



Colorado Military Historians

Newsletter

XLV, No. 9

September 2019



A Snappy Dressed Croc



News and Views

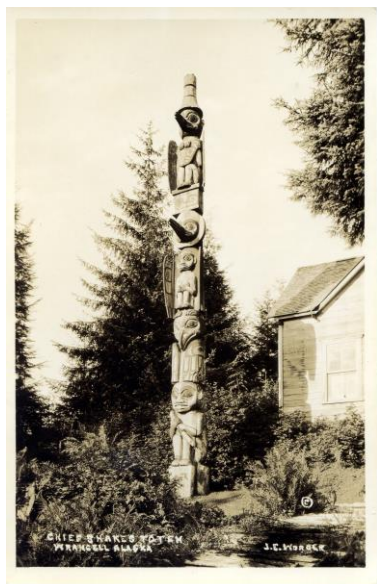
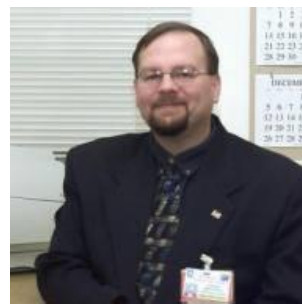
Message from CMH Secretary

Eric Elder

This month we have a final wrap up of the Firestorm: Tunisia campaign by Jeff and a Historicon report from Terry. Thank you for the submissions.

I have been in initial discussions with Dustin Hatchett from the Hexacon Convention. Hexacon will be from Jan 18 – 21 at the old Genghis Con / Tacticon location, Radisson Denver in Aurora. Yes, the old Red Lion / Holiday Inn. The miniature room is the same room that was used at Genghis Con and Tacticon. From the sounds of things, it will not be as cramped as I have seen in the past. Dustin wants to have CMH and Fantasy Flight events in the room. I will continue to have discussions with Dustin to see what we can do.

On our Yahoo Group page you may have read Steve Weeldryer passed away recently. He was a well-known and liked Colorado wargamer who left the State around 2001. Seven Years War was his favorite period and his army was 25mm Austrians. He was president and organizing founder of Colorado Historical Gamers that met at the Aurora Colorado National Guard Armory. This is where I believe I met him when I first came to Colorado. He passed away from complications due to diabetes.



Recently there has been a series of videos posted by different wargamers on YouTube explaining what their other three hobbies are outside of wargaming. It has been interesting to hear what these wargamers are interested in. I believe our hobby involves a bunch of sub hobbies (i.e. painting or crafting). Before I was a wargamer, sure I was interested in key hobbies that have come together my involvement in historical miniature wargaming. I think we know what the key ingredients (sub hobbies) are to be involved in our hobby. Without these key ingredients, are you really in the hobby? One that comes to mind is the joy of gaming. Growing up, I enjoyed playing board games and it was easy to get into the historical wargaming genre.

What three hobbies do you enjoy outside of wargaming? Mine are postcard collecting, watching rugby, and PC gaming.

August Monthly Meeting

Unit of the Month

Temporarily no sponsor

Each month CMH members bring their latest painted figures and models to the meeting to display their latest efforts.

| CMH Member | Scale | Manufacturer | Era | Unit |
|--------------------------|-------|-----------------|-------------------------|--------------------------------------|
| Jim Rairdon | 15mm | Essex | New Kingdom Egyptian | Blades |
| Dave Manley | 15mm | Flames of War | WWII Africa | 2 PzIII Platoons, 50mm uparmored |
| Doug Wildfong | 28mm | Old Glory | Ancients | Moghul Indian Elephants + General |
| Doug Wildfong | 28mm | Foundry | Ancients | Greek Cav Agema |
| Tim Parker | 28mm | Crocodile Games | 2019 | Croc Gamer |
| TERRY SHOCKEY | 15mm | Old Glory | Mid Imp. Romans | II/64b Mid Imp Romans Eastern |
| Larry Irons | 15mm | Essex | Late Medieval | DBA Scandinavians Union |
| Larry Irons | 15mm | ? | Classical Ancients | Macedonian Army |



Final Results of Firestorm: Tunisia

*Battle and Campaign Report from CMH Member
Jeff Lambert*

The final battle of the Tunisia campaign has been fought. Captain Irons leading a 7th Armored Division Grant Squadron joined with Captain Skelly leading an American Armored Reconnaissance Company from the US 1st Armored Division, supported by Lt. Johnson. They were met by Hauptmann "Bo" leading a Panzer III Company and Capitano Lamborghini in command of a Bersaglieri Rifle Company.

