

COLORADO MILITARY HISTORIANS

NEWSLETTER

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

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Part Three – Rangers in Korea and Vietnam



The Korean War was another time to raise Ranger units. In this case the numbered companies. In this war the UN Forces were 500,000 strong and there were less than 700 Rangers (Black 1989). During the war airborne capabilities were added to the other ranger skills. During Vietnam patrolling units were raised for each major maneuver element. This article will look at the numbered companies of the Korean War, the Long Range Reconnaissance Patrol Companies, and the Lettered Ranger Companies.

The Korean War - Numbered Ranger Companies

On January 10, 1950 North Korea cynically called for unification elections, which proved to be a ruse. On June 25, 1950 North Korea attacked across the 38th Parallel. The Soviet Union boycotted the Security Council meeting, which allowed the UN to vote to intervene. By June 28, 1950 the North Korean's captured Seoul. The 24th Infantry Division arrived in South Korea July 1, 1950, and the UN forces were pushed back into the Pusan Perimeter by August 1, 1950. As the UN Forces pushed the North Korean's back they successfully left behind infiltrators who conducted sabotage. This inspired the need for Ranger type units. Each Division was to receive a Ranger Company. There were a total of 18 companies were raised.

The Eighth Army issued General Order 237 (August 24, 1950), which created the Eighth Army Ranger Company, and allowed eight weeks for training. The company was assigned to IX Corps, and then attached to the 25th Infantry Division. The training consisted of: demolition, sabotage, land navigation, hand-to-hand, communication, weapons (US and foreign), calisthenics and long distance road marches (with equipment) (Baker, 2010)

Between October 28, 1950 and February 27, 1951 Ranger Companies 1 – 15 were raised. They were activated and assigned as follows:

- 1st Ranger Company - Activated: October 28, 1950 – Attached: 2nd Infantry Division
- 2nd Ranger Company - Activated: October 28, 1950 – Attached: 7th Infantry Division
- 3rd Ranger Company - Activated: October 28, 1950 – Attached: 3rd Infantry Division
- 4th Ranger Company - Activated: October 28, 1950 – Attached: 1st Cavalry Division
- 5th Ranger Company - Activated: November 20, 1950 – Attached: 25th Infantry Division, replacing the Eighth Army Ranger Company, which was deactivated.

6th Ranger Company - Activated: November 20, 1950 – Attached: 1st Infantry Division
7th Ranger Company - Activated: November 20, 1950 – Attached: 3rd US Army
8th Ranger Company - Activated: November 20, 1950 – Attached: 24th Infantry Division
9th Ranger Company - Activated: January 5, 1951 – Upon completion of training
disbanded and used as replacements for other Ranger units.
10th Ranger Company - Activated: January 5, 1951 – Attached: 45th Infantry Division
11th Ranger Company - Activated: January 5, 1951 – Attached: 40th Infantry Division
12th Ranger Company - Activated: February 1, 1951 – Attached: 28th Infantry Division
13th Ranger Company - Activated: February 1, 1951 – Attached: 43rd Infantry Division
14th Ranger Company - Activated: February 27, 1951 – Attached: 4th Infantry Division
15th Ranger Company - Activated: February 27, 1951 – Attached: 47th Infantry Division
(Baker, 2010).

A particularly interesting action by Rangers was at the Battle of Ch'ongch'on River, it typifies the type of missions the rangers conducted. On November 23, 1950 the 25th Infantry Division rested and eat a Thanksgiving meal, while the Eighth Army Ranger Company conducted patrols and did not make contact with the North Koreans. The Rangers (51 men strong) moved out on the 24th with Task Force Dolvin, riding the tanks of the 89th Tank Battalion. By 1400 hours they had reached their objective Hill 222, which they occupied for the night. They rescued 30 US POWs along the way. The overnight temperatures dropped to 0° F and two men became weather casualties. The advance resumed the next day, and though they sustained light casualties, the company reached and occupied their objective Hill 205, and established defensive positions. During that night the Chinese launched its attacks all along the front which caught the unprepared UN troops off guard. [On the other side of the mountains the US Army X Corps, which included the 1st Marine Division, were fighting around the Chosin Reservoir]. At 2200 hours elements of the Chinese 39th Army attached Hill 205. The Rangers fought off five attacks supported by preregistered artillery. At 0245 the Chinese launched the sixth and final attack; they sent 600+ men up the hill, and simultaneously attacked all along the line, reducing the effectiveness of the artillery support. The company was over run. Of the 51 men, they sustained 10 KIA/MIA, 31 wounded, over 80%. The company was inactivated in March 1951, and the 5th Ranger Infantry Company replaced it in the 25th Infantry Division (Baker, 2010; Black, 1989).

