



# Colorado Military Historians

Newsletter

XXXVIII, No. 10

October 2012



*DBMM – Punic Wars (August Meeting)*

## CMH Fall News

*Message from CMH Secretary  
Binhan Lin*

Upcoming on November 9 through 11 will be our own Veterans Wars convention during the Veterans Day weekend. If you are interested in running a game or assisting with the convention, please contact Doug Wildfong (Dwwildfong (at) Comcast.net). A preliminary schedule and game listing is included in this month's issue. John Brown gives us the DBA 3.0 at Tacticon After Action Report and a summary of player surveys regarding the rules and changes. General Brown continues his support to the DBx system by hosting games at Veteran Wars. In miniature news, JR Miniatures is closing its doors – <http://www.jrminiatures.net/>. Robert Rumpfelt is moving on to other interests, but we hope that the JR lines will continue on under new ownership.

Currently there is one Friday Night Fight hosted at Baker Community Center per month. There has been discussion of hosting additional Friday Night Fights at various shops around the Denver Metro Area on a rotating basis. Potential locations include Above and Beyond in Northglenn, Dark Matter Games in Lakewood, and CollectorMania in Parker. If you know of a local game store that would be interested in hosting one Friday a month or perhaps one Saturday a month for a demo game or are interested in helping to organize games at these locations, please contact a board member.



*Unit of the Month entries from August*

## Veteran Wars 2012

Veteran Wars is a CMH run mini-convention during the weekend of November 9-11<sup>th</sup>. Veterans Wars is hosted at the Baker Community Center (6751 Irving Street, Denver CO). A preliminary listing of games is as follows:

### Saturday

DBMM2 - Fall of Rome Medley. 240 AP. Roman, German, Sassanid and Hun armies, organized into Roman and "Barbarian" teams, will battle in multiple rounds. Armies will be provided, although players are welcome to bring figures of their own if have them. Hosted by Larry Irons and John Brown.

## Sunday

DBA 3.0 is arriving! Get into it early! If you liked DBA 2.2, you will love DBA 3.0 even better! Tournament play will be preceded by a tutorial and discussion highlighting the changes from DBA 2.2 in the improved version. 12 element DBA 2.2 armies will be honored, or contact John S. Brown ([jsandmbrown@msn.com](mailto:jsandmbrown@msn.com)) for more current army lists. Copies of the rules of play will be distributed, and are available on line as well. Tournament will be played in three rounds on a 24" square field. Be the first on your block to master DBA 3.0 – the wave of the future!

## Time Slot TBD

WWI Square Bashing game. 1916 Eastern Front Russians and Germans. Limit of 6 players. The rules are the new Square Bashing rules from RFCM. Scenario: The Russians have been pushed back so often that the Germans don't believe that there will be much of a chance for a counterattack. They might just be wrong. Figures provided. Hosted by Terry Shockey.

Flying Lead by Ganesha Games. Banana Wars in Haiti circa 1915. Send in the Marines to restore order the and profits to the United Fruit Company. The Rebels will be put down. Rifles, Tommy Guns, B.A.R.'s and Lewis Guns. Players 4. Hosted by Jeff Caruso



*Trappers escaping the Iriquois*

# September Monthly Meeting

## Unit of the Month

Each month CMH members bring their latest painted figures and models to the meeting to display their latest efforts and compete for Unit of the Month.

CMH Member	Scale	Era	Unit
Eric Elder	10mm	WW2	Sherman Crab and Churchill AVRE
<b>Greg Skelly</b>	28mm	WW2	Pz. IV (1/50 scale model)

Unit of the Month Winner is highlighted in **RED**.



*Roman Seas battle – Romans vs. Carthaginians*

## September Monthly Meeting Game of the Month

Each month CMH members host games at the monthly meeting. This award is for the effort put out by the host.

CMH Member	Scale	Era	Rules	Description
<b>Larry Irons</b>	15mm	Ancients	DBMM 2.0	Romans vs. Germans
Terry Shockey	15mm	Russian Civil War	Return to the Don	Red vs. White
Greg Skelly	25mm	Wild West	Into the Sunset	Generic scenario

Game of the Month Winner is highlighted in **RED**.

## CMH October Scheduled Events

This table shows what scheduled CMH events are coming up. Next months Friday Night Fights (FNF) and the monthly meeting (MM) are listed. It is recommended to schedule your game for future meetings and will appear on this page.

