmanau and several of the hills next to the town just like in the first two games. With the clock winding down, Colin outflanked the Austrians to attack a lone unit on the western most hill. This square was now disputed, so the score was Prussians 4, Austrians 3. There were 4 points left on the clock. Colin won the initiative with a throw of 4 to 2. He looked at the situation and chose to go second. He took 4 points off the clock! Game over with a Prussian victory of 4 to 3, just like the other two games. Congratulations, Colin! You just got a battlefield promotion to Corp Commander!



The Battle of Trautenau was the only battle that the Austrians won against the Prussians in the 1866 Austro-Prussian War. The game that I hosted at Genghis Con, Feb. 19, 2011, is based on this battle. The Prussians have 5 infantry, 1 jaeger, 1 light cavalry, 3 field guns, 1 brigade general, and the C-in-C coming in by the bridge. Next to that Line of Communication, the Prussians have 4 infantry, 1 light cavalry, 2 heavy cavalry, 1 horse gun, 2 field guns, 1 cavalry brigadier general, 1 brigade general, and 1 division general.

The Austrians in the left corner have 4 infantry, 1 jaeger, 1 light cavalry, 3 field guns, 1 rocket battery, 1 brigade general, and the C-in-C. Between the farm and the woods, the second Austrian player has 4 infantry, 1 jaeger, 1 light cavalry, 2 heavy cavalry, 1 horse gun, 3 field guns, 1 cavalry brigadier general, and 1 brigade general.

In the map above the two blue bullseyes (Prussian Lines of Communication) and the two red bullseyes (Austrian Lines of Communications) are worth a point each. The three hills with black bullseyes and the village of Trautenau are also worth 1 point each. There are 8 bullseyes on the table so the game could end in a tie. The score at Genghis Con was Prussians 4, Austrians 3, with the middle hill disputed (no points scored because both players had units on the hill). The rules used were Wars of Empire I by Keith Warren, Real Time Wargames.

Links:

www.realisticmodelling.com

http://games.groups.yahoo.com/group/real_time_wargaming/?yguid=430129557

March Monthly Meeting

Game of the Month

Sponsored by Valhalla's Gaming Center



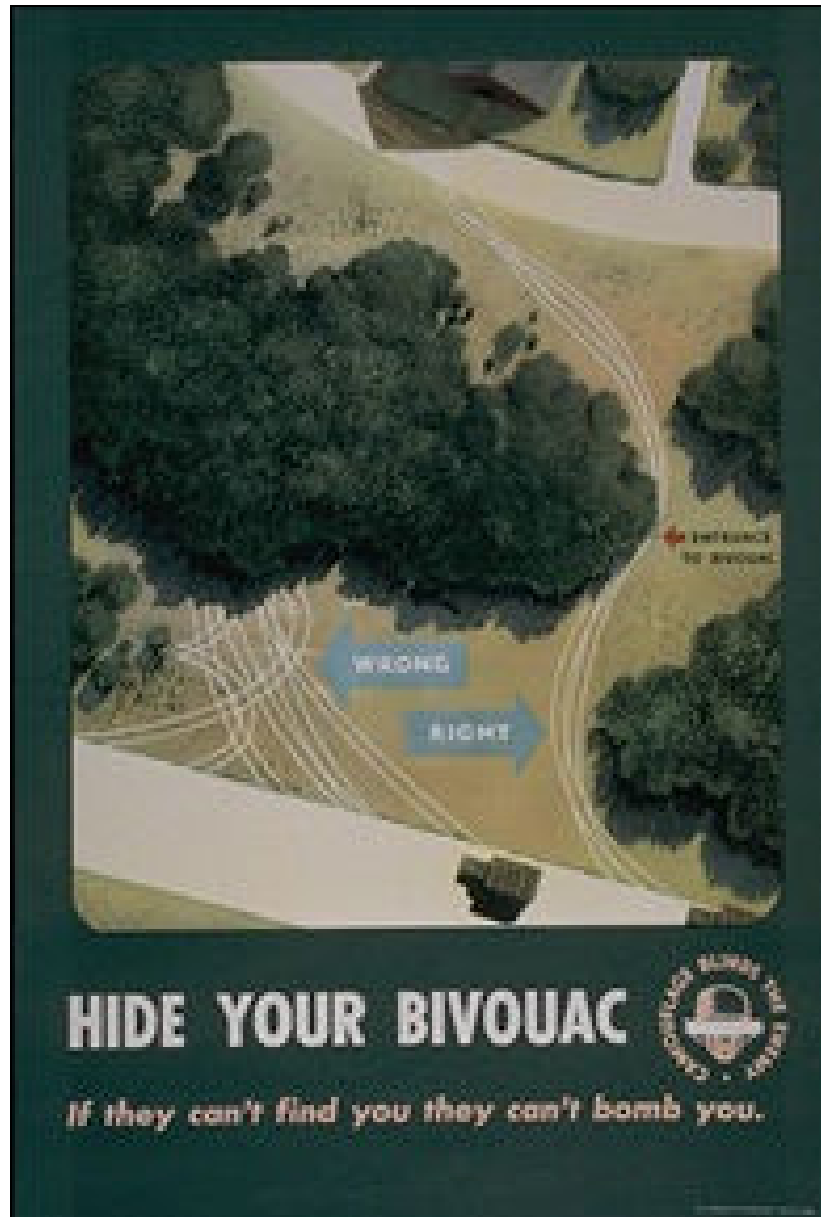
Each month CMH members host games at the monthly meeting. This award is for the effort put out by the host. The winning host receives a gift certificate from Valhalla's Gaming Center in Wheat Ridge, Colorado. We thank Valhalla's Gaming Center for its support.

