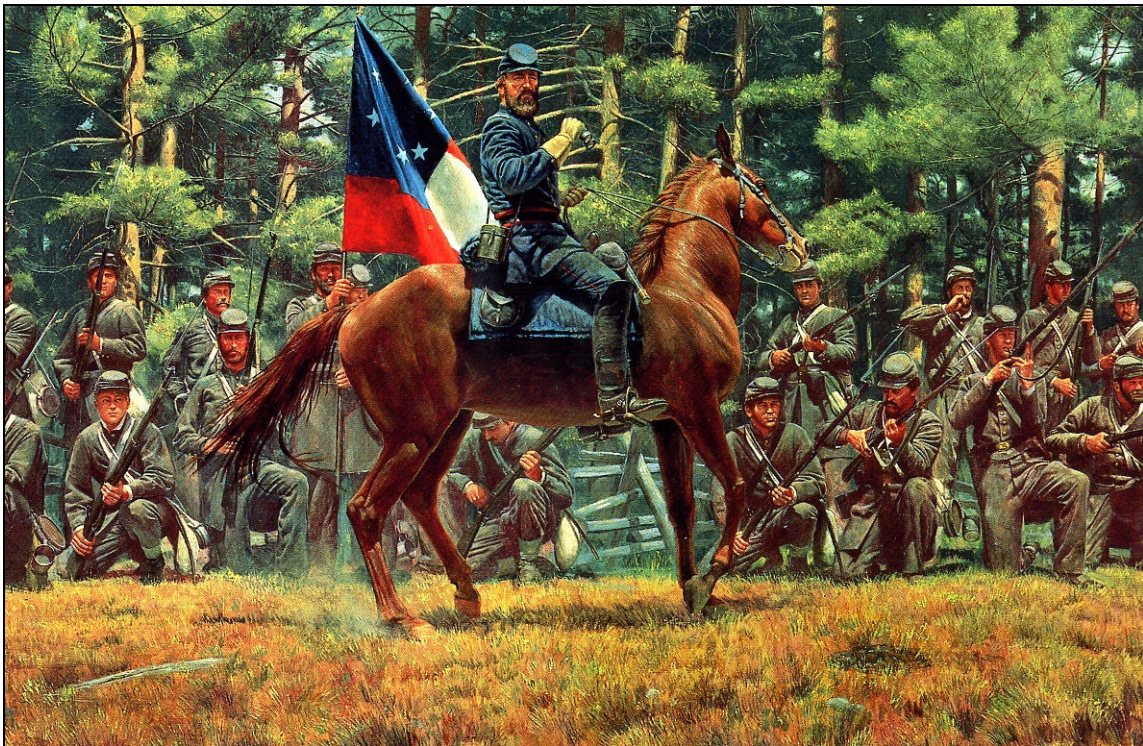


Colorado Military Historians

Newsletter

XXXVIII, No. 2

February 2012



General T. Jackson, at the Battle of the First Manassas, July 21, 1861.

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Skirmishing at the Club

Message by CMH Secretary

Eric Elder

I would like to thank Bill Daniel, John Brown, and Jeff Caruso for their articles this month. Bill sent me an article published during the American Civil War concerning the First Colorado Regiment. John Brown had a good group try out the DBA version 3 rules. It sounds like the games went well and the rules were well received. As pretty much everyone in the club knows, the Song of Drums and Shakos (SDS) rules are popular at the moment at the club. Jeff Caruso submitted an after action report on one of the latest SDS games. I hope to pop into more games coming up, but there are so many other games to choose from it makes it hard sometimes to choose. I thought I was the only one painting 25/28mm for the first time at the club, but it looks like there are a few of us.



It looks like I will be missing the February club meeting due to work. From what I am hearing there will be no shortage of games to choose from. I would say it will probably be one of the best meetings of the year. Last meeting we had about 25 people show up. Our paid membership currently stands at 25. Those of you, who have not paid, please pass along your \$35.00 membership dues to a Board Member.