The Allies were caught by surprise when the Axis elected to aggressively attack in what became a classic Breakthrough. The American Recon units under Skelly were held in reserve, while a troop of Crusaders in ambush and the Grants of the squadron HQ held the Allied right. A troop of Royal Horse Artillery backed up the defenses. Lt. Johnson held the left with an Armored Rifle Platoon and Field Artillery battery of 105's. Lamborghini's infantry was deployed well forward, while Bo's panzers deployed in close support, leaving only a platoon of Marders to deal with the British armor.

Dashing forward behind the cover of smoke, the Axis attack was aimed at Johnson's dug-in position. The ambush by a Crusader troop was sprung early by an aggressive advance by the Marders, while a pair of 90mm on Lancias moved to cover the likely approach on the flank of the panzers.

The Crusaders destroyed only one Marder with their brave (foolhardy?) attack; they lost all three tanks in the return fire. The Italian captured 25-pounders were pinned by the RHA while a flight of Kittyhawks from the RAF failed to harm the panzers. The Italian mortars placed another smokescreen in front of the American position while the infantry advanced over a hill and took the first objective. Threatened with Italian infantry and German tanks, Johnson mounted up his ARP and moved toward the objectives while his flank was covered by a Recon patrol arriving from reserve, which dispatched the Lancias easily.

Bo detached a platoon of panzers to deal with the American Recon while the Marders took on the British Grants and a Honey OP. Meanwhile, the Italian infantry engaged the American artillery in close combat with one platoon, while the other platoon dug in on the objective. With support from the halftracks of the ARP, the Yanks fought off the Italians but lost a gun and were pinned down. The Armored Recon started chewing up the Italian artillery and mortars before the Panzers could intervene. The remaining Grant platoon arrived, as did the Germans lone infantry platoon which audaciously seized the remaining objective.

With both objectives in hand, the Axis needed only to hold on for two turns to secure the victory. But the RAF returned to strafe the Afrika Korps infantry and American Lee tanks joined another recon patrol to finish them off. The Grants finally finished the Marders, while the halftracks of the ARP moved into position to machine-gun the Italians, with smoke provided by the RHA to blind the Italian anti-tank guns. The smoke was inexpertly placed, however, and the Italians pushed their guns forward and opened up on the halftracks, destroying two and killing half the passengers they carried! Direct fire from the American 105's destroyed two panzers, while two more were knocked out by the American Lees and British Grants. The Germans were done for, and the remaining Panzer platoon left the field. At the same time, the Italian artillery and mortars surrendered to the Americans, while the RAF and Grants took out the anti-tank platoon. Only the American infantry was close enough to contest the objective held by Lamborghini's Bersaglieri, so they charged into the assault!

Bloody hand-to-hand left only Lamborghini himself and the smallest core possible of the Bersaglieri,

forced to abandon their foxholes but tenaciously contesting the objective. The Grants were only a moment away from rolling up his position, with the Lees not far behind. The mortar platoon gone, the anti-tank platoon gone, one of the two infantry platoons wiped out and the other down to only 3 teams, things looked dire for the Italians. Faced with only one choice, Lamborghini ordered his dwindling troops to ATTACK! Miraculously, the Bersaglieri cleared away the American infantry, finding themselves in sole possession of the objective... and VICTORY!!

Exhausted, Lamborghini and his 3 infantry teams held the field as the Allied forces pulled back. But except for a salve to Italian pride, all combatants knew the conclusion was already determined-- hundreds of thousands of Axis prisoners would be taken, and the Allies would have freed Africa from the Pact of Steel.

This was the second time I've played this campaign, and it ended in a Strategic Allied Victory both times. This time was a lot more fun for me, even though I was on the losing end for most of my games. I had a great time playing and converted a few players into the V4 system for Flames of War, so I consider that a resounding success.

Think about what period you want to try next, I'll be in touch!



August Monthly Meeting

Game of the Month

Sponsored by Total Escape Games

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

| CMH Member | Scale | Rules | Description |
|-------------------|-------|-----------------|---------------------------------|
| Larry Irons | 25mm | ADLG-R | Swedes vs Imperialists TYW |
| TIM PARKER | 28mm | SAGA Fantasy | |
| Terry Shockey | 15mm | Red Action | White Officer March 1919 RCW |
| Dave Newport | 15mm | Tactical Combat | D-Day, Omaha Beach |

Winner in **RED**



Historicon Report

*Convention Report from CMH Member
Terry Shockey*

When a venerable convention changes venues there is an anticipation of both excitement and dread. Will the venue be big enough? Will there be enough lighting, concessions, tables or parking? It is good to report that Historicon 2019 and its new venue, the Lancaster County Convention Center, was acquitted admirably. The convention center is attached to the Marriott at Penn Square in downtown Lancaster PA. All the needs of a convention were met. There was plenty of space in three areas for gaming with ample tables, although one area had too many tables too close together. This was remedied quickly by the HMGS and convention facility staff. The food was plentiful and changed daily to some extent. There were a number of eateries within walking distance of the convention if needed. The lighting was very good. Although it is located in the center of downtown Lancaster and street parking is limited, HMGS gave parking vouchers to the participants who drove in daily. The hotels also gave free parking to its hotel guests.