As the character of the Korean War changed, the need for Ranger type units diminished. As a result, between August 1, 1951 and November 5, 1951 the companies were inactivated (Baker, 2010; Black, 1989).

The Army established the Ranger Course in 1950 and it continues to train Ranger qualified officers and NCOs.

Ranger Training began in September 1950 at Fort Benning Georgia "with the formation and training of 17 Airborne Companies by the Ranger Training Command".^[7] The first class graduated from Ranger training in November 1950, becoming the 1st Ranger Infantry Company.^[8] The United States Army's Infantry School officially established the Ranger Department in December 1951. Under the Ranger Department, the first Ranger School Class was conducted in January–March 1952, with a graduation date of 1 March

1952. Its duration was 59 days.^[9] At the time, Ranger training was voluntary (Baker, 2010, p. ____).

Pre-Vietnam Long Range Patrols

After the Korean War the Army decided there was a need for units in Europe that were specifically trained for patrolling. Subsequently, as American involvement increased in the Vietnam War, MACV decided to create long range reconnaissance units for deep penetration patrols.

In 1958 the Army raised two experimental LRRP Companies in Germany. They were designated 3779th Long Range Patrol Company (Airborne), and the 3780th Long Range Patrol Company (Airborne), which provided reconnaissance services to the V Corps and VII Corps, respectively. These companies consisted of a headquarters section, two LRP platoons, a communication, a transportation platoon. The companies were ultimately re-designated as Company D, 17th Infantry (LRP) in 1965, and Company C, 58th Infantry (LRP) in 1963 in the Combat Arms Regimental System (CARS). These companies served as the model for the LRRP and LRP companies that were raised in Vietnam (Baker, 2010).

The Vietnam War

Long Range Reconnaissance Patrols (LRRP, pronounced “Lurp”) - Recondo Course



The Military Assistance Command, Vietnam created the Reconnaissance-Commando (RECONDO) School on 15 September 1966, under Operational Detachment B-56, 5th Special Forces Group at Nha Trang, Republic of Vietnam by direction of General William C. Westmoreland through Colonel Francis J. Kelly to Colonel Lewis L. Millett (Medal of Honor recipient in Korea), and staffed by personnel assigned to the 5th Special Forces Group (Airborne) under Major Edward S. Rybat. The school was organized to provide instruction to U.S. personnel assigned to Long Range Reconnaissance Patrol units, both in the special operations arenas and in support of the conventional divisions. Australian, Korean, Filipino, and Thai personnel provided augmentation for the 20-day course (Baker, 2010).

The course initially had four officers and five enlisted personnel as instructors (all in their third or fourth tour in the Republic of Vietnam, with the motto: *'Stay Alert, Stay In- visible, Stay Alive.'* Attendee Physical fitness was required to be above average, must have been in country for at least one month, and have at least six months remaining prior to completing their current tour. An average 50- 60% failure rate was normal for this demanding three-week course. Classes of

sixty students commenced every two weeks, which included patrolling techniques including actual combat patrols, escape and evasion, trial by fire, and special classes for underwater operations and High Altitude Low Opening (HALO) military free-fall parachute courses. Each student was instructed and demonstrated techniques from point man to radio operator, and land navigation. The “final exam” was a combat patrol in country (Baker, 2010).

Long Range Reconnaissance Patrols – Lettered Companies



Major units realized early on that they needed precise information about the enemy, and enemy movements. The major units in Vietnam established Long Range Patrol detachments early in the war. Starting in 1967 Military Assistance Command – Vietnam (MACV) established formal Long Range Reconnaissance Patrol Companies. A LRRP company was ultimately attached each major combat unit in Vietnam. The companies were typically organized as two or three platoons, the detachments (assigned to Brigades) had one platoon. LRRP units normally patrolled in six-man patrol teams, however seven or eight was not unheard of. The typical six-man patrol team consisted of a Patrol Leader (SSG), Assistant Patrol Leader (SGT), Senior Scout (SP4), Senior Radio Operator (SP4) and Scout/Observer (PFC); the sixth member was either another radio operator or scout (Baker, 2010; Martinez, 1997; Rottman, 2008). The LRRP Companies were integrated into the 75th Ranger Infantry Regiment in 1969. The ultimate assignments are shown below as the parent unit, the LRRP Company and the Ranger Company they were re-designated as; they were as follows:

