

COLORADO MILITARY HISTORIANS

NEWSLETTER

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CMH VICTORIOUS!

CMH Victorious in 2016 Smack Down!

Rairdon, Rold and Shockey Dominate!

The Sixth Annual Colorado Military Historians versus Colorado Springs Gamers Association DBx Smack Down was fought out in two exciting stages: an intense HOTT Prequel for 50 points on 5 June, and a grander battle across the rest of the DBx events for 350 points on 9 July. A tiny setback in the HOTT Prequel (24 to 26) made the ultimate CMH victory in the final event all that much sweeter! The main event was hosted by CMH in the Baker Recreation Center. The Smack Down overall again featured each of the major DBx gaming systems: *De Bellis Antiquitatus* (DBA 3.0), *De Bellis Renationis* (DBR), *De Bellis Napoleonicus* (DBN), *De Bellis Magistrorum Militum* (DBMM2) and Hordes of the Things (HOTT). Colorful armies from the diverse DBx periods --- and from Fantasy as well --- battled across the table-tops. The atmosphere was electric, and cheers and moans accompanied the roll of the dice. When the final dice had been rolled, the overall score settled at 239 for CMH and 159 for CSGA.

Scheduling dilemmas and the multitude of interested parties led to the 5 June HOTT prequel. In this John Brown, Jim Rairdon, Greg Rold, Terry Shockey, and Joel Tompkins of CMH stepped forward with 24 point armies to face Brian Cummings, Doug Mudd, Doug Rains and Rob Scholtz of CSGA. A proliferation of lizard men, orcs, goblins, mythological Egyptians, Arthurian knights, and Triceratine Amazons swarmed across the many battlefields. A total of twelve games were played, the overall results being apportioned among 50 points. By agreement, the small number of points “earnable” by each player left players eligible to participate in the main event on 9 July. A few glorious moments were captured on film. Attached you can see the climactic Charge of the Triceratine Amazons, and an army of Lizardmen advancing in grim array. The final result was a 26 to 24 win for those from the wrong side of Castle Rock. Our CMH story is Doug Rains mysteriously acquired a spectacular nose bleed on the cusp of facing Greg Rold, saving his Egyptians from what surely would have been a dynasty-ending defeat!

In the main event on 9 July, DBA 3.0 events featured the best two out of three rounds with historically matched pairs. Contestants played both armies, with the “guest” choosing his army if it went to a third round. CMH’s Terry Shockey bested CSGA’s Chad Brewer 44 to 6 playing Sub-Roman (Arthurian) Britons (II/81a) and Picts (II/68a) out of DBA 3.0 Book II. CMH’s Greg Rold bested CSGA’s Brian Cummings 41 to 9 playing Welsh (III/19a) and Anglo-Danish (III/72) out of DBA 3.0 Book III. CMH’s Jim Rairdon bested CSGA’s Jay Casper 38 to 12 playing Later Swiss (IV/79b) and Hussites (IV/80) out of DBA 3.0 Book IV. Due to a shortage of players Book I was not played, but will be next year. The historically matched pairs format remains popular, and avoids some of the anomalous match ups we have seen in the past.

The BBDBA scenario pitted CMH’s John Brown with Palmyrans (II/74a) and an Arab Nomad (II23a) ally against CSGA’s Brent Sustatia with Sassanids (II/69b), Arab Nomads (II/

23a) and Kushans (II/46b). This fierce battle was called on time in an absolute draw, with ten elements eliminated and one command demoralized on each side. The DBR scenario pitted CMH's Larry Irons with Imperial Germans against CSGA's Dick Fickes with Ottomans. The game, spectacular in 28mm and fought across a pesky river that favored the Ottoman artillery, was called on time. The Ottomans were awarded 25 points and the Imperial Germans 20 at that point. The DBN scenario reconstructed the Battle of Albuera, with CMH's Nate Forte playing the French against CSGA's Doug Rains with the British and Portuguese. The game was called on time, with the British being awarded 28 points to the French's 25 at that point. Nate's historically accurate and beautifully sculpted battlefield got rave reviews, and the CMH position is that he would have won the game had it gone one more round! DBMM2 pitted Eastern Late Imperial Romans commanded by CMH's Matt Vigil against Western Late Imperial Romans commanded by CSGA's Art Hayes in one of their recurrent civil wars. In the end Constantine (Art Hayes – and evil) edged out Matt the Just 28 to 22 in a sprawling blood bath.