Date	Meeting	Location	Start Time	End Time
October 5	FNF	Baker	7:00 pm	11:00 pm
October 12	FNF	TBD	7:00 pm	11:00 pm
October 14	MM	Baker	12:00pm	5:00pm
October 19	FNF	TBD	7:00 pm	11:00 pm
October 26	FNF	TBD	7:00 pm	11:00 pm
November 2	FNF	TBD	7:00 pm	11:00 pm
November 9	Veteran Wars	Baker	7:00 pm	11:00 pm
November 10	Veteran Wars	Baker	9:00 am	11:00 pm
November 11	Veteran Wars/MM	Baker	9:00 am	5:00 pm

FNF (TBD) may or may not occur this month due to a lack of a scheduled host.



*Ancients battle it out*

## **Hayes Brothers Dominate DBA 3.0 Tournament Debut!** **Mudd, Irons and Vigil Also Win Big!**

*Article by CMH Member John S. Brown*

TACTICON 2012 roared to a climax on Sunday, 2 September. No event was more imbued with the ecstasy of victory and the agony of defeat than the convention's customary DBA Tournament. In accordance with a prior vote amidst prospective players, TACTICON 2012 witnessed a shift to DBA 3.0 for tournament play. All but one of the players had played previous incarnations of DBA 3.0, and all were eager to lock horns with author Phil Barker's latest (30 August) draft. This version of the rules is considered near final, and few significant changes are expected. Army lists remain a work in progress, so players were allowed to use either DBA 2.2 lists or draft DBA 3.0 lists if they exist. The results were striking! Art Hayes' Anglo-Normans, Doug Mudd's (borrowed – there's a story there) Trojans, Greg Rold's Late Carthaginians, Larry Irons' Tamils, Matt Vigil's Medieval Poles, Roy Hayes' Burmese and Russ Register's Huns sallied forth in grim array. John Browns' Armagnacs and Terry Shockey's Polybian Romans tag-teamed to provide an eighth player. Game play was preceded by a 40-minute review of rule changes from DBA 2.2, and followed by a play-test survey extending that filled out by most players in January.

Art Hayes' Anglo-Normans got off to an early lead with 5 points, rivaled only by Terry Shockey's soon to be rotated out tag-team Polybians. A second round of grueling play brought Art into a third-round face-off with his own brother Roy's Burmese. The Burmese edged out the Anglo-Normans 4-3, but as Fate would have it the overall results left them tied for first place at 12 points apiece. With Solomonic wisdom the Chief Umpire split the prize gift certificates evenly between them. Second place (the prize being the most appropriate book in the on-sale rack at Barnes and Noble) went to Doug Mudd's Trojans. This was a considerable accomplishment, as Doug had intended to play Nikophorian Byzantines. Unfortunately, he left his Nikophorians along the side of his drive way as he departed in some haste to TACTICON – and arrived in need of an army. Larry Irons' Tamils and Matt Vigil's Poles tied for third, and won a book apiece as the (next) highest-scoring Ancient (Books 1 and 2) and Medieval (Books 3 and 4) armies respectively. Candidates for the infamous Pink Dice Award were Matt Vigil for throwing five "ones" in a row, and Greg Rold for losing the same auxilia to a psiloi three games running. The hoot-activated audio-meter proved indeterminate, so Greg clinched the award by delivering a "one" in a roll-off with the soon-to-be-awarded pink die. No one sacked a camp, so the seldom awarded Can of Beans Award returned to the cupboard until the next round of play.

Collaterally, TACTICON JUNIOR saw four players aged 10-12 and one eight-year old brother (who gamely assumed the mission of throwing dice) match up in a series of Late Carthaginian versus Polybian Roman scenarios. Contestants were Brian Bowler, Emerson Kropp, Michael Bowler, Porter Hunt and Quaid Hunt. With moderate adult assistance, the junior warriors delivered some very respectable – and close -- battles. They did switch sides, but the Carthaginians always won. One young stalwart figured out early on how to fix the Roman line and make a sweeping envelopment with his Carthaginian light horse, rolling up the flank. Soon all the Carthaginians were doing it! Hopefully we will have figured out an appropriate Polybian counter-measure by GENGHIS CON in February!

Following play, each of the adult contestants filled out a play-test survey extending a similar survey administered in January. The survey and its results are attached below. Items in black are January survey items representing changes from DBA 2.2, and their survey results. Items in **red** indicate subsequent changes to those changes from DBA 2.2, in many cases after Phil Barker had absorbed our January survey results. A red "+" indicates a change made in a direction we collectively recommended. We are only a small part of the feed-back loop, of course, as Phil has multiple squads of play-testers scattered world-wide. Happily, all items we had rated 5.5 or below have been changed for the better. You

may remember we had characterized scores under 5.5 as representing some measure of revulsion, scores between 5.5 and 6.9 as acceptance without particular enthusiasm, scores between 7.0 and 8.4 as robust support, and scores above 8.5 as enthusiastic praise. The items in **bold green** are new business, changes to DBA 2.2 since January that we have not yet commented on in our play-test surveys.