January Monthly Meeting

Unit of the Month

Temporarily no 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
Binhan Lin	1/144	Attack Hobbies	Korea	Mig-15
Terry Shockey	25mm	Ral Partha	Colonial	3 Zulu Units
Matt Vigil	15mm	Essex	SYW	Russian Hussars
Jim Rairdon	25mm	Black Tree	Ancients	Greek Hoplite DBA Army
Larry Irons	25mm	Hinchcliffe	Ancients	Sarmatian Cavalry
Larry Irons	25mm	Old Glory	Ancients	German Archers
Jim Rairdon	15mm	Legio Herocia	Medieval	Built up areas Northern Europe
Jim Rairdon	15mm	Legio Herocia	Medieval	German DBA Army
Jeff Caruso	25mm	POTN	Wild West	Cowboy with Shotgun
Steve Schultz	10mm	Scratchbuilt	WWII	Beach Fortifications
GREG SKELLY	25mm	Various	WWII	Africa Korps

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

The First Colorado Regiment

Some Account of its March into New-Mexico Its Sufferings and Heroism Its Victory Over the Enemy.

New York Times article, published July 21, 1862

Article submitted by CMH Member

Bill Daniel

We, who are here in the East, are apt to be too much engrossed in attending to the glorious deeds performed by our own portion of the Grand Army of the United States, to give due consideration to our gallant soldiers in the distant plains of New-Mexico.

Nevertheless, when from time to time we hear a vague rumor of noble exertions in that remote quarter, we are only reminded of the great extent of this civil war, and of the many thousands of brave lives which are undergoing a voluntary sacrifice on behalf of the Union.

But when, during last Winter, the First Colorado Regiment undertook an enterprise so daring, and displayed endurance so noble as to challenge our admiration and demand serious attention, we would gladly have welcomed any account of their heroic deeds, and eagerly have watched for the future actions of a regiment which so early gave promise of bearing an important part in the history of this war. But by some strange inadvertency nothing was mentioned save the bare fact of their having made an almost incredible march, and we looked in vain for some worthy tribute of praise, showing that their noble efforts had been recognized and appreciated.

The following account has been compiled from private letters received from a gallant officer in the same regiment, and serves to show that their subsequent exertions were by no means unworthy of so noble a beginning, and from this we may glean some idea of the stout hearts, strong muscle and steady nerve which is exerted in the cause of the Union, almost under the shadow of the Rocky Mountains.

Last Fall a body of Texans, numbering somewhat more than three thousand men, under Gen. SIBLEY, entered New-Mexico, and triumphantly pursued their march through it, encountering no opposition until they arrived at what is now Camp Valverde, a few miles distant from Fort Craig. Here they met and defeated Col. CANBY, who had a superior force -comprised of picked regulars and four thousand Mexican volunteers -- and thence continued without opposition to Santa Fe, the extreme northern city of New-Mexico. With the exception of Fort Union, they were in possession of the whole of New-Mexico; and from the Plazas of Santa Fe and Albuquerque, organized a Government and appointed civil officers.

Now, during the Winter, a regiment from Denver City, viz.: the First Colorado Regiment, marched to the assistance of CANBY; and it was on this march, from Pike's Peak to New-Mexico, that they displayed such unwonted stamina and fortitude as to call forth unqualified admiration. Almost innumerable were their hardships; the suffering from intense cold, the toilsome marching over a barren and rugged country, the fording of streams which in mid-winter were torrents, and above all, one day's march which in length alone, even though it had not been attended with unusual privations and adverse circumstances, should be sufficient to entitle the regiment to an honorable mention in the history of this war. After having in one day traveled over forty miles, they received messages from CANBY, urging them to hasten; and such was their indomitable pluck, that at the end of a tired journey they again resumed the march, and continued

nearly forty miles more, thus making the unprecedented march of eighty miles without halting.

Meanwhile Government had ordered five thousand men to the assistance of CANBY, deeming that number necessary to cope with the Texans. But while these men were preparing to start, and the enemy, in full possession of Santa Fe, were contemplating an attack on Fort Union, this single regiment (comparatively ignorant of the designs of the enemy) formed the desperate idea of forming a junction with CANBY.

Fifteen miles from Santa Fe, at a place called Apache Canon, they met the Texan Brigade, flushed with their recent victories and exulting in the prospect of an easy victory. But these sturdy and resolute mountaineers, although outnumbered four to one, fought with such determined resolution and perseverance that they utterly defeated the overwhelming number of the enemy, captured one-half the men and all the artillery, and drove the remainder, (which still outnumbered them,) completely disorganized, out of the Territory, thus saving an immense amount of Government property, and establishing peace in a desolate country.

