



COLORADO MILITARY HISTORIANS

NEWSLETTER

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***Sua Sponte* – US Army Rangers in the Modern Era**

By James L. Rairdon, DM, FLMI

Part One – Who are Rangers?



Why articles on the US Army Rangers? *Sua Sponte* is the motto of the 75th Ranger Regiment; it means “By Their Own Volition” – i.e. volunteers. At this point the 75th Ranger Regiment has been in continuous combat since October 2001. They are currently running about 2500 combat missions per year. As Skovland (2014) said:

On September 11th, 2001 radical jihadists fundamentally changed our country. They brought war to America's front door through the use of passenger aircraft violently rammed into city buildings and crashed into rural fields. This marked the beginning of a new era for the 75th Ranger Regiment. No longer was it a unit used for short duration missions in trouble spots around the world. When those towers fell, it marked the beginning of a transition to more than a decade of sustained combat. The Rangers didn't know it at the time, but the Regiment would not miss a single day of the long war on terror that was coming (p. 17).

This series of articles will look at Army Rangers in the modern era, that is World War II to the present. Rangers trace their heritage to before the French and Indian War. With the most famous of the ranger units being His Majesty's Independent Company of Rangers (“Rogers Rangers”). There are attempts to draw a continuous lineage from then until now. This is beyond the scope of this series. The rangers are now in the 75th Ranger Regiment (aka “The Regiment”), but Rangers were reinstituted in the Army in WWII in six regiments, therefore World War II is where we will start the history. The shoulder sleeve insignia and badges will be examined along the way.

These articles will cover World War II, Korea, Vietnam, Post-Vietnam (through 2000), The Global War on Terror (“GWOT”) – Afghanistan, and GWOT – Iraq. This first article will provide a general background to The Regiment, by providing information about the Special Operations Command, the Standing Orders of Roger's Rangers and the Ranger Creed.

The Special Operations Command

To begin with, it is useful to put The Regiment into its organizational context. It is part of the Special Operations Command. After Dessert One in Iran, the 1980 unsuccessful rescue attempt of the hostages from the US Embassy in Teheran, the National Command Authority recognized the need to bring all Special Operations units under one command.

				
		US Special Opns Cmd		
				
Navy		Army		Air Force
				
1 st Special Forces Group	160 th SOAR	75 th Ranger Regiment	4 TH PsyOps Group	96 TH Civil Affairs Bn.

Figure 1

The Special Operations Command

At the top of Figure 1 is the Special Operations Command, under that, in the center, is the US Army 1st Special Operations Command (USASOM). The Navy and Air Force have Special Operations units as well. These are beyond the scope of these articles. The Army elements of the command are, from left to right:

1st Special Forces Group (SF)

Special Forces (SF): SF are geographically oriented, active-duty Special Forces Groups – the 1st, 3rd, 5th, 7th and 10th. Two other groups, the 19th and 20th, are in the National Guard. Each group has a headquarters company, three battalions and an intelligence unit. Each battalion has three companies and a support company. Companies are also referred to as operational detachment bravo “ODBs”. Each company has a headquarters and six operational detachments alpha, or “A Teams”, of 12 personnel. The team members are a commander (captain), a technician, who functions as a deputy (warrant officer), and ten noncommissioned officers (sergeants), specializing respectively in operations, intelligence, light and heavy weapons, medicine, communications, engineering and

demolitions. Each team member is “cross-trained” in at least two specialties other than their primary one (Adams, 1998. P. 3).

160th Special Operations Aviation Regiment (SOAR)

Special Operations Aviation (SOA): The principal unit is the 160th Special Operations Regiment (SOAR), although separate Special Aviation Squadrons also exist, one of which is permanently stationed in Panama. These are helicopter units including observation, transportation and attack aircraft. Principal aircraft types are MH-6, AH-6J, MH-60K and MH-47E. Some units are organized with a single aircraft type, while others are mixed. SOA provides aviation support to Army SOF through insertion/extraction, attack, medical evacuation, electronic warfare and other functions (Adams, 1998. p. 4).

75th Ranger Regiment

Rangers: The 75th Ranger Regiment; these units are elite, airborne (i.e. parachute) light infantry. The regiment has three rifle battalions and a special troops battalion. The 1st Battalion is stationed at Fort Stewart Georgia, the 2nd Battalion is at Fort Lewis Washington, and the Regimental HQ, The 3rd Battalion and the Special Troops Battalion are located at Fort Benning Georgia. - all stationed at separate installations. Each battalion has a company headquarters, support company and four rifle companies. Each company is composed of three rifle platoons and a weapons platoon with machine guns and mortars (Adams, 1998). “Rangers perform a full spectrum of infantry tasks at a very high level of proficiency. Their special function is to seize and hold enemy airfields or other installations by parachute or helicopter assault” (Adams, 1998, p. 4).