As you can see, CMH won three events, CSGA won four, and one event was tied. Fortunately CMH stalwarts Rairdon, Rold and Shockey won by such decisive margins as to catapult our team to victory. This was possible, of course, because CMH players who were edged out lost by such narrow margins as to render the CSGA victories indecisive. Team work! It also helped that CMH had the psychological advantage of showing up in striking black shirts with our distinctive club logo – courtesy of Nate Forte. CSGA, consciously presenting themselves as “tourists”, showed up in Hawaiian print floral shirts. It looked like a SWAT team taking on a swarm of over-the-hill Hippies – with predictable results! Terry Shockey (CMH) won the MVP Award, and Brian Cummings (CSGA) the dreaded Pick Dice for the most whine-worthy performance while rolling.

Special kudos go to Larry Irons for being such a gracious and effective Quartermaster. The victuals, mounds of pizza washed down by soft drinks and tempered by an assortment of healthy vegetables, were perfect! Larry also coordinated opening and closing the recreation center and assisted in set up. Nate, our fearless leader, asserted flawless presidential leadership throughout the preparations for and execution of this seminal annual event. Doug Rains coordinated CSGA participation as the CSGA Impotentate of DBX Affairs, and John Brown coordinated CMH participation as the CMH Grand Vizier for DBx Affairs. Please refer questions to John at jsandmbbrown@msn.com.

PHOTOS FROM THE 2016 SMACKDOWN

HOTTs Tournament

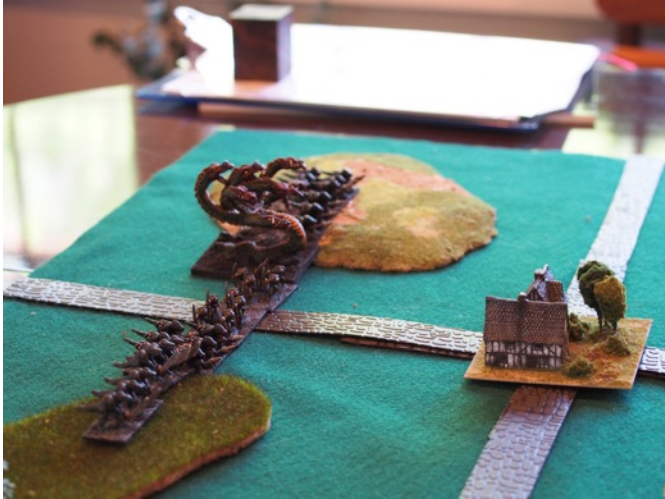


Feeding the contestants

Henry VIII “Dog of War”
and begging



Egyptian Magic

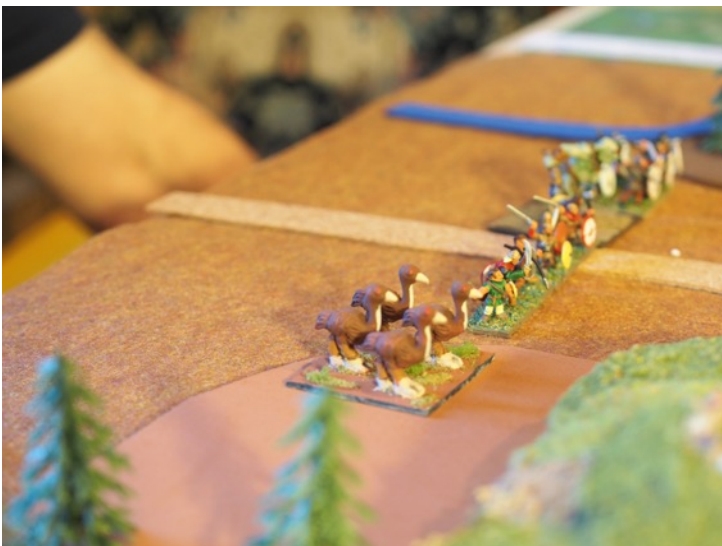


A Terrifying Hydra

Lizard Everywhere



The Fighting Emus





Special recognition to Doug Raines “line dancing” Warriors

DBX Tournaments







BILL DANIEL'S 2016 HISTORICON TRIP (PART 1)

My Historicon trip 2016 by Bill Daniel

Last Month I travelled to the great state of Virginia for a week of vacation. I was joined by CMH member in exile Todd Pressley. We visited some Civil War sites and then when to this year's Historicon in Fredericksburg.