- 1st Field Force – E Company 20th Infantry (est. 1967) became C/75
- 2nd Field Force – D Company 151 Infantry (est. 1967) became D/75
- 9th Infantry Division – E Company 50th Infantry (est. 1967) – became E/75
- 25th Infantry Division – F Company 51st Infantry (est. 1967) became F/75
- 23rd Infantry Division – E Company 51st Infantry (est. 1967) became G/75
- 1st Cavalry Division – E Company 52nd Infantry (est. 1967) became H/75
- 1st Infantry Division – F Company 52nd Infantry (est. 1967) became I/75
- 4th Infantry Division – E Company 58th Infantry (est. 1967) became K/75
- 101st Airborne Division – F Company 58th Infantry (est. 1968) became L/75
- 199th Infantry Brigade – 71st Infantry Detachment (est. 1967) became M/75
- 173rd Airborne Brigade – 74th Infantry Detachment (est. 1967) became N/75
- 82nd Airborne Division – 78th Infantry Detachment (est. 1968) became O/75
- 5th Mechanized Infantry Division – 79th Infantry Detachment (est. 1968) became O/75

Patrol missions were normally either reconnaissance or ambush. With recon patrols the idea was to locate enemy units for either artillery/air attacks, or for follow-up missions by the major unit. The helicopter was essential for patrolling operations in Vietnam. The team would be loaded into a helicopter and several false insertions would be made before and after the actual

insertion. This helped to protect the team's location. The team would go into a protective perimeter to determine if their location had been compromised. If it had been the team would call for immediate extraction. The insertion would usually be made near dusk, and the patrol would move a short distance being very careful to keep from revealing their location. The teams would move very slowly, and probably not too far and set up in recon location. The team would maintain communications with their headquarters, and would pass along unit locations for follow up attacks. Other units conducted ambush patrols, which were missions specifically designed to set up ambush sites along known trails. The idea was to disrupt the enemy and to gather intelligence (Martinez, 1997).

According to Baker (2010) some LRRP members were recognized in awards. For example, in 1968 Staff Sergeant Laszlo Rabel, a Team Leader, conducting a Long Range Reconnaissance Patrol with the 74th Infantry Detachment (Long Range Patrol) attached to the 173rd Airborne Brigade, was posthumously awarded the Medal of Honor for conspicuous gallantry and intrepidity in action at the risk of his own life above and beyond the call of duty. His Citation reads:

Staff Sergeant Rabel was acting as the Team Leader of Team Delta, 74th Infantry Detachment (LRP), and at 1000 hours on 13 November 1968 his team had established a defensive perimeter in Binh Dinh Province conducting reconnaissance of enemy trail networks when a member of the team detected enemy movement to the front. As Staff Sergeant Rabel and another team member prepared to clear the area, he heard an incoming grenade as it landed in the midst of the team perimeter. With complete disregard for his life, Staff Sergeant Rabel threw himself onto the grenade, and covering it with his body, received the complete impact of the immediate explosion. Through his indomitable courage, complete disregard for his safety and profound concern for his fellow soldiers, Staff Sergeant Rabel averted the loss of life, and injury to the other members of Team Delta. By his gallantry at the cost of his life in the highest traditions of the military service. Staff Sergeant Rabel reflected great credit upon himself, his unit, and the U.S. Army (Baker, 2010, p. 452).

For more information about LRRPs in Vietnam there is a very good YouTube video:

“LRRPs (Lurps) | Rangers Patrolling in Vietnam” (43:29). See <https://www.youtube.com/watch?v=sGcUPUEI3Ns>

75th Ranger Infantry Companies (Airborne)



In 1969 the Army decided to resurrect the Ranger units and converted the LRRP Companies into lettered companies of the 75th Ranger Infantry Regiment (Airborne). See the listing above for their assignments. The Ranger units operated in four to twelve-man teams, and tended to patrol in larger sized teams than LRRPs. While this may seem to make sense for defense if they came into contact, the LRRP team members argued that this actually made contact more likely because it was harder to move and conceal an eight-man team (Bahmanyar, 2005). There were Ranger units that were specifically charged with ambush patrols. For example, C Company 75th Ranger infantry was one of these units. One such patrol was reported by Sam Anger, the team was up at 0430 hrs. and had breakfast until 0530 hrs. They were at the helipad at 0600 hrs. when they took off. After a twenty minute flight, they were inserted without incident, and moved quickly to the tree line and listened. They moved to a hard-packed trail that was about four feet wide. The team leader selected an ambush site with good line of sight up and down the trail so that they did not initiate an ambush on a large unit. The team watched as an NVA walked through the kill zone. A Chinese soldier came through, followed by more NVA, came on. There were thirteen in the kill zone when the ambush was initiated with claymore mines, daisy chained together with detcord. The team called in Cobras, but one of the team members decided to crawl into the kill zone before they arrived. He then made a cardinal mistake, he stood up in the kill zone. One of the wounded NVA soldiers opened fire, mortally wounding him. A fire fight ensued, and the Cobras provided suppressive fire around the position of the team. A quick reaction force was dispatched and the team was extracted (Ericson & Rotundo, 1989).