CMH Member	Scale	Rules	Description
John Mumby	10mm	Wars of Empire I	1866 Austro-Prussian War
ED MEYERS	20mm	Battle Cry	Civil War Tournament
John Brown	15mm	DBM	Ancients
Jeff Caruso	15mm	DBA	Ancients

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

Tactical Training Poster of the Month

1943 U.S. Posters from Canadian War Museum Collection



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

April 10 (Monthly Meeting):

- **AK-47 version 2 rules, 15mm, modern**
Hosted by Terry Shockey

West Wars Schedule

Current as of March 30

Friday	7pm to 12am	Black Powder (Napoleonic)
Friday	7pm to 12am	Fighting Instructions (Napoleonic)
Saturday	9am to 11am	Force on Force Rules (WWII)
Saturday	9am to 11am	Flames of War Rules (WWII)
Saturday	9am to 11am	Lace War Rules (SYW)
Saturday	1pm to 5pm	Big Battle DBA Tournament (Ancient/Medieval)
Saturday	6pm to 12am	Tactical Combat Rules (WWII)
Saturday	6pm to 10pm	Blitzkrieg Commander II Rules (WWII)
Sunday	12pm to 1pm	CMH Club Elections
Sunday	10am to 12pm	Swap Meet
Sunday	1pm to 5pm	Battle Cry Tournament (Civil War)
Sunday	1pm to 5pm	Regimental Fire and Fury (Civil War)

Friday May 13 (7 to midnight)

Breakout at Cadiz – Black Powder Rules (Napoleonic)

Scale: 15mm

Tables: 6x4'

Time: 7pm to Midnight

Players: 4

Figures supplied.

Scenario description: 1812 Spain. The British are attempting to breakout into the Spanish Country side. Note: So far this battle has been played about 4 times with interesting results. Two large British Brigades are on the attack, the French are caught un-prepared and scattered. They are desperately organizing a defense to hold the line until they can start feeding in reinforcements which are on the way. So far the history of this scenario is British 1/1/2 and French 2/1/1 (Won/Tied/loss).

Battle Master: Daniel Gurule

Wooden Ships – Fighting Instructions Rules (Dice Gunnery Variant) (Napoleonic)

Scale: 1/600mm

Tables: 6x10' (4 x/30" x 6')

Time: 7pm to Midnight

Players: 8

Figures supplied: Yes

Scenario description: Villanueva is engaging to save the grain convoy which is desperately needed to save Le Republique from famine. Rodney must break through to destroy or capture the convoy.

