



Colorado Military Historians

Newsletter

XLVIII, No. 10

Oct 2022



The LCT 7074 is a Landing Craft Tank in the UK. She sank at her mooring while waiting to be restored around 2006. A National Memorial Heritage Fund grant in 2014 funded raising and fully restored her, which was completed in 2020.



News and Views

*Message from CMH Secretary
Eric Elder*

It has been a while since our newsletter has not had a member article. This is a busy time of year, so I can understand members have other things on their minds.



November 12-13 we are having our Veterans Wars convention. Jeff Hunt, pictured left, has volunteered to be our coordinator for the convention. Thank you Jeff. Members feel free to contact him with your questions about the convention or to submit your game you want to run. His email address is huntje06@yahoo.com. We have a few games added already and a large ADLG tournament organized by Larry Irons.

We heard recently that an ex-member Doug Marston passed away in November 2021. It sounds like his estate will be auctioned off at a future date.



Veterans Wars 2022

Current Event List

November 12

9am - 1pm

- **Battle of Poti**
 - Nov 13, 1809, Seraskier Sheriff with 9000 Ottomans sally forth to stop Prince Orbeljanov's Russians and Princess Nino's Georgian Auxiliaries from taking the port of Poti on the Black Sea.
 - rules: Corps Command IV (mod for D20)
 - scale: 20mm
 - players: 5
 - GM: Matt Johnson
 - **Wild West**
 - rules: Fistful of Lead
 - scale: 28mm
 - players: 6
 - GM: Larry Armin
 - players: please bring your own tape measure and pencil
 - More to come
-

2pm - 6pm

- More to come

November 13

9am - 11:30am

- **Swap and Sell Meet**
-

12pm - 1:00pm

- **Club meeting**
-

1:00pm - 5:00pm

- **L'Art de la Guerre Dark Ages Tournament**
 - Players will compete in an ADLG tournament of 1 or more sessions. The theme is Western Europe Dark Ages and their opponents. All armies must be between the years 500-999 AD. Lists 109, 124-133, 141-165. Legal allies may be outside those list #s, but must fall within the year range. Options indicating Europe, North Africa are permitted. No others. No Elephants, No Knights, Maximum 2 Cataphracts in army. If you choose an army from 860 AD, for example, the ally must also be from the same year.
 - rules: L'Art de la Guerre (ADLG) Version 4 with latest errata.
 - scale: 15mm
 - players: 8
 - GM: Larry Irons
- More to come



September

Unit of the Month

Sponsored by Hobbytown Westminster

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

CMH Member	Scale	Manufacturer	Era	Unit
Dave Manley	28mm	Footsore	Medieval	Breton Light Cavalry
Dave Manley	28mm	Tabletop Workshop	Various	Chapel
DAVE MANLEY	28mm	3D print	Various	Chapel

Winner in **RED**



Historic Location of the Month

LST-325 ship Evansville, Indiana



The LST-325 is a decommissioned tank landing ship based out of Evansville, Indiana. She was commissioned February 1, 1943 and decommissioned in 1946. Greece acquired her in 1964, serving until 1999. The ship does tour to different locations. September 27 she was in Cincinnati.

September

Game of the Month

Sponsored by Hobbytown Westminster



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	15mm	ADLG	Arabs vs Visigoths
Eric Elder	10mm	Cold War Commander	Battle of Asal Uttar
Greg Skelly	15mm	FOW	Battle of the Bulge
DOUG WILDFONG	15mm	By Fire and Sword	Imperials vs Tartars

Winner in **RED**

Colorado Military Historians

After Action Report: The Battle of Golymin, a "Shako" playtest by Marshal Cornell and Prince Caudill de Tolly

French Napoleonic victories always receive the attention of wargamers, writers and strategists. Here, finally, is an account of a battle where Russian deployment and tactical abilities surpassed the French opposition.

This is a hypothetical engagement using the standard army lists for 1808 contained within the ruleset. The Russians fielded a Corps composed of 17 battalions of line, 5 jager battalions, 4 grenadier battalions, and 5 regiments of cavalry. They were supported by 2 heavy, 3 medium and 1 horse battery. The French Corps was composed of 16 battalions of line, 6 battalions of light, 2 battalions of guard, and 5 regiments of cavalry. French artillery support amounted to 1 heavy, 2 medium and 1 horse battery.

Shako requires players to divide their forces into divisions of 6 to 12 battalions each. Cavalry may be substituted for infantry battalions or placed in their own separate divisions. Artillery must be attached to divisions and fire in support of those divisions unless they are designated as army guns in the order of battle.

The Russians deployed in 3 large infantry divisions and 1 cavalry division. The commander perceived the value of a simple division structure in maneuver, the

advantage in division morale, and the weight of the division in attack. The French deployed in more divisions, sacrificing divisional morale for maneuverability.

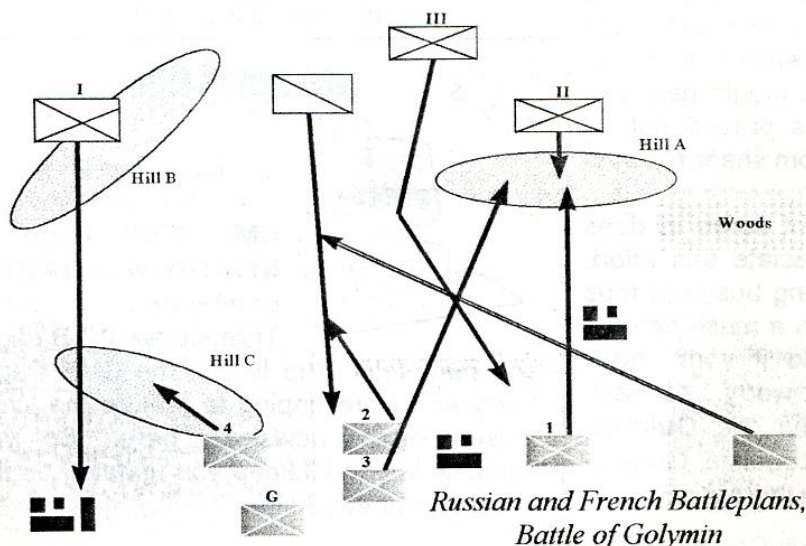
The battle opened by the opponents drafting their battleplans (see map below). Shako requires that each division commander follow the arrows laid for it on the battleplan. Units must stay within the 18" command radius of their division commander.

The Russians intended to apply a heavy right hook to the French line using the 1st Division (12 battalions). The Russian Cavalry division was ordered to advance into the center of the French line to disrupt their advance and sever the French left from the center. The 3rd Division followed the cavalry while the 2nd Division defended the hill to its front. The French battleplan mirrored the Russians, hurdling 3 divisions onto the Russian left, while holding the center and left flank with 2 weak divisions.

The Russian battleplan worked like clockwork. The French 2nd Division halted in square to receive the Russian charge. Two battalions of the 4th and 1 of the 2nd fled to the rear. The Russian cavalry paid a heavy price but kept the French center from pressing on the attack or supporting their left flank. Meanwhile, a French traffic jam on the Russian left prevented 1/2 the French artillery and all French cavalry from reaching the Russians. In Shako, interpenetration of formed units is not permitted. The French found themselves suffering greatly from this rule.

At this point, the Russian 3rd division, rounding Hill A, successfully attacked the French 3rd Division halting its advance. The Russian 1st division reached the French on Hill C and through frontal and flank assaults, overwhelmed the French defenders. The French Guard reserve intervened too late to save the French left. With his left flank collapsing and his cavalry trapped in traffic on the right, the French commander conceded defeat.

This game was fought to conclusion in 6 hours including setup. Shako allows battles to flow nicely, without complicated firing, melee, morale, and casualty calculations. Mapping battleplans restrict commanders to a specific battleplan and line of attack. It is an extremely playable system we both highly recommend.



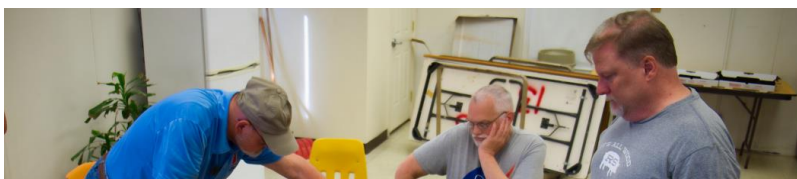
2022 Conventions

<i>Date</i>	<i>Name</i>	<i>Location</i>
October		
7-8	Advance the Colors	Springfield, OH
November		
4-6	Rock-Con	Rockford, IL
4-6	Fall-In	Lancaster, PA
12-13	Veterans Wars	Denver, CO
10-13	MillenniumCon	Rolling Rock, TX
December		
1-4	Midwest GameFest	Kansas City, MO



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 \$60.00 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: \$60.00

Half year Adult Membership: \$30.00

(For NEW members who join after June 30)

Family Membership: \$60.00 (one Adult and any number of offspring)

Student Membership: \$30.00 (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

Editor/Layout: Eric Elder

Next Issue: November 2022

2022/2023 CMH Board Members

President:

Nate Forte
natforteg1@gmail.com

Vice-President

Jim Rairdon
rairdon8071@comcast.net

Secretary

Eric Elder
eegeist@hotmail.com

Treasurer

Larry Irons

Historian

Doug Wildfong
dwwild84@gmail.com