4th Psychological Operations Group (“PsyOps”)

Psychological Operations (Psyops): There is one active duty Psyops unit, the 4th Psychological Operations Group, with five battalions, totaling about 1,300 personnel. There are two reserve Groups. Psyops units assess the information environment, and develop, produce and disseminate media products, including leaflets, posters, newspapers, radio and TV broadcasts and other items. Tactical loudspeaker teams provide another means for military commanders to communicate with the civil population in the area of operations. Psyops forward-liaison detachments are located in Europe, Hawaii and Panama (Adams, 1998, p. 4).

96th Civil Affairs Battalion

Civil Affairs (CA): There is one active duty CA unit, the 96th Civil Affairs Bn, with about 300 personnel. This is a general-purpose unit. The remaining 97 percent of the US armed forces CA capacity, or 24 battalions, is in the Army reserve. CA units assist local governments at all levels, supporting military operations by establishing relationships between military forces and local civil authorities. In the absence of local government, they may assist in its restoration. CA skills include disaster assessment and coordination with relief and disaster assistance organizations. CA reserve skills include the full range of governmental functions including administration, safety, public health, education, agricultural and other forms of assistance (Adams, 1998, p. 5).

Future articles will be looking at the history of The Regiment, and its predecessors, in some depth. There are interspersed period for Ranger units; WWII, Korea, Vietnam; and finally the permanent establishment of the Ranger Battalions (1974), leading to the creation of the 75th Ranger Regiment.

Standing Orders of Rogers Rangers

After finishing the Ranger Course, and while waiting for our graduation, I re-read the Standing Orders of Rogers Rangers. It was chillingly relevant even over two hundred years later. The orders were written by Robert Rogers as a guide for ranger operations in the French and Indian Wars. The orders are:

1. Don't forget nothing.
2. Have your musket clean as a whistle, hatchet scoured, sixty rounds of powder and ball, and be ready to move at a minute's warning.
3. When you are on the march, act the way you would if you was sneaking up on a deer; see the enemy first.
4. Tell the truth about what you see and what you do. There is an Army depending on us for correct information. You can lie all you please when you tell other folks about the Rangers. But never lie to an Officer or Ranger.
5. Don't never take a chance you don't have to.
6. When we're on the march, we march single file, far enough apart so one shot can't go through two men.
7. If we strike swamps, or soft ground, we spread out abreast so it's hard to track us.
8. When we march, we keep moving until dark so as to give the enemy the least possible chance at us.
9. When we camp, half the party stays awake while the other half sleeps.
10. If we take prisoners, we keep 'em separate till we have had time to examine them so they can't cook up a story between 'em.
11. Don't ever march home the same way. Take a different route so you won't be ambushed.
12. No matter whether we travel in big parties or little ones, each party has to keep a scout 20 yards ahead, 20 yards on each flank, and 20 yards in the rear, so the main body can't be surprised and wiped out.
13. Every night you will be told where to meet if surrounded by a superior force.
14. Don't sit down to eat without posting sentries.
15. Don't sleep beyond dawn; dawn's when the French and Indians attack.
16. Don't cross a river by a regular ford.

17. If somebody's trailing you, make a circle, come back onto your own trail, and ambush the folks that aim to ambush you.
18. Don't stand up when the enemy's coming against you. Kneel down, lie down, hide behind a tree.
19. Let the enemy come till he's close enough to touch. Then let him have it and jump out and finish him up with your hatchet.

Major Robert Rogers, 1759 (Bahmanyar, 2005, p. 10).

As a former Military Intelligence officer, I especially appreciate order number four. "Tell the truth about what you see and what you do. There is an army depending upon you for correct information. You can lie all you please when you tell others about the Rangers, but don't never lie to an Officer or Ranger." (Bahmanyar, 2005), p. 10).

Ranger Creed

The Ranger Creed is a type of mission statement for Ranger units. It is used at ceremonies, PT, etc. It is usually given responsively, with one member of the unit saying a stanza, and the remaining repeating it in unison. The creed is:

Recognizing that I volunteered as a Ranger, fully knowing the hazards of my chosen profession, I will always endeavor to uphold the prestige, honor, and high [esprit de corps](#) of the Rangers.