After the battle the First Colorado Regiment was encamped at a place called Galestio, -- having never yet formed a junction with CANBY, who was a day's march distant. Now they were ordered to join him. Elated with the prospect of another fight, they started. There had been some mistake in regard to the route, and thus they marched forty-five miles the first day, without arriving at their destination, over a country whose natural barrenness was increased by the late rebel ravages. But the suffering from the length of the march was trifling, when compared to the torturing thirst which could not be assuaged, as along the whole route not a drop of water was seen. Added to this, many of the soldiers, ignorant of the nature of the country, had neglected to fill their canteens. Dreary and dreadful was the march, and the soldiers, tired, lame, and parching with thirst, held on gallantly, although staggering, and dragging themselves along, and many falling on the roadside exhausted with travel and thirst, because there was a prospect of another fight ahead.

Early the next morning, however, they were all in perfect readiness for the march, and started for the town of Paralta, on the banks of the Rio Grande, where the Texans were encamped in a strong and commanding position. This march was almost equally toilsome, but the fact that each mile brought them nearer to the enemy, seemed to inspire them with superhuman energy, and any tidings from the rebels would cause those who were staggering along in broken and disorderly ranks to straighten up, fall into place, and step out eagerly and briskly. After two days' fearful marching they reached the camp of the enemy at midnight, and supperless slept on their arms, while no fire was permitted to be lighted. At daylight the enemy's batteries opened upon them, and still, without giving time to allay their torturing hunger, they were drawn up in line of battle, and commenced the attack. It is but due to these brave fellows, to reflect that they had tasted no food since the morning of the day previous, and were now entering battle, while the force under CANBY, which they met here, had only marched half the distance, on the day before halted at noon, and prepared their rations.

During the greater portion of the day, the regiment supported one of the batteries; and during a most tremendous fire of shot and shell, men were found so weary and faint, that even the destruction around them could not keep them from slumber. They actually fell asleep on the battle-field. How great must have been the fatigue and weariness of those whom even impending death and the deafening roar of artillery could not prevent from finding relief in sleep? The battle continued until four o'clock in the afternoon, and during the night the enemy retreated, leaving our forces in full possession of the field.

Such is a brief account of some of the actions of the First Colorado Regiment in New-Mexico, which, from the period of its starting from Denver City, until to-day," has nobly and loyally performed a magnificent series of exploits, any single one of which should have called forth the admiration of all true citizens, but when taken together, they form a whole which is beyond all precedent. Is it not positive injustice that such little notice should have been taken of it, and that all their struggles and ultimate success should have met with little or no recognition? Let us hope for more encouragement in the future to our soldiers beyond the Mississippi; and as no distance from the centre of operations causes their hearts to beat less loyally for the Union, so should no distance prevent them from receiving all the recognition and praise which is due them.

Let us keep a bright look-out for the First Colorado Regiment, and by promptly attending to their future actions alone for past neglect. J.W.A.

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Miner's Spplies Generally.
Recruits Wanted
FOR
COMPANY A.
FIVE RECRUITS are wanted for Company A
1st Regiment Colorado Volunteers at Camp
Weld. Apply to
E. W. WYNKOOP.
Captain Co. A 1st Reg't Col. Vol.
HARPER'S MAGAZINE
Colorado City Journal - Nov 28th, 1861

January Monthly Meeting

Game of the Month

Temporarily no 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
Terry Shockey	6mm	Victory without Quarter	The Road to Oxford
Larry Irons	25mm	Ancient Warfare	Germans vs. Late Romans
DAN GURULE	28mm	Songs of Drums and Shakos	Napoleonic Skirmish

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

DBA 3.0 Draft Draws Kudos

CMH and CSGA Play-Test and Survey Proposed Changes

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

Almost certainly the most popular rules for ancient and medieval miniatures war games ever, De Bellis Antiquitas (DBA) has long been a staple of Front Range friendly competition. The current version, DBA 2.2, has inspired us in battle for almost a decade. Now authors Phil and Sue Barker contemplate an even more satisfying DBA 3.0, and have pushed it through considerable preliminary play-testing into a working draft. Confident in their progress to this point, they invited the DBA-playing community at large to play-test and comment upon their work.