Once again in the ultimate wisdom of the national command authority the Ranger units were disbanded in 1971 at the end of the war. The rangers in this period added airborne capacity to their list of skills. The rangers in Vietnam perfected patrolling techniques, especially reconnaissance patrolling. With the help of Special Forces patrolling instruction was added in Vietnam to help train the LRRP unit members. The legacy of the LRRPs and Rangers in Vietnam was incorporated into the Ranger Course.

Rangers Lead the Way!

Next Month: Post-Vietnam to 2000

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Historicon 2017 by John Mumby

I have been lucky enough to attend Historicon every year since 2004. Terry Shockey mentioned that this one had some very cool terrain, and I agree. This was the last Historicon at Fredericksburg, Virginia. We have visited the battlefields of Spotsylvania, Chancellorsville, Fredericksburg, Petersburg, and Bull Run (near Dulles Airport). I will miss them since next year's Historicon is back at the Host in Lancaster, Pennsylvania. We are already planning to attend Historicon 2018 with a side trip to The Chew house at Germantown.

Last year, I saw the Napoleonic rules called **Et Sans Resultat!** and thought that I would give them a try. The title of the rules comes from what Marshal Ney said after the battle of Eylau-- What a massacre! **And no result!** On Thursday, I watched the author run a game. That night, I played in a **All Quiet on the Martian Front**. The game master was not very prepared. He was doing the game for a friend, so a couple of players saved the day. Terry got to play in the "good" one. Friday morning I got to visit the dealers area and made contact with several friends who said that they were doing pretty good sales-wise. In the afternoon, I was the French right flank as we attacked the Russians at Borodino. The scenario was from the **ESR** rules, but the host used the **Devil to Pay** rules. The rules were OK but fiddly because each turn little magnetic stars were placed on the metal stands (2 per infantry, 3 for cavalry, and 4 for artillery). If the player wanted to do an action with a unit, one of the stars had to be taken off the stand. It took me almost the whole game to get through some woods (I have a reputation for woods ;). It was enjoyable, though, and I received one of the two 54mm trophy for being the "Most Respected Opponent, Battle of Borodino, Historicon, 2017." I then scooted over to a WWII Tobruk game with 3mm units. The rules were **Field of Battle World War II** which Terry, Greg Rold, Greg Cornell, Ed Meyers, Greg Skelly, and I had play tested at Brent Oman's house about 10 years ago. The game was pretty good, and the host was very good at keeping the game moving along. Saturday morning was spent catching up with friends and vendors. Last year I had fun playing **Triumph!....** sort of a DBA with some twists. This year, I played in the battle of Kadesh. I like the rules and the host was very good. However, as in life, you some times meet some jerks. Well, I had one on the right of me and the left of me ;) The guy on the left took one of my dice after I had rolled three 6s in a row. I laughed when he rolled a 3. Three turns later, he grabbed my other die! The game master saw it. "John, did he just take your die?" "Twice!" I replied. The guy gave them back to me. Then, the guy on the left put his chariots behind mine and at an angle. If I would lose the combat, I couldn't retreat because I was not aligned correctly with his troops and my chariot would be eliminated. I explained this to him, and his reply was, "That's all right." What a dotard! The evening game was another Napoleonic game using **ESR**. It's an interesting set of rules, but too complicated for me (especially at the end of Historicon when my brain was fried ;).

Besides the list of former CMH members that Terry listed in his article, we saw Paul Vogel for a few moments. Another highlight for me at Historicon was watching the gamers around Bill Daniels's Cambrai game. They all were having such a great time ;) He really deserved the trophy that he won!

All in all, it was a very good con. Hope to see some more CMHers next year at the Host.