Acknowledging the fact that a Ranger is a more elite soldier who arrives at the cutting edge of battle by land, sea, or air, I accept the fact that as a Ranger my country expects me to move further, faster and fight harder than any other soldier.

Never shall I fail my comrades. I will always keep myself mentally alert, physically strong and morally straight and I will shoulder more than my share of the task whatever it may be, one-hundred-percent and then some.

Gallantly will I show the world that I am a specially selected and well-trained soldier. My courtesy to superior officers, neatness of dress and care of equipment shall set the example for others to follow.

Energetically will I meet the enemies of my country. I shall defeat them on the field of battle for I am better trained and will fight with all my might. Surrender is not a Ranger word. I will never leave a fallen comrade to fall into the hands of the enemy and under no circumstances will I ever embarrass my country.

Readily will I display the intestinal fortitude required to fight on to the Ranger objective and complete the mission though I be the lone survivor.

Rangers Lead The Way!!! ("Ranger Creed," 2017, para. 2)

Rangers Lead the Way

Next Month – Part Two - Rangers in WWII

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Seventh Annual Smackdown Tilts to CSGA!

Series Standing Now CMH 4, CSGA 3

The Seventh Annual Colorado Military Historians (CMH) versus Colorado Springs Gamers Association (CSGA) DBx Smack Down roared to a close amidst the customary table-top carnage and chaos. When the dust settled, CSGA had scored four wins to CMH's three in hard fought battles.

Four DBA 3.0 events each featured historically matched pairs of armies. Players sought to win two out of three rounds, swapping armies between the first and second games. If play went to three rounds, players rolled for their choice of army. Book I featured Hittites versus Syro-Canaanites with a Mitanni ally as played by our Joel Tompkins and CSGA's Brent Sustaita. Brent won in fierce fighting that went into three rounds - and in which the Syro-Canaanites always won. Book II featured Ptolemaics versus Seleucids as played by our Richard Kasten and CSGA's Jay Casper. Richard won in two rounds. Book III featured Norse Leidang versus West Franks as played by our Seth Iniguez and CSGA's Roy Hayes. Roy won in close contests that went to three rounds. Book IV featured Anglo-Normans versus Feudal French as played by our Greg Rold and CSGA's Art Hayes. Greg won after three savage rounds.

The Big Battle DBA 3.0 scenario featured an Alexandrian Imperial Army with a Classical Indian Ally commanded by CSGA's Rob Scholtz facing a Classical Indian Army commanded by our Larry Irons. This match-up reflects, as many of you know, the famous Battle of the Hydaspes River in 326 BC. Alas for CMH, the Alexandrian Imperial Army won again! Larry did give Rob a run for his money, however, and a few tweaks with respect to Fortune easily could have sent the game the other way.

In Hordes of the Things (HOTT), our John Brown's Pleistocene Amazons bested an unholy alliance of Ancient Egyptians led by CSGA's Steve Lewis and Macarana Trolls led by CSGA's Doug Rains. Some observers expressed surprise that beefy men were in the Amazon ranks. For the record, the Pleistocene Amazons were an egalitarian society that accorded men full access to all military ranks and specialties. They simply considered men hormonally unsuitable for political leadership. This role was fulfilled by the Sororal Shamanesses, presided over by the Supreme Sororal Shamaness.

The contests described above took place on 24 June in the Falcon Police Station, graciously hosted by CSGA. Scheduling difficulties delayed DBR to 9 July, played in the Baker Recreation Center. DBR featured 400 AP of our Pat Harvey's Early Gustavian Swedes against 400 AP of Lithuanians and Poles commanded by CSGA's Dick Fickes. Polish War Wagons eventually achieved an insuperable advantage, and this final hard-fought battle went against CMH.

Due to absences and scheduling difficulties on both sides, DBN and DBMM2 were not played this year. We will strain every nerve to get them back into play next year. For the record, the Smack Down has been won by CSGA in 2011, CMH in 2012, CMH in 2013, CSGA in 2014, CMH in 2015, CMH in 2016, and now CSGA in 2017. If this pattern continues, we are now due for two wins in a row. Roll sixes!

As has always been the case with CSGA, our opponents were gracious hosts and good sports. They fed us well -- top-of-the-line pizza and other treats -- and ably saw to every detail in setting up the contests. Win or lose, the battles took place amidst cheerful banter and general camaraderie. This is war-gaming as it is supposed to be!