Battle Master: Doug Wildfong

Saturday May 14

Eastern Front Skirmish - Force on Force Combat Rules (WWII)

Scale: 15mm

Tables: 1 - 6 x 4' table

Time: 9 to 11

Players: 2 to 4

Figures Provided: Yes

Note: This will be an Eastern Front Skirmish. Scale is 1 to 1 with a Motorized German Platoon attacking a Russian reinforced Platoon.

Battle Master: Dan Gurule

Flames of War Demonstration Game (WWII)

Scale: 15mm

Tables: 1 – 6 x 4' table

Time: 9 to 11

Players: 2 to 4

Figures Provided: 1500 Point Armies (Not Provided)

Note: Stan will be running a demonstration game for those of you wanting to learn the FOW system. Stan will answer any questions you may have regarding Army Lists, tournaments and where to meet other FOW Players.

Battle Master: Stan Stratton

Seven Years War – Lace Wars Rules (SYW)

Scale: 28mm

Tables: 5 x 8'

Time: 9 to 11

Players: 6

Figures Provided: Yes

Note: French vs Prussians. Feel bring to bring your own figures.

Battle Master: Doug Wildfong

Tarawa - Tactical Combat Rules (WWII)

Scale: 15mm

Tables: 6x8' needed plus a small one to stage on

Time: 1pm to 10pm

Players: 6 to 8

Figures supplied.

Scenario description: November 20th, 1943. In a head-on amphibious assault into the face of the most heavily defended real estate on the planet, the US Marine Corps took the Tarawa atoll from the Japanese. Despite massive naval fire support for the Marines, the battle was a near-run thing and the Japanese defenses almost held. This scenario examines the battle, seeing what it takes to gain the upper hand in an attack on a fortified atoll or conversely what it takes to defend one and throw the invaders back into the sea.

Battle Master: David Newport

Ancient/Medieval Tournament - DBA 2.2/BBDBA Rules

Scale: 15mm

Tables: 6 – 6 x 4' tables

Time: 1pm to 5pm (3 Rounds)

Players: 12

Figures Provided: No

Note: Bring your favorite BBDBA Army in Triplicate.

Battle Master: General (ret.) John Brown and Jeff Caruso

Bloody Buron - Blitzkrieg Commander II Rules (WWII)

Scale: N

Tables: 5' x 6'

Time: 6pm to 10pm

Players: 4

Figures supplied: Yes

Scenario description: June 7, 1944 (D+1), Canadian troops are advancing towards their first day objective, Carpique Airport. The advance has been met with only light resistance. Unfortunately the advance has left their flanks open. The Germans take full advantage of this with the newly arrived elements of the 12th SS Hitlerjugend Division. German infantry and tanks attack quickly on the stretched out Canadian column.

Battle Master: Eric Elder

Sunday May 15th

Civil War Battle Cry Tournament (Civil War)

Scale: 15mm

Tables: 2 – 6 x 4' tables

Time: 1pm to 5pm (3 Rounds)

Players: 8

Figures Provided: Yes

Note: This is a continuation of Ed's Battle Cry Tournament.

Battle Master: Ed Meyers

Battle of Monocacy – Regimental Fire and Fury Rules (Civil War)

Scale: 15mm

Tables: 1 – 6 x 4' tables

Time: 1pm to 5pm

Players: 4

Figures Provided: Yes

Note: N/A

Battle Master: Dan Gurule

Battle in a Box

*Terrain built by CMH member
Dan Gurule*

The series of photos below show Dan's latest terrain built to be easily transported in a solid box. Dan built it for his Ambush Alley Game for Genghis Con. He was inspired by his nephew Andrew's actions in Iraq. One scenario is based on where an IED was discovered at the tip of the cemetery. It was remotely detonated by hidden observers and then "things" started to happen. The terrain is made of various texture and foam board cuttings. Trees have been "planted," rubble laid out in the streets, and buildings weathers (with Doug's guidance). A lid is placed overtop of the box for easier storage and transport.