How did the new changes go over? Enriched terrain options for “plough” (plowed field), “rough” going in addition to “good” and “bad”, and a redefinition of defending a river bank all received enthusiastic praise. Provisions for allowing Allied contingents received enthusiastic praise too. Robust support went to limiting littoral landing to 2-3 elements, but redefinition of BUAs into a “City-Fort-Hamlet-Edifice” paradigm merely inspired acceptance without particular enthusiasm. Perhaps Front Range players are simply allergic to BUAs. Ironically, the package of rules that received the strongest support has heretofore been the most contentious. The stipulations surrounding the play of “fast” and “solid” foot scored an astonishing 9.3. Players have warmed to their use, and now everyone seems to want fast blades, a solid shield wall, or some other manifestation of the fast/light divide. Within the tournament, an improbable match up of Anglo-Normans versus Tamils particularly inspired comments on the relative advantages of fast and solid. The new free one base-width side slip upon contact also received enthusiastic praise. With respect to shooting, both the three base-width range for bows and the no-shoot penalty for moving more than one base width received robust support. The “x-ray” “Threat Zone” was considered an improvement based on earlier concerns expressed with respect to “Danger Zone” incongruities. The elimination of “psiloi support” received robust support in the light of newly introduced rules that seem to have replaced it: flank support, a bump up of auxilia to a combat factor of three versus mounted, the capability of blades to kill knights on equals, and the recoil of mounted against solid on equals. The logic for doing away with psiloi support – that very few historical armies actually used “psiloi” that way – was accepted. Extending flight by one base width received enthusiastic praise. The package of rules surrounding combat against a city, fort or camp merely inspired acceptance without enthusiasm. Again, Front Range players eschew BUAs.

With respect to open comments, only two surfaced. First, counting a unit or commander partially in bad terrain as fully in bad terrain for command purposes seems restrictive. It seems a portion of a commander or unit out of the “woods” could facilitate inter-visibility, and thus command and control. Second the earlier “break-off” rule seems to have disappeared, superseded by various combat results. Perhaps it should be directly mentioned that units only break-off by the virtue of combat results. Players used to DBA 2.2 could profit from such a direct statement. Because TACTICON occurred over Labor Day Weekend, about a half dozen of our customary DBA players had conflicts. We’ll police these “stray puppies” up over time, and update our survey results as we do so. The larger the sample, the more reliable the results.

DBA 3.0 proved a great success in its Front Range tournament debut at TACTICON. Despite still being in draft, it was realistic, fast paced, understandable, and enjoyable. It received strong reviews in January, and is receiving rave reviews now. We certainly wish Phil Barker luck in speeding along the rules tweaks, mustering diagrams and illustrations, deploying Army lists, and getting the whole kit and caboodle into publication. The sooner we have it as a book in our hands, the better. For questions or comments, contact John S. Brown at ([jsandmbrown@msn.com](mailto:jsandmbrown@msn.com)).

## CMH DBA 3.0 Play-Test Survey Results

Scored from 1 (Hate It!) to 10 (Love It!)

### Game Set-Up

Random Terrain Generation	<u>7.6</u> +
Changes to Terrain Mixes, Stipulations	<u>7.0</u>
Attacker Side Selection (including road stipulation)	<u>6.6</u>
Defender Set-Attacker Set- Defender Move Sequence	<u>7.3</u>
Deployment Conventions (3 BW back, 2/4 BW in)	<u>7.4</u>
<b>Plough and Gully</b>	<u>9.0</u>
<b>Bad – Rough – Good Going</b>	<u>8.5</u>
<b>Definition of Defending River Bank</b>	<u>8.7</u>
<b>BUA as City-Fort-Hamlet-Edifice</b>	<u>6.3</u>
<b>Allied Contingents</b>	<u>8.6</u>
<b>Littoral Landing 2-3 Elements</b>	<u>7.4</u>

### General Game Mechanics

Measurements in BW	<u>6.7</u>
Furthest Moving Front Corner Measurement	<u>9.0</u>
Partial Bad Going and Command Distance	<u>6.3</u>
Denizen/Camp Follower Sallies	<u>6.7</u>
0 PIP Road Move	<u>7.5</u>
Dismounting Stipulations (Kn//Bd, Mtd Bw, etc.)	<u>7.3</u>
Threat Zone Rule	<u>8.2</u> +
Contact to Flank/Rear versus Start Position	<u>9.2</u>
Contact and Conformation Stipulations	<u>9.0</u>
<b>Fast/Solid Foot Stipulations</b>	<u>9.3</u>
<b>Up to 1 BW Free Side-Slip Upon Contact</b>	<u>9.1</u>

