

Colorado Military Historians

Newsletter

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December 2011



Ed and his Grandson play Battle Cry

Inside This Issue

Campaign Tournaments Change History
Makassar Strait Encounter

5
10

Veterans Wars 2011

Message by CMH Secretary

Eric Elder



There has been a lot going on the past two months, but first I'd like to thank John Brown for his summary of the ancient games at Veterans Wars and John Owen for his Veterans War naval game After Action Report. I would also like to thank two of our members for paying their dues early. I look forward to handing out membership cards to all those who pay their 2012 dues (only \$35.00) at the December monthly meeting.

In November we got word that Valhalla's Gaming Center was closing and is now closed. I understand the owner has a new full time job and decided to close the store. This unfortunately was our only non-Baker Fright Night Fights location. We now need to locate new venues. With that in mind I decided to pop into Stonebridge and Total Escape stores. Stonebridge is a bit far, does not have many tables, plus may be closing soon. Total Escape looks like a good (surviving) store in the Denver Metro area. It has many gaming tables, but I suspect it is a busy place now that Attactix and Valhalla's are closed. It is time for us to get out there and find Friday Night Fight locations.

The Denver Gamers Association (organizers of Genghis Con and Tacticon) are considering another location for their conventions. This time the conventions may move to Crowne Plaza on 40th Ave. near I-70 and Chambers. This could be a good move due to nearby restaurants and keeping costs down. I need to get painting faster so I can put on a game at the conventions again.

Veterans Wars 2011 was great. We had 30 paid attendees. I noticed each day was well attended. Ed wrapped up his Battle Cry Campaign of Tournaments. I'm still waiting to hear who won. There were two DBA campaign tournaments and one DBN tournament. It sounds like they went really well. The other games also had a flurry of activity. It was great to see so many Colorado Springs gamers visiting. The one game I was surprised with was the Hydroplane Racing game brought in by Steve Preston. It was a lot of fun and I recommend members try it out. I'm hooked. Shortly I will be releasing a post Veterans Wars online poll for attendees to fill out. We are looking for feedback on how we can improve the convention.

November Monthly Meeting

Unit of the Month

Temporarily no current sponsor



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.

CMH Member	Scale	Manufacturer	Era	Unit
Eric Elder	15mm	Minifigs, Viking Forge, Freikorps	Early Renaissance	Scottish Pike, English Bow and Bill
BINHAN LIN	1/144	Minicraft	WWII	B-25B

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



November Monthly Meeting

Game of the Month

Temporarily no current sponsor



Each month CMH members host games at the monthly meeting. This award is for the effort put out by the host.

CMH Member	Scale	Rules	Description
JOHN BROWN	15mm	DBA Campaign	270 BC
Terry Shockey	15mm	DBA Campaign	1200 BC
Dave Newport	15mm	Tactical Combat	Tarawa

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

Caruso Conquers; Hayes is Hegemon

DBA 2.2 Campaign Tournaments Change History

*Article by CMH Member
General (ret.) John Brown*

Veterans Wars brought with it the much awaited DBA Campaign Tournaments – not one, but two. A 1200 BC Scenario hosted by Terry Shockey featured Pat Harvey's Mitanni (I/19), Jeff Caruso's New Kingdom Egyptians (I/22), Dan Gurule's Hittites (I/24), Matt Vigil's Assyrians (I/25a), Doug Mudd's Achaians (I/26a) and Brent Sustaita's Trojans (I/26b) in epic conflict. A 270 BC Scenario hosted by John Brown pitted Doug Rains' Seleucids (II/19b), Art Hayes' Ptolemaics (II/20b), Andrew Gurule's Carthaginians (II/32), Bernie Santucci's Romans (II/33) and Jim Rairdon's Macedonians (II/35) against each other in dreadful battles. John Brown filled in as the Syracusans (II/9), without accumulating much in the way of prestige or glory.



1200 BC started off with a general assault on the hapless Hittites by all who could get a swing in. Despite liberal use of the Fortuitous Army Inequality Remediation (FAIR) rule, the repeated blows were more than the aging Anatolian empire could bear. This opened the field for a free-wheeling struggle over the carcass, culminating in a climactic final battle wherein all five surviving armies were on the battlefield at the same time. Amidst the mayhem and carnage, Caruso's Egyptians rose to the top with an impressive 29 Prestige Points. Sustaita's Trojans came in a respectable second with 22 Prestige Points. The Assyrians and Achaians gained ground, and the

Mitanni had the singular honor of killing two enemy generals in the same battle. The Ancient Near East would never again be the same – or historically recognizable.