Penn Square Lancaster PA with the ACW memorial to soldiers and sailors from Lancaster

But now to the personal experience of gaming and meeting old friends and former CMH members. The theme for 2019 was Extreme Terrain Edition: Jungle Warfare. There were a number of exquisite terrain tables that represented the theme. Island fighting in the Pacific was present as well as pirates and pulp fiction jungle adventures. On Thursday, I participated in only one game. The presenter, Tim Couper, has hosted a number of Piquet rules games over the years. Recently he has focused on battles of the Jacobite Rebellion. The Battle of Glen Shiel (10 June 1719) was fought in a valley. The Jacobites and their Spanish allies took a defensive position to stop the advance of government forces coming from Inverness. Because Tim lives in Scotland he was not able to bring the materials to create the hills that form the boundary for the valley, he improvised by using the pillows from his hotel room. It worked quite well. The first wargame that was a “pillow fight.” Although my government forces pushed John Mumby’s troops back on our left and up a slope we were unsuccessful in breaking through and had to abandon the effort just as the Jacobites were also ready to collapse. A very good and close game, as is usual from Tim.

Friday began with the Battle of North Point, 1814. The British had burned Washington and then set their eyes on Baltimore. Landing with a force of British regulars and Royal Navy contingent they were tasked with clearing the road to Baltimore. The Americans with only militia took up positions behind a fence with a wood behind them to defend the road access into Baltimore. Historically the day was very hot and both sides, mainly the British, had problems with heat exhaustion. Each time one rolled a 6 on their movement an additional roll would determine how many stragglers fell from your unit. They could catch up with luck. But some groups were weakened by the time they reached the objective, the clearing of the militia from the fence. Needless to say, my lead units did force the militia from a section of fence at great cost. Ultimately, as historically happened, we ran out of time and daylight to gain the position. The game

was presented by Duncan Adams from the H.A.W.K.S gaming club in Maryland. It is not a proper Historicon unless I play in one of his games. He used Wellington Rules as the rules set.



A pirate scenario with a jungle theme



The Battle of Glen Shiel



The brave British units before heat stroke set in.

Friday afternoon's game was Heart of the Empire of Darkness, one of the convention jungle theme games. The presenter was another game master I often try to join. Jon Lundberg has presented adventure games for years including the Great Dogsled race. His offering this time involved factions that each participant controlled that had their own goals for success and enemies that had to be either dealt with or watched carefully. I drew Count D'Monet, a member of an aristocratic family as well as a vampire. It became apparent in the first turn that being royalty and a vampire was not looked upon kindly by many of the other factions. We were shot at throughout the game, starting on the first turn. The count survived the ordeal, but not his entourage, and did not reach his goals. As usual Jon put on a very good game. Empire of the Dead were the rules used.



Saturday unfortunately only involved one game. One of the most anticipated games I signed up for in pre-registration was canceled. It was the first major battle of WWI in the East, Stalluponen. Quite disappointed but something that seems to happen to me at each convention. One year I had three games cancelled. That evening was Ardennes 1914, the first major push by the French after the initial German advance. The goal for the French was to control two of the three major towns in a certain number of turns. The game could also end if either side lost a percentage of their regiments before the allotted number of turns occurred. I had the Germans on the far right. The interesting part of this game was that it was operational level rather than tactical level. The map we played on was vinyl that had been specially printed for the game. It is the WWI variant of a soon to be published set of WWII rules entitled Breakthrough. The units were regimental. The organizational pattern favored the Germans as their divisional system was more cohesive than the French with too many divisions and a fragmented command structure. The game ended with the Germans losing control of the town on my flank only to gain it back on the last turn. A close run game.



I try to attend at least one of the War College lectures at each convention. One that caught my eye was “Ethical War gaming: A Discussion.” The moderator was Paul Westermeyer, a distinguished military historian whose main focus is the U.S. Marine Corps. It was a group discussion about “how best to deal with ethical ‘landmines,’ such as running groups like the SS or when it is ‘too soon’ to wargame a conflict.” Some of the issues raised were how to game SS units without glorifying them. Also how to deal with playing Confederates in an ACW game with recent attitudes voiced in the country. A very interesting and at times perplexing set of issues to ponder.

