



Colorado Military Historians

Newsletter

XLV, No. 8


August 2019



One of seven Tigers destroyed at the Battle of Beja Tunisia March 1943

From the desk of the CMH President

Message from CMH President

Natale (Nate) Forte 

Hello fellow CMH'ers, and welcome new members to our club. This past month there has been a lot of activity in our hobby. Historicon 2019 was by far the largest venue for miniature wargaming happening this year. We also had our annual DBx smack down with our southern neighbor hobbyists the CSGA. For those new to our club, the DBx smack down is a tournament held every year between Colorado Military Historians and the Colorado Springs Gamers Association using the De Bellis series of miniature rules. According to Wikipedia, the De Bellis Antiquitatis rules traces their origins to a two page experimental rules created by Phil Barker and these original rules were called De Bellis Societatis Antiquorum and were demonstrated at the Society of Ancients in 1988 and 1989. From there these simple rules set spawned a greater variety that includes not only ancient armies, but also a Renaissance, Napoleonic period armies, Civil War and War of Independence armies. There have also been expansions to allow fielding of larger armies, as well as a fantasy version called Hordes of the Things. All these rules we group under the moniker DBx, but are in fact DBA, DBR, DBN, DBM, DBMM etc..etc..



This year the Smack Down happened at the Falcon Police Station in Colorado Springs, home of the CSGA group. The honor of hosting the event is shared by both groups and is held alternatively at each other's venue. Next year CMH will host the event. CMH holds the honor of having triumphed more times over the years over the CSGA folks. This event is a fun way to bring both our gaming communities together every year, and a fun time is had by all. This is one of the reasons why I belong to CMH, the gaming spirit and camaraderie that is shared by all who participate in our gaming hobby. Though this smack down event brings our two groups together every year, there is no reason that anyone of our members couldn't participate in one of each other's monthly meetings. I've made the trip down south many times over the years and have played with those folks outside of our yearly smack down event. I also have seen many of their members join us for our events every year. This is how it should be, folks with shared interests in historical gaming (miniatures or board games) join forces and try to grow their membership bases.

Regards, your CMH President

Natale Forte

Newsletter Editorial

Message from CMH Secretary

Eric Elder

This month we have two After Action articles from members Jeff and Larry. John Brown provides a report from the annual Smack Down in Colorado Springs, with photos from Terry. Thank you for the submissions.

I have noticed a trend in war museums that have or focus on historic military vehicles...they are now driving them more and more around their grounds to show them off. I believe this trend started with The Tank Museum (previously known as The Bovington Tank Museum) in Bovington, UK which is most well-known for the only running Tiger tank and annual Tankfest. This museum has the traditional static displays of tanks and other vehicles, it also offers weekend seeing working tanks on the move, vehicle rides every day, Tiger day (the Tiger drives around the arena) and Tankfest with over 30 working vehicles (mainly tanks) driving around the arena over two days.

The Canadian War Museum only had static vehicles and a few years ago, they started to run a couple vehicles beside the museum. Another war museum in Ontario, The Ontario Regiment Museum, has 80 operational vehicles. They claim to have the largest operational collection in Canada. Like The Tank Museum, they offer rides and have similar arena events throughout the year.

In Russia there is the Museum of National Military History, which is somehow associated or just in the same town with a Horse Club and zoo, has a bunch of working rare vehicles. This museum is only five years old.

These are only a few museums I have stumbled upon either via Facebook or YouTube. I hope I can visit some museums and see military vehicles driving around a field. Over the years I have only seen limited number of tanks and other vehicles. With this new focus on restoring vehicles to working condition and maintaining them, the future looks bright to see these in action around the world.