Report from John Brown

The following pictures are of armies that took part in the Smackdown. Unfortunately there were no pictures taken at the event in Colorado Springs by our crack photographers. The DBR is shown below. The armies in no particular order were the Pleistocene Amazons, Ptolemaics,, Seleucids, Feudal French, and Anglo-Danish.



The Latest WWI Air Combat Report by Jeff Lambert

Several important events have taken place in the British sector of the front this month. Due to continuing difficulty with the reduction gears and crankshafts in the license-built copies of the 200hp Hispano-Suiza which powers the RAF SE5a, high command has temporarily withdrawn that aircraft from service until an inquiry can be made. Demand for the SE5a is still high amongst the frontline pilots, however, who seem willing to accept the risks presented by several catastrophic failures resulting in the deaths of their pilots, so the withdrawal from service is expected to be brief. In the meantime, a very suitable replacement has become available, the Sopwith 2F1, or "Camel" as it is called. Twin Vickers mounted on an amazingly nimble chassis with excellent speed and climb rate, its only faults are its difficulty to handle in flight and (only slightly) less robust airframe compared to the SE5a. High command is certain that each of these excellent scouts will make an impact on the front.

The Germans, meanwhile, have sought to reap the benefits of their trench-bombing programme. Reconnaissance flights have been spotted and intercepted, sometimes successfully, while the British have likewise sent aerial photographers over the lines. On this last Bastille Day, in fact, a melee occurred when both sides sent observers over the same section of trench. The German Rumpler (Lt. Crown and observer) was escorted by the usual Albatros machines (Lt. Wharrier, Manley and Marston), while the British DeHavilland DH4 (Lt. Lambert and observer) was accompanied by Camels (Lt. Hunt and Irons) and, later, a lone roving SPAD. The DH4 developed engine trouble and crashed in the trenches. The observer had finished his photography and he and his negatives made it out of the wreckage intact. The pilot Lt. Lambert, however, did not-- he was killed in the crash. Lt. Irons, flying one of the Camels, was also killed, shot down by the German Lt. Wharrier. About this time, the SPAD (Lambert) showed up and after a brief dogfight,

chased Wharrier from the area. This was fortunate as Lt. Hunt, flying the other Camel, had been wounded early in the fight and spent the entire engagement at a severe disadvantage accordingly. The SPAD got on Wharrier's tail and the German, low on fuel, elected to return home rather than take his chances with insufficient petrol. The German Rumpler also escaped with its observer and landed safely despite severe damage from the encounter. Both fliers felt very lucky to have survived their first aerial combat! Lt. Marston had inflicted severe damage to the DH4 but was unable to claim a victory as it escaped, even though it crashed in the trenches later. Lt. Manley survived the battle, but was frustrated by the nimble Camels and hardly fired his guns at all.

Although losses on the British side were marginally greater, both sides claimed victory, each having completed their assigned mission. The battle for air supremacy continues...

PILOT ROSTER

7/14/17

<i>Name</i>	<i>Victories</i>	<i>Experience</i>	<i>Adjusted</i>	<i>Skills</i>
SKELLY	13-1/2	938pts	521pts	Maneuver, Deflection, Range
FORTE	5-1/2	516pts	293pts	Maneuver, <i>SKILL</i>
HUNT	5	512pts	435pts	Deflection, Maneuver
LAMBERT	3	463pts	154pts	Deflection
IRONS	2-1/2	437pts	146pts	Cannot Be Tailed
MARTINEZ	1-1/2	335pts	243pts	Maneuver
WHARRIER	3	318pts	303pts	Deflection, <i>SKILL</i>
MANLEY	4	313pts	130pts	Maneuver
CAVER-BOYD	3-1/2	263pts	88pts	
FRAKES	2-1/2	178pts	59pts	
MARSTON	0	168pts	87pts	
BEAUGARIN	1	124pts	41pts	
STUART	0	65pts	15pts	
WAITE	1	56pts	56pts	
WILEY	½	47pts	47pts	
CROWN	0	39pts	39pts	
HERSCH	0	38pts	13pts	
WEBER	0	36pts	36pts	

HISTORICON 2017 by Terry Shockey

If I could sum up the most striking aspect of Historicon 2017 in one word it would be terrain. This was my 10th Historicon. There have been extraordinary terrain tables in past experiences. But this year seemed to have more than usual. Each day there were events with extreme detail in the creation and display for the games. Some that come to mind include Ben Franklin's War using some of his inventive designs as well as Jules Verne and DeVinci, Blood and Plunder Pirate game, and Bill Daniel's Cambrai, for which he won an award. It almost seems that the quality of game display is taking on a miniature railroad image.







