

COLORADO MILITARY HISTORIANS

NEWSLETTER

XVIII, No. 4

April 2017



Lexington-Concord

From the desk of the CMH President

By Natale (Nate) Forte

Time flies and we are almost at the 1 year mark from the last officer elections. I would like to go over some of the things that your club officers have been working on this past year:

- Revamped our club email site with a new fresh look using a new platform – the goal was to bring more attention to our organization and bring in new members. There were also some cost savings associated with this change.
- Signed up the club to an event social media site called Meetup. The intent here is to bring more exposure of our club to the greater Denver area and bring in more new members. Some of the cost savings from our website were used here for payment (this site is not free) as well as donations from some of the members.
- Created a group page on Facebook for our club. Again the intent here is to bring more exposure of our club to potential new members out there. The good news about our Facebook group page is that it is free.
- Created a flyer to distribute to various gatherings, hobby stores, game stores, libraries. The intent is also to bring more exposure in different media to potential new members. The flier has all of our various links (Yahoo, Facebook, Meetup, and our webpage) on it as well as a QR code (those funny looking squares with black marks on them) that will automatically send a smart phone user to our website when they scan it.
- Approved to run the two events (West Wars and Veterans Wars) that our club is known for in the 2017 calendar year.
- Brought a motion to the members to raise the club dues to \$40 from \$35, which passed. This was made necessary by the reduced numbers of dues paying members in our club over the years. The officer's felt the need to bring it to the member's attention the financial necessity for such a raise at this time.
- Purchased Swag Dice and renewed the 4 free dice per paid dues member commitment.
- Received continued prize support for calendar year 2017 in the form of 15\$ gift certificates for our game of the month winners from Total Escape Games. Thank you Total Escape Games.

As you can see most of our officer's activities have been centered on recruitment of new members that will help support our club in the future through their club dues. Without your support, our club would probably cease to exist, and that would be a shame, after such a long existence.

On to more pressing needs. At our May meeting, we will be voting for our club officers for the next year's term. If you would like to run, please bring it to the attention of our officers, mainly our Secretary Terry. As far as I am aware, I have not heard if any of the officers will be stepping down from their post and we will need to fill their vacancy. I can only speak for myself, and I will run for another term for president of your club next year.

On behalf of our CMH club members, I would like to thank **Eric Olson** for his generous donation of Hexon terrain tiles from Kallistra. A little about Eric, he was a member of our club 20 years ago from what he told me and still reads our newsletter and checks out our website. He loves Axis and Allies, and is a fan of Memoir '44 which is why he purchased these tiles for in the first place. I think all he asked in return was an honorary membership to our club which I will bring up as a motion at our next club meeting. If you don't know what Hexon terrain is or looks like here is a picture and their web link for Kallistra UK where one can look at their offerings: <https://www.kallistra.co.uk/> (This is not meant as an endorsement of their products by CMH or any of its officers.)



Eric wanted to donate his terrain with the premise that we would all use it. I assured him that there are lots of uses for his terrain, and that we would surely use it in our games. The terrain is perfect for various miniature sizes from micro 6mm to 15mm and 20mm, from Battle Cry and Memoir '44 (which is a favorite game of Eric) to Flames of War, and Battlefront etc...etc....etc. I don't know how well it would work with our 28 mm games, but it probably can. The total inventory will be posted on the Yahoo website under files once I am done with it, so that folks can plan games with it. Just to give you an idea of how much he donated; what you see in the picture is probably a 6' x 4' table, and we probably have enough to do three of those (no houses or trees in the donation, just the tiles and hills and sea hexes and sand hexes, and road hexes etc....) They are now in black plastic 18 gallon tubs, 9 of them down in my basement. Till we can figure out were to store them for our members use, I'll keep them in my basement for now, but please let me know if you want to use them prior to any of our monthly meetings so I can bring them to the club. I'm very grateful to Eric for his donation, and this will help some of our members who may want to host a game but felt that they did not have any of the terrain to do it. Well here is your chance thanks to Eric.

Finally I want to remind the members of our **West Wars 2017** event coming up next month and remind everyone that we will need to have game masters to host games. So far we have the **HOTT** tournament that John Brown will host on Sunday, and I will have some **Wings of Glory Battle of Britain** games on Saturday and or Sunday. I will have the full schedule available for the members posted on the Yahoo site by the time you read this, as well as a flier that can be printed and downloaded to post at your local hobby store, or game store.

Regards, your CMH President

Natale Forte

The Shot Heard Round the World, April 19, 1775

David Manley

Sedition. Treason. Oppression. Liberty. Patriot.

