



Colorado Military Historians

Newsletter

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April 9, 2015 during the 150th Appomattox Surrender reenactment at the McLean House.
General Grant is about to dismount from his horse.

[YouTube Link](#)

News and Views

*Message from CMH Secretary
Eric Elder*

This month I would like to thank Jake Gregory and Don Cygan for their submissions. Jake discusses his interest in writing a new ruleset. Don gives us a look at what he has been working on while our club is not meeting in person.

We recently learned that John Setterlind passed away from cancer. He will be missed at the club.

The club is coming up soon on a full year without a meeting in person. February was the last meeting I attended. Twelve months of no wargaming. Not quite. I have not stopped painting and setting up games on my table at home. Lots of solo play plus a single online test game. I have had an 1837 Canadian rebellion, a Swedish-Russian Age of Sail and a Korean War game on the table. Next game will be a WWII New Guinea battle. Still not as fun as having friends around the table. I think I've done a lot more painting than I normally do. Which is I guess a good thing as my lead pile is getting smaller. Although, I think I have a Kickstarter arriving. I am sure all of you have a similar story of what you have been doing at home. Feel free to share your stories.



Club meeting from April 2006

A Tabletop Simulation

Project by CMH Member

Jake Gregory

This is something I've been talking about for months. It's a passion project of mine. I've played several rule systems for the Napoleonic and Civil War eras, and while I enjoyed them, I've always been looking for a particular style of play, a particular feel to them.

Back in my heavy PC gaming days, I found that the ones I enjoyed the most were the simulations. Civil War Generals 2, Close Combat, John Tiller/HPS Simulations – I got plenty of time in the saddle, so to speak. That love of simulation is being carried to my own rule system, which I've been writing to be a playable simulation of Napoleonic and Civil War combat.

The key thing about designing a tabletop system is how it's constructed. What concepts will you use? What have other designers done that could be the source of inspiration? How will you structure gameplay? How will the game feel when it's played? Will it feel like a battle of the period? The atmosphere and immersion, the experience of the gameplay is just as important as the rules themselves.

My key design guidelines are first and foremost playability. It's a simulation, but because it's on the tabletop it needs have a good flow for gameplay and ease of control. However, I also strive for as much historical and combat realism as I can pack into it without sacrificing that playability. It's an army level tactical simulation, with the brigade being the tactical and maneuver unit. General officers are included for the purposes of more realistic command and control, as well as their effect on the troops and events on the battlefield.

While I won't be giving away the in-depth design of the game there are key concepts to keep in mind about it. My system isn't the typical system you may have played. Combat is fast and brutal, realistic, with focuses on morale and formation cohesion. In this ruleset, gone are the days of just throwing the masses at the enemy. Maneuver and the placement of troops is paramount. The slow build up for an attack or defense with mutually supporting units and reserves. As is the case with the historical battlefields, success or failure is going to depend on maneuver, unit placement, economy of force and coordination of units. By the time the bullets start flying, and the brigades make contact, it's largely out of the players' hands, as it would be for the real commanders.

A note for the players, though, I've made it a point to design it to play as quickly as I can, but not at the cost of the historical realism. As a tabletop game, I'm making the necessary abstractions and modifications for our hobby, and it's not going to be endless hours of the very complicated systems like Kriegsspiel, but it isn't going to play as quickly as Altar of Freedom, either. On a personal note I took zero inspiration from "fist full of dice" systems like Black Powder so expect simple dice resolutions, but with realistic modifiers on applicable stats for the task or test being attempted.

My release strategy is to get the rule system into the hands of players as quickly as possible, so the first release will be the rules, themselves, and they'll be spiral bound for easier use during play, with an index and table contents tailored for easy reference and gameplay mechanics separated by their phase in a turn to make learning and playing the game easier to do. After the release of the rules individual battle scenarios and maps from the Napoleonic Wars and Civil War will be released, and I have plans to release kits for the construction of tabletop terrain boards based on digital terrain maps and topographic maps. For budget players I'll be releasing the game for use with wood blocks and counters to represent units

with conversions in the rules for use with miniatures. For those curious the rules will ship with design notes and will be available in printed and PDF formats.

