



Colorado Military Historians

Newsletter

XLIX, No. 5

May 2023



Men of 3rd US Marine Division take cover after landing at Guam, 31st July 1944

News and Views

*Message from CMH Secretary
Eric Elder*



Next month is our annual Spring gaming convention. Lots of room if you want to host a game on the Saturday or Sunday. Please contact Jeff Hunt if you want to run a game. We are also having our annual club Board vote at our meeting in May. The Board positions (President, Vice-President, Treasurer or Secretary) are open for members to volunteer for. Contact Eric Elder (eegist@hotmail.com) if you would like to volunteer for one of the positions and we will get you on the nomination list.

Thanks to Jim for his article on his Part 2 how-to article on painting buildings. We also have some photos from the CSGA Game day in March. John Brown shares an After Action Report on the Battle of Hooey River. Please keep the articles and photos flowing.



West Wars 2023

May 20-21 we will have our annual West Wars convention at the Baker Community Center. Our coordinator is Jeff Hunt (huntje06@yahoo.com). Below is his request for games for the weekend.

All of the slots are currently OPEN!

Saturday 9-1pm

Saturday 2-6pm

Sunday 1-5pm

There will be a swap meet / Flea market on Sunday 05/21/23 from 9AM to 11:00AM so if you have things that you would like to rehome this is the place to do it. If you need space, please let me know but if there is a large turnout, I may have to limit space and you may have to be friendly. Table priority for the swap meet will be first come first served.

Please contact me to run an event using the following format for the Game's information and write up.

- 1. Game Name or Scenario Name*
- 2. Time Slot requested*
- 3. Brief Description of game scenario*
- 4. Number of Players / slots available*
- 5. What players should or can provide*
- 6. Rules to be used*
- 7. Game Master*

West Wars Event List

Saturday May 20

9am – 1pm

The Second World War

General, It is with great pleasure that you have been appointed to the position of Supreme Commander of all our Nation's military forces. At this moment, as you take the mantle of command, the world has been at war for almost 3 years, and yet the struggle continues. Game goes 9am to 6pm.

- rules: War Room
- scale: boardgame
- players: 6
- GM: Larry Irons

Hedgerow Hell

A month after D-Day the Allies try to punch through German defensive lines in bocage country.

- rules: Memoir 44 / Overlord
- scale: boardgame – 15mm
- players: 4
- GM: Matt Vigil

Battle of the Hooy River

- rules: ADLG(f)
- scale: 15mm
- players: 4
- GM: Rich Kastens

2pm – 6pm

Operation Iraqi Freedom

US Marines vs. Iraq in downtown Bagdad

- rules: Pursue & Destroy
- scale: 1/285
- players: 4
- GM: Deborah Schouten

Luckau

June 4, 1813, can General Bulow's raggedy Prussian/Russian corps stop Oudinot's XII Corps from driving on Berlin?

- rules: Corps Command IV (modified for D20)
- scale: 1/72
- players: 6
- GM: Matt Johnson

Sunday May 21

9am – 11:30am

Swap and Sell Meet

12pm – 1:00pm

Club meeting

1:00pm – 5:00pm

ADLG Tournament

Players will choose a 200 point army from the classical Ancient period (500 BC to 500 AD). Scale is 15mm. If we get an even number of players with 25mm armies, they can play each other.

- rules: ADLG
- scale: 15mm/25mm
- players: 12
- GM: Larry Irons

French and Indian War

- rules: Musket & Tomahawks v1 with updates from v2
- scale: 28mm
- players: 4
- GM: Larry Armin

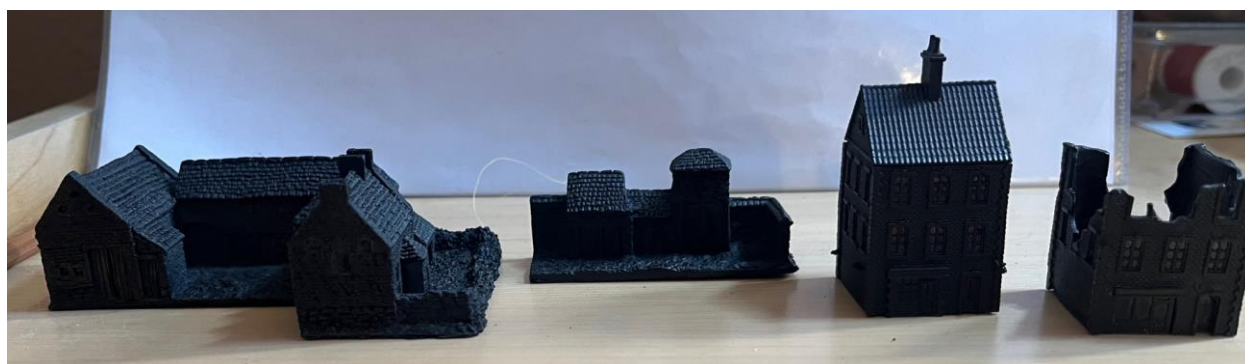
Painting Miniature Buildings

Part 2: La Haye Sainte

Article By CMH Member

Jim Rairdon

In my *Painting Miniature Buildings: Part One* I introduced three buildings for these articles, see picture below. There is a three-story brick building (on the right) in good condition, and a burned-out version that was dealt with in the first part and La Haye Sainte (on the left) is covered in this part. The model is the 6mm La Haye Sainte Farm from Total Battle Miniatures (£10.00). The process starts with priming the buildings black. I use gray primer for figures, but black still works best for painting buildings. The good news for the La Haye Sainte building complex is that it comes in two parts. It would have been very difficult to get to the interior of the courtyard if it was just one piece.



The buildings primed

As I said in Part One “This method is a fairly quick method to paint building so that they look good on your battlefield. The idea is that the main part of the buildings (i.e. the walls, roofs, etc.) are painted first with a dry brushing technique. Then the details can be picked out, such as the window trim, doors, etc. When deciding what color you want to end up with, you need to start with a color that is darker than the final color, then dry brush with the desired color, and finish with a very light dry brushing of a lighter color.”

For La Haye Saint I chose to paint it as stucco type of motif, so I chose the Valjero colors – English Uniform (921), Dark Sand (847) and Off-White (820) for the walls. The roof is a red tile roof, so I chose Valjero - Mahogany Brown (139), Deep Red (946) and Flat Red (709).

To reiterate what I said in part one: “For me, the first step is to paint the walls of the building. I use a dry brushing method, with very little paint on the brush, and I make several rotations around the building, until I get the color I like. For dry brushing, I have an old sable brush that has ‘flattened out’ so that I can get coverage.”

