

# **COLORADO MILITARY HISTORIANS**

**NEWSLETTER**

**XIX, No. 8**

**August 2018**

## **CMH/CSGA Smackdown 2018 & Historicon Reports**

## **CMH Triumphs in Eighth Annual Smackdown!**

### **Overall Standing Now CMH 5, CSGA 3**

The Eighth Annual Colorado Military Historians (CMH) versus Colorado Springs Gamers Association (CSGA) DBx Smack Down raged fiercely in the Baker Recreation Center beginning at High Noon on 8 July. It featured its full customary range of table-top carnage, chaos and friendly banter. When the dust finally settled, CMH had scored five wins to CSGA's two in hard fought battles.

Four DBA 3.0 events featured historically matched pairs of 15mm armies, each pair drawn from a different historical era, or "Book". Victory went to the winner of two out of three rounds, and players swapped armies between the first and second round. If play went to three rounds, players rolled for their choice of army. Book I featured New Kingdom Egyptians versus Hittites with a Mitanni ally as played by our Jim Rairdon and CSGA's Brent Sustaita. Brent won in a close match that went into three rounds. Book II featured Picts versus Middle Imperial Romans as played by our Richard Kasten and CSGA's Roy Hayes. Richard won in two rounds. Book III featured Anglo-Danish versus Normans as played by our Seth Iniguez and CSGA's Luis Nunez. Seth won in fierce battles that went on to three rounds. Book IV featured Aztecs versus Hispano-Tlaxcalans as played by our Greg Rold and CSGA's Rob Scholtz. Greg won in two rounds, finding much to enjoy in this colorful and unconventional match-up.

The Big Battle DBA 3.0 scenario featured a spectacular Trojan War scenario in stunning 28mm - beautifully painted figures provided courtesy of Doug Mudd of CSGA. The scenario pitted Trojans with a Hittite Ally against Mycenaean Greeks with Sea Peoples auxiliaries. Our Terry Shockey commanded the Trojans, our Pat Harvey commanded the Hittites, and Art Hayes and Doug Mudd of CSGA commanded the Mycenaeans. Alas, the Fates once again came down on the side of the Mycenaeans - this time in the form of low-pip die rolls. Helen of Troy brought a lot more trouble than she was worth, anyway!

The DBMM2 scenario featured our John Brown with 15mm Later Medieval Hungarians versus CSGA's Dick Fickes Later Medieval Poles. In a surprise move, Dick opted for restrictive terrain, dismounted a major fraction of his army as archers, and converted what had been anticipated as a sweeping mounted battle in open terrain to a slug-fest in close terrain. Luckily John was able to bottle up the principal egress routes, turn one flank, and benefit from a few of Dick's unlucky die rolls. The battle was called on time as a narrow Hungarian victory.

The DBN scenario featured our Nate Forte with his 15mm Napoleonic French against CSGA's Doug Rains and his Napoleonic Prussians. The battlefield was custom-made, and featured a beautiful mix of roads, hills water features and open terrain. This is not to mention the colorful glamor of the armies themselves. The game as

played featured attrition and a number of other optional rules, enhancing its richness but reducing its pace. Nate and Doug got in one round. Fortunately for the honor of the Colorado Military Historians, Nate won that round!

Due to absences and scheduling difficulties on both sides, DBR was not played this year and HOTT was delayed. We will strain every nerve to get both back into play next year. For the overall record, CSGA won the Smack Down in 2011, CMH in 2012, CMH in 2013, CSGA in 2014, CMH in 2015, CMH in 2016, CSGA in 2017 and now CMH in 2018. Roll sixes!

Special thanks go to Larry Irons, assisted by Nate Forte, for handling the victuals. He saw to it that contestants and supporters alike were well fed with top-of-the-line pizza, jumbo cookies and other fine treats. One notable feature of the Smack Down has been the club sponsoring the event being gracious hosts, and Larry certainly assured that happened this time. Larry also put on a demonstration of the Ancient Warfare gaming system, featuring Thracians versus Thessalians. The Thessalians won!

The Annual CMH/CSGA Smack Down is a worthy effort to deepen the bonds of friendship among war gamers in our area. Win or lose, the battles take place amidst cheerful banter and appreciative comradery. This is war-gaming as it is supposed to be!

Report by John Brown



**Rich Kasten wins top award for the Smackdown**



## My Historicon Trip by Dave Manley

It's been about eight years since I was last at Historicon and this year it finally worked out that I could attend again. I talked with Tim Parker and Larry Irons to go along and we ran into Terry Shockey and John Mumby at the airport. It turned out that they were on the same flight there and back and they also visited the Museum of the American Revolution on Sunday like we did.

