



Colorado Military Historians

Newsletter

XLVI, No. 5

May 2020

Falklands War



HMS Antelope sinking May 24, 1982

News and Views

*Message from CMH Secretary
Eric Elder*

This month I would like to thank Don and Bill for their articles. Don's article covers a naval engagement during the Falklands War. Bill shares an article from his friend Lon on how to paint an army. Next month Jim Rairdon will discuss new Sculpture Z castings from Museum Miniatures.

In April we did not have a monthly or Friday meetings. This will continue into May. We are postponing West Wars until a later date this year.

Our Discord server membership continues to grow. It is available for our members to join and have a place to stream webcam video and/or voice chat for members. The link to Discord is:
<https://discord.gg/DAP2Gn>

I hope everyone is doing well. I am interested in what everyone is playing and painting. Please send me photos of what you have been up to (eegist@hotmail.com), games or miniatures. Next month I can feature peoples photos in the newsletter.

Below is my first ever custom-built building for wargaming. It is a 28mm building representing a historic house from a 1837 battle in Canada.



Bomb Alley

The Battle for San Carlos

Article from CMH Member

Don Cygan

I was a high school senior in the Spring of 1982, focused on graduating and girls, when the Falkland Islands (Malvinas) War broke out between Great Britain and Argentina. Luckily, I had a great social studies teacher who would share news and maps as the event unfolded. He taught our class about the geography of Argentina and the history of the contentious challenge for possession of the little islands off the coast of South America.

My fascination with this small conflict started then and there. Over the years, I have read a lot about the Falklands war. It is an amazing little anomaly in military history; two modern Western nations, with modern NATO weaponry, fighting the first “missile age” conventional war. (I posit that the Arab-Israeli conflicts do not exactly qualify as conventional or Western).

My “Bomb Alley” wargame is designed around the free TYPHOON rules created by the Wasatch Front Historical Games Society available on the internet: <https://freewargamesrules.fandom.com/wiki/Typhoon>.

I really wanted my own rules to reflect the nature of the Falklands air combat, so I made several changes in scale, speeds, turns, and especially, damage, and came up with my own set of rules I call HARRIER! I use 1/600 scale (3mm) jets from Pico Armor, which go nicely with a handful of 1/600 scale waterline modern British ship model kits I have had for a few years. I also adapted stands I have from an unmentioned commercial game (you will recognize it, I am sure).

I basically took the scenarios straight from the history books. If anyone is also interested in the Falklands conflict, let me know, I have got some great resources.

In the first few scenarios, the date is May 21, 1982 as the British forces are conducting their amphibious landings in San Carlos, East Falkland. As some of you know, the Royal Navy ships protecting the landing craft were confined to the crowded San Carlos Bay, which did not give a lot of room for maneuver.



The pilots of the Fuerza Aerea Argentina (Argentine Air Force) were recklessly brave. Flying Dassault Daggers and McDonnell-Douglas A4 Skyhawks (purchased from Israel, France, and the U.S. in the 1970s) they made almost suicidal bombing runs on the ships at such low altitude some clipped the ships' masts when they flew over.

Typically, in each scenario, the Argentines attack in flights of three or four aircraft. To get in and off the table, the Argentinians must evade a Combat Air Patrol of two-four British FRS1 Sea Harriers from the aircraft carriers Invincible and Hermes. The Brits have the latest AIM9L all-aspect Sidewinder missile which gives them a bit of an advantage. Still, the Argentines fly nap-of-the-earth on their ingress and egress to the bay and take advantage of speed, maneuver, and terrain. There is a 40% chance Argentine bombs fail to arm (a real situation) when dropped on the ships at low altitude. There are also rules for the use of anti-aircraft missiles such as Rapier, Sea Cat, and Sea Dart, used by the warships to defend themselves (with some problematic results). Points are awarded for aircraft downed and ships disabled or sunk. The big strategic goals are to successfully protect the amphibious landings (British) or successfully disrupt the landing of the British infantry units (Argentine).



In the first of three scenarios I tested with my son, a flight of two Daggers attacked the HMS Broadsword with minor damage but were able to evade and live to fight another day, even after one had a close call from a pursuing Harrier's sidewinder and 30mm cannon burst.