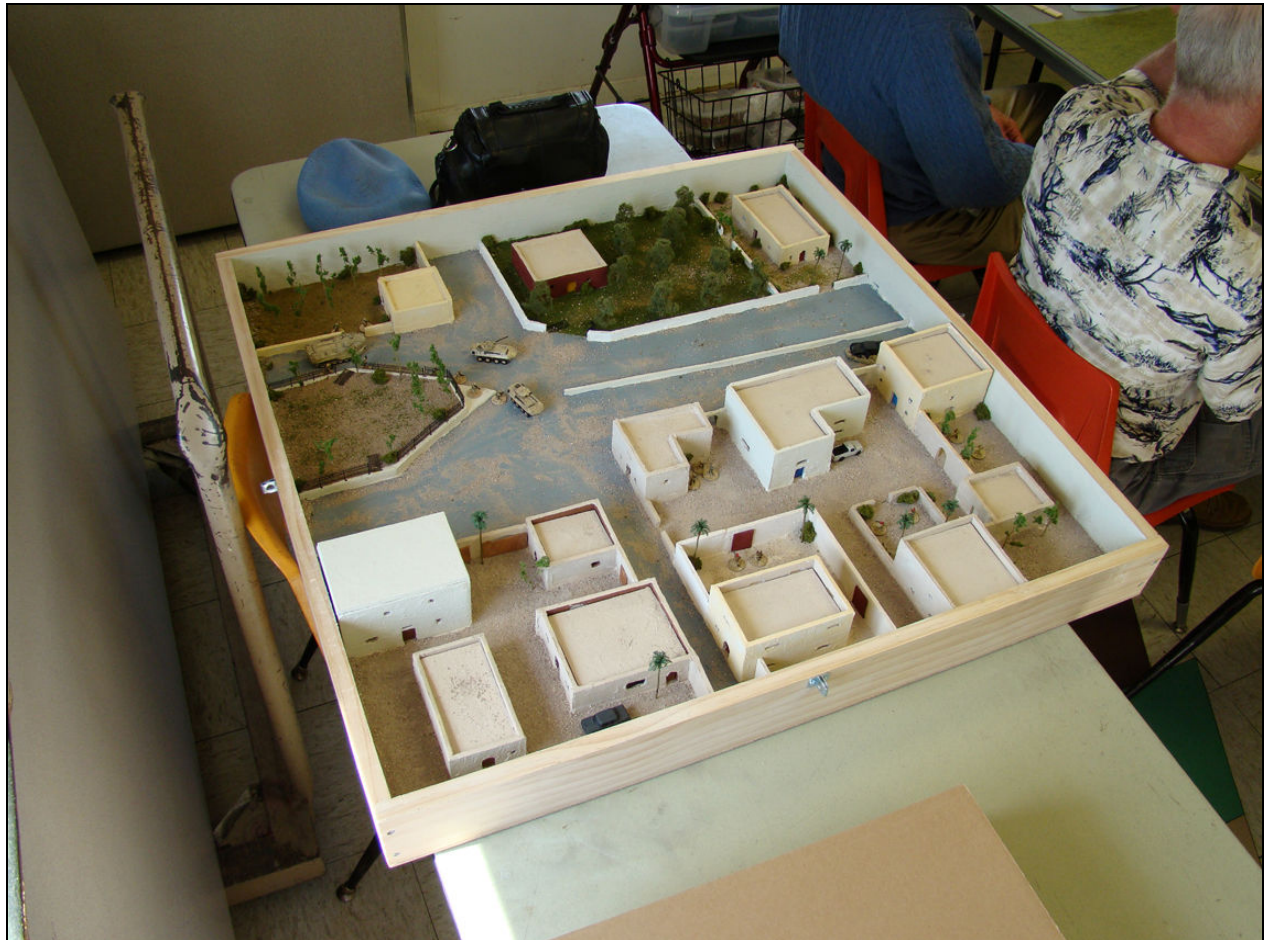




Photo of the Month



Inside Fort Sumter in 1864.

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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