Larry scouted out the Tru Hotel by Hilton which was brand new and right next to the Lancaster Host. It was a great location to stay. The rooms were Spartan but nice, they had breakfast each morning and the walk to and from the convention was easy. Luckily we didn't have any rain or uncomfortably hot weather during the stay. This would become even more important regarding the conditions at the Host!

I'll mention that first as it was the low point of the trip. The Host is OLD! It's under renovation and there was construction going on all around. The gaming space was OK, with adequate lighting and sufficient space so that wasn't too bad. The worst situation was the walk down to the dealer hall. It was less than a ten minute walk but through the construction activity. Dirt and gravel which would have been mud in rain or ridiculously hot with warm weather. Luckily the convention is moving downtown to the main Lancaster Convention Center next year and there is a Marriott Hotel connected to the hall which should make the accommodations convenient.

So we arrived in Philadelphia on time Wednesday night and got our rental car. We arrived at the Host in time to register for the convention that night and then went and checked in to the Hotel. Afterwards we went back to the Host to walk around, talk to people we know and see what was going on. We ran into Todd Presley and his wife and had a nice conversation.

Wednesday night Tim, Larry and I played the Neapolitan's in a 1/600 scale galley war game against the evil Arabs. We had a fun time with the rules and are very interested in getting them to try out the ancient paper galleys that Larry and Hugh Thompson have. The game was easy to learn, play and quite a bit of fun. Larry's division did fantastic; destroying or capturing three ships while he was facing six ships to his three! I was on the other wing and was facing off against three ships against my three. The opposing commander was hanging back and not engaging to allow the other wing of his force to crush Larry. Ultimately I engaged him and sank or captured two ships while losing one of my own. Unfortunately, Tim was in the center with the flagship and he lost this ship and another, but I must say, the rules were much too liberal for the ram where Tim lost the flagship, so we will change that. But, he lost two of his three ships and ultimately we lost our quota to pull out of the battle before the Arabs; so we lost. It was fun and a nice spectacle in 1/600 scale. Look for the game sometime at a club meeting.

Thursday started early with a Lace Warfare game set in the 7 Years War. Tim, Larry and two other guys played the French while Terry Shockey and I along with two other guys played the British/Allies. We had the role of attacker with equal forces, so the attack was difficult. Terry did a good job of screening off the left wing of the French and most of Larry's brigade while the other three of us assaulted the remaining half of the French force. It was a close British/Allied victory with half of the French force retiring off the table. It was a fun game playing with the group from CMH.

After that I spent time in the dealer area. I made the rounds visiting Rick O'Brien, The Flag Dude for some flags I had ordered and picking up Flames of War figures I needed to fill out



some forces. I also picked up some Firelock Games Blood and Plunder items, some 15mm paper desert buildings and a campaign book from ESR on the 1813 Napoleonic campaign (more on this later).

The geekiest news is that I got my head scanned to place on a personal figure. This was an “in demand” booth where the guys are 3D printing figures with your personal head scanned in to be on the figure of your choice. I am getting a 28mm mounted Norman Knight as my SAGA Norman leader and will be able to order other figures later in any scale. I have a picture of my head scan if anyone wants to see and expect to receive the figure around Labor Day. If it turns out well, I can see many figures I will want to order for commanders of my armies.

I then went to play in a Blood and Plunder game on the sacking of San Something or Other. I was on the French/British Pirate side attacking the dirty Spanish settlement. Tim was playing the dirty Spanish leader. There were four players on each side and though my initial command on the right wing didn't capture any treasure, I took over another players group after he had to leave and I was able to advance into the middle of the town and take the major treasure since the Spanish were defending this area lightly. Huzzah to the attackers!

For the last game on Thursday, Larry, Tim and I teamed up with two other guys in a quest game based upon the movie “Stagecoach.” I was “The Ringo Kid, John Wayne's character”, Larry was riding Shotgun and Tim was the Stage coach master. The other guys played a scout and the Doctor and we had to escort a woman throughout the territory and get her to the end of the line. This game was a ton of fun! It took some getting used to the activation and movement system, but once we got it the game went fast with lots of entertainment. I got shot twice, the first time falling off my horse and being bit by a rattlesnake! The Doctor saved me each time. Larry got stabbed by an Indian pretending to be a friend but he was also saved by the Doctor, first by him killing the Indian with three six's in a row using his scalpel to kill the sneaky Indian and then by fixing up the doc's wound. Tim never got hurt but skillfully drove the coach throughout the territory! There were three teams of five players and we ended up coming in second by one point. The Doctors on each of the stage coaches were voted the most valuable players as they constantly performed miracles of medicine or combat to save their teammates. This was a really fun time with shots of whiskey and beer flowing freely!