### Shooting

½ BW of target within 1 BW of Directly in Front	<u>7.7</u> +
Priority of Fires (DZ, Shooting At, Other) for Bw, WWg	<u>9.0</u>
Shooting at or by an Overlap	<u>9.2</u>
Art, cannot Move and Shoot	<u>8.7</u>
Visibility to ½ BW for Difficult Hills/Woods/Oasis/Dunes	<u>9.4</u>
Can't Shoot from River, Marsh, Gully	<u>7.8</u>
Shooter/Non-Shooting Target/Third Party Shooter	<u>7.8</u>
Shot from Behind Turns to Recoil	<u>8.9</u>
<b>3BW Range for Bows/War Wagons</b>	<u>8.0</u>
<b>Max Move 1BW if Shoot</b>	<u>8.0</u>

### Close Combat

DBE at +1 in Close Combat with Foot	<u>8.9</u>
More Pursue (El, Pk, Bd, Hd)	<u>8.1</u> +
WWg with 2 <sup>nd</sup> Element Overlap	<u>8.7</u>
Battlefield Edge 1 BW from front corner	<u>8.1</u>
Recoil/Flee Partial Move versus Destroyed	<u>8.7</u>

<b>Flee Equals Move + 1BW</b>	<u>8.6</u>
<b>No “Psiloi Support”</b>	<u>8.4</u>
<b>Recoil (fast, mounted vs solid) on equals</b>	<u>8.6</u>
<b>Destroyed (Kn, Cm vs Bd, LB, CB) on equals</b>	<u>7.9</u>
<b>Flank Support to Spears, Bows</b>	<u>8.3</u>
<b>Combat vs City, Fort or Camp</b>	<u>6.7</u>

Such Element Specific Changes as Pertain to:

Elephants (4-5 to 5-4, No QK Pk, Sp, Wb, QK by BUA)	<u>6.5</u>
Knights (QK by Cm, but not by Bw)	<u>6.0</u>
Light Horse (Command Radius, no QK Pk, Sp)	<u>7.0+</u>
Scythed Chariots (4-4 to 3-4)	<u>7.1</u>
Camelry (2-4 to 3-3, but QK Kn)	<u>5.2+</u>
Spears (no Rear Support), but Shield Wall	<u>4.1+</u>
Pikes (Rear Support +1 vs Kn, EL, SC)	<u>4.7+</u>
Blades (4 if shot at)	<u>9.1</u>
<b>Auxilia (3-3)</b>	<u>9.2</u>
Psiloi (Move on line in bad, 2 <sup>nd</sup> Move in bad, <b>no overlap</b> )	<u>9.3</u>
Warband (Rear Support survives)	<u>9.5</u>
Hordes (3-2 )	<u>5.6+</u>

Winning and Losing

First DBE lost counts as 2	<u>6.9+</u>
General counts as +1	<u>8.4</u>
Camp counts as 1	<u>8.4</u>
BUA count as 1 with/2 without Camp	<u>5.8</u>

Comments and Recommendations:

**Line of Sight and Command Status**  
**No Break Off as specific rule.**



## 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. One Friday of the month will be held at the Baker Community Center. The other 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 \$35.00 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: \$35.00

Half year Adult Membership: \$25.00

(For NEW members who join after June 30)

Family Membership: \$35.00 (one Adult and any number of offspring)

Student Membership: \$20.00 (16 to 22 years old)

Children: free (younger than 16 accompanied by member)

### 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:  
Binhan Lin  
673 W. Locust Ct.  
Louisville, CO

Phone: 303-926-1971

Email: [Lazdb@yahoo.com](mailto:Lazdb@yahoo.com)

Web Site: [www.cmhweb.org](http://www.cmhweb.org)

Editor/Layout: Binhan Lin

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### 2012/2013 CMH Board Members

President:  
Doug Wildfong  
303-374-9776

Vice-President  
Greg Skelly

Secretary  
Binhan Lin  
[lazdb@yahoo.com](mailto:lazdb@yahoo.com)  
303-926-1971

Treasurer  
Larry Irons  
303-763-8112

Historian  
Dan Gurule  
[dagurule@gmail.com](mailto:dagurule@gmail.com)  
720-606-9069