First stop Fort Monroe.

I visited here in the early 1980's when it was still a military post and it is a little more tourist friendly this time.

Todd entering through the east gate



The Casement museum had several excellent models of the fort at different times in its history.



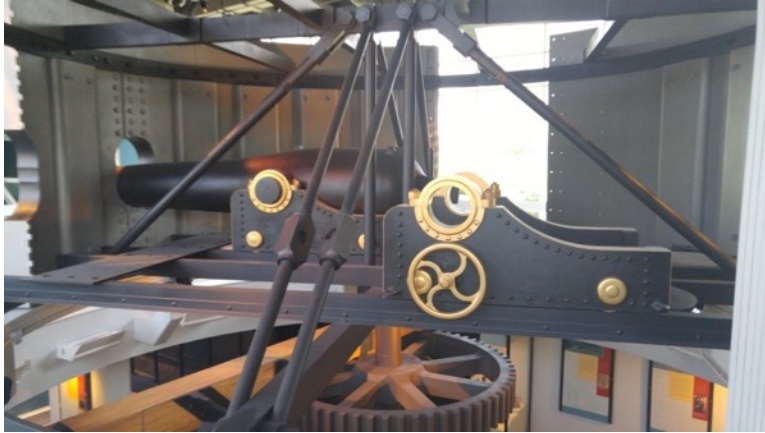
Our second stop was the Mariners Museum in Newport News.

Home to the raised remains of the USS Monitor.

her propeller (only Ericsson designed Propeller still in existence)



Model of her Turret in uses



Model of the turret as found on the wreck off Cape Hattaras.



Cannon from the CSS Virginia
(found at Gosport Naval yard, damaged by the Union navy during battle of Hampton roads)



Next stop Battle of Brady station

Last time I was here it was just a road sign pointing to a farmer's field. But now a good part of the battlefield is preserved and tour stop signs added.

Rebel line looking toward Union lines at St. James Church



Next it was on to The Wilderness.

Last time I was here the Ranger was so lonely he gave use a personal tour of the whole battlefield.

Todd checks to see if the scaling was right on these Confederate Earthworks.



Rebel's Final gun line that stopped the Union advance



Next it was Chancellorsville

Once again last time I visited a Lonely Ranger gave us a wonderful tour of the site. They now have a new visitor center for all three battlefields located here.

Site of the Chancellor's house



Next it was on the Spotsylvania Courthouse.

15th New Jersey regiment Monument at the Mule shoe with Rebel Earthworks in front.



The Mule shoe



Next Month I will show some of my Photo's from Historicon.

Historicon 2016 Theme: Cavalry--Mounted Warfare Through the Ages

Historicon 2016 was very good! Even if I did end up in the back seat of a Park Ranger SUV for over an hour at the Bull Run battlefield for doing something stupid (more on that later). I renewed many friendships again at this con. That is one of the highlights of going to Historicon. Bill Daniel and Todd Pressley were seen together as well as sightings of Chris Bennett and Scott Holder..

My first game was "To the Strongest" which I helped proofread before it was published. Dr. Peter Anderson hosted the Assyrians vs Egyptians. I learned not how to use my Egyptian light chariots against the bad guys. There was a great history lesson in my next game. The Austro-Hungarians in WW1 were getting beaten by the Russians. So, the Germans asked the Turks to send some troops to Galicia to help out. I played the Turks and did rather well against the Russians. The rules were "Take Action" by members of the Hawks and not published yet. My next game was Valmy 1792. It's a strange historical battle where the Prussians march up a ridge, get hit by French artillery, and decide to go home. A battle that never was. And, because of a death in the host family, it was cancelled. I was able to squeeze into Dr. Tim Cooper's WW1 East Africa game about the battle of Kisii. In real life, the Germans and native troops were in the middle of a parade when the British and natives attacked. Fortunately, my Brits were not in a woods when a special event card was drawn in the Field of Battle2 rules. The guy next to me scrambled out of the woods because of bees attacking him! Hilarious! We didn't do too well against the Germans.