The next morning I played in a “Kiss Me Hardy” Napoleonic sail game. This is a game I have wanted to try as most of you know that Doug Wildfong and I co-authored “Fighting Instructions” many years ago and I love the naval sail period. I played on the British side (big surprise) running two 74's and generally had a good time, but was disappointed in some of the weird stuff that was happening. Fires are a critical hit issue and in four turns, we had three fires on three different ships; way to many and frustrating to deal with. Ultimately, I left early with some ideas to streamline our rules but feeling as I did before that FI is the

best set of naval sail rules available. It is my intention to plan with Doug and Greg Skelly to put a Kickstarter together to finally produce a first class set of the rules and get them out there in the market. If anyone else knows the ins and outs of Kickstarter, we're open to your help.

That afternoon Tim and I played in the Blood and Plunder tournament. There were seven players and a stand in from the company to even out the tables. I played a 100 point Spanish Militia force with musketeers, lanceros and bow armed Indios. In the first game I was getting pretty hammered by the French Buccaneer musket fire, ultimately losing over half of two of my three units. I was able to stay close to the objective with those two units and work my Lanceros into position to assault one of my opponents units. He had fired during his turn and didn't realize I could reach his position. My assault went perfectly and I wiped out the unit. Then he advanced another musket unit to fire on the Lanceros and they inflicted only minor damage. My next turn I was able to charge this unit and again wiped it out, including his captain. Major victory on my part. My second game I played against an English force with four units to my three where I was trying to defend my board edge with a large hacienda in the middle. Initially I set up all my units in the hacienda with the Indios forward in ambush. My opponent swung two units around the outside of the hacienda, one on each flank and put two in the compound. I was able to destroy one of the central units with an assault from the Indios and the Lanceros jumped out of the compound and caught up to his pistol armed force which had reached my deployment zone and destroy them as well. Again, my Spanish won a significant victory. That meant I was playing in the championship game! I played against a Canadian Militia force from the as yet unpublished book and they also had four units. We had a relatively open board that favored his musket armed force but enough cover near the objective to make me feel I had a chance. Unfortunately, he got the first move and advanced three moves into combat with my hidden Indios who couldn't activate. He wiped them out in one turn as I had no saves. Then he started firing on my remaining two units from long range with his other three units. With incredible luck on his part he was hitting four figures a turn and I was rolling poorly for saves. I could only watch my units melt away and we were done in four turns where I didn't earn a single point. Unfortunately that dropped me from second place to third in the tournament as the second place player scored two points to pass me. Disappointing end to an otherwise good and fun tournament. If you haven't played Blood and Plunder, you should give the game a try. It is fun and fast and a good game. More on the naval aspect of this game later.



That night Tim and I were supposed to join Larry for another quest game on the James River during the American Civil War. Unfortunately, the tournament lasted long and we couldn't get

in. So while we were walking around we found Bill Daniel's "What a Tanker" game and he let us jump in. I got to run a Hetzer and did pretty well against the Russian horde. It was a fun game with Dan Gurule, his relatives, Todd Presley, Larry, Tim and I all playing in the same game with several other players. Good job Bill!

Saturday morning was open so I went back to the dealer area to scout around some more and spend my tournament winnings at Firelock Games. I also spent about an hour with an individual tutorial of the ESR Napoleonic rules with the author. It was a great introduction to the game and I bought the rules and am really looking forward to playing it soon. This is a grand tactical game where each player is playing a corp commander running several divisions. Each stand represents a battalion of infantry, a battery of artillery or double squadron of cavalry, so it is a high level command game. There are lots of nuances to the game which look very interesting and will allow us to play large battles to conclusion without getting bogged down in combat decisions. Look forward to seeing us play this game at upcoming meetings.

That afternoon I played in a "Muskets and Tomahawks" game based upon the march to Ft. Edward after the surrender of Ft. William Henry. If you remember the Last of the Mohicans movie this is the massacre that happens with the good guys narrowly escaping the Indian onslaught. There were three players on each side on a very nicely laid out table. I played Hawkeye, Chingachgook, Uncas and the Monroe daughters. The other two guys played Colonel Monroe and two British Line units and the other guy was Major Duncan Heyward who commanded a Highland British Line and the Provincials. The Indians attacked and were killing many of the British column but the column was also killing warriors and kept moving, making its way to safety at the other end of the board. Ultimately the Indians assaulted my force protecting the ladies and they wounded Uncas. Due to rolling a 1, I was unable to save the wound and Uncas fell while protecting his love Alice Monroe. Chingachgook then dispatched the attackers to try to save his son but he was too late. This was the final assault of the Indians as they had lost too many warriors and the column was leaving them behind, finally making it to safety. Colonel Monroe and Uncas did fall, but enough of the characters made it to safety that it was a British victory. Another fun game that I might try to put on at the club sometime. Also, I won a gift certificate to Sash & Saber Miniatures who sponsored the game. I used this to purchase two ACW Confederate Regiments in the dealer area and then visited The Flag Dude again to purchase the 1<sup>st</sup> Texas and Arkansas battle flags for my Texas Brigade.

