

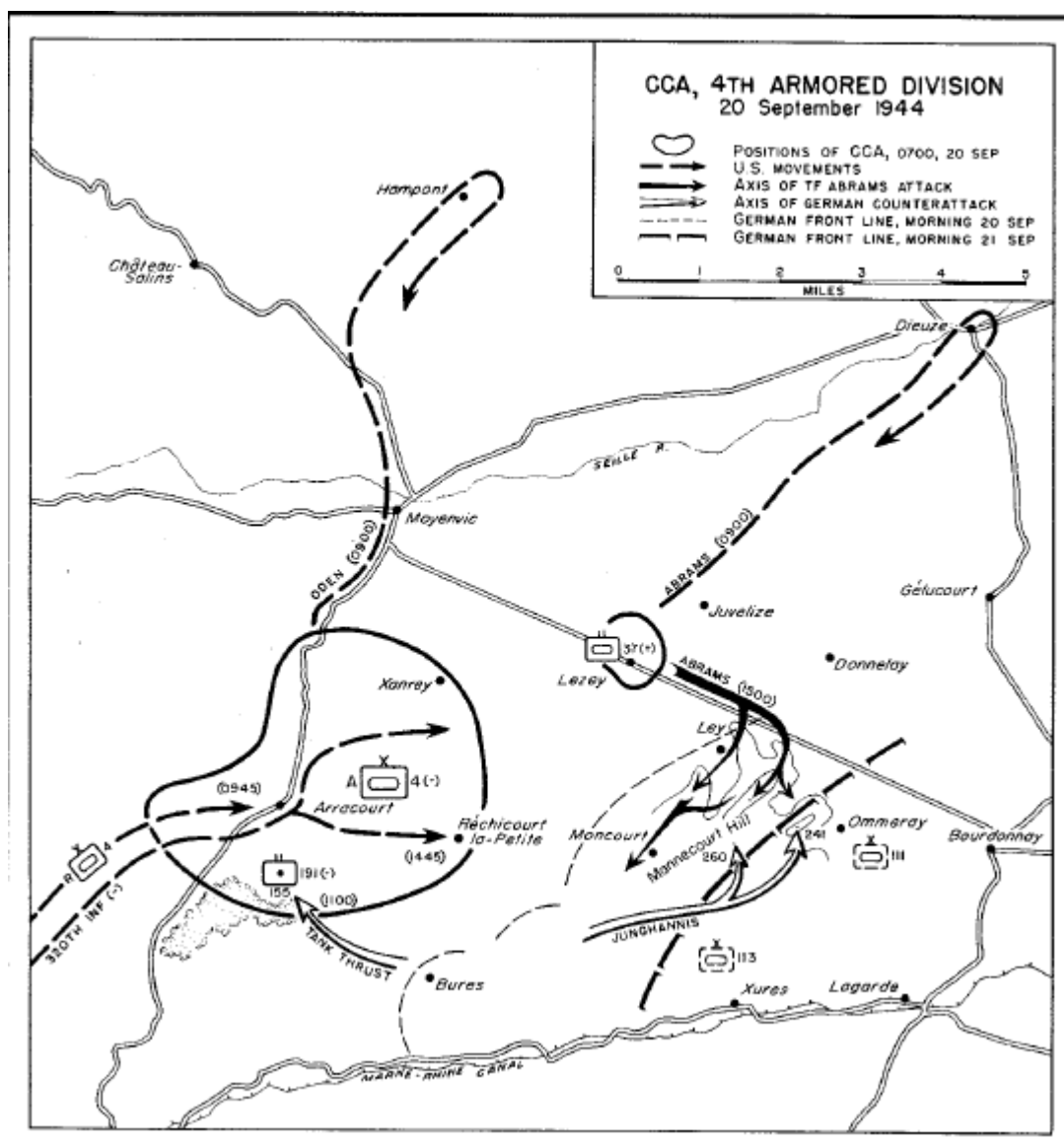


## Newsletter

**XLVI, No. 10**

Oct 2020

## Battle of Arracourt

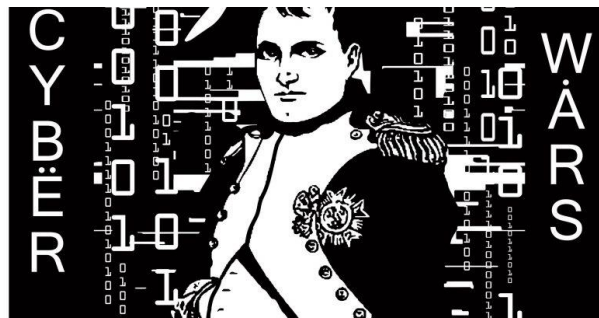


## News and Views

*Message from CMH Secretary  
Eric Elder*

This month we have article from Doug Wildfong. This article is on an Arc of Fire rules after-action-report. Looks to have been a fun game.

The Board has discussed a reduced membership fee next year due to cancelled club meetings because of Covid group size restrictions and the Baker Center being closed. We continue to discuss this membership discount along with the credited meetings and will let the membership know once we know what the 2021 Baker contract looks like. Be aware we have fees to pay beyond the Baker rental. We want to keep our club finances stable and will soon outline our plan for 2021.



Our Board voted to combine our Veterans Wars convention with the HMGS Cyber Wars November 12-15. This convention is the week after we would normally have our convention weekend. If interested in hosting an online game, please contact a Board Officer. Details will be coming out soon in our next newsletter and our groups.io forum. Myself, I have started early testing of online miniature gaming via webcams. We will see if I can put together something viable.

A reminder that the Board contact details are at the end of this newsletter.

Once this pandemic runs its course our piles of unpainted lead should be gone. You are all busy painting away. Well, at least there will be lots of new armies on the tables when we meet in person.

Keep safe everyone.

# Action at Arracourt

*Battle Report by CMH Member*

*Doug Wildfong*

Dave and Geoff played an Arc of Fire game today based loosely on the action around Arracourt in September of 1944. The 4th Armored CCA was attacked by the German 113<sup>th</sup> Pz Brigade.

Today we had a section of Panther (two tanks), with three squads of Germans, (One squad and the HQ section in Halftracks) against a section of M-10s (two TD's), some engineers, and some armored infantry.

**Turn 1:** Two dismounted Germans squads march on the table, using the woods for cover. (Lower right of Photo) (AoF game mechanics allow troops on foot a move of 4 inches or 6 inches (a run) if motivated by enemy fire or passing a "Tac Test").



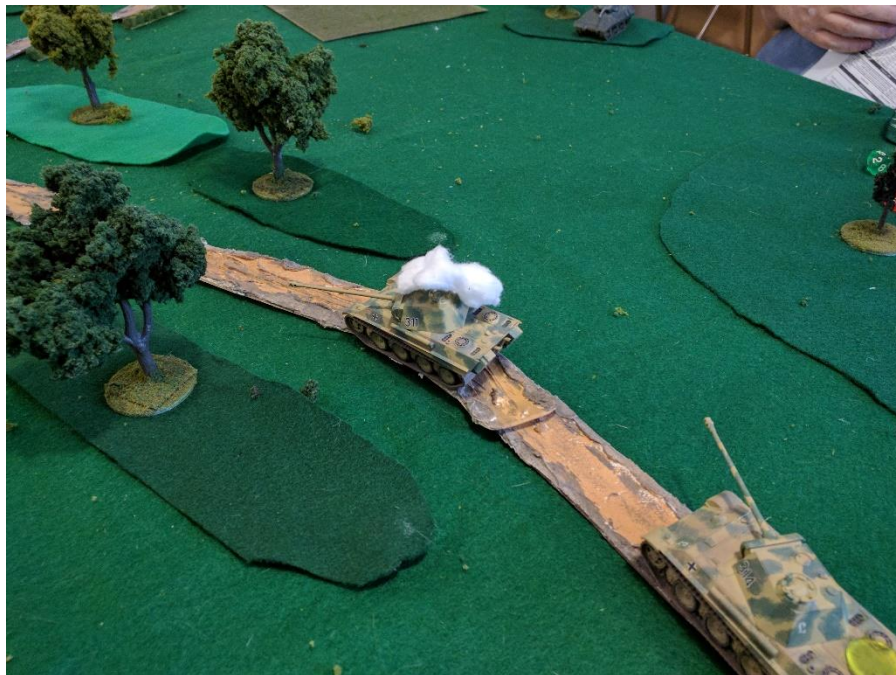
The Armored section and the Halftrack mounted Panzer Grenadiers entered on the road.



**Turn 2:** The German Panthers, 3<sup>rd</sup> squad in a halftrack, and the HQ section come on. The Panthers Larry Armin painted look great if imposing!



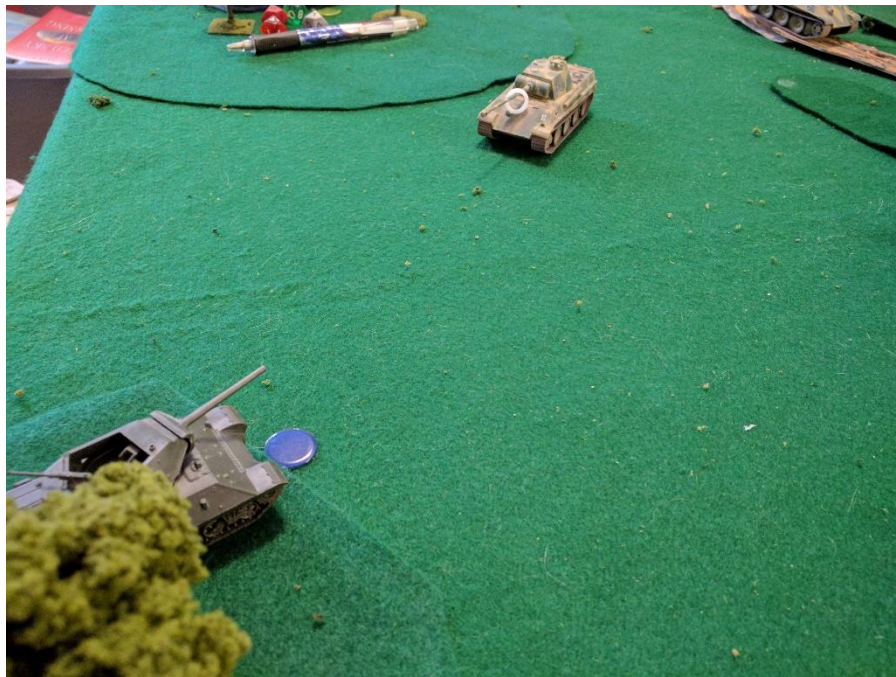
**Turn 3:** The M-10s opened up, killing the lead Panther, and neutralizing the rear Panther. Things look good. The German armor TAC is a 7, as the 113<sup>th</sup> was a green unit. (One of the M-10's can be seen at the top of the photo hidden in some woods to the right of the road from the German perspective. "Neutralizing" is another game mechanic representing a tracked or wheeled vehicle being suppressed and unable to move or fire until it recovers by a successful "Tac Test")



**Turn 4:** Disaster! The German infantry has somehow snuck around the American infantry on lookout and is assaulting one of the M-10s'. The rear Panther rolls to get rid of the neutralization, (rolls a 7 or



more on a D-10) and immobilizes the other M-10. The crew of the immobilized M-10 bails out and runs away. Suddenly the US boys have no anti-armor.



**Turns 5-8:** The German infantry advances on the last two houses, while the Panther shoots from a distance. The Americans bring the Engineers out of the furthest house but are cut down by the advancing Germans squad that got the M-10. Boy the lookouts for the US infantry really let the team down.



All in all, it was a fun game. We think we have a good way to make it work for two players on each side when we are finally able to get back together.

Hope you guys are all doing well!



# Historic Location of the Month

## Arracourt Monuments

Arracourt, France



WWII Battle of Arracourt monument to the eleven-day battle in September 1944 between US 4<sup>th</sup> Armored Division and 5<sup>th</sup> Panzer Army.



Across the street from Battle of Arracourt monument, I believe this is a WWI monument

# 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.

Mailing Address:  
Eric Elder  
9529 Castle Ridge Cir.  
Highlands Ranch, CO 80129

Phone: 303-933-4723

Email: [eegeist@hotmail.com](mailto:eegeist@hotmail.com)

Editor/Layout: Eric Elder

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## 2020/2021 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  
Eric Elder  
[eegeist@hotmail.com](mailto:eegeist@hotmail.com)

Treasurer  
Larry Irons

Historian  
Doug Wildfong  
[dwwild84@gmail.com](mailto:dwwild84@gmail.com)