These words were used openly by the colonists, garrison troops and the leaders of both the Committee of Safety and the Military Governor of the Province of Massachusetts Bay. Subsequent to the Boston Massacre (in 1770) and the Boston Tea Party (in 1773), the King and his ministers put ever increasing pressure on the colonists trying to bring them in line and with each increase in pressure the colonial leaders pushed back. Finally, during the winter and spring of 1775 the colonists were storing arms including cannon, muskets, ball, powder, foodstuffs and all the necessities of keeping an army in the field as well as organizing the Minutemen to assure protection of the stores and liberties of the colonists.

Thomas Gage, the Military Governor of greater Massachusetts learned of these plans and in late March 1775 he ordered three officers to change into civilian clothing and make a tour of the countryside as far as Concord. Their mission was to record locations and types of military supplies being stored and to assess the probability of success in seizing these supplies without alarming the countryside. They successfully obtained useful information on the topography of the area and the location of the military stores. Unfortunately for them, they were quite obviously British spies as their disguises were decidedly different than those of the colonial residents and they were “well armed” for a tour of the countryside. As such, the colonists and their Committee of Safety were well aware that something was up.

With the information gathered by the spies, General Gage made plans for a 16 mile night march to Concord to seize and destroy the contraband material. In his orders he was quite specific in the material to be found and the methods to be used to accomplish this task while being sure “not to plunder the Inhabitants, or hurt private property.” Additionally, he made arrangements for a small party on horseback to precede the march, detain any persons attempting to alarm the countryside or make residents aware of the approaching soldiers.

On April 15, 1775 the Grenadier and Lt. infantry companies of every regiment in Boston were “taken off all duties ‘till further orders,” for the purpose of “Exercise and new evolutions.” While this was supposed to be confidential, the colonial patriots including Paul Revere were immediately aware of the change and rightfully suspected a mission into the country to seize the supplies as well as capture leaders such as John Hancock and Samuel Adams. These men were meeting with the Provincial Congress in open defiance of the military governor and were considered traitors.

During the evening of April 15 into the morning of April 16, Paul Revere discovered the ships boats of all the ships in the harbor were launched and held under the stern of the ships, obviously in preparation for some activity. That morning Paul Revere rode to Lexington to warn Hancock and Adams of the preparations. He returned to Boston by way of Charlestown where he met

with Colonel Conant of the militia. They determined that if the British left Boston by water, two lanterns would shine in the North Church Steeple; and if by land the signal would be one lantern. This signal was specifically devised to assure that the leaders and minutemen would be notified of the expedition should Revere be unable to get out of Boston with the information.

Early in the morning of the 17th the Committee of Safety was notified of the British plans and they ordered that the cannon in Concord be transferred further from Boston and other precautions be taken to hide the remaining supplies.

In the afternoon of the 18th, a ten man British patrol was dispatched to ride the road from Cambridge to Concord. Additionally, patriots in Boston employed within the governors residence overheard statements such as “there will be hell to pay tomorrow” and reported these to Revere and other leaders within Boston. By the evening, messages were flying about regarding the whereabouts of the British patrol and the assembly of the minutemen. By 8 PM in the evening of the 18th over 40 minutemen had gathered on the Lexington Green. About the same time, the British patrol had returned from near Concord to just east of Lexington. Here they detained several militia horse sent to monitor the patrol activities.

At 10 PM on the 18th, the Grenadiers and Light Infantry were awoken and though this was to have been quite secret, Dr. Joseph Warren in Boston was immediately aware of the activity. Plans were made to send William Dawes over the Boston Neck (land route) to Lexington, while Paul Revere would take his small boat across to Charleston and from there make his way to Lexington to spread the alarm. The planned two lanterns were placed in the North Church Steeple to notify the men in Charleston.

By 10:30 the 700 Grenadiers and Lt. Infantry were assembled on Boston Common under the command of Lt. Colonel Francis Smith with Major John Pitcairn of the Marines as second in command; from here they began their march to their boats. Revere arrived in Charleston at 11 PM but the soldiers didn't arrive until 11:30 and were forced to wait standing in the roadway for provisions including a day's rations and 36 rounds of ammunition. Finally by 2 AM on the 19th they began their march to Lexington. They had now been up for four hours.

After several narrow escapes for each of them, Revere and Dawes arrived in Lexington around mid-night on the 18th and notified Hancock and Adams as well as the Minuteman commanders of the British force coming their way. The church alarm bell rang at 12:30 AM on the 19th and shortly thereafter, Captain John Parker was assembling his 130 Minutemen. By 1:30 Revere, Dawes and Dr. Samuel Prescott were riding towards Concord with Revere in the lead by about 200 yards. Two soldiers of the British patrol hidden beside the road captured Revere at pistol point, but Dawes escaped towards Lexington and Prescott jumped the road fence and made his way through a swamp around the guards holding Revere all the way to Concord. Captain Parker disbanded his minutemen to await reassembly when the British were closer to Lexington. By 4:30 AM, one of the scouts sent out to monitor the advancing British returned to Lexington

Green, notifying Captain Parker the British were less than half a mile away and the drum was beat to reassemble.