Next up was "Convention Napoleonics." The host had had a full house at the morning game so left up the table which could hold up to 14 players. Unfortunately, only 4 showed up for our game. We used just a quarter of the table with a few divisions of French vs Austrians. Our French cleaned up on the Austrians. I even beat up the 8th grader playing me after he was getting the best of me at the beginning. Kids! It

was a very quick game like the host said it would be. I first met Tod Kirshner when he and Dale Woods were playtesting "Age of Reason" at Origins in the 1980s. I was Red Cloud, and my Indians did OK in his AWI scenario. He still calls me Red Cloud ;) He hosted my third venture into WW1 gaming. I was the Turks again at the 2nd Battle of Gaza, 1917. The rules used were If The Lord Spares Us by Two Fat Lardies. If the Brits, Aussies, and Lawrence of Arabia took one of the objectives, the game was a tie and that is what happened. Lots of fun with two ladies in the game. One commanded the British bomber and fighter escort. After 3 Bloody Marys, she was really flying high! I did have two stands of figures left in this game.

My last gaming experience was the soon to be published Triumph ancient's rules. I overheard a spectator say it is just DBA 2.2++. That drew several frowns from the guys running it. I played 4 games and won 1. The Punic War tournament was very interesting in the way it was ran. The main two rules I liked from Triumph was a point system where a player might have 16 elements vs 14 elements. Also, the terrain was picked and set in order starting with the first choice. A deck of terrain cards was shuffled, and one card was drawn. It had numbers on it where the terrain would be placed. That was very unique. I will continue to watch the development of Triumph, but I still like DBA 3.0.

All in all, a very good convention. Oh, and the Park Ranger had me get into his air conditioned SUV. I had locked the keys in the rental.

John Mumby

Building my First Terrain Board

By Nate Forte

Hello fellow CMH members. I wanted to share my first experience at building a miniature gaming board for our annual DBx tournament. Although I had seen many of our club members gaming boards, like those of Dan Gurule or Bill Daniels or Terry Shockey, I had never thought of building one of my own. I was always afraid to fail with the end result looking pretty bad and not being able to play on it. I always thought the task was too daunting and challenging and I never wanted to try it, that is until now.

I am here to tell you not to be afraid to try it if you think you want to do something like this. As you will see from the photos I will share, the end result ended up looking pretty decent and fun to play on. The first thing you will need is a motivator of some kind. What I mean is something that will get you going in your task of building this game board. For me this motivator was the DBx challenge and the opportunity to represent CMH in the DBN portion of the tournament. Since CMH was the host, we were in charge of creating the scenario. Normally I always look forward to Dan with his creative mind, to come up with a good scenario idea and a great gaming board for us to use, but this year Dan could not do so. So it was my responsibility and my challenge to come up with a good scenario idea and gaming board to use in the challenge.

I did my research at the DBN website and came up with what I thought was a good scenario to use. The scenario I chose was the Battle of Albuera 1811 in Spain. Knowing our opponents preferences, I liked this scenario as it offered a way to reduce the English fire effectiveness by bringing in weather that reduced firing and if it was severe enough, would actually prevent firing by anyone. This would make the French attack columns unstoppable, and as it worked out in the game, quite effective.

The next step was to design the mapping board on a giant sheet of paper. You can use an old cardboard piece that is large enough if you like instead of paper but it will be harder to transfer to the actual gaming board. The map that came from the online scenario PDF called for a 4 feet by 2.5 feet map board. So I transferred this map to the larger sheet of paper, simply by dividing the small design into squares, then drawing the same number of lines to form the same squares on the larger sheet of paper. Now came the hard part, transferring the small drawing to the larger one. I basically used a tape measurer to divide the squares for the small design in millimeters and the larger design square in centimeters and transferred any lines from the small design to the larger one by cross referencing between the two.

The final design looked pretty much like the original scenario design, and I was pleased with that. Now that I had a true size design sheet of paper, I needed to transfer this to a board of some kind. I used a plywood board that I bought at the local hardware store, and had them cut it for free to the scenario size 4 ft. by 2.5 ft. I transferred the grid lines using a marking pencil to the wooden board, and transferred all the contours lines and rivers and streams and roads using the same.

Next I cut out all the contours for the hills from the large design sheet and used them as templates for making these contours out of Styrofoam. I used a Styrofoam cutter to cut them out from the sheet of Styrofoam that I had saved from previous purchases just for this eventuality. Once I had all the contours cut out, I glued them onto the wood board.