Victory parade in Museum of national military history, 09.05.2019, video made by Andrey Kruchenko.
(available on Facebook)

July 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
	15mm	Museum Minis.	New Kingdom Egyptian	Rafts
	15mm	Legio Heroica	Late Imp. Romans	Legionnaires
	15mm	Legio Heroica	Late Imp. Romans	Command Stand
	15mm	Legio Heroica	Late Imp. Romans	Psiloi
	15mm	Museum Minis.	Late Imp. Romans	Light Artillery
	15mm	Museum Minis.	Late Imp. Romans	Baggage Train
	15mm	Legio Heroica	Late Imp. Romans	ADLG C-in-C
	15mm	Museum Minis.	Mongol Conquest	ADLG C-in-C
	15mm	Museum Minis.	Hussites	War Wagons
	15mm	Museum Minis.	Hussites	Pavese
	15mm	Alt. Armies	HOTT Elves	Cavalry Command
	15mm	Alt. Armies	HOTT Elves	Knights
	15mm	Alt. Armies	HOTT Elves	Cavalry
	15mm	Alt. Armies	HOTT Elves	Behemoth



Beja

*Battle Report from CMH Member
Tim Parker*

Von Arnhim makes one last attempt to alter the course of the campaign, hoping to break through the Allied defenses and capture the supply depot at Bone. Axis pride, at least, rides on the outcome.

Von Manley brought his Afrika Corp to attack Beja. I drew up a list of Armored Fist to face him. We fought along the coast and rolled up a free for all. Dave took an additional PZIII platoon and Artillery as his Firestorm troops. I rolled and got a 2nd British infantry platoon. I deployed my two British infantry squads, supported by Crusaders and a platoon of Grants on my right with the Force commander in the middle to support, and on my left a US armored infantry platoon and another Grant Platoon for support. Dave faced me with an infantry platoon support by a 50mm AT platoon with his Marders in the middle, his artillery behind a hill and the two PZIII platoons on my left support by his 2nd Infantry.



Turn 1: Dave won the initiative and advanced on my left, forcing me to drop back and dig in with the Yanks, while on my right he awaited my attack and cautiously advanced his Marders and AA gun to support. I wasted no time and advanced my 6 Crusaders and infantry, supported by the Grants while waiting his attack on my left. (This attacking type of play is so much work)



Turn 2: Dave continued to cautiously advance on my left, pouring MG fire into the Yanks, while bringing his AA in to fire on my infantry. Artillery rained down on my center infantry platoon, pinning them. He did get air, but some unlucky rolls and it failed to range in or hit my right side infantry. I continued to advance on my right and hold in the center and on my left.

Turn 3: Dave pushes forward on my left and advances his infantry with the AT guns to support his 6 PZIIS, he continued to lay down fire, but only taking out one US team. While on the right, I rolled in with the Crusaders and do minimal damage along with the right side infantry and not enough to pin him or assault yet.



Turn 4: things are now heating up. Dave did get another Air support, who pinned the Yanks and took out a bazooka team. While advancing with his tanks and infantry. On the other side his AT guns and Marders took out two of my first Crusader platoon and bailed the third, while his AA came in and with the Infantry, pinned the left British platoon. He did make one blunder at this point, and that was getting his OP tank too close and exposed in the open. On my half of the turn I focused the Grants on taking out the OP and on the right I brought around the other crusaders and continued to advance on the objective. I pinned the AT and assaulted with the 2nd Crusader platoon who lost one tank to AT fire and then pushed the Huns off of the objective. They still contested it. On the right, I opened up with my halftracks and infantry putting some hurt into the German infantry.



Turn 5: Dave Advances his PZIIIs with the 75mm to the hill and attacks the halftracks only to whiff all three shots forcing him to use his other PZIIIs to take out 3 of 4 halftracks. He does eliminate one Grant with his AT guns. He fires smoke to reduce my Grant fire, but also whiffs with his AA guns and thus my right hand infantry is ready to rock and roll.

Bottom of the turn. Both Crusader teams fail their last stand and boogie out to fight another day. On the left the 4 remaining Grants, kill two of the PZIIIs with the 75 and bail the third, but all of the 37mm gun miss. The remaining halftrack and infantry reduce the German infantry to just the commander. But luck swings the British way and the three Grants on my right advance and take out the Marders (some really good rolling when I needed it). The infantry advance into assault position, kill a team and attack. 10 defensive shots from the Huns only hit four teams, of which only two were killed, leaving me with enough to wipeout the German platoon and a force commander team.