The first two battles released will be one from each era the rules support: The Battle of Borodino from Napoleon's 1812 campaign in Russia and the Battle of Chickamauga in September 1863. The scenarios for both will not only include those two major battles but also the smaller engagements that took place as part of the campaigns the battle took place in. For playtesting we'll be playing Davis Crossroads (also known as Dug Gap) which is a smaller engagement part of the Chickamauga campaign which includes forces that amount to about a corps in size. For members interested in participating in the playtest I'll release the details to Larry and Nate when it's ready so it can be distributed to the club.

After the release of the first two scenarios, I'll be continuing my support of the game through necessary errata and further scenario releases, which is an extensive list of scenarios and major battles, covering the entirety of the Napoleonic Wars (starting with the War of the Second Coalition in 1800, ending with the Waterloo Campaign in 1815) and Civil War (beginning with First Manassas, ending with Appomattox Court House in 1865). Of course, in the spirit of historical wargaming I'm going to develop what-if scenarios, as well.

The rules will be compatible with any engagement between 1800 and 1865, due to the military legacies passed down from the Napoleonic Wars, with a system in the rules for custom pick-up-and-play battles, because I don't want the game to be only for scenario play. The Texas Revolution and the Mexican War are something to consider at a later time.

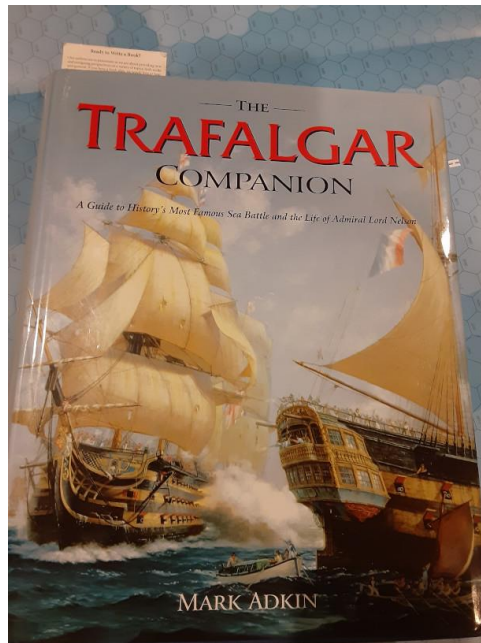
When the rule system is done, I'll be bringing my new scenarios with me every monthly meeting as I get them finished. I look forward to the future. Until the next update, enjoy yourselves, the Fight Nights, and I look forward to seeing you all when we can finally all meet in person.

Ongoing Project

*Hobby Update by CMH Member
Don Cygon*



Several years ago I picked up a package of 1/3000 Forged in Battle warships. It was one of those things that I bought at a store, and though I have never played age of sail games, thought they might come in handy someday. Besides, they were relatively cheap. They've sat in my desk drawer for awhile but with my recent Napoleonic kick I decided to work on them. There are about 20 ships; 2nd 3rd rates, 5th rates, and frigates. I painted up six for a quick game. I've been experimenting with two rulesets (one simple -- Osprey's "Fighting Sail," and one a bit more complicated -- GMT's "Flying Colors"). I still need to weather the sails a bit but was eager to get these six on the tabletop. Also, I'm sure most everyone is familiar with Mark Adkins' wonderful books -- this one is the perfect companion for age of sail gaming!



Historic Location of the Month

McLean House Appomattox Court House, Virginia

April 9, 1865 General Lee surrendered his army to General Grant in the McLean House. The house was eventually dissembled in 1893 to move it to Washington, DC as a museum. The move never happened due to financial issues. The house was rebuilt in the late 1940s and opened to the public in 1949. Original bricks were used in the reconstruction.



c. April 1865



July 2016

John Setterlind

*Tribute by CMH Member
Eric Elder*



On January 24 John Setterlind passed away from cancer at the age of 58. John was an active member for the past few years. His main interest was WWII naval gaming. He enjoyed the variety of games we put on each month and last year missed gaming with fellow members.

[Link to obituary](#)



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

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