The next step was by far the most fun and also the hardest. The terrain needed to be added to the wooden board and the contours. I used a premixed earth colored grout that I also purchased at the local hardware store. Dan had given me this idea in his previous boards that he had created. It worked like a charm, and it basically was like spreading butter on toast (not quite but similar). To create gaps for the roads and rivers and streams, I used another tip that I got from Dan. He told me to use the foam window seals that come in various width and thickness. So I placed all these foam window seals everywhere I needed gaps for roads or rivers or streams.

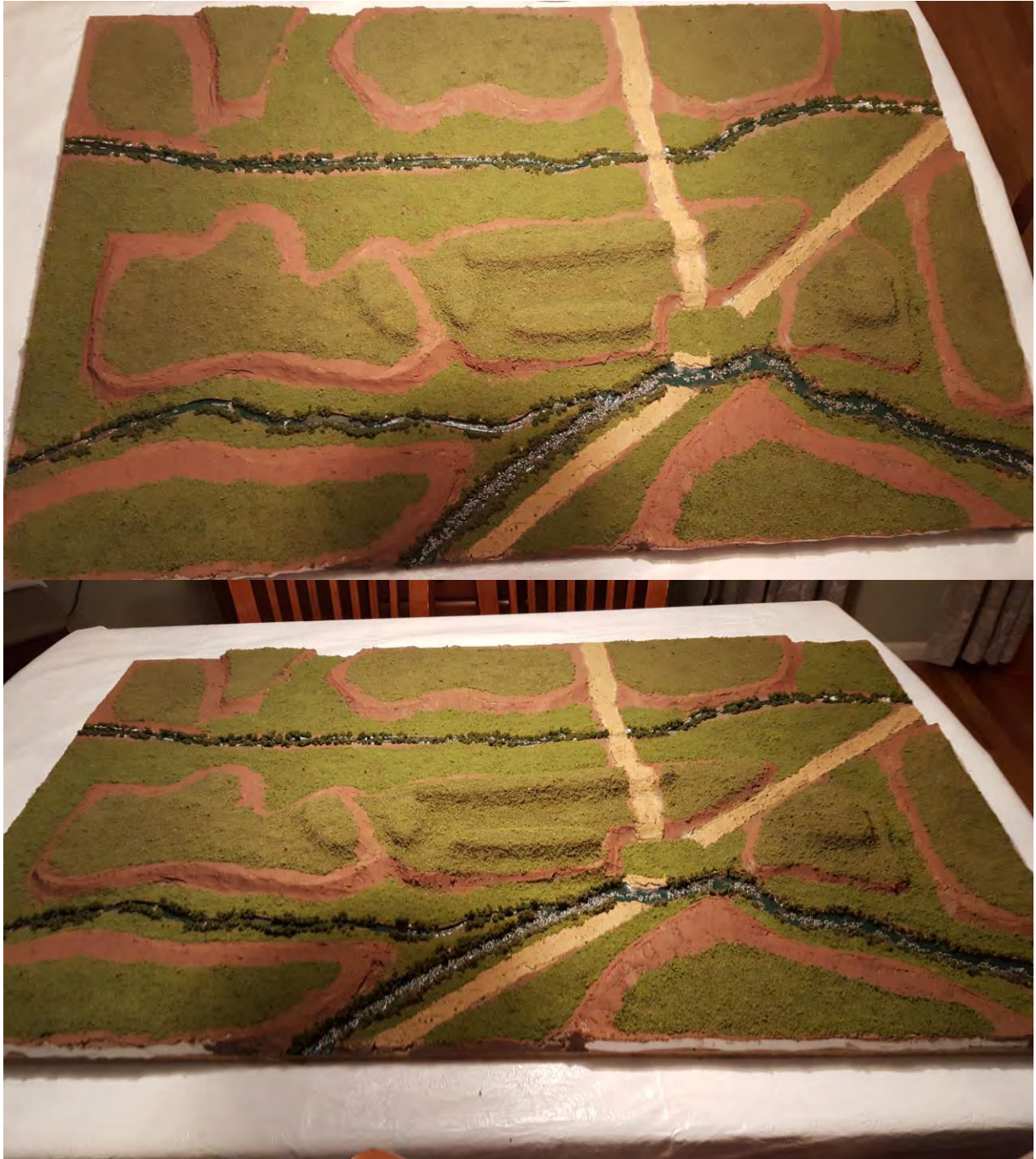
After letting the grout cure overnight, I removed the foam carefully, and began to fill the gaps for the roads with a different colored grout (I used sand color for that). For the rivers and streams I first painted them using a hunter green color I got at the local craft store. Then I was planning on using woodland scenic water effects to make it look like there was actually water in there, but after I spread a little and let it cure overnight, it still was white in color. That stuff takes forever to cure clear. So instead I used woodland scenic realistic water. That stuff works like magic and overnight it hardens pretty good and the effect is awesome. It is in liquid form so you have to be careful when pouring, and make sure that the ends of your rivers are blocked by masking tape or the stuff will just pour out of the opening. I also added a few small pieces of kitty litter (the out of the package unused stuff LOL...) all along the river and in the streams, just to give it that river bottom look.