Saturday night Tim and I played in another Blood and Plunder game, this time a naval attack on a Spanish treasure fleet including a Fluyt, Galleon and a Frigate. Tim commanded the Spanish Fluyt and I commanded a French Pirate sloop as part of our five ship fleet; two frigates, my sloop and two bark's. Our commander decided upon the two larger ships leading our fleet and heading to take out the Fluyt. That left my sloop and the two bark's to deal with the tailing frigate and ignoring the Galleon. Unfortunately, the Spanish commander didn't follow his script as we planned it, and they turned the Galleon towards our line to deal with my ship squadron. This left Tim overwhelmed by his two opponents and my group overwhelmed by the Galleon and frigate. I took tons of damage and lost most of my crew but that allowed one of the bark's to close with the stern of the Galleon and board it. They successfully assaulted the quarter deck of the ship destroying the crew and captain in this part of the ship. A major victory for such a little vessel. Unfortunately, the Spanish didn't surrender with the killing of the Captain and they retook the quarterdeck, killing all the Frenchmen. Ultimately, the Galleon and tailing frigate escaped and they called it a Spanish victory. This was a really fun game and convinced me that a 28mm ship the size of the Galleon could be used on the table. I have adjusted my kickstarter to include a Galleon, so



the club should see this massive ship on a gaming table by October. Again, I recommend that you take a look at Blood and Plunder as it is a good game.

Besides the games I got to play in there were lots of other great tables and set ups. These included an ACW game in Florida with tall trees and swamp played on a teddy bear fur sculpted mat. Really gorgeous. There was also a siege of Malta game with a fully built fort and trench system. Again, very nice. Too Fat Lardy's was well represented with Sharp Practice and What a Tanker getting played throughout the con on beautiful tables. Whatever your interest there were probably games to play!

That was the end of the gaming, so Sunday morning we checked out of the hotel and visited the dealer area one last time to find some deals before we left. Then it was back to Philadelphia and our visit to the Museum of the American Revolution. This was a fun museum with lots of interesting information. After having lunch we went over to Independence Hall but all the tickets were sold out so we walked up the mall to the liberty bell museum and just by chance found out that a group hadn't shown up for their tour of Independence Hall, so we got tickets and walked back to take the tour. This was enjoyable to see such an important historical landmark; the birthplace of our nation and to hear the stories of crafting the Declaration of Independence and the Constitution. We finished all this and headed to the airport, caught our flight and ended a fantastic vacation. I am looking forward to attending again next year in the new location.



## Jeff Lambert's WWI Aerial Combat Campaign Update

New and deadly aircraft continue to arrive at German airfields, but they have so far failed to redress the imbalance in pilots with the British. Relying upon the superior mounts of the Germans, LT. Wharrier ordered his staffel to raid the British aerodrome last week and scored what can only be described as a Pyrrhic victory.

Wharrier was flying a newly delivered Pfalz D.XII, the runner-up at the Adlerhof trials in January. LT. Manley and LT. Marston each flew a Fokker D.VII, the trials winner. LT. Skelly flew a Fokker as well, but this one was powered by a high-compression BMW engine and thus had greater speed than the already formidable version flown by his staffel-mates. To give the attack its greatest firepower, LT. Chrestensen flew the Hanover CL.III ground attack two-seater.

The klaxons were sounding their warnings as the German pilots arrived on the horizon. Sprinting to their aircraft, the British pilots and crews tried to get airborne before the Jerries arrived, but the attack came in too quickly. LT. Lambert lost two planes on the ground before he finally got one started, a Sopwith Dolphin. LT. Irons, LT. Hunt, and LT. Forte each chose an RAF SE5a, while the newest member of the Squadron, LT. Johnson, mounted a Sopwith Camel. Hunt, Forte, and Johnson succeeded in taking off, while Lambert and Irons took the brunt of the German strafing. After taking cover from one pass in a nearby trench, Irons at last got his SE5a in the air but was seriously wounded while making his take-off run. After much cursing and threats to the ground crew, Lambert succeeded in getting his Dolphin aloft, just as Skelly recovered from a spin caused by a near miss from a pom-pom gun (the only success of the ack-ack for the day).