Eleven experienced DBA players from CMH and CSGA took up Phil and Sue's challenge, playing two or three games each in a controlled setting and then filling out a survey. The survey, supported by verbal explanations as necessary, itemized 44 changes or clusters of changes to DBA 2.2 and asked respondents to score them from 1 (Hate It!) to 10 (Love It!). A score of 8.5 or above was taken to indicate enthusiastic praise, a score of 7.0 to 8.4 robust support, a score of 5.5 to 6.9 acceptance without particular enthusiasm, and scores of less than 5.5 some measure of revulsion. By these criteria, 15 of 44 changes were greeted with enthusiastic praise, 16 with robust support, 9 with acceptance without particular enthusiasm, and 4 with revulsion.



Given that so few proposed changes inspired revulsion, it might be best to start with them. Figures in parentheses indicate the survey score with respect to the proposed rule change or cluster. The most negative reaction was to eliminating a DBA 2.2 requirement that there be at least some difficult terrain or a water feature (4.6). A horse-heavy defender in arable terrain could, for example, get away with three roads on a featureless plain. Players with multiple psiloi or auxilia were horrified, and others were at least sympathetic to them. A popular recommendation was to allow the attacker to lay down a full-sized piece of difficult terrain if the defender did not. Other proposed changes that scored poorly were a diminution of camelry capabilities in the face of other mounted (5.2), deletion of rear-rank spear support to other spear (4.1) and diminution of rear-rank pike support in the face of knights and elephants (4.7). Respondents might have been OK with respect to the knights, but the elimination of rear-rank pike support against elephants took massed pikes from a position of relative advantage to one of relative disadvantage – which seems contrary to experience.

Beyond the non-requirement for difficult terrain (4.6) mentioned above, other proposed changes to game set-up were robustly supported. Random terrain generation scored high (7.6), as did a defender set - attacker set – defender move opening sequence (7.3), deployment conventions that centered troops other

than lights and cavalry (7.4), and minor changes to mixes of terrain available to various topographical categories (7.0). A provision to allow the attacker to freely select his point of entry (subject to a mandatory road stipulation) drew luke-warm support (6.6). Many preferred the DBA 2.2 system in this regard, with some luck involved with respect to the attacker's approach.

With respect to general game mechanics, a requirement that a unit start to the flank in order to attack a flank and start to the rear in order to attack the rear received enthusiastic praise (9.2), as did more realistic requirements for conformation when contacted (9.0), and movement measurements defined by the furthest moving front corner (9.0). Robust support went to a redefinition of what is permissible in the "danger zone" – popularly "Barker zone" – in front of an enemy (8.2), a newly introduced 0 PIP initial road move (7.5), and more restrictive costs to dismount knights who can do so into blades, etc. (7.3). Support was luke-warm for measurement in base widths (BW) instead of inches (6.7), largely because so many players were metrically challenged. The resultant increase in movement was warmly received, however. It sped play, and allowed heavy infantry such sensible capabilities as forming a column to flank or extending by two unit frontages to the flank. A stipulation that a unit partially in difficult terrain be considered altogether in difficult terrain for command purposes also received luke-warm support (6.3). Many like the idea of peeking out with an edge or corner to stay in command radius, the theory being that those on the edge can relay a message.

With respect to shooting, the proposed rule changes seem a major advance. Enthusiastic praise went to extending line-of-sight in woods etc. to $\frac{1}{2}$ BW (9.4), allowing shots into or from and overlap (9.2), establishing a priority of fires based upon proximate threat (9.0), having those shot at from behind turn to recoil rather than be destroyed (8.9), and denying artillery, war wagons and mounted bow the opportunity to move and shoot (8.7). Robust support went to narrowing the firing fan to $\frac{1}{2}$ BW on each side of the firing unit (7.7), restrictions on firing from a river or marsh (7.8), and a tortuously written but hopefully understood rule about a third-party shooter intervening in a shooter on non-shooter engagement (7.8).