At about the same time, General Gage had determined that the mission was no longer secret and he sent orders for Lord Percy to leave Boston with a force of 1,000 men and two guns and march by land to be a relief force for Smith's force. As too often happens, these orders were delayed and the relief column did not leave Boston until 9 AM that morning.

At 5 AM on the morning of the 19th, Major Pitcairn of the British Marines and the officer in charge of the Light Infantry found 77 Minutemen drawn up on Lexington Green to oppose their advance. Captain Parker had previously told his men to "Stand your ground! Don't fire unless fired upon! But if they mean to have a war, let it begin here!" Upon seeing the colonials on the green, Pitcairn formed his men into line and ordered the Minutemen to "Lay down your arms you damned rebels and disperse!" Captain Parker recognizing the futility of the situation (outnumbered as he was) ordered his men to file away. As this was happening, a shot rang out and then a British platoon volley fired and charged with bayonets. Eight Minutemen were killed and ten wounded in the volley and charge. None of the Minutemen, other than the dead, were remaining on the green within seconds of the exchange. No light infantry were injured. As the main column of Grenadiers crossed the Lexington Green, a cheer rose and music was struck up. At this point, the illusion of secrecy of the mission was completely gone. The column had now been up and on the march for seven hours.

By 6:30 the British column was approaching Concord and the minutemen guarding the eastern approach to the town retreated in the face of overwhelming force to a hill overlooking the town. By 7 AM the British entered the center of Concord and Colonel Smith ordered the light infantry to advance on the hill forcing the colonists back to a second hill half a mile north of the town and opposite the North Bridge on the Concord River. It was reported back by the light infantry "vast numbers were assembling in many parts surrounding the town." In response, Smith ordered one company of lights to the South Bridge with another seven companies ordered to the North Bridge. From there, Captain Laurie remained with three companies to guard the bridge while Captain Parson's took four companies to Barrett's farm to look for military stores reportedly concealed there. Very shortly before Laurie arrived at North Bridge, the Minutemen crossed the west side of the bridge and assembled on Punkatasset Hill just above the bridge.

While the Lt. Infantry was guarding the approaches to the town and searching the Barrett farm, the Grenadiers were ordered to search the houses, barns and grounds of the town itself. The search was hardly successful with only about 500 pounds of musket balls discovered and thrown into the Mill Pond; precisely against orders to disburse these items as to make dredging up all but impossible. In some places, the troops were only steps from discovering stores including 55 barrels of beef and 1,700 pounds of salt fish in one cellar and shed. After the British vacated Concord, the musket balls were dredged up and used by the colonists.

By 9 AM over 400 colonists had assembled on Punkatasset Hill and they moved to a smaller hill, closer to the bridge. As they advanced, they noticed smoke rising from the town and though they did not know the exact reason, they suspected the worst and the force became agitated, moving more quickly towards the bridge. "Orders were given not to fire until fired upon" and two fifers playing "The White Cockade" accompanied the advance.

In response to this movement, Captain Laurie consolidated his three companies on the east side of the bridge and formed them in "street firing" formation; meaning the three companies lined up one behind the other with the objective of each rank firing when ordered and then retiring to the rear of the column to reload; thus providing a constant rate of fire for narrow defenses such as bridges or streets in towns. Additionally, Colonel Smith formed up three companies of Grenadiers and lead them to the bridge. Unfortunately, Colonel Smith "being a very fat man" slowed the advance, making it impossible to arrive before the action began. By 9:30 Laurie's command fired the first full volley at North Bridge at a range of just under 75 yards. Two Minutemen were killed in the volley, and in response the colonists fired, killing two soldiers and wounding several others. The British responded, but without resolve and they quickly turned tail and retreated towards town because of the volume of lead coming their way.

Captain Laurie met Colonel Smith on his way to town being followed closely by the Minutemen. Upon seeing the Grenadiers, the colonists halted and moved to safer ground with some retiring to the west side of North Bridge. Colonel Smith was now quite concerned with the separation of his forces and the growing numbers of colonists. He sent troops to confront each group of Minutemen in the area, with forces moving back and forth without result. While this was going on, the light infantry from the South Bridge returned to town upon hearing the gunfire and the men at Barrett's farm headed back without finding anything. They crossed North Bridge without confrontation but discovered one of their dead comrades with a hatchet wound to his head. They reported the "atrocities" fueling a myth that the rebels scalped and cut off the ears of their adversaries in Indian fashion. They arrived back to town by about 11 AM. Colonel Smith recognized that his men needed rest (they had now been on the march for over 13 hours) and his wounded needed attention. Colonel Smith used the ensuing hour to reorganize his force, give them rest and by just after noon the British force was on the march headed back to Lexington with some of the light infantry out as flankers.