The airfield was taking damage all around from the aggressive attack, and Lambert was striving to come to its defense when luck put Skelly directly in front of him. This was doubly unfortunate for Skelly, as Lambert's Dolphin had been modified to carry two additional Lewis guns on the lower wing. Lambert poured fire from all four of his guns at close range into the tail of Skelly's Fokker-- it heeled over and went down, but Skelly was able to deploy his parachute. He jumped at such a low height, however, that he was severely injured and immediately taken prisoner.

Not satisfied with the damage done on the first pass, Wharrier and his staffel turned to for another round. By now, all of the British pilots were in the air, albeit only three were combat-worthy. Irons was circling the field, bleeding profusely and looking for a safe spot to land. Hunt was again plagued with faulty guns, his Lewis having been destroyed. Forte and Johnson had the only full-strength aircraft, as Lambert had jammed 3 out of his 4 guns dealing with Skelly. Irons finally made it down, firing a flare as he rolled out to indicate his need for assistance, while Hunt dove on Chrestensen's Hanover as it climbed away from another bomb attack. Hunt sent the German down, and neither the pilot nor the bombardier were seen to leave the crippled plane before it crashed.

Manley and Marston joined their leader in making yet another pass at the ground facilities, determined to leave the airfield completely wrecked. Johnson was caught in the crossfire from three German pilots and his Camel broke up under the strain. But Lambert had cleared the jam of his Vickers so both were operating when he caught the Pfalz of Wharrier executing a stall, and pursuing, sent the leader down. Again, a German ace escaped death with the use of a parachute, and again, was injured on landing and made prisoner. Celebrating another kill, Lambert lost sight of the Roland [D.VI](#) flown by first-time pilot Chrestensen. He paid for his mistake when Chrestensen fired a desperate burst which put a bullet in the British ace's chest, killing him instantly.

With the airfield in shambles, and fuel running out, the remaining Germans turned for home. Pursuit was hopeless, and the British returned to what was left of their aerodrome.

While the attack was successful, destroying most of the facilities and a number of aircraft on the ground, the loss of two of Germany's best pilots (Wharrier and Skelly) was deemed to be too steep and the German High Command has issued an order prohibiting such exploits in the future. The British will be without replacement aircraft for a time, and although he fought with bravery, Lambert's

leadership was found wanting and he has been demoted. Here, then, are the standings after last week:

#### PILOT ROSTER 7/21/18

Name	Victories	Experience	Adjusted	Skills
SKELLY	4-1/2	2002pts	130pts	Range, Maneuver
LAMBERT	10	1283pts	428pts	Deflection, Maneuver, Fire Value
IRONS	7	986pts	357pts	Can't Be Tailed, Maneuver, Range
HUNT	9	863pts	786pts	Deflection, Maneuver, Range
WHARRIER	6	847pts	277pts	Deflection, Maneuver, Range
FORTE	7-1/2	796pts	547pts	Deflection, Maneuver, Concentrated Fire
MANLEY	5-1/2	600pts	289pts	Maneuver,
MARSTON	0	336pts	253pts	Maneuver,
MARTINEZ	1-1/2	335pts	243pts	Maneuver
BEAUGARIN	1	283pts	67pts	

STUART	1	280pts	93pts
CAVER-BOYD	3-1/2	263pts	88pts
HOWELL	1	195pts	65pts
CROWN	0	180pts	63pts
FRAKES	2-1/2	178pts	59pts
CASTELETTO	0	125pts	42pts
GOWEN	1	100pts	100pts
CHRISTENSEN	1	83pts	28pts
WAITE	1	56pts	56pts
HOLMES	0	45pts	45pts
HERSCH	0	38pts	13pts
WEBER	0	36pts	36pts
VELTRE	0	33pts	33pts
JOHNSON, A	0	32pts	11pts
JOHNSON, C	0	28pts	28pts
SKELLY**	20-1/2	1611pts	681pts*