270 BC began with a Macedonian attack on the Seleucids, a Ptolemaic invasion of Seleucid Syria met by alarmed Armenians, a Roman attack on Syracuse, and a Carthaginian attack on Rome. While the Macedonian-Seleucid and Carthaginian-Roman contests sustained themselves through several brutal seasons, ever artful Art Hayes attacked the Seleucids once, shifted to attack the Carthaginians, allied with Syracuse, and then dumped Syracuse to team up with the Carthaginians and their now tributary Romans in a climactic final battle for Tarentum against the Macedonians, Seleucids and Syracusans. The Macedonian-Seleucid-Syracusan Alliance edged out their adversaries in the Battle of Tarentum, but lost their camp to the Romans and did not sufficiently arrest Ptolemaic territorial aggrandizement. Hayes' Ptolemaics ended with 23 Prestige Points, closely followed by Rains' Seleucids with 20.



Bernie Santucci's Romans won the Purposeless Violence Award, the DVD 10,000 BC. He killed almost twice as many enemy elements as anyone else on the battlefield and sacked a camp supporting three armies (thus winning the coveted Can of Beans Award). He nevertheless lost control of Rome, bungled alliances, and ended up a tributary of the Carthaginians. Seldom has a nation shed more enemy blood with worse diplomatic results. Dan Gurule won the celebrated Pink Dice Award. Not only was he the most picked upon power in the Ancient Near East, he was also perpetrator of the worst sequence of die rolls most can remember.

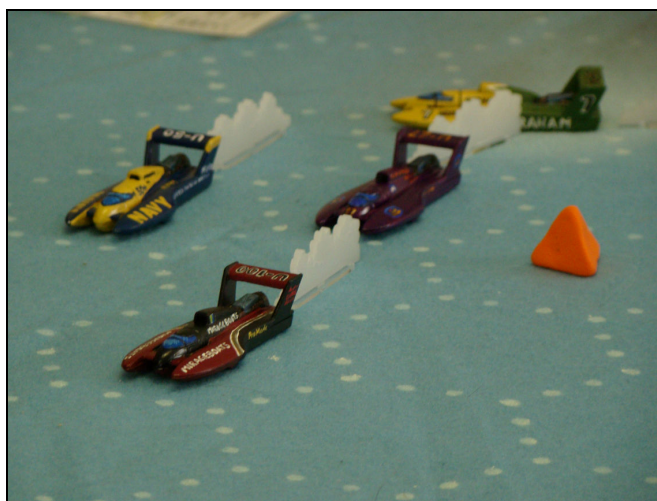


The next major DBx event is the customary quarterly 200AP DBM Medley at the 11 December CMH meeting. All armies and all books are welcome. At the January or February meeting we will experiment with Hordes of the Things (HOTT) for all who may be interested. Genghis Con (February) will once again feature the ever-popular BBDBA Tournament, again with all armies and all books welcome. West Wars (May) will bring another bout of DBA Campaigns. This time we are contemplating a two-sided Punic Wars scenario and a multi-player 1429 AD (Joan of Arc) scenario. Looking deep, we are approaching agreement with our barbarous rivals from Colorado Springs to add DBM, DBN, HOTT and perhaps even DBR to the Annual DBx Smack Down in July. If you have questions, please refer them to John Brown at jsandmbbrown@msn.com.