Close combat revisions also were well received. Enthusiastic praise went to bumping up the lethality of double-based elements (8.9), restricting break-offs to horse-mounted units (8.9), redefining overlaps with respect to war wagons (8.9), and clearing up when units required to recoil or flee are stopped as opposed to destroyed (8.7). Robust support went to characterizing a unit within $\frac{1}{2}$ BW of a battlefield edge as overlapped (8.1), although the intent was not altogether clear. The survey made the mistake of combining the addition of elephants, pikes and blades to units required to pursue with the stipulation that as supporting psiloi move with the blade in front of it and die if any of the blades it is supporting dies. The conglomerate received robust support overall (8.1), but respondents made it clear that they did not like the stipulations insofar as they applied to psiloi. Play-testers did like the additions to the pursuit requirements because they realistically made many combats self-sustaining without the investment of additional PIPs. The cleanest fix is probably to retain the additional pursuers, but have psiloi flee rather than be eliminated if units they are supporting are.

Responses ranged widely with respect to changes pertaining to specific types of units. We have already discussed unpopular proposed changes to camels, spearmen and pike. Support was at best luke-warm for further diminution of already near-worthless hordes (5.6), having knights quick-killed by camels (6.0), reversing the lethality of elephants with respect to infantry versus cavalry (6.5), and allowing BUA denizens to pour out and attack nearby units (6.7). Robust support went to expanding the command radius and thus autonomy of light horse (7.0) and diminishing the lethality of scythed chariots (7.1). Enthusiastic praise went to reducing the survivability of blades in the face of massed archery (9.1), allowing psiloi to

move on line through difficult terrain and conduct a second move in such terrain (9.3), and allowing supporting rear rank war bands to survive the demise of the element to their front (9.5).

With respect to winning and losing, proposed changes were modest, and modestly supported. Robust support went to having a lost general count for an additional loss (8.4) and having a lost camp count as a loss (8.4). Luke-warm support went to having a double-based element count as two losses (6.9), or having a BUA count as one loss with a camp and two without (5.8).

The survey itself, with results, appears below. If you have questions, or would like to see the draft DBA 3.0 rules yourself, please contact John S. Brown, the CMH Lesser Vizier for DBx Affairs. Other play-test and survey participants included Pat Harvey, Art Hayes, Roy Hayes, Doug Mudd, John Mumby, Doug Raines, Jim Rairdon, Greg Rold, Terry Shockey, and Matt Vigil. When complete, DBA 3.0 will be an even greater game than the already supremely popular DBA 2.2 already is. Proposed changes to basic game mechanics, shooting, close combat and winning and losing seem virtually set already. Proposed changes with respect to game set-up and pertaining to specific types of elements may inspire further debate – depending in part on whose ox is being gored -- but seem broadly supported as well. Army lists are still in draft, and we eagerly look forward to their arrival. De Bellis Antiquitas has a bright and promising future, and we are fortunate to be involved in its growth as it evolves.

CMH DBA 3.0 Play-Test Survey

Please Score Each Altered Item from 1 (Hate It!) to 10 (Love It!)

Game Set-Up

1.	Random Terrain Generation	7.6
2.	Non-Requirement for Difficult Terrain	4.6
3.	Changes to Terrain Mixes, Stipulations	7.0
4.	Attacker Side Selection (including road stipulation)	6.6
5.	Defender Set-Attacker Set- Defender Move Sequence	7.3
6.	Deployment Conventions (2BW back, 2/4 BW in)	7.4

General Game Mechanics

1.	Measurements in BW	6.7
2.	Furthest Moving Front Corner Measurement	9.0
3.	Partial Bad Going and Command Distance	6.3
4.	Denizen/Camp Follower Sallies	6.7
5.	0 PIP Road Move	7.5
6.	Dismounting Stipulations (Kn//Bd, Mtd Bw, etc.)	7.3
7.	Danger Zone Rule (not to own rear unless aligned)	8.2
8.	Contact to Flank/Rear versus Start Position	9.2
9.	Contact and Conformation Stipulations	9.0

Shooting

1.	Within ½ BW of Directly in Front, ½ BW of Target	7.7
2.	Priority of Fires (DZ, Shooting At, Other) for Bw, WWg	9.0
3.	Shooting at or by an Overlap	9.2
4.	Art, WWg, Mtd Bw cannot Move and Shoot	8.7
5.	Visibility to ½ BW for Difficult Hills/Woods/Oasis/Dunes	9.4
6.	Can't Shoot from River or Marsh	7.8
7.	Shooter/Non-Shooting Target/Third Party Shooter	7.8
8.	Shot from Behind Turns to Recoil	8.9