The atrocity mentioned above reportedly happened as follows. After the minutemen had followed the light infantry towards town and before Captain Parson's returned from Barrett's farm with his four companies of lights, a boy with a hatchet in hand crossed the bridge to join his fellow Minutemen. He discovered a wounded soldier attempting to gain his knees and fearing the soldier was going to attack him, the boy decided to finish off the soldier by sinking the hatchet blade into his skull.

It is very possible that the two short clashes at Lexington and North Bridge could have been the end of hostilities for the day and the British might have marched back to Boston without confrontation under the watchful eyes of the militia. This was not too be however, as the last of

the Grenadiers crossing out of the Concord area turned around and fired upon the assembled militia. From this volley forward the colonists continuously assailed the column and its flankers on a battlefield two hundred yards wide and 5 miles long. The militia from eight towns numbering over 1,200 made the march deadly and miserable for the exhausted column.

It is roughly 5 miles from Lexington to Concord. Earlier that morning, the column had made this march in just over 2 hours. Now, with exhaustion from the day's activities and the constant harassing fire of the colonists, the march would take over 3 hours with the force on the verge of panic and routing several times in the last mile to Lexington. British casualties would ultimately total over 270 men (out of 700), with 73 killed, 26 missing and 174 wounded. In contrast the reported colonial casualties numbered less than 100; 49 killed, 41 wounded and 5 missing.

Lord Percy's relief column met up with Smith's exhausted men about a half-mile east of Lexington at 3 that afternoon. By that time the column had been under arms and on the march for 17 hours with only minimal rest. Percy formed his men and brought his two guns into action, keeping the colonists at bay while Smith's men rested for about a half hour. At that time the force was assembled and marched towards Charlestown. The hostilities did not end at this time, but continued with now over 1,700 militia assembled. Several times Percy needed to halt the column, form several companies and fire his cannon to force the militia back. It should be noted that his assessment of the colonists was originally that of "cowards and timid creatures." The next day in his report he stated "many of them (colonists) concealed themselves in houses and advanced within 10 yards to fire at me and other officers, tho' they were morally certain of being put to death themselves ... For my part, I never believed, I confess, that they would have attacked the king's troops, or have had the perseverance I found in them yesterday."

Until my visit to Lexington and Concord over 20 years ago, I always believed the "shot heard around the world" was fired at Lexington. I have subsequently learned this shot was fired from the colonists at North Bridge in Concord as they forced Captain Laurie's men back from the bridge.

Reference:

"The Lexington-Concord Battle Road" published by the Concord Chamber of Commerce. It presents an hour-by-hour account of events preceding and on the History-making day April 19, 1775

To His Most Serene Majesty, Wilhelm II, King of Prussia, Kaiser of the German Empire:

I beg to report to you on the most tragic and unusual events which took place yesterday and this morning at the aerodrome of Jagdstaffel 6, under the command of Hauptmann Krinkel. Thanks are to be given to His Majesty that he ordered the investigation forthwith, and with such authority and insight that a further tragedy has been avoided.

First, to recap: Jasta 6 was sent aloft over the front after a British bombing raid had been successfully defeated, in order to deter a second raid. British scouts were encountered, and an aerial battle ensued. Two of Germany's pilots were lost, killed in action, including Lt. Skelly, who had earned many victories and showed much promise as a successor to Boelke and Immelman. His loss will be mourned by the German nation. His body was recovered from No Man's Land and it was learned that he had bled to death from multiple wounds sustained in action. The other pilot mentioned was also killed when the Albatros they flew was destroyed, crashed between the lines.

One pilot, Lt. Martinez, returned to the aerodrome. A report was received from an officer at the front that an Albatros bearing Lt. Martinez's markings was seen to leave the battle while it was still in progress. A suggestion was made that perhaps Skelly or the other pilot might have survived had they not been abandoned by Martinez. Hauptmann Krinkel immediately opened an investigation. Testimony was taken from the squadron armorer, the flight engineer, and from Lt. Martinez himself. On the basis of this testimony, a court-martial was convened and Lt. Martinez was found guilty of misconduct in the face of the enemy. A sentence of death by firing squad was pronounced, to be carried out the next day.

