



# COLORADO MILITARY HISTORIANS

**NEWSLETTER**

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**June 2017**



**WEST WARS 2017**

## WEST WARS 2017 by Terry Shockey

CMH once again hosted the annual West Wars May 20 - 21. Although the numbers were down this year a good time was had by those attending. The games featured a good cross section of periods and genres. There were intense air battles over Britain, both days, hosted by Nate Forte. On Saturday Dave Newport, using his own rules had a great representation of WWI with the Battle of Cambrai. Not to leave out another theatre of WWI, the East, Terry Shockey presented Brusilov's final effort to keep Russia in the war. Unfortunately Kevin Dykman was not able to do Normandy using Memoir '44 this year. Doug Wildfong took the players to the Seven Years War with beautiful terrain and figures with the Crossing of the Lossinor River.

Sunday saw the annual garage sale and the election of the officers for 2017-2018.

President: Nate Forte  
Vice-President: Jim Rairdon  
Secretary: Terry Shockey  
Treasurer: Larry Irons  
Historian: Doug Wildfong

That morning saw an all-star cast of fantasy players from both CMH and CSGA (Colorado Springs Gamers Association). John Brown hosted the HOTTs tournament. (See his article below.) Gamers were also treated to a Renaissance battle by Matt Vigil, English Civil War with Brad Thornton, French and Indian War with Doug Wildfong, and Brawling Battleships by Joe Martinez.

With a lower attendance, especially Saturday evening, the CMH officers have decided to abandon the Saturday evening sessions in the future. Veteran's Wars will more than likely be impacted by this decision.

Below are pictures from Saturday's games. See Sunday's with Game of the Month section.







## West Wars gets HOTT!

Fueled by a rising interest in Orcs, Lizardmen and other manifestations of Alternative History, our very own West Wars hosted its first ever HOTT Tournament on 21 May. Players fielded 72 AP armies and fought across 30" by 48" boards. The battlefields were preset, and inspired by the great historical battles of Plataea, Philippi, Tours and Agincourt. Have you ever wondered if airboats could have unhinged Henry V's formidable line between the woods of Tramecourt and Agincourt?

The contending armies were breath-taking to behold. Brian Cummings fielded an Orc-intensive Nazgul Horde, led by the Mega-Nazgul himself on a flying dragon. Jim Rairdon and Richard Karsten fought with a gallant array of Medieval fighting men heavily populated with heroes and magicians. Doug Raines and Rob Scholtz deployed an unholy alliance of Ancient Egyptians and Space Aliens - just like on the History Channel! Greg Rold's "Greenies" were great masses of Orcs, a major fraction of them riding on wolves. Joel Tompkins led great masses of Lizardmen into the fray, including no less than a Lizard God. John Brown battled his adversaries with the Triceratine Amazons, their Pterodactyl colleagues, and great masses of Lizardman Allies. The views of battle were spectacular!

For those who follow army list choices, it might be interesting to know what types of units players most used in their armies. Adding together the holdings of all six armies, shooters were the most popular choice (28). In descending order these were followed by war bands (23), blades (20), riders (19), knights and spears (both 15), heroes and beasts (both 11), behemoths (10), magicians and lurkers (both 6), airboats (4), flyers and hordes (both 5), paladins and clerics and artillery (each 2), and gods (1). Units vary by cost. Players paid the most AP for shooters (56), followed by heroes and war bands (both 46), behemoths and blades (both 40), riders (38), spears (33), knights (30), magicians (24), beasts (22), airboats (12), flyers (10), paladins (8), artillery and clerics and lurkers (each 6), hordes (5), and a god (4).

Armies varied widely from the average, but the statistics above may be instructive. Shooters, capable in rough terrain and with a ranged weapon, were highly valued for their flexibility. Heroes and behemoths were considered well worth paying for, but the more exotic HOTT troop types less so. The bulk of the armies, as in DBA, were such bread-and-butter units as blades, war bands, riders, spears and knights. Indeed, the "average" army fielded in the tournament looked a lot like the DBA Classical Indians (II/3a & b), with a few of the combatant units re-designated as heroes.

As the tournament kicked off the Triceratine Amazons edged out the Nazgul at Plataea, the Greenie Orcs beat the gallant Medievals at Tours, and the Egypto-Alien Alliance won over the Lizardmen at Agincourt. The second round saw the Triceratine Amazons edge out the Greenie Orcs at Philippi, the Egypto-Alien Alliance win against the gallant Medievals at Tours, and the Nazgul best the Lizardmen at Plataea. Points went to those who had inflicted the most bloodshed. When the dust settled the team of Doug Raines and Rob Scholtz took the top honors, followed by Brian Cummings. Greg Rold and Joel Tompkins shared the third prize, ostensibly on a time-sharing basis. The team of Jim Rairdon and Richard Karsten earned the not so coveted Pink Dice Award for the most whine worthy die rolls.