Close Combat

1.	DBE at +1 in Close Combat with Foot (except Bw,Ps)	8.9
2.	More Pursue (El, Pk, Bd) (Ps moves, dies with Bd)	8.1
3.	Breaking Off (Kn, Cv, LH, Mtd only)	8.9
4.	WWg with 2nd Element Overlap	8.7
5.	Battlefield Edge ½ BW Overlap	8.1
6.	Recoil/Flee Partial Move versus Destroyed	8.7

Such Element Specific Changes as Pertain to:

1.	Elephants (4-5 to 5-4, No QK Pk, Sp, Wb)	6.5
2.	Knights (QK by Cm)	6.0
3.	Light Horse (Command Radius)	7.0
4.	Scythed Chariots (4-4 to 3-4)	7.1
5.	Camelry (2-4 to 3-2, but QK Kn)	5.2
6.	Spears (no Rear Support)	4.1
7.	Pikes (no Rear Support vs El, +1 vs Kn)	4.7
8.	Blades (4 if shot at)	9.1
9.	Psiloi (Move on line in rough, 2nd Move in Rough)	9.3
10.	Warband (Rear Support survives, 2nd Move Straight Ahead)	9.5
11.	Hordes (3-2 to 2-2)	5.6

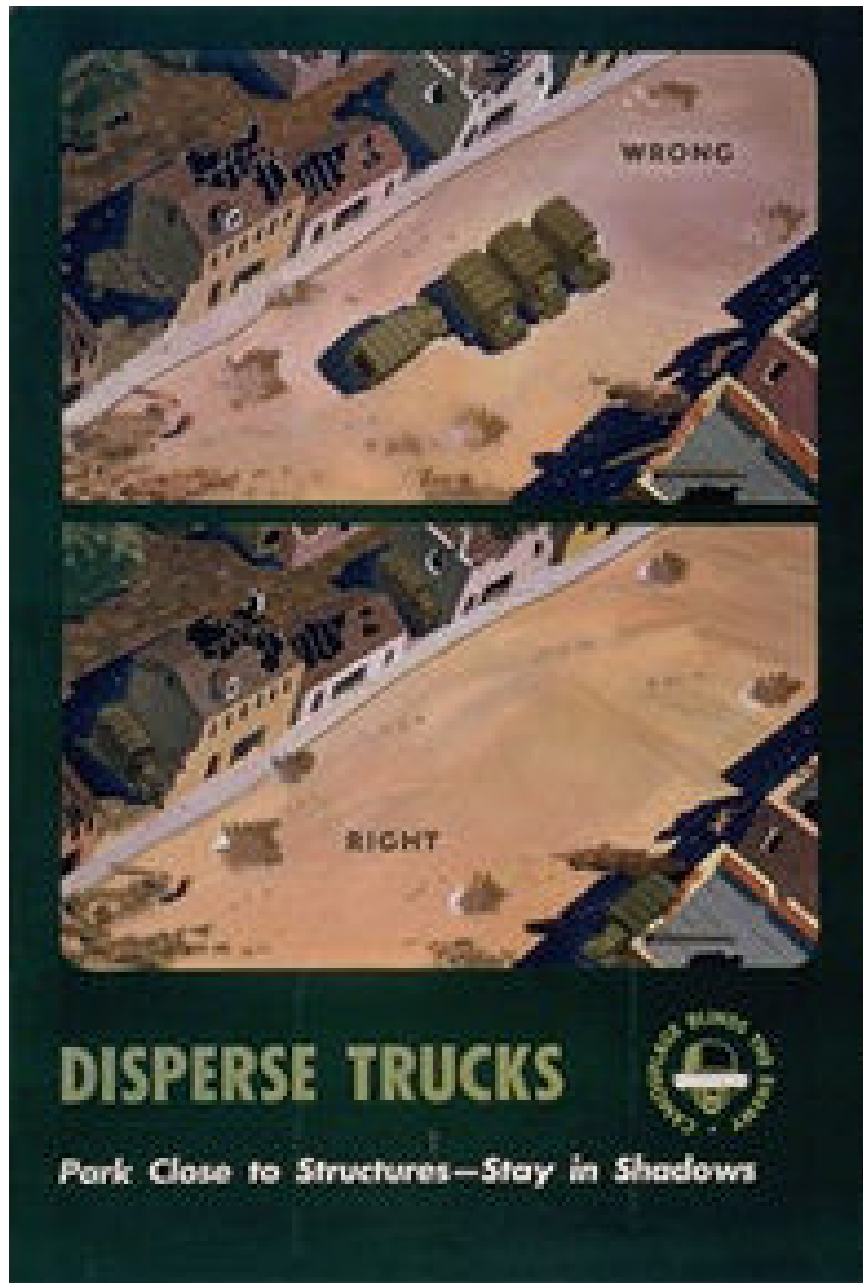
Winning and Losing

1.	DBE counts as 2	6.9
2.	General counts as +1	8.4
3.	Camp counts as 1	8.4
4.	BUA count as 1 with/2 without Camp	5.8

Comments and Recommendations:

Tactical Training Poster of the Month

1943 U.S. Posters from Canadian War Museum Collection



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
Feb 3	FNF	Baker	7:00 pm	midnight
Feb 12	MM	Baker	Noon	5:00 pm

February Friday Night Fights

- February 3: *Songs of Drums and Shakos* rules Napoleonic skirmish

February monthly meeting games:

- *Songs of Drums and Shakos* rules Napoleonic skirmish (campaign start)
- *Horde of the Things* Medley 25mm fantasy game
- *Field of Battle* British vs. Zulus
- *Knights Cross* game - Red Tails (P-51 escorting B-17's)
- *Field of Battle 2* rules Mexican-American War game

Upcoming games:

- 15mm BBDBA Tournament at Genghis Con (19 February)
- 15mm Ancient Warfare Exposition at the 11 March CMH meeting
- 15mm Command and Colors Ancients Medley at the 15 April CMH meeting.
- 15mm DBA Campaign Games (218 BC and 1479 AD) at West Wars (20 May)

Song of Drums and Shakos Battle Report

AAR by CMH Member

Jeff Caruso

Location: Town of Pobrecita, Northern Spain

Year 1808

The French command, under Major Merle, Aide to General Davout, lead a small force of Young and Old Guard in a probing advance to the coastal town of Pobrecita. British troops scouting the area were alerted by civilians of the French presence and undertook to discourage their actions. British 95th Rifles under Captain Geoffries were accompanied by Lt. Trinklien and two sections of Sailors from the