Now it was time to add the final touches. I gave the whole earth board a good dry brushing of chocolate earth color I got at the local craft store. I also dry brushed the roads with a sand color. After that I flocked a lot of the terrain using woodland scenic mixture of burnt grass coarse turf for all the exposed terrain (this was after all Spain) and light green coarse turf for the forested areas and for the location of the Albuera Non Linear Fortification. I used Elmer's white glue (I had a gallon of it and its pretty cheap) and it worked just fine. Next I added a mixture of olive green and light green underbrush on the edges of the river and streams to simulate the bushes and the undergrowth on the river's edges and streams.

I let all cure overnight and finally sprayed the whole board with woodland scenic spray to set all the flock in place. The whole project from start to finish took me about a week of after work time and a whole weekend.

The final product looks pretty good for a first try, and I plan on doing more of these in the near future.

Ciao.







GAME OF THE MONTH

Total Escape Games Sponsor



Member Name	Scale	Era	Rules	Description
Bill Daniel	Boardgame	19th Century	Silverton	Railroad Development
John Mumby *	10mm	ACW	Altar of Freedom	Shiloh

***Denotes this month's winner**

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



UNIT OF THE MONTH (Not Sponsored)

Member Name	Scale	Manufacturer	Era	Unit
Jeff Lambert	15mm	Battlefront	WWII	1st Coldstream Guards - Shermans
Jeff Lambert	15mm	Battlefront	WWII	12th Manitoba Dragoons Armoured Cars
Dave Manley	28mm	Bolt Action	WWII	Panther, Stug, Halftrack,



CMH August Scheduled Events

This table shows what events are scheduled for CMH. 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
August 5	FNF	TBD	7PM
August 12	FNF	TBD	7PM
August 14	MM	Baker Rec Center	12PM
August 19	FNF	TBD	7PM
August 26	FNF	TBD	7PM

TEG - Total Escape Games

6831 W. 120th Ave.

Suite C

Broomfield CO 80020

www.totalescapegames.com

FNF (TBD) may or may not occur due to a lack of a scheduled host/location.

Upcoming Events:

September 1-4: Tacticon at Hotel Elegante Colorado Springs

**September 23-25: Recruits at Lee's Summit High School,
Lee's Summit MO**

**November 4-6: HMGS Fall In "Poland Through the Ages:
Duchy to Republic at Lancaster Host and Resort, Lancaster
PA**

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 it is deferred to the third Sunday. The meeting starts at noon at the Baker Recreational Center, 6751 Irving Street (just a few blocks west of Federal Blvd), Denver CO. The club also hosts gaming at least one Friday night a month, called "Friday Night Fights" (FNF) at 7 PM. FNF will be held at several various locations. See previous schedule or view the website for latest information.

CMH maintains ties with numbers local, regional and national groups to help promote the hobby. CMH is governed by member-elected officers who serve on the Board of Directors (executive board). Terms 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-mail 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)



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.

Mailing Address:
Terry Shockey
13160 Garfield Dr.
Thornton CO 80241-2106

email: tshockey8981@msn.com
Web Site: www.cmhweb.org

Editor/Layout: Terry Shockey

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2016/2017 CMH Board Members

President:
Nate Forte
nateforteg1@gmail.com

Vice-President:
Jim Rairdon
rairdon8071@comcast.net

Secretary:
Terry Shockey
(See above)

Treasurer:
Larry Irons
303-883-2146

Historian:
Doug Wildfong
303-374-9776
dwwild84@gmail.com

Student Membership: \$20.00 (16 to 22 years old)