November Photos



Final Battle Cry Campaign of Tournaments players

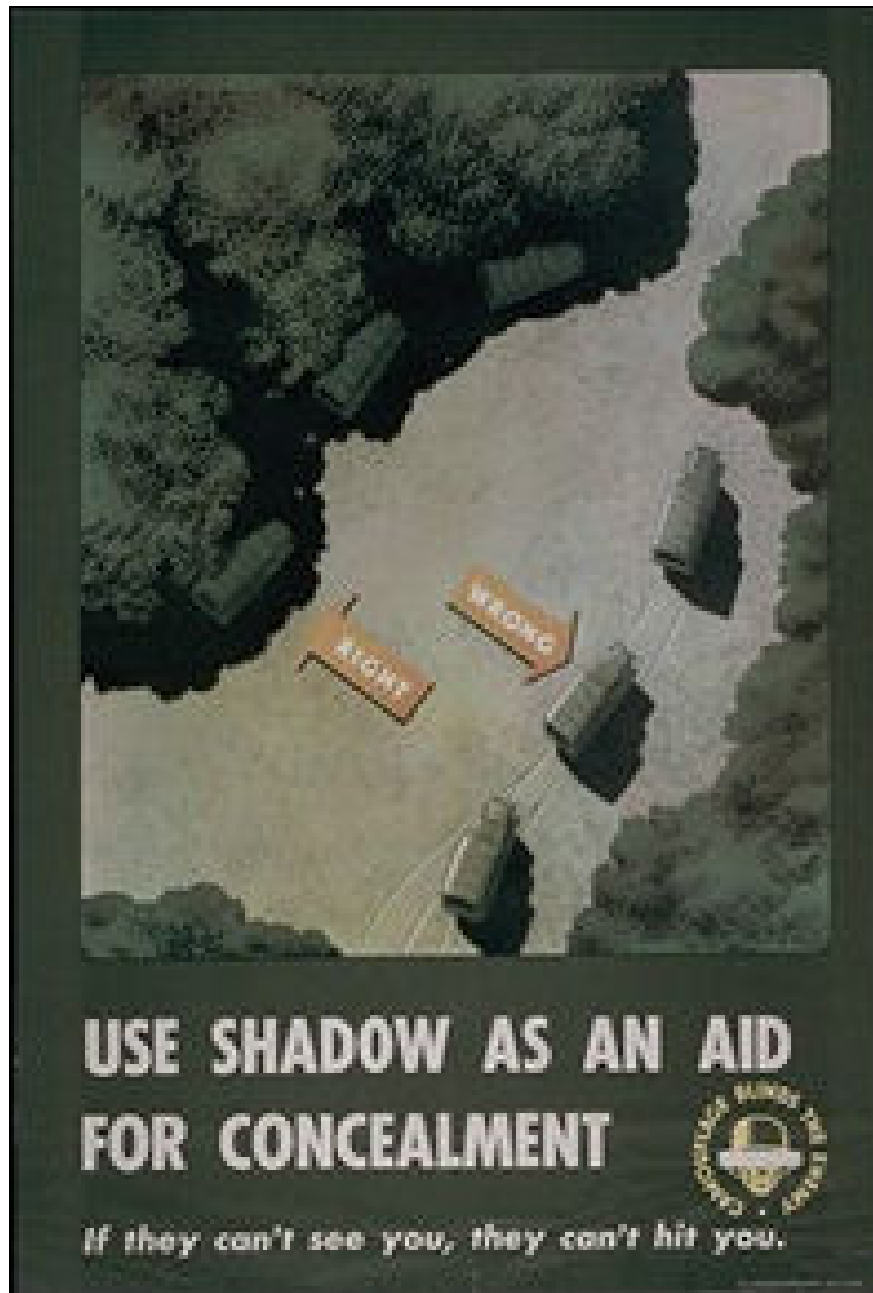


Veterans Wars 2011



Tactical Training Poster of the Month

1943 U.S. Posters from Canadian War Museum Collection



CMH December 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
Dec 4	FNF	Baker	7:00 pm	midnight
Dec 9	FNF	?	7:00 pm	midnight
Dec 11	MM	Baker	8:00 am	midnight
Dec 16	FNF	Baker	9:00 am	5:00 pm
Dec 23	FNF	?	7:00 pm	midnight
Dec 30	FNF	?	7:00 pm	midnight

Since Valhalla's Gaming Center store has closed, we are currently in the process of determining where our future non-Baker Friday Night Fights will be located.

December monthly meeting games:

- 200AP DBM Medley
- *Songs of Drums and Shakos* rules Napoleonic skirmish
- Potential *Legion vs. Horde* ancients game, with the Macedonian phalanx against a Republican Roman legion
- *Gettysburg Soldiers* rules, American Civil War game