British Warship Constance. Approaching the town from the north, the French advanced boldly onto the center of Pobrecita in two columns while the British took advantage of terrain to sneak up unseen, or so they hoped. Lt Trinklien used the Customs House to shield his approach and slipped between the buildings while the Rifles caught Major Merle and his unit in the open. A brief exchange of musketry and Major Merle was the first casualty to fall to the accuracy of the Rifles. The rest of his unit had advanced into the courtyard through the archway of the Custom House and occupied the building itself. The Major fell near the gate to the Convento de las Inocencias to the right.



The second French squad under Capt Louis LaSalle can be seen at the top center trying to take the sailors in the flank.



Their surprise attack wounded Lt. Trinklien but failed to discourage the sailors as they rallied and under the commanding presence of Petty Officer Rigsby and Seaman O'Brian (Hero).



LaSalle's Young Guard attack the sailors in the courtyard (see picture above). The Old Guard of Merle occupies the custom House, trying to barricade the doors from the certain assault of the British. Two French wounded are evident in front of the door. The attack on the sailors intensifies and the wounded pile up on each side. Capt Geoffries, to the right, is urging his Rifles on.



Fighting inside the Customs was bitter and the British were forced out to the courtyard



In a fit of rage and battle madness, Seaman O'Brian charges single handedly into the French.
With his running Blow attribute he takes down a Grenadier of the Guard.



The rifles finally get into position open fire on the Young Guard, wounding Lt LaSalle. While the firefight was going on Sergeant Frederickson killed a Frenchie in HTH combat.

With the loss of their second leader, the spirit went out of the French and they began to retreat, leaving the British Sailors bloodied but victorious along with the Rifles. It was a fun game with the tide of battle flowing back and forth, the issue in doubt throughout the game. The SDS Campaign will be one of the most entertaining events of the year, I'm sure.

Photo of the Month



Kelly's Heroes



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 at least one Friday night a month, 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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