As for the games in which I was involved there was not a clinker in the bunch. Duncan Adams of the HAWKS group from Maryland always puts on a great game. His Battle of Morchingen 1914 was no exception. It used a rules set from the Look Sarge No Charts Rules entitled Slaughter So Swift. It was also good to see Martin Goddard, Peter Pig, presenting the latest rules from RFCM, Vietnam, Boys of Company B. This is the second version and very enjoyable. That was Thursday.



Battle of Morchingen

Friday began with the Battle of Vendame 1870. The terrain for this presentation was stunning with the use of steel wool to represent the bare trees in Winter. The game was hosted by Bruce Weigle, the author of the rules 1870, 1866, and the latest 1871. There was a strange twist to this game. The battle takes place in the Alsace region of France. As usual, I played on the Prussian side. Among the French opponents was a player actually from Alsace. I still wonder what his impression of the game was, especially when the Prussians pulled out a win on the last turn of the game. That evening was spent with a Polish-Soviet 1920 game. The rules, TFL: If the Lord Spares Us, are still in development. It was an enjoyable game with a draw as the outcome of the event. The rules designers were encouraged to continue their efforts by all the participants.



Vendame

Polish-Soviet Battle



On Saturday I went big. That is, we used 54mm figures. Yes Mr. Mumby, they are bigger than 2mm. It was the Battle of Ilipa 206 B.C. using Command and Colors. Our leader was the victorious Scipio Africanus. Ironically, the lady I played opposite worked in D.C. but knew my favorite wine producer in Denver. A small world is it not? From Historical I went to fantasy. It was the Battle for Illinois from All Quiet On the Martian Front. A very fun event with quality figures of Martian tripods and steam-driven tanks for the hapless humans. Guess which side I was on? Martians of course! Unless the Martians can be stopped it looks like the Cubs will not win a World Series.



Battle of Ilipa



Battle For Illinois

On Sunday John Mumby and I traveled to the Petersburg battlefield south of Richmond. There we saw a recreated redoubt and of course “The Crater.”



This was the last year of Historicon in Fredericksburg. Next year back to Lancaster PA and the renovated Lancaster Host. I have to say that Historicon in Virginia was good the three times I attended. Maybe in the future other HMGS cons will be there. But for now back to the North!

I should also mention that it is always good to connect with former CMH members who moved East. Todd Pressley, who runs painting classes; Scott Holder, who runs the ancient tournaments; and Chris Bennet, who is the owner of Phalanx Consortium were all there.

UNIT OF THE MONTH (Not Sponsored)

Member Name	Scale	Manufacturer	Era	Unit
Eric Elder	1:3000	NavWar	Pirates	WWII Arctic Convoy
Jeff Lambert	15mm	Battlefront	6 Days War	Israeli Paratroopers & Super Shermans
Dave Manley	28mm	Perry/Wargames Foundry	AWI	Converged Grenadiers
Terry Shockey	25mm	RAFM	Inter-War Years	Nicaraguan National Guard
Terry Shockey	10mm	Pendraken	19th Century	Ft. Henry Canadian Band
Greg Skelly	25mm	First Corp	Various	Sheep Herd



GAME OF THE MONTH

Total Escape Games Sponsor



Member Name	Scale	Era	Rules	Description
Bill Daniel	6mm	WWI	Homegrown	Cambrai Playtest
Jeff Lambert*	15mm	6 Day War	Flames of War V. 3	Jenin Jordan June 1967
Dave Manley	28mm	AWI	Black Powder	Near Monmouth
Matt Vigil	15mm	Ancients	DBMM2	Late Medieval Hungarians and Poles

***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 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 4	FNF	TEG	7PM
August 11	FNF	TEG	7PM
August 13	MM	Baker Rec Center	12PM - 5PM
August 18	FNF	TBD	7PM
August 25	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:

August 11-12: Maneuvercon Tulsa OK

August 17-20: GenCon 50 Columbus OH

August 25-27: Recruits Lee's Summit MO

Sept. 1-3: BenCon & Conclave of Gamers Crown Plaza Denver

Sept. 28 - Oct. 1: Tacticon Crown Plaza Denver

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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