This year CMH was well represented by John Mumby, David Manley, Larry Irons, Greg Skelly, Bill Daniel, Dan Gurule, and myself. Dan had a booth in the dealer’s area (Last Stand Boatyard) along with his cousin Bud (Bud’s Blast Markers). They did well. Bill also sold well in Wally’s Basement area. We saw two former members of CMH, Todd Presley and Jeff Caruso. Todd is one of the main instructors in the Hobby University painting classes. Jeff was there with his sweet service dog Callie.



Larry Irons and Dave Manley at the Alamo



Greg Skelly on the “balmy” Eastern Front



Dan Gurule and his cousin Bud



Jeff Caruso and Callie



Todd Presley teaching beginners painting



John Mumby won the funny hat award for the convention!

I would be remiss if I did not also include some additional pictures from the convention. A non-themed but incredible game was the “Have Gun Will Travel” game. A huge table that featured a fort, a grungy western town and a mine, all based off the 1950-60’s TV series of the same name. This one attracted everyone in attendance.



To Catch A King



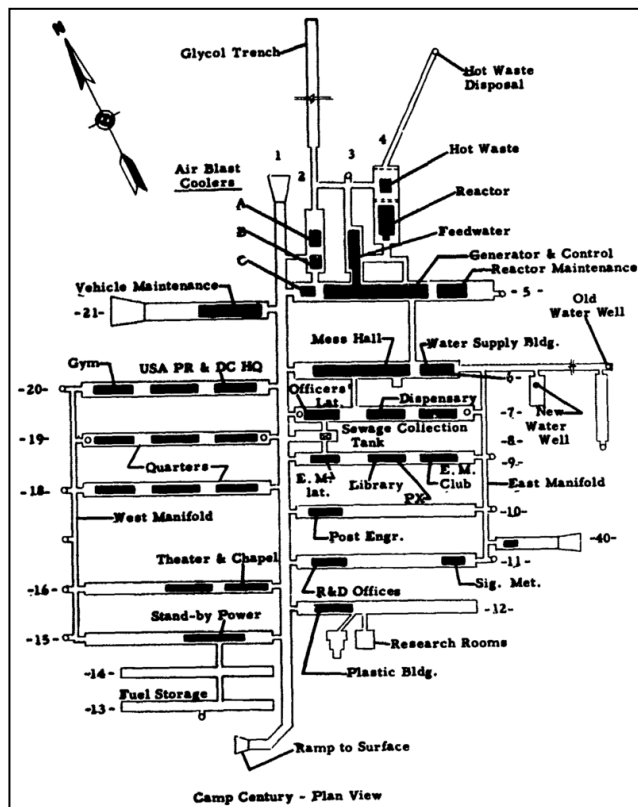
And finally, what many come to Historicon for in the first place, THE DEALER'S AREA! There were ten more exhibitors this year than last.



Historic Location of the Month

Camp Century

Camp Century was an Arctic United States military scientific research base in Greenland. Powered by a nuclear reactor, the camp operated from 1959 until 1967. The base consisted of 21 tunnels (under snow) with a total length of 9,800 feet.



A recommended YouTube video showing the construction of the camp:
<https://www.youtube.com/watch?v=-DPQ15EgyTY>

Members in Historicon Blog Reports



Sources:

<https://blundersonthedanube.blogspot.com/2019/07/historicon-2019-3-are-two-soggy-bottoms.html>

<http://lairofthebergeek.blogspot.com/search?updated-max=2019-07-23T09:08:00-04:00&max-results=10>

Last Month Club Photos



Video: https://youtu.be/zq_GNPslSEo

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 the meeting is deferred to the third Sunday. The meeting starts at noon at the Baker Recreation Center, 6751 Irving Street (just a few blocks west of Federal Blvd), Denver, Colorado. The club also hosts gaming at least one Friday night a month, called "Friday Night Fights" (FNF) at 7:00 p.m. Friday meetings will be held at a future determined location. See website for latest information.



CMH maintains ties with numerous local, regional and national groups to help promote the hobby. CMH is governed by member-elected officers serving on the Board of Directors (executive board). Terms of office 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 \$50.00 per year, payable in January. Members wishing to receive a snail-mailed 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: \$50.00

Half year Adult Membership: \$25.00

(For NEW members who join after June 30)

Family Membership: \$50.00 (one Adult and any number of offspring)

Student Membership: \$25.00 (16 to 22 years old)

Children: free (younger than 16 accompanied by member)

Club Links:

Web Site: <https://cmhweb.org/>

Facebook: <https://www.facebook.com/groups/cmhgamers/>

Yahoo Group: <https://groups.yahoo.com/neo/groups/cmhweb/info>

Meetup: <https://www.meetup.com/Colorado-Military-Historians-Meetup/>

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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Next Issue: October 2019

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