It is proof of Your Majesty's wise leadership that I was sent to oversee the proceedings and to confirm the truth of the charges, or not. I arrived at the squadron's aerodrome at 2 o'clock in the morning and immediately woke Hauptmann Krinkel. Knowing that Martinez's execution was scheduled for only 4 hours later, I insisted on re-interviewing all the parties concerned. I had the great fortune of bringing with me the esteemed flier Hauptmann Wilhelm von Klugelman. Together we examined the reports and the testimony, when von Klugelman hit upon the brilliant suggestion of re-examining Lt. Martinez's Albatros. With his expert eye, von Klugelman detected a slightly damaged strut, which the flight engineer had either missed or conspired to falsely omit from his report. It was von Klugelman's opinion that this damage rendered the machine unfit to fly, and that had Martinez attempted any stressful maneuvers it might have led to a catastrophe.

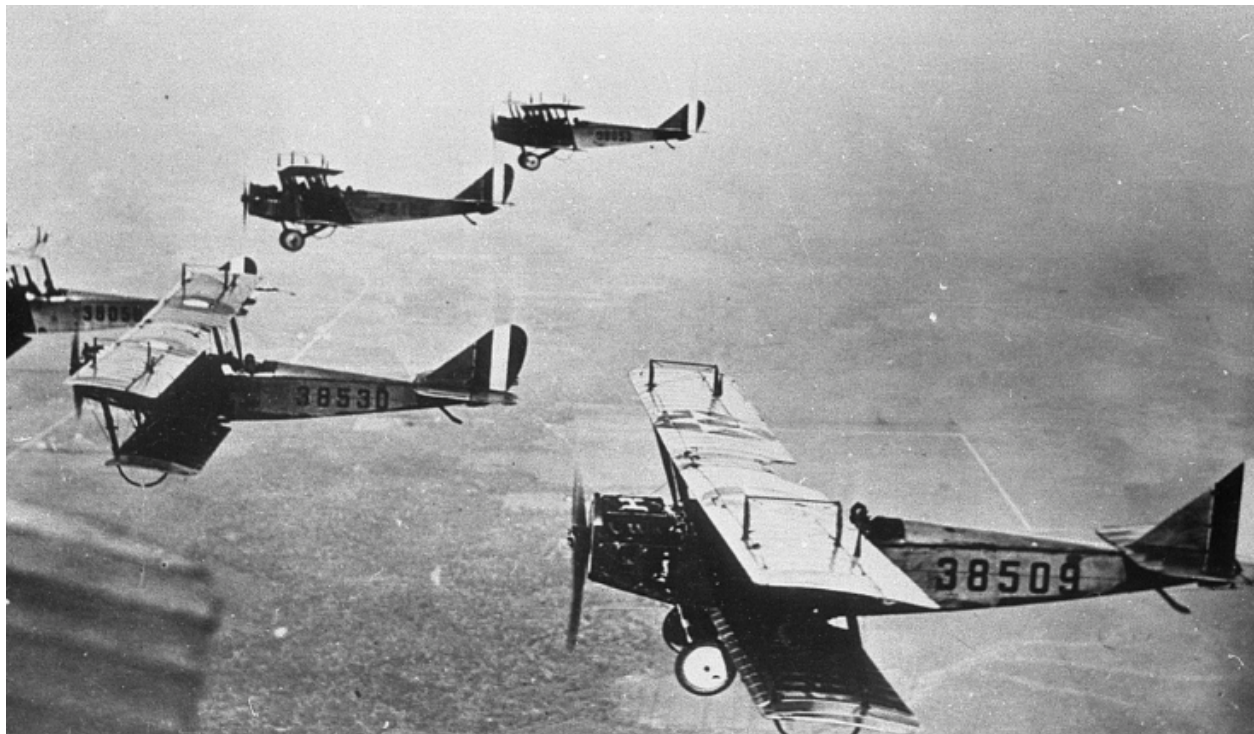
On this basis, I immediately reconvened the court-martial, and with von Klugelman's testimony, Lt. Martinez was exonerated and acquitted of all charges. The flight engineer was remanded to my custody, and I will return with him to Berlin for further interrogation. I am pleased to report that despite this traumatic episode, and the tragic loss of the heroic Lt. Skelly, Jasta 6 turned out to a man for the day's duty, with Lt. Martinez fully exonerated and ready for service. It is

entirely due to Your Majesty's merciful and wise intervention that a second tragedy for Jasta 6 has been averted.