Jeff Lambert's September WWI Aerial Combat Campaign

September 1917 has seen the German Luftstreikräfte become more aggressive, perhaps in an attempt to use the favorable weather, the relative quietness in the French sector and the discovery of a noticeable shift in forces in the British sector northwards to the support of what is now known as the Third Battle of Ypres. Whatever the reason, the Germans have audaciously raided a British airfield and caused much damage, although not without loss.

Mounting the back seat, for a change, newly promoted Hauptmann Skelly rode in a new Halberstadt ground-attack aircraft to lead the raid. He was escorted by Lt. Wharrier and Lt. Beaugarin in bomb-armed Pfalz D.III's and Lt. Crown in an Albatros D.V, also laden with bombs. At the airfield, Lt. Hunt and Lt. Lambert (assigned to SE5a's), Lt. Irons (Sopwith Camel) and Lt. Marston (Nieuport 27) were roused from their breakfast by the air-raid sirens and rushed to their steeds. Propellers were spun and take-off rolls were made just in time as the Germans dove on the airfield. The ack-ack emplacements were quickly subdued by the diving attacks, quite a few bombs making direct hits. After several passes, all of the aircraft sheds and the chateau which served as the squadron's barracks were damaged.

The Germans did not get off scot-free, however. Ground fire was effective, although it unfortunately damaged planes from both sides. A Pfalz, the dead pilot later identified as the youthful Beaugarin, spun into the ground after a deadly burst from both Hunt and Irons. Another Pfalz, arriving on the scene later, fell to Hunt's guns while Crown was killed in a crash caused by Irons' shooting. It took some tricky flying for Wharrier in the other Pfalz to escape Lambert's guns, but he was able to return to his own lines where the Pfalz was written off. Lambert claimed he was unable to pursue due to the damage to his wing from overzealous Tommies on the ground. The Halberstadt with Skelly as the observer also escaped, having performed its mission. All of the British pilots survived, although Marston was hurt and landed his Nieuport successfully while Irons suffered minor burns when he abandoned his Camel to flames. Perhaps things might have turned out much worse had Skelly not traded seats for the mission, but the Germans can claim a victory as the British squadron will be less effective for a time.

Intelligence from the field reveals that the leading German aces, Richthofen and Voss among them, have been issued a new triplane to test in combat. The Fokker company hopes that its performance will be a game-changer in much the same way that Sopwith's version was at the beginning of the year.

Here are the rankings to date:

PILOT Victories Experience Adjusted Skills

Skelly 15 1158 741* Maneuver, Deflection, Range

Hunt 8 705 628 Deflection, Maneuver, Range

Forte 6-1/2 589 340 Maneuver, Deflection

Lambert 3 542 103 Deflection

Irons 4 513 222 Cannot Be Tailed

Wharrier 3 450 435 Deflection, Maneuver

Manley 4 360 59 Maneuver

Martinez 1-1/2 335 243 Maneuver

Boyd 3-1/2 263 88

Beaugarin 1 232 149

Marston 0 218 137

Frakes 2-1/2 178 59

Crown 0 149 32

Stuart 0 97 16

Waite 1 56 56

Wiley 1/2 47 47

Hersch 0 38 13

Weber 0 36 36

*116 points earned as Observer

After Action Report – Dave Manley’s American War of Independence Campaign – Battle of Germantown:

The fourth and final battle of Dave Manley’s AWI campaign was fought at the September 10, 2017, meeting of the Colorado Military Historians.

The battle involved four players on the American side and five players on the British side. Dave Manley served as Game Master. *(Note to Dave: again, I failed to record the names of all players. Perhaps in the future we should maintain a sign-up sheet with names and emails.)*

The game started at approximately 12:30pm and lasted until 4:00pm. Turns took about 30 minutes. Many of the players were novices. Rule interpretations, and tutelage by the game master, expanded turn durations. In retrospect, turn lengths of 20-30 minutes were constant through all four games and seem to be a reasonable expectation of turn duration when novice players are present.

The game concluded on the eighth turn; with the British forces holding the Americans on a line south of the village of Germantown and north of their camps. The Americans cleared the village of British troops and captured the barricaded Chew House on the Germantown Pike / Plymouth Meeting House Road. *(Note: I did not hear the final accounting for victory points, and who was declared winner of the game and campaign.)*

A Hasty Dispatch from the British Center and Left Flank:

September 10, 1777

To His Excellency Lord General Howe,

The intention of this report is to present His Excellency with an eye-witness account of the actions that took place to the north and south-east of the village of Germantown on this date, as recorded by Major C.D.M.T. Crown (brevet Lt. Col.), with supplemental information submitted by Col. Owens.