- does not include 116 pts earned as Observer

- \*\* Retired

# Review of Et Sans Résultat

By Larry Irons



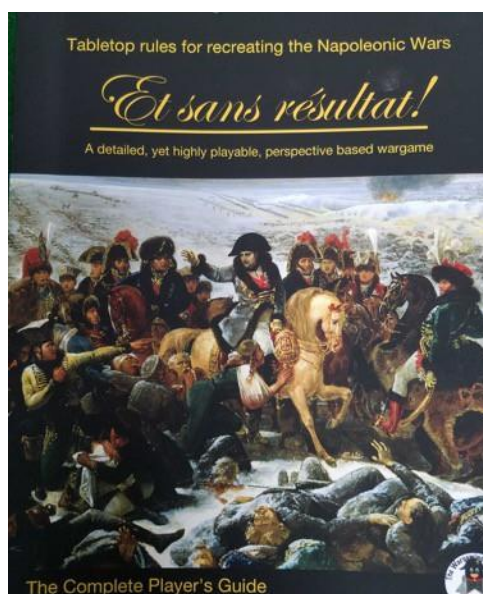
## Introduction

I recently played a set of rules for Napoleonic battles at Historicon. I was impressed enough to purchase a set of the rules and a campaign book. These rules operate at the Corps level with a player functioning as the Corps or Army commander. The lowest level unit is a battery of artillery, battalion of infantry, or a squadron of cavalry.

The title of the rules is a quote from Ney after the Battle of Eylau, February 9<sup>th</sup>, 1807, after which he said, “Quel massacre! Et sans résultat!” – “What a massacre! And with no result!” The rules are abbreviated ESR.

## The Rules

The rulebook and associated campaign books are of excellent quality. The campaign books include more than a dozen well researched battles. But, what is even more value, being the uniform guides and organizational information for each participating army contained therein. There are campaign books for 1805, 1808 (Spain), 1809, 1812, 1813, and 1814. There is also a player’s guide that includes the rulebook and has expanded information and example play.



The scale of the game can be played with 3mm up to 28 mm figures. There are quick reference sheets (QRS) available for download at the website for various ground scales. One is included on the back cover of the rulebook.

## Operations

Divisions and brigades are directed by orders which include a physical objective and an order, such as defend, attack or maneuver. Orders may take several turns to activate depending on the commander’s rating. Two D6 are used for all dice rolls in the game. There is a specific order of events in the turn sequence – Command, Movement, Artillery & Skirmish, and Combat. The commander’s rating is modified by the year of the campaign and the condition of the formation.

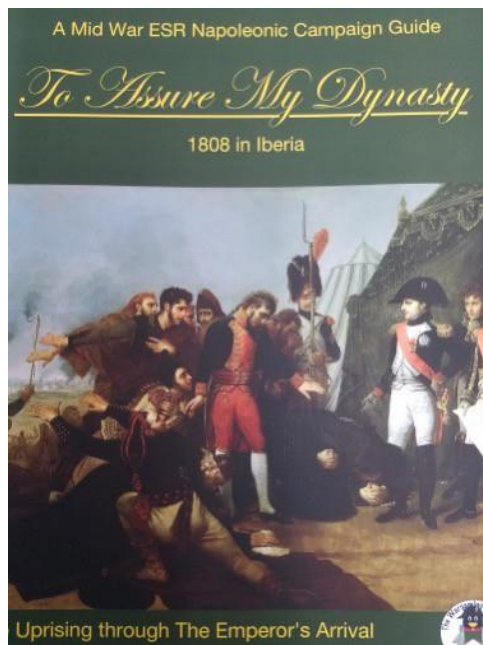


## The Approach

In a typical battle, opposing forces march to the battlefield from one or more directions. Each formation is an upper level command such as a division. The commander must give orders to his subordinates to deploy from march column into fighting formations. This can be painstakingly slow depending on the commander's rating. A forward-thinking commander will deploy in time to meet or surprise the enemy.

## The Battle

The individual units, once deployed, engage the enemy depending on orders. There is an artillery and skirmisher support phase that comes into play, as well as close-in combat. It is best to fight in waves to stop breakthroughs. Cavalry can especially be troublesome if it breaks through. The unit formations are not the Corps Commander's problem. The individual unit commanders are assumed to use the best formation.



During combat, fatigue points are assessed against the formation. When a formation, such as a division, accumulates enough fatigue, then its orders will get converted to retreat. Routed units are run back to the rally point which is the reformation area. To remove fatigue the formation will have to rally and reform. This effort usually requires the Corps Commander to take personal command of the formation to sort this out.

## My Experience

I played a game of ESR as an Austrian Corps Commander. I had a division of infantry with a Chevauleger regiment and a light artillery battery attached. I also commanded the converged grenadier division. I was approaching a division of French Cuirassiers and a division of French infantry, both crossing a river. I decided to deploy my infantry division immediately. I deployed first the cavalry to screen my deployment and then started deploying the infantry. It took an hour of simulated time to deploy my entire division and commit the artillery. In the meantime, there was some skirmishing going on at the battle line. The French cuirassiers were formidable and rolled over my cavalry screen. But the artillery and Austrian infantry were able to stop the cuirassiers.