In the second scenario, three Daggers made for the HMS Argonaut, and missed with their bombs. One was shot down by a Sea Cat, another fell victim to a Harrier. The third escaped.

In the third scenario, a flight of five A4 Skyhawks from Grupo V attacked the Argonaut and put a 1,000-lb bomb in her stern which set off the magazine of Sea Dart missiles and caused general havoc. The ship did not sink, thanks to fire control, but was rendered “hors de combat.” The FAA suffered the loss of two Skyhawks in this attack, with one lucky pilot rolling a successful and timely ejection before his aircraft burst into scrap metal over West Falkland.

I hope to share this game and rules at a future meeting, and I hope everyone is doing well with this crazy Coronavirus lockdown. I guess the only upside is I have a bit more time to paint and write rulesets.

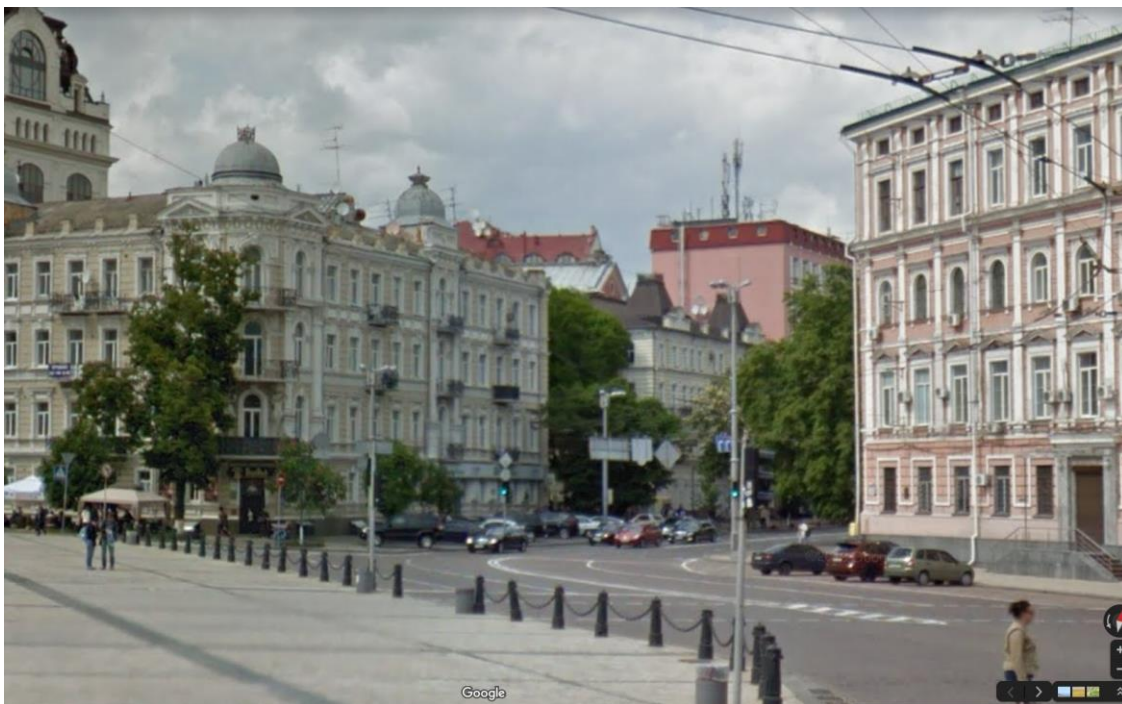
Also working on a skirmish-level ruleset for Falklands land war – British paras versus Argentine infantry: Battles such as Goose Green, Mt. Longdon, etc. I am thinking of a modern adaption of Bolt Action or even Chain Reaction rules for that. I possess some great 28mm British and Argentine figures from Gripping Beast and cannot wait to put them to use.



Historic Location of the Month

Kiev

One hundred years ago, in May 1920, Polish troops captured Kiev from the Bolsheviks in the Russo-Polish War. Below is a picture from the summer of 1920 showing Red Army troops re-entering Kiev after Polish troops withdraw. The picture below that is the same view from 2015 ([link to Google Maps](#)).



Painting an Army

Article submitted by CMH Member

Bill Daniel

Written by Lon Van Vorous



Some of you have watched me paint but not all of you have watched me paint an army. I make this distinction between Army and figure painting but one influences the other. There are some things that you must do when painting an army that are not as important when painting a figure. Having said that doing an army paint job on individual figures can help your results.

Rule 1

Do not paint the same thing any more often than you have to. I do a base, shadow and highlight for each color. An oops on one figure is not an issue, on 24 it is another hour of painting for that color.

Tip: I use a wrist support to steady my hands. This works best if the table height is closer to mid chest so raise the table or lower your chair.

Rule 2

Do your prep work before starting. Do you really want to stop and remove hidden flash or mold lines mid figure? Do not forget it is a lot more with an army. Also, the small shoulder gap in the figure or the visible slots in the base need to be touched up before priming.

Tip: White glue works well as a gap filler. Brush it in until it is filled. Then wipe off the excess.

Rule 3

Plan the job before you prime the figures. With a single figure it is not as big a deal if you glued the rider to its mount, but do you really want to paint around the feet on a lot of mounted figures (see rule 1).

Planning includes:

- Determine what you are painting (i.e. is that bit a strap or a lump in the cloth). Example picture to right.
- What colors are you painting each of the individual bits?
- What order are you painting colors in?
- What overall effect you are trying to achieve (i.e. bright and glossy vs dull and muted this affects primer choice)?
- Do you want figures fully assembled or not?
- Stage the table accordingly put your paints in order (see picture below).
- Do not forget the other tools you may need (such as knife, paint stirrer, or needle probe).



Tips:

- Sculptors often use other visual references in their sculpts, so look to see what they may be trying to sculpt and print them out if possible, to use as a reference.
- I use a toothpick to apply superglue because that slopped glue on final assembly could violate rule 1. Glue on paint is not as firm a bond so you may need to protect bonding surfaces.
- Use the right primer. I generally use a flat black spray paint, but the color of the primer affects the color of the result. Painting light colors over black will either require multiple coats or leave a muted result. If you want bright and shiny use white or grey primer. Also check the primed figures before you start painting, the spray might not have gotten everywhere. No primer is flaking or rubbed off paint later. On armies that is an issue see rule 1.
- You can fix a mistake immediately with a second brush and a dab of water just wash it off before the paint dries.
- Get a paint stirrer. They are cheap and it does a better job than a paint brush. If the paint is getting lumpy add a little water and some matt or gloss media.
- When painting over the top of black primer it is especially common for the light colors to come out too thin thus requiring more than one coat. I discovered something that works well for doing just one coat. I call it daub painting. Basically, instead of straight brushing the paint I move the brush slowly and while maintaining contact I gently bounce the brush up and down as I move it. With a normal stroke you can see black under the color. With daub painting it leaves slightly more paint in place and it looks just the right amount not too much and not too thin. A note about the paint when doing daub painting, if the paint is too dry it will end up looking lumpy, if too thin the paint will either run or the coat will continue to be somewhat transparent adjust with water or more paint into the mix as necessary.



Rule 4

Paint back to front. I am talking background to foreground. You can paint the details first but generally if you paint the background first if you get a bit of slop on the detail you still will be painting it later anyway.

Rule 5

Remember the focal point. On a single figure it is either the face or some cool special effect. On a unit it is the leader or some unique character. Pay special attention to it. For example, no one will notice you hand painted their names on the back of their helmet if it is an army, but they will if it is a display figure. On the other hand, a unit that all have glowing plasma weapons stands out, where a single figure in a unit of 30 with the same affect might not. If it is special paint it special. That captain with an embroidered cloak stands out.

Rule 6

Only embellish the things you can see. On a single figure giving a female figure mascara and colored nails is cool. On a table top you may not see it. Remember what the figure is for. Having said that error on the side of painting the detail. The single coat may get the job done but a light drybrush to highlight the details will make the figure and unit stand out (see picture below).



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/>

Groups.io Group: <https://groups.io/g/cmhweb>

Discord: <https://discord.gg/DAP2Gn>

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: June 2020

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