With nothing left to contest the objective and with me on it with two platoons, the game and battle is over.

Dave wiped out the two Crusader platoons while losing a PZIII (75), Marders, two infantry and an AT gun platoon. Final score 7-2(4)

A good and tough fight. My luck was awful early on and things looked grim. Dave had a good plan of attack, but as the game progressed luck turned against him. The Brits can field a lot of crappy tanks with some decent infantry. Bringing a US armored ally made a big difference as it thwarted Daves attempt to take the objective with just tanks (four bazookas, dug in, can be tough) the right played out in a quantity versus quality taking the game. We determined the smoke was a mistake as he should of tried to pin the infantry, but he had enough other firepower to do so, just failed to hit. A good game that really went pretty smoothly. In the end his early good luck was overcome by my late good luck and some bad luck for him.

Thus ends my FOW gaming for this month and most likely the campaign. I'd like to thank all of my opponents for the great games and Jeff for his overall hard work in organizing and keeping this moving along. While most of my scores don't reflect how close some of the games were. Most were down to the wire until the last turn or so. It was a fun campaign.

Thanks everyone

Tim

July 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
NATE FORTE	15mm	DBN	DBx Smackdown Warmup
John Brown	15mm	DBA	DBx Smackdown Warmup
John Owen		GMT	Twilight Struggle