HOTT's first outing at West Wars was a great success. Watch this space for more exciting accounts of mass combat in the Age of Magic!





## WEST WARS AFTER ACTION REPORT – BRUSILOV FORWARD!

Terry Shockey hosted the Brusilov Forward! scenario set on the 1916 Eastern Front. This featured Eric Elder and John Mumby commanding the Russians, vs. Ed Meyers and John Owen with the Germans. The game was variably timed, with the defender rolling a D6 at the end of each turn to subtract from a limit of 21. The Russians opened with a devastating rolling barrage that caused casualties and pinned the defenders; they followed this up the next turn with a crushing point barrage. The Germans attempted to respond, but could not connect with their off board artillery.

The Russian hordes surged forward. German marksmanship from all direct fire weapons was abysmally inaccurate all game, as they inflicted almost no hurt on the attackers, while suffering substantial losses. The Brusilov troops started by holding one of the four objective squares; successful direct & indirect artillery barrages pinned the Germans and whittled away their defensive firepower, enabling them to seize two more. Though Russian artillery was supposedly inferior, they never accidentally shelled their own units, and was more than equal to that of their opponents. At this point, one of the Russians' few problems was getting some of their units, especially reservists, to move forward.

While virtually nothing the Germans did seemed to achieve anything up to then, eventually two off board artillery fires had a tremendous impact. On one of the last turns, the Germans initiated a rolling barrage that not only inflicted some loss on their opponents, but impeded their movement as well. But despite the losses, the German defenders were truly desperate, as their line was badly shredded. For the only time in the game, they attempted a gas attack, and actually got the word to their artillery corps. Because the Russians had penetrated parts of the line, the Germans had to deliberately gas one of their own squares as well! Coupled with this, a German cavalry unit recklessly assaulted an enemy square, eking out their only melee win for the *Ostheer*; the resulting Russian units were forced to retreat into a gas square, causing many additional casualties.

At the conclusion of the 5<sup>th</sup> turn, the original 21 point duration had been reduced to 5; Ed Meyers rolled exactly that to end the game. This was extraordinarily fortunate for the Germans, as another turn would almost certainly tipped the balance substantially towards the Russians.

In the final summation, late game Russian losses and the one objective square held by the Germans, coupled with other defender advantages, and no small amount of luck yielded a minor victory for the *Ostheer*. It was a hard fought contest, and the Russian team could take much satisfaction at having the Germans on the ropes for most of the scenario, and likely would have prevailed but for the late game chances by enemy artillery. Our thanks to Terry for hosting a very enjoyable game.

## UNIT OF THE MONTH (Not Sponsored)

Member Name	Scale	Manufacturer	Era	Unit
Bill Daniel	28mm	Handmade	Dark Ages	Stronghold
Eric Elder	15mm	Old Glory	Jacobites	Jacobite English
Jeff Lambert	15mm	Battlefron	Modern	Israeli Armor 1967
Dave Manley	28mm	Firelock Games	18th Century	Gradia Costa
Greg Skelly	1/56	Bolt Action	WWII	Chi-Ha and Opels
Doug Wildfong	20-28 mm	Handmade	Various	Swamps











# GAME OF THE MONTH

## Total Escape Games Sponsor



Member Name	Scale	Era	Rules	Description
John Brown	15mm	Fantasy	HOTTs	HOTTs Tournament
Joe Martinez	Cards	WWII	Brawling Battleships	WWII Naval Battle
Brad Thornton	28mm	ECW	Paper Soldiers	Royalist/Parliamentarian
Matt Vigil*	15mm	TYW	DBR	Renaissance Battle
Doug Wildfong	28mm	F&IW	Muskets & Tomahawks	

**\*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 June 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
June 9	FNF	TBD	7PM
June 11	MM	Baker Rec Center	12PM to 5PM
June 16	FNF	TBD	7PM
June 23	FNF	TBD	7PM
June 30	FNF	TBD	7PM

TEG - Total Escape Games  
6831 W. 120th Ave.  
Suite C

Broomfield CO 80020     [www.totalescapesgames.com](http://www.totalescapesgames.com)

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

## Upcoming Events:

June 24: CMH-CSGA Annual Smackdown: Falcon Police Station  
Community Room Colorado Springs CO

June 14-18: Origins Columbus OH

July 12-16: Historicon Fredericksburg VA

## 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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