Cavalry is more fragile than infantry and will suffer fatigue more quickly. This helped me to keep in the action. But after a simulated hour of combat my division was in retreat mode. My Corps commander had to take personal command of the division and to rally and reform it.

Fortunately, the French cuirassiers were in the same condition. And the French infantry had not reached my position yet.

During the rally, I had to remove stands of cavalry and infantry to remove the fatigue. For each stand removed, 2 fatigue points are removed. This represents the reforming of the individual units in the division. Once I completed that, I was able to prepare for the next combat. I was also marching my grenadier division up to help. At that point we were done for the evening.

My partner was commanding a division of Austrian infantry and a light brigade of grenzers and



light cavalry. He engaged the French division near his area and began a cavalry breakthrough. This event pretty much destroyed an entire French division caught in march column. His grenzers were deployed in a village and were holding off a third French infantry division, but his infantry division had been delayed by order activation problems. It is likely that my grenadiers could hold off the rest of the French in my sector, but it was likely that we would lose the village. I think we

were close to a draw.

## Opinion

I really liked the play and feel of the system. It is on the opposite end of Column, Line, and Square, because it is at the 10,000-foot level of command. To me it was like being Marshal Ney or Napoleon directing the battle and not worrying about small events out of the commander's control. Several of us purchased the rules in the club and we will be hosting games in the future.

As for figure scale, the ESR demos were done using 10mm figures manufactured by Magister Militum. The Wargaming Company is offering these figures for sale in army packs and individual add-on packs. They are of high detail and look good on the table.

I think playing in 15mm or 25mm would work just fine. The ground scale will have to change for the figure scale. They have free downloads of the QRS at their website for various ground scales in both metric and Imperial measurements. My 25mm stands are based on 2-inch bases

with 4 figures. That represents a frontage of 120 men or about 50 yards per inch. An 8-foot by 5-foot table at that scale would represent 2.7 by 1.7 miles.

### **Links**

<http://www.thewargamingcompany.com/esr/index.html>

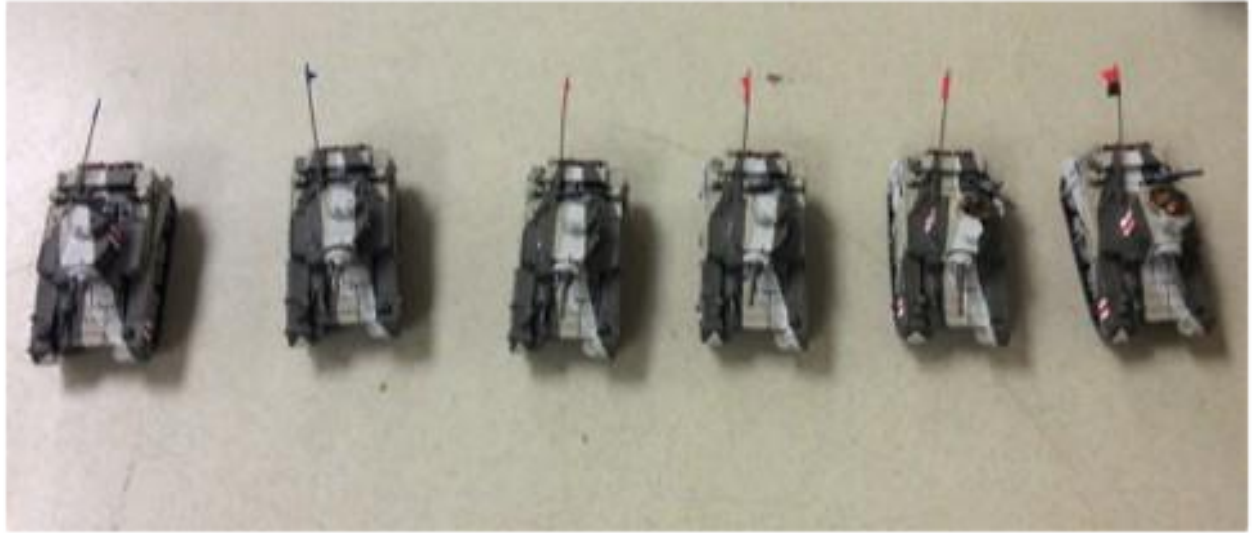
# UNIT OF THE MONTH

## (Not Sponsored)

Member Name	Scale	Manufacturer	Era	Unit
Bill Daniel	28mm	Scratch built	WWI	Trenches
Eric Elder	10mm	Pendraken	WWI	Mesopotamian Indians
Jeff Lambert	15mm	Battlefront	WWII	Honeys
Dave Manley	28mm	Scratch built	18th century	Pirate Sloop
Tim Parker	28mm	Watchful Studio	Ancients	Qin Chinese
Tim Parker	28mm	Gripping Beast	Dark Ages	Byzantine SAGA Warriors
Terry Shockey	15 mm	Paroom Station	SciFi	Martian Tripod
Terry Shockey	15 mm	Irregular	WWI	Turkish Infantry and High Command
Greg Skelly	15 mm	Various	WWII	American halftracks