I am your most faithful and obedient servant,

Colonel Gottfried Landsknecht, adjutant to the General Staff

NOTE: the above letter was generated due to the erroneous conviction by court-martial of Lt. Martinez. Upon further examination, it was determined that the only way he could have received a "restricted maneuvers prohibited" result was through a Blue damage chit with either "Fabric Tears" or "Struts Damaged", which are by rule legitimate defenses against the charge of cowardice. All pilots are admonished to be mindful of this in future engagements: to avoid charges of cowardice, a pilot who voluntarily leaves the field must have one or more of the following conditions: Wounds, no undamaged guns, critical damage in any area, fuel tank damage, FABRIC TEARS or DAMAGED STRUTS. Apologies to Lt. Martinez for the smirch on his character-- may he have many flights in a long career.



Here are the standings updated for last weekend's results.

Pilots KIA were Skelly, Lambert, Frakes, and Caver-Boyd.

Lt. Hunt earned a pilot skill.

Victories were: Forte (1/2), Hunt ((1/2), Frakes (1), and Caver-Boyd (1-1/2).

Lt. Frakes flew a solo flight at dusk over the German airfield and dropped a black wreath in honor of the recently deceased Lt. Skelly.

Lt. Martinez was falsely accused of cowardice, but was acquitted of the charge on appeal by Imperial representatives.

STANDINGS:

SKELLY (5-1/2) 468

FORTE (3-1/2) 377

IRONS (2-1/2) 299

MARTINEZ (1/2) 249

HUNT (2) 238

FRAKES (2-1/2) 178

LAMBERT (1) 173

CAVER-BOYD (1-1/2) 116

MANLEY (1) 106

BUGARIN (1) 90

WAITE (1) 56

WILEY (1/2) 47

MARSTON (0) 43

WEBER (0) 36

WHARRIER (0) 32

Building a Fun Wargame Scenario

By Larry Irons

Nothing is more disappointing than to play a game in a scenario in which your team cannot win. After a while you realize that there is no possible way that you can win. A wargame scenario needs to be a balance game, where any side can win. The most important thing about this hobby is fun. I see too many games that are flawed from the first move.

I have played in many wargames that try to simulate a real battle and most of them are not very good games though they may be good simulations. I have nothing against simulations but it is important before presenting a scenario to your players that you design it for its real intent. If you are studying history then a simulation is fine. In fact in a simulation you should probably follow the script of the actual incident. However, in 'What-if' scenarios it may be of interest to allow deviation from the real events to study what could have changed history.

It is important to tell your audience what you are trying to accomplish. Maybe they don't want to recreate history. The potential player may want to play a game with a chance at victory. It is no fun to get beat up and have your opponent gloat at you when the deck was stacked against you.

When designing a scenario look at the time factor. If one side has to exit the table, is it even possible? I have seen too many scenarios where it was impossible for one side to get off of the table even using normal movement and no opposition. Now add several turns delay due to opposition. Is it even possible for the exiting side to even make it to the objective?

In a game, the scenario has to be balanced so that either side can win. The victor should be determined by strategy, tactics, and of course the roll of the dice (luck).

In an attacker-versus-defender scenario, the defender cannot be equal in numbers to the attacker. The attacker will have no chance to win. Historically we know that to assure victory the attacker needs a 3 to 1 advantage over the defender. Of course that will not be fun for the defenders. If such a scenario were to be offered then the defenders must have some sort of advantage such as entrenchments, better morale, etc., so that they can have their own fun. The victory conditions could be based on how much the victors lose in casualties and equipment. The defenders may get destroyed or routed but maybe their infliction of casualties on the attacker is so great that the attacker is crippled from carrying on further attacks in the aftermath of the battle. The attacker advantage could be reduced to 2:1 or 1.5:1 and then be a fair fight.

I like encounter battles for WW2, especially mobile operations. Both sides can be equal in strength or points and then it is a free for all. But there should be terrain objectives on the battlefield to force each side to go out from whatever terrain they might be hiding in. The terrain setup needs to be fair as well, or at least appropriate for the scenario.