Makassar Strait Encounter

DBA 2.2 Campaign Tournaments Change History

After Action Report by CMH Member

John Owen

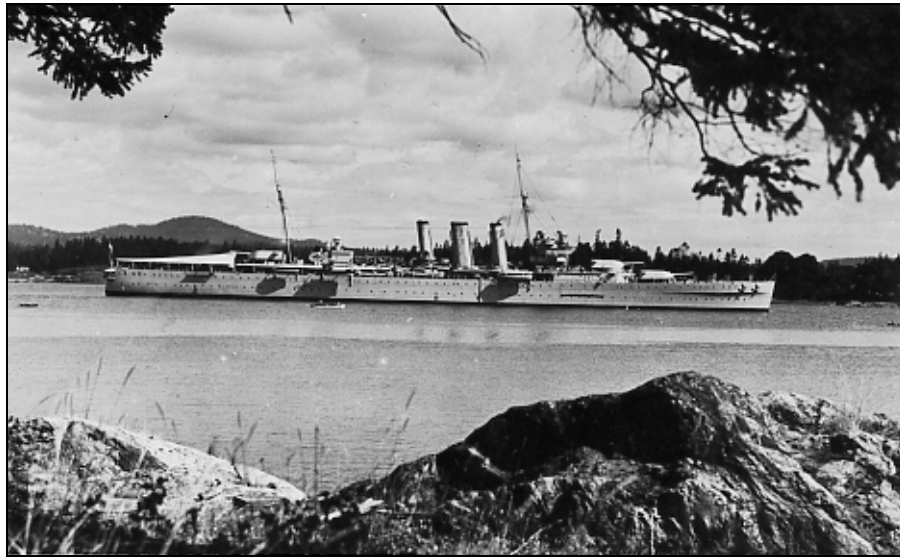
Saturday morning Japanese and Allied naval squadrons clashed in the Makassar Strait scenario. The ships were 1:2400 scale using homegrown rules. The Japanese commander, RAdm Gurule, was charged with convoying a detachment of infantry safely to landing zones. To accomplish this, he had a heavy cruiser (IJN Aoba), a light cruiser (IJN Jintsu), and modern destroyers Asashio and Michishio to escort two large transport Marus. Opposing him was RAdm Wildfong with heavy cruiser (HMS Dorsetshire), 2 light cruisers (U.S.S. Marblehead and HMNS Tromp), and 2 destroyers (U.S.S. Parrott and H.M.S. Jupiter). While the Allies had the numerical advantage, the Japanese ships were more modern, and benefitted from their vastly superior torpedo outfits.



IJN Aoba (Elder's naval postcard collection)

Each fleet exchanged long range shots as they approached, with no major advantage to either side. Admiral Wildfong worked his cruisers around, attempting an end run to attack the transports. His destroyers occupied the other flank, and quickly came to grips with the Japanese DDs. U.S.S. Parrott unleashed a 6 torpedo salvo at Asashio and scored one hit; with cumulative gunfire damage this proved fatal to Asashio. Michishio, however jumped into the fray, and responded with a full 8 torpedo salvo, nailing Parrott with a Long Lance warhead, which proceeded to vaporize Parrott. As this was occurring, Lt.-Commander Owen steered Jupiter straight for the transports. Quickly reacting, Captain Elder's Aoba shifted fire and scored several 8" hits on Jupiter, starting troublesome topside fires and wiping out her primary damage control party (this would have consequences later).

With Aoba dealing with the destroyer threat, Admiral Gurule's Jintsu and Michishio gamely faced off against the three Allied cruisers, but Jintsu took a fearsome pounding, as her steering gear was damaged, and she careened closer to the enemy battle line. Michishio eventually succumbed to multiple gunfire damage. Meanwhile, Jupiter dashed closer to Aoba, launching a 4 torpedo spread against the cruiser, scoring 2 hits. This might not have proved immediately fatal, but for one of those detonating the forward main magazine. Captain Elder endeavored to comply with samurai tradition and go down with his ship; however, a burly petty officer was seen to forcibly rescue him for further service to His Majesty.



HMS Dorsetshire (Elder's naval postcard collection)

With her firefighting ability impaired, Jupiter's fires became a serious issue. Still underway, she closed one transport, exchanged gunfire, and scored with her remaining torpedo. Following this, her fires went out of control, and she became a constructive loss. Meanwhile, Admiral Wildfong maneuvered his cruisers so as to avoid masking their fields of fire, and unleashed a slew of shells at the lone enemy cruiser. For her part, Jintsu was able to score a few hits on the Allied cruisers, but took progressive damage, losing gun and torpedo mounts, while unable to restore her steering capability.

As the game concluded, the Allied squadron prevailed, preventing the landings, and eliminating the escort force. For their part, the Japanese were able to sink two irreplaceable destroyers, and inflict some damage on all the other ships. A hard fought engagement; this was only a temporary check on the Imperial Navy juggernaut. Thanks to Dan, Doug, and Eric for playing this new game system.

Photo of the Month



Picture from Colonial Barracks Convention in New Orleans, November 4-6.
Photo courtesy of Dan Gurule.

For more pictures, see Dan's blog at:
<http://laststanddan.blogspot.com/2011/11/colonial-barracks-convention-new.html>

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. One Friday of the month will be held at the Baker Community Center. The other Friday meetings will be held at a future determined location. See website for latest information.



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 \$35.00 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: \$35.00
Half year Adult Membership: \$25.00
(for NEW members who join after June 30)
Family Membership: \$35.00 (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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