# GAME OF THE MONTH

Total Escape Games Sponsor



Member Name	Scale	Era	Rules	Description
Larry Irons	28mm	Ancients	Ancient Warfare	The Thracian Invasion
Brian Kennedy*	28mm	WWII	Point Blank	Basic Scenario
Jeff Lambert	15mm	WWII	Flames of War	Dust-up in N. Africa
John Owen	Boardgame	WWII	Holdfast Pacific 41-45	Pacific

**\*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.**







## Rambling In the Classical Period by Matt Vigil

This is my favorite period to game. It's what brought me to CMH. Ancients was going strong then and still is today. Now, 17 years later, I have fought well over 100 ancient battles with fellow members.

The era of the "Big Dogs," includes Alexander, Hannibal and Caesar. Reading of their campaigns and battles is quintessential ancient warfare.

Then there are the elephants of the ancient period. India, Successors, Carthaginians all have cool critters. They look intimidating on the table. But usually they are disappointing. Your opponent attacks them with light troops. You defend with yours and so it becomes a battle within the battle. The bonus for elephants is the fun of painting them.

My choice of rules sets for the period include DBMM2, Bib Battle DBA, Hail Caesar, Armati, and Dave Newport's one-page Legion vs Horde. With a 40mm frontage basing, the number of figures and depth determined by the troop type, used world wide, this 15mm system allows games to be played at the grand tactical level on a 6' X 4' battlefield.

Some of the most intense games I have encountered involve the 2nd Punic War. Rome vs Carthage is ancient wargaming as it was meant to be. It has a killer look with both armies lined up and ready to go at each other. If you pay the extra points to have Hannibal as your Commander-in-Chief, you have to play with one eye closed.

What can you say about pyrotechnics, i.e. flaming pigs. You grab them by the ring in the nose, smear with tar, put in catapult, set aflame, fling at the enemy elephants and watch as they run amuck.

In my opinion the seminal read for students of ancient warfare is Caesar's *The Conquest of Gaul*.

*My choice of 15mm miniatures manufacturers is Old Glory 15s. They are solid and robust, able to handle the rumble and tumble on the gaming table. They are easily available with decent pricing. Though I paint with black primer, I do one in grey to see the detail pop out. They do take time to clean, but paint easily with a great result.*

*Back to where I started, CMH. A big thank you to our club officers. You keep the club on a positive course.*



# 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 3	FNF	TEG	7PM
August 10	FNF	TECH	7PM
August 12	MM	Baker Rec Center	12PM
August 17	FNF	TEG	7PM
August 24	FNF	TEG	7PM
August 31	FNF	TEG	7PM

TEG - Total Escape Games  
6831 W. 120th Ave.  
Suite C  
Broomfield CO 80020

TECH - Thornton Estates Club House  
3600 E. 88th Ave  
Thornton CO

[www.totalescapesgames.com](http://www.totalescapesgames.com)

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

## COMING EVENTS:

**Aug. 30 - Sept. 2 B-Con Ramada Plaza Northglenn**

## Monthly Meeting Events:

**Introductory games to learn *L'Art de la Guerre* Ancients Rules**

**Square bashing game of WWI Turkish/Russian Battle**

## 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 \$45.00 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: \$45.00

Half year Adult Membership: \$30.00

(For NEW members who join after June 30)

Family Membership: \$45.00 (one Adult and any number of offspring)

Student Membership: \$25.00 (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.

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

email: [tshockey8981@msn.com](mailto:tshockey8981@msn.com)  
Web Site: [www.cmhweb.org](http://www.cmhweb.org)

Editor/Layout: Terry

Shockey Next Issue:

September 2018

### 2018/2019 CMH Board Members

President:  
Nate Forte  
[natforteg1@gmail.com](mailto:natforteg1@gmail.com)

Vice-President:  
Jim Rairdon  
[rairdon8071@comcast.net](mailto:rairdon8071@comcast.net)

Secretary:  
Terry Shockey  
(See above)

Treasurer:  
Larry Irons  
303-883-2146

Historian:  
Doug Wildfong  
303-447-4280