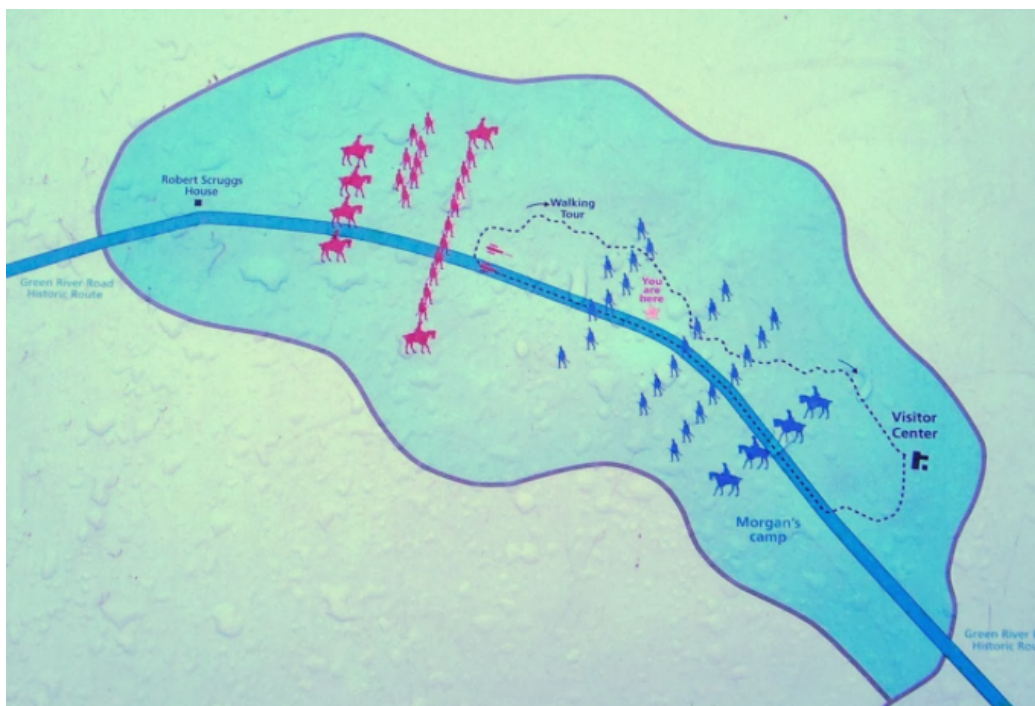
Hidden movement and units with the possibility of an ambush can be a good way to even up an attacker advantage. Also troops that flank march or are held in reserve, off-board, can be good too, to add some surprises.

One problem with off-board troops is if these are assigned to a player and they take a while to arrive, that player loses out on 'trigger time'. If the time factor in the scenario is badly done they will not get into the game, or barely so, by the end. Don't do this to someone. Instead the player with the late arrivals should be allowed to take a small command on the table at first and then hand those troops off to someone else when he takes command of his main force on arrival.

When designing scenarios please make sure that the game starts as soon as possible and completes in the time allotted. Keep the scenario smaller if there is little time, but make sure that everyone has a command of something. If someone gets blown out early, have a way for them to play some more before the end of the evening. A good example where this works is a naval or air game where each player commands one or two ships or aircraft. If they lose their only craft, then a new one arrives on table to keep them in the game.

Another important concept to teach players is team work. Typically we play one side versus another. Each side is a team with a common goal of victory. This builds not only teamwork, but also friendships.

Let's design fun scenarios that go down to the last moment. Those are the most fun - win or lose.



Marketing CMH

By Larry Irons

One of the most important things that you can do as a member of CMH is to volunteer to help in the club by running for office or heading a committee. The next most important thing that you must do is market the club to non-members. For without members, we have no club.

People meet in game stores and play games. But what does CMH have to offer that is not part of the game store crowd?

- 1) Long history of stability
- 2) We play games that the game stores don't
- 3) Long term friendships
- 4) Historical research and learning
- 5) Newsletter

Don't get me wrong. We have to go to game stores to get new members. These are our prime membership recruiting centers. Game conventions are also a prime recruitment center.

CMH has been around for over 60 years. We have met one Sunday per month for that time and on the same Sundays. That is stability. Everyone can set their own schedule and calendar with that day like carving in stone.

One of the great things about CMH is the variety of historical (and non-historical) periods that we play. Ancients, Medieval, Renaissance, Lace Wars, Napoleonics, Victorian Era, Colonials, WW I, WW II, and modern (and future, too) will find the interest of someone. With all those periods come many different rulesets. And we not only do land, but also naval and air (or space).

While playing all of these games, we make not just friends (or sometimes enemies) but long lasting friendships. I have had opportunities to obtain employment in other areas of the country but I prefer to stay here in Colorado, because I value the friendships that I have made in the last 38 years by being a member of CMH.

Another great asset that the club offers through its membership is the depth of historical knowledge that our members possess. Every one of us who studies military history has a personal depth of knowledge for a particular period. And we like to share this knowledge with our fellow members. We write articles about our discoveries and share them in the CMH Newsletter.

That brings me to The CMH Newsletter. In the past we have lost the title to the section, 'Of men and arms I speak'. This is our club motto translated from Latin: 'Arma Virumque Cano'. It appears on the club coat of arms. That is what The Newsletter is about. The Newsletters can be and have been, in the past, a valuable historical resource. Write some articles about

what you know. Some of the newer members have no idea about your particular historical specialty. Tell us about it.

Now when you go to a recruitment center, you can talk about the advantages of belonging to CMH. You can invite that interested player to a meeting. This method works and I can point to myself as an example of someone who went to a CMH meeting and was hooked.