Early on the morning of this instant, I was sent forward by General Cornwallis to inspect our forward posted infantry north of Germantown. Musgrave's light infantry were camped several hundred yards north of the Chew residence along the Germantown Pike. The morning was cool and quite foggy with visibility extremely reduced. The outlying sentries received several loyalist riders who excitedly described a large body of rebel infantry and artillery advancing south on the Pike from the direction of Plymouth Meeting House. The alarm was sounded and quickly the light battalion fell back along the Pike and barricaded themselves in the large stone Chew family mansion. The rebels were soon appeared and proceeded to surround the building. I immediately rode south to warn the rest of my command of the rebel advance.

At this time, to the east of, and parallel to the Germantown Pike, a second and third column of rebels was rapidly moving south between the branches of the Chestnut Hill Creek, and a third column was advancing further east on the Limekiln Road. Their movements were masked by the dense fog, and they advanced up to the banks of the Chestnut Hill Creek, nearly into our base camps before they were spotted.

The Queen's Rangers were the first unit to organize and react to this eastern threat, but in the initially volleys with an overwhelming enemy force suffered severe losses and were driven from the field. They had dearly bought time for Col. John _____ to form his brigade and artillery, and hold the rebels on the eastern side of the creek.

Meanwhile, at the Chew House Musgrave's lights delayed five times their numbers for several hours (five game turns), before they were forced to surrender. Alas, the entire unit, along with Col. Musgrave were taken prisoners.

In the center of our lines, directly south of the village, Col. Owens posted his infantry and artillery to guard against a rebel advance through the center of town. Due to Musgrave's stand at the Chew House no rebel units advanced directly into the town on the Germantown Pike, until much later in the afternoon.

Meanwhile back on the east side of the village, the second column of rebels managed to cross over the western branch of Chestnut Hill Creek and penetrated to the south side of the town where they were engaged with Col. Owen's infantry and artillery. Initially, the rebels inflicted serious casualties on Col. Owen's troops, but were eventually held by the combined fire of two batteries and three line infantry units. One of the rebel battalions was seen to retire in disorder. This reprieve allowed us to recover some of the wounded of the Queens Rangers that were earlier left on the field.

I feel compelled to mention the bravery of the dragoons, who late in the day charged up the Germantown Pike in an effort to delay the columns of continentals attempting to move through the village. They were repulsed; but had the engagement continued, this demi-battalion would have made a second charge, supported by a second full battalion of horse that had formed to their immediate rear.

Your most humble and obedient servant,

Lieutenant Colonel C.D.M.T. Crown, (Brevet)
Late adjutant, 44th Regiment of Foot, East Essex

Game Photos:

Photo One, Turn One:

Americans envelope the Chew House which the British lights have barricaded. Americans appear on the east side of Germantown along Chestnut Hill Creek. The second American column is visible between the two branches of Chestnut Hill Creek in the center of the photo. The third American column is visible marching in road column down the Limekiln Road at the bottom of the picture.

Note: In our enthusiasm, we forgot to use the "fog of war" markers provided by Dave Manley – visibility for units was only to be eight inches at this point of the game – and so the British were able to see all of the American units on turn one. Errr, nuts! The fog of war markers would have added a lot of additional excitement and surprise to the game.



Photo Two, Turn One:

The end of turn one, British and American forces exchange fire around the Chew House on the Germantown Pike. The second American column marches south between the branches of Chestnut Hill Creek. The third American column marches along the Limekiln Road beyond the bottom of the photo.



Photo Three, Turn Two:

The British forces are still trying to organize in their main encampment, and the British units are hidden with “fog of war” markers. Col. Wharrier appears slightly irritated with the level of British lethargy. The fog has not lifted at this point, visibility is still 8 inches. The western American column is nearly upon the British encampment. Americans score victory points for capturing any of the British encampments. It’s probably fortunate for the British that they were prematurely aware of the American movements, especially on the west side of the table.



Photo Four, Turn Three:

End of turn three on the eastern side of the table. Queen's Rangers in the center of the photo advance alone in a desperate attempt to hold the rebels on the east side of Chestnut Hill Creek. British volleys and artillery fire from the camp slow up the left end of the American line. The second column of Americans is just entering the right side of the photo, adjacent to Germantown.



Photo Five, Turn Three:

A better view of the second American column crossing the west branch of Chestnut Hill Creek. Musgrave's lights still holding out in the Chew House. (Note: For aesthetic purposes we should have removed the British lights on the south side of the Chew Mansion from the table, since they were all barricaded inside the structure.)



Photo Six, Turn Four:

Fighting on the western flank of the battle. Americans have crossed Wissahickon Creek in force and are pressing the British under Cols. Wildfang and Wharrier. Highlanders hold the southern portion of the Germantown cemetery in the center of the photo, and Col. Owen's brigade blocks the Germantown Pike on the south side of the village. Alas, Musgrave's lights are captured, and the Chew House falls to the Americans.



Photo Seven, Turn Five:

Fighting intensifies on the eastern flank. The Queen's Rangers have broken, but additional British infantry fills the gap, holding the rebels from the third column on the eastern bank of the creek. One of the rebel units was forced to retreat to the eastern side of Limekiln Road.



Photo Eight, Turn Five:

Fighting intensifies on the west side of Germantown in the cemetery. On the far west flank, British troops contain the American crossing at the Wissahickon Creek bridge. In the right center of the photo the second American column forms line and prepares to advance on the British center. Poor positioning of the Royal Artillery battery in the left center of the photo masked potential fire on the Americans. Two troops of dragoons are posted on either side of the battery.



Photo Nine, Turn Six:

The Americans initiate their attack on the east side of Germantown, and with accurate musketry, disorder the three British infantry units in the center. Additional rebel regiments mass in support on the Northeast corner of the village.



Photo Ten, Turn Seven:

The British recover and trade volleys with the Americans who remain on the east side of Chestnut Hill Creek, and the two regiments that have advanced to the edge of the wheat field in the center of the photo. The British line regiment blocking the Germantown Pike moves to help contain the American advance. By unblocking the Germantown Pike, the road is now clear for British dragoons to charge the Continental troops marching south through the village Germantown Pike. The rebels are hidden by the single tree at the intersection at intersection at the center of town.



Photo Eleven, Turn Seven:

The Americans marching south through Germantown, pressing their attacks on both side of the village. The Germantown Pike appears to be completely open!



Photo Twelve, Turn Eight:

Things look bleak for the British on the east side of town. The center of their line has been pushed back. On the right flank of their line another regiment has retired. Fortunately, the two line regiments on the west side of the creek will hold the four American regiments in place; and the combined fire of the two batteries and infantry will destroy the center rebel regiment at the fence in the wheat field. Hidden by the village buildings, the dragoons have charged the American column in the center of the town.



Photo Thirteen, Turn Eight, Game End:

The Americans win the hand-to-hand melee in the village center, and the dragoons are forced to fall back south of town. On the left side of the photo, the Highlanders are disordered but still hold the cemetery. Americans are massed to renew their attack on the southeast side of Germantown, but there appear to be sufficient troops to hold them until General Cornwallis advances from the south with heavy reinforcements.



Some Lessons Learned:

Pay close attention to the alignment of “dangling flanks.” When infantry units are in lines, consider refusing the end units by a few degrees to keep them from becoming enfiladed, but not by so much as to lose their fields of fire.

Try not to mask artillery units with maneuvering infantry units. Artillery units will need spaces between friendly units that are at least twice the frontage width of their base stands.

Whenever possible mass two or more artillery units together (...with some infantry support). The effect of two batteries firing at an enemy unit is often irresistible, especially at half range, or less.

Some after thoughts:

Having played in all four games, I felt there was a continual improvement in the “learning curve” by all players. Rule and details that were initially misinterpreted were corrected. Nuances and techniques were discovered and utilized by many of the players. As an educational approach for Black Powder, I thought Manley’s campaign was a solid success.

The campaign was successful in demonstrating how small- and moderate-sized games can be played.

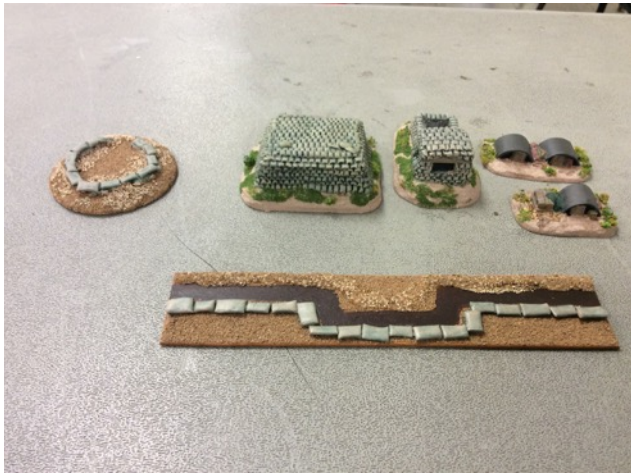
Additional compliments must go to Dave Manley for his exceptional scenery. The table top environment added much to the visual and emotional effects of the games. His figures (and those of others who supplemented the ranks of both sides) were spectacularly painted, with a profusion of fine detail. (I’m not sure many other gamers would be as generous in subjecting their “pieces of art” to the rough and tumble of the table top.) In my conversations with other games the figures received many compliments.

Chris Crown

UNIT OF THE MONTH (Not Sponsored)

Member Name	Scale	Manufacturer	Era	Unit
Rob Cuscaden	28mm	Perry	AWI	42nd Blackwatch
Rob Cuscaden	28mm	3D Printer	AWI	House
Eric Elder	10mm	Various	Viet Nam	Fortifications
Jeff Lambert	15mm	Paper Terrain	Various	European Buildings
Dave Manley	28mm	Perry	AWI	17th Light Dragoons Casualties & Dismounted
Ed Meyers	30mm	?	ACW	Union and Rebel Units
Terry Shockey	28mm	Knuckleduster	Western	Lady Western Gang, Smithy, & Doctor
Joel Tompkins	15mm	Magister Militum	Ancients	New Kingdom Egyptians





GAME OF THE MONTH

Total Escape Games Sponsor



Member Name	Scale	Era	Rules	Description
Nate Forte*	Cards	WWII	Up Front	Patrols meeting
Jeff Lambert	Cards	WWII	Brawling Battleships	Various Ships
Dave Manley	28mm	AWI	Black Powder	Germantown

***Denotes this month's winner**

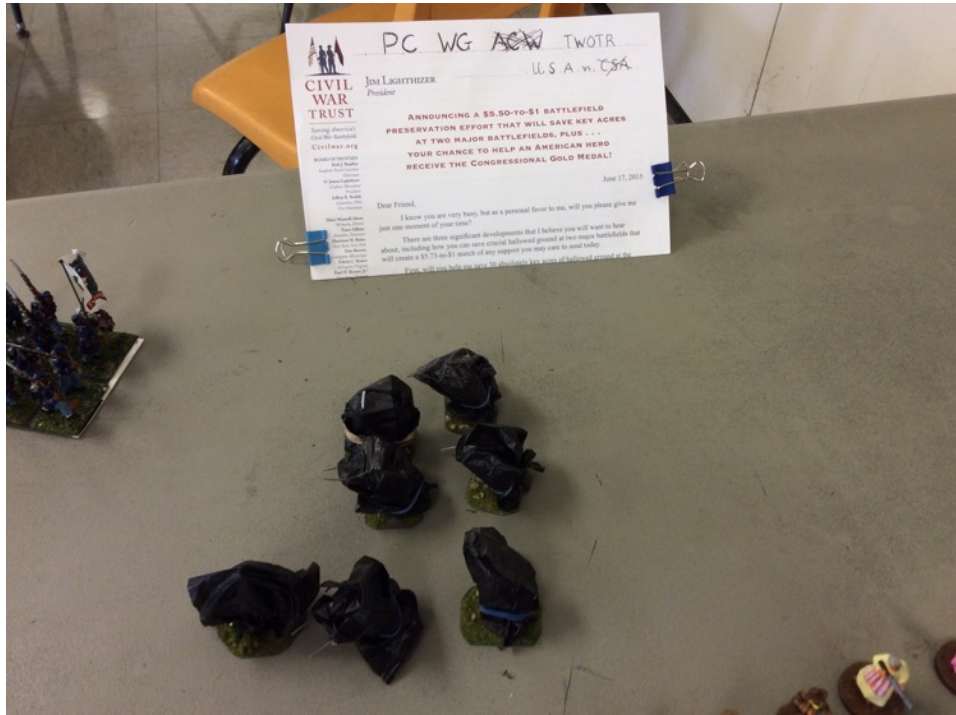
Each month CMH members host games at the monthly meeting. This award is for the effort put out by the host.



BBDBA Preparation



Ed Meyers' ACW Protest (You will have to ask him.)



The protest area



Ed explaining it to Eric & John

CMH October 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
October 6	FNF	TEG	7PM
October 8	MM	Baker Rec Center	12PM - 5PM
October 13	FNF	TBD	7PM
October 20	FNF	TBD	7PM
October 27	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:

November 2-5: Fallin @ The Lancaster Host, Lancaster PA

November 11-12: Veteran's Wars @ Baker Rec Center

For more information on the schedule go to the website at cmhweb.org.

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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