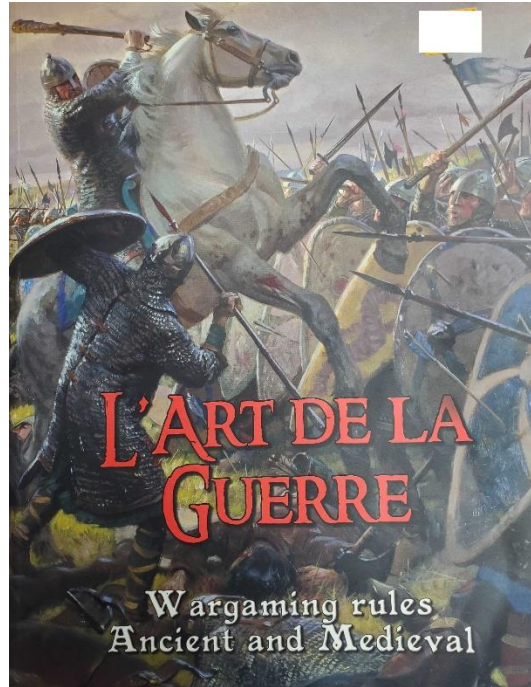
Winner in **RED**



German Suevi invade Gallia ca 100 AD

*Battle Report from CMH Member
Larry Irons*

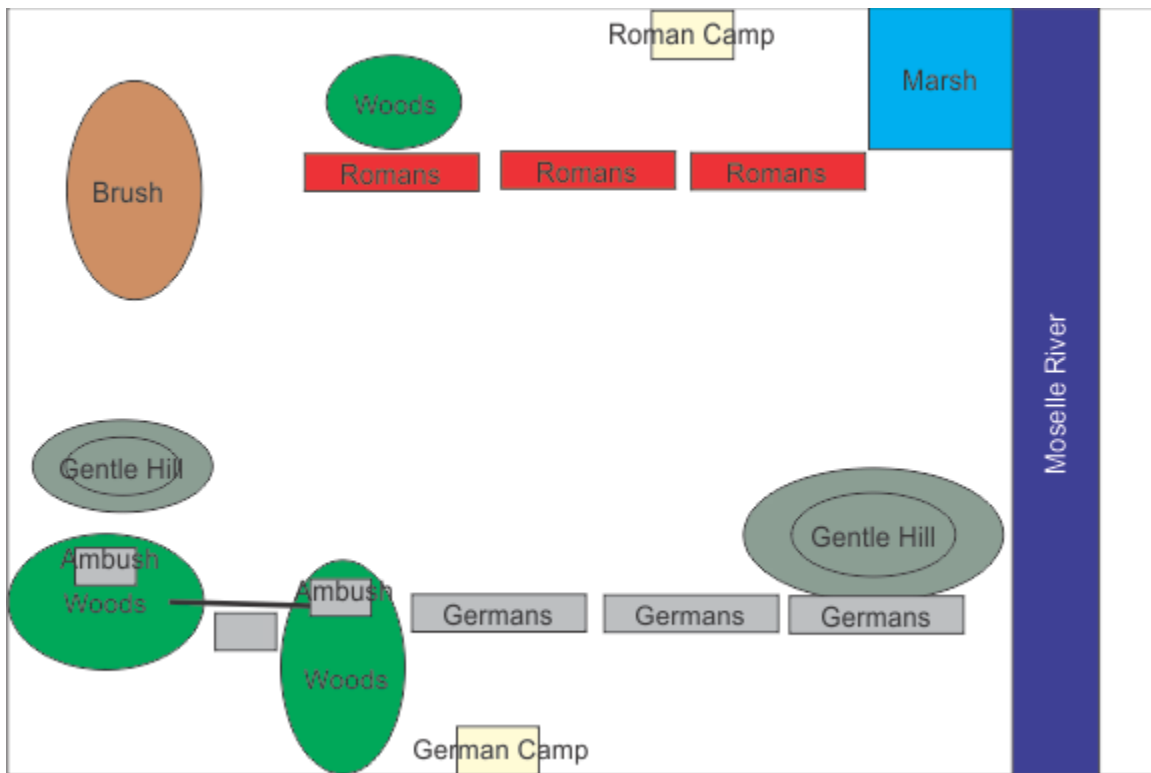
Using L'Arte de La Guerre (ADLG) Wargame Rules



German Chieftain, Siegfried Karlsohn (Larry Irons), of the Isen Clan and leader of the Suevi (Swabians), gathered his tribe and invaded Roman Gallia ca 100 AD. The goal was to take plunder from the rich Roman province. The Germans were able to cross the Rhine during an unusual dry spell and low flow, preventing the Roman riverine fleet from intercepting the crossing.

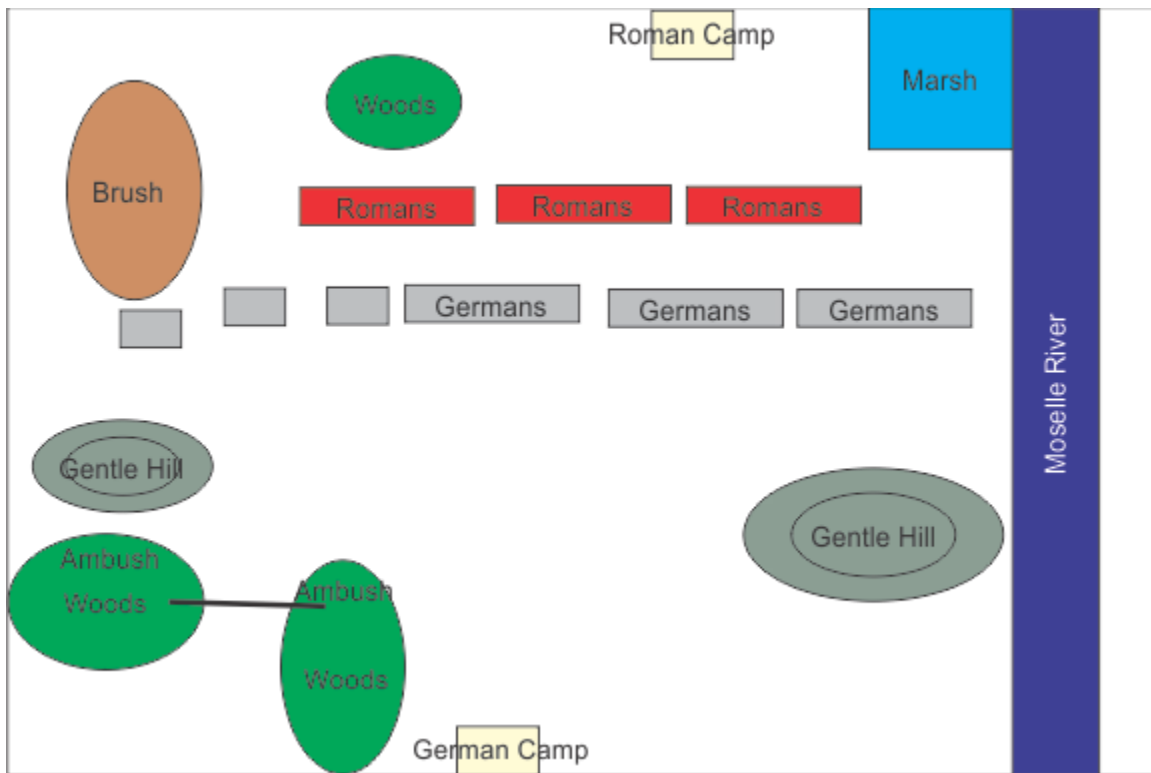
The Roman governor for Transalpine Gaul was Davidus Manlius (Dave Manley). Upon hearing of the German invasion, Manlius immediately gathered his forces and moved to intercept the Germans near the forests outside Nanciacum (Nancy). The Romans waited for the Germans with their left flank anchored on the Mosella (Moselle) River.

Both sides fortified their camps. In addition, the Germans setup a barricade on the left flank between two woods manned by warriors. The Germans hid some warriors and light infantry on the left flank in the woods. The Romans made a feint of an ambush in the brush on their right flank. The Germans deployed their cavalry on the right flank and their infantry in the center and left flanks. The Romans deployed the Legionnaires in the center and deployed the Auxilia on the flanks. Both sides deployed light troops in front of their lines.



The Germans advanced their cavalry and light troops to harass the Roman left flank, hoping to find a weakness. The Roman Auxilia and Cavalry performed well in frustrating these probes. The German warriors advanced to both pin the Legionnaires and to turn the Roman right flank. The Romans rushed reinforcements to the right flank in the form of cavalry, light troops and Auxilia to prevent the flanking maneuver. Finally, the German warriors could not be held back any longer and rushed to fight the Roman Legionnaires.

Almost everywhere the Romans held and then began the slow grinding away at the Germans. In the end the Germans suffered so many casualties all along the line that Siegfried ordered a withdrawal while it was still possible. The Suebi licked their wounds and crossed back over the Rhine.



Governor Manlius vowed to make a punitive expedition in the future to teach these insolent Suebi a lesson. But for now, he is content to fight another day.

The wargame was fought using the rules L'Arte de La Guerre or ADLG for short. These rules do a very good job simulating the effect of skirmishing. During the game the German light cavalry destroyed one Roman Auxilia and almost destroyed another. The German cavalry was not able to beat the Roman Auxilia frontally, even though they threw impetuous Sarmatian heavy cavalry at them. Dice rolls are still a factor in the game, but that is true for almost all wargames since the invention of Kriegspiel by Reisswitz.

The rules are available for \$49 from On Military Matters and include hundreds of army lists. The author is working on Renaissance, fantasy, and Napoleonic rules sets. I have a draft version of the Renaissance rules and they are very interesting. I will be organizing future ADLG tournaments for our club with a theme.

I played in two ADLG tournaments at Historicon, one was an open and the other was a Silk Road theme. I learned some more nuances about the rules that I will share with those who have played in the recent past. I am always open for an ADLG game. So if you are interested please contact me.



Historic Location of the Month

One hundred years ago in August 1919, U.S. General Pershing toured WWI battlefields. One stop was at the observation post at Vieville-en-Haye, France, which appears to still be there.



Still from film showing Pershing looking at a map.

Film can be found on YouTube:

<https://www.youtube.com/watch?v=Q4QDgNOeR-E>



Ninth Annual CMH-CSGA Smack Down

CMH Worsted

*Tournament Report from CMH Member
John Brown*

The Ninth Annual Colorado Military Historians (CMH) versus Colorado Springs Gamers Association (CSGA) DBx Smack Down raged fiercely through the Colorado Springs Falcon Police Station beginning at High Noon on July 27th. The energetic matches featured the full range of table-top carnage, chaos and friendly banter we have all come to expect. Alas, when the dust finally settled, CMH had scored only two wins to CSGA's five in hard fought battles. This exactly reversed the results from last year, when the score was more happily CMH's five to CSGA's two.



Four DBA 3.0 events featured pairs of 15mm armies drawn from four different historical eras, or "Books". Victory went to the winner of two out of three rounds. A losing player had the option of swapping armies after any given round. Book I featured Neo-Assyrians led by our Terry Shockey versus Hittites played by CSGA's Jay Casper. Jay edged out Terry in a close match. Book II featured Patrician Romans played by our Pat Harvey versus Marian Romans led by CSGA's Doug Mudd. Pat triumphed with a masterful display of combined arms tactics. Book III featured Nikephorian Byzantines played by our

Richard Kasten versus Burmese commanded by Roy Hayes. Fortune favored Roy in hard fought rounds. Book IV featured the Medieval Scandinavian Union commanded by Larry Irons versus Anglo-Normans played by CSGA's Art Hayes. Art won after three hard fought rounds.

The Big Battle DBA 3.0 scenario featured Greg Rold commanding Medieval Scandinavian Union troops against Teutonic Knights led by CSGA's Rob Schultz and Brian Cummings. CSGA got to set the terrain, a considerable advantage when commanding great masses of woods-averse armored knights. Nevertheless Greg soldiered on with his infantry-heavy army, fending off the dramatic charges and whittling away at his bloodthirsty adversaries. Greg triumphed, handing CMH yet another hard-won victory on the field of battle.





The HOTT scenario featured our John Brown commanding his Carnosaurian Amazons against Australian Dreamtime Aboriginals commanded by CSGA's Cal Pearson and Aerial Hero assisted Ancient Egyptians commanded by CSGA's Steve Lewis. The swirling battle was progressing nicely until John lost his C-in-C, Daenerys the Dragon Queen, to a considerably outclassed Egyptian Hero in a fluke 1-6 die roll. Oh how the mighty have fallen! Oh how stark the price of Hubris!

The DBN scenario was played as a prequel on 14 July to accommodate a calendar conflict. It featured our Nate Forte with 15mm Napoleonic French against CSGA's Dick Fickes with Napoleonic British and Portuguese in the Peninsula Campaign. The battlefield was a beautiful mix of roads, hills, woods, open terrain and the colorful glamor of the armies themselves. The game as played featured attrition, enhancing its richness but reducing its pace. Nate and Dick got in one round, observed and applauded by attendees at the monthly CMH meeting. Unfortunately for CMH, Dick won that round!

Special thanks go to Doug Raines and his colleagues at CSGA for being such wonderful hosts. Contestants and supporters alike were treated to top-of-the-line submarine sandwiches and much else besides. A notable feature of the Smack Down has been the cheerful hospitality extended by the club sponsoring the event, and that certainly was the case this time. The Annual CMH-CSGA Smack Down is a worthy effort designed to deepen the bonds of friendship among war gamers in our area. Win or lose, the battles progress amidst cheerful banter and appreciative comradery. This is good!

Overall Smack Down Standings CMH 5 - CSGA 4



August

2019

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
				1	2 Friday Night Fight 7:00 pm	3
4	5	6	7	8	9 Friday Night Fight 7:00 pm	10
11 Meeting 12:00 pm	12	13	14	15	16 Friday Night Fight 7:00 pm	17
18	19	20	21	22	23 Friday Night Fight 7:00 pm	24
25	26	27	28	29 Tacticon	30 Friday Night Fight 7:00 pm Tacticon	31 Tacticon

Last Month Club Photos



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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