Now let's go out and market CMH!

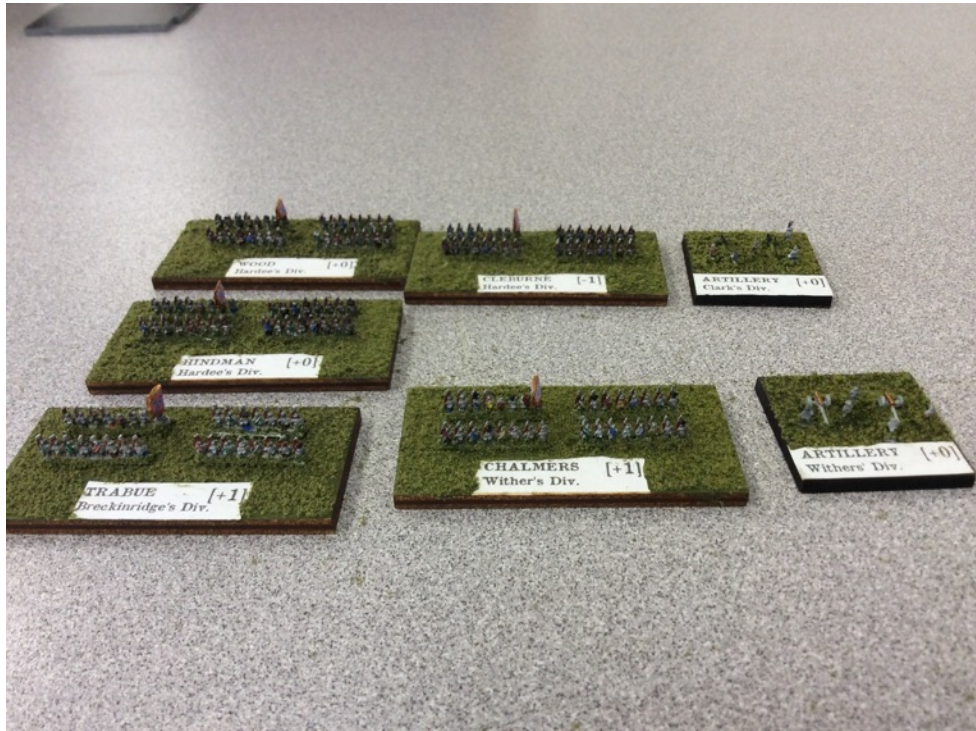


UNIT OF THE MONTH (Not Sponsored)

Member Name	Scale	Manufacturer	Era	Unit
Rob Cuscaden	28mm	Perry Miniatures	AWI	Southern Militia
Jeff Lambert	15/20 mm	Plastcraft	Multiple	Buildings
Jeff Lambert	15mm	Battlefront	Modern	Jordanian M113 APCs 6-Day War
Dave Manley	28mm	Various	ACW	Generals and Brevet Colonels
John Mumby	3mm	Pico	ACW	Confederates
Greg Skelly	28mm	Various	Colonial/WWI	Congo: Africans, Germans, Kunables







GAME OF THE MONTH

Total Escape Games Sponsor



Member Name	Scale	Era	Rules	Description
Jeff Lambert	1/144	WWI	Canvas Eagles	Bloody Paralyzers
Dave Manley	28mm	ACW	Regimental Fire & Fury	Seven Pines "Casey's Redoubt"
John Mumby	3mm	ACW	Altar of Freedom	Bull Run/Manassas
Dave Newport*	28mm	Dark Ages	SAGA	Skirmishing Raid
Terry Shockey	15mm	AWI	Guns of Liberty	The Road To Pensacola

***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.





CMH April 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
April 7	FNF	TBD	7PM
April 9	MM@	Baker Rec Center	7PM
April 14	FNF	TBD	7PM
April 21	FNF	TBD	7PM
April 28	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.

@ Dave Manley will be presenting "The British Retreat from Concord April 19, 1775" using Sharp Practice rules.

UPCOMING CONS:

April 22 Salute London UK sponsored by South London Warlords

April 28-30 Little Wars Chicago IL hosted by HMGS Midwest

April 29 International Tabletop Game Day (See local game stores)

May 4-7 Recon Kissimmee FL hosted by HMGS South

May 5-7 Borderwars Overland Park KS hosted by HMGS HA

May 19-21 Huzzah! South Portland Maine hosted by NEWG

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 \$40.00 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: \$40.00
Half year Adult Membership: \$25.00
(For NEW members who join after June 30)
Family Membership: \$40.00 (one Adult and any
number of offspring)
Student Membership: \$20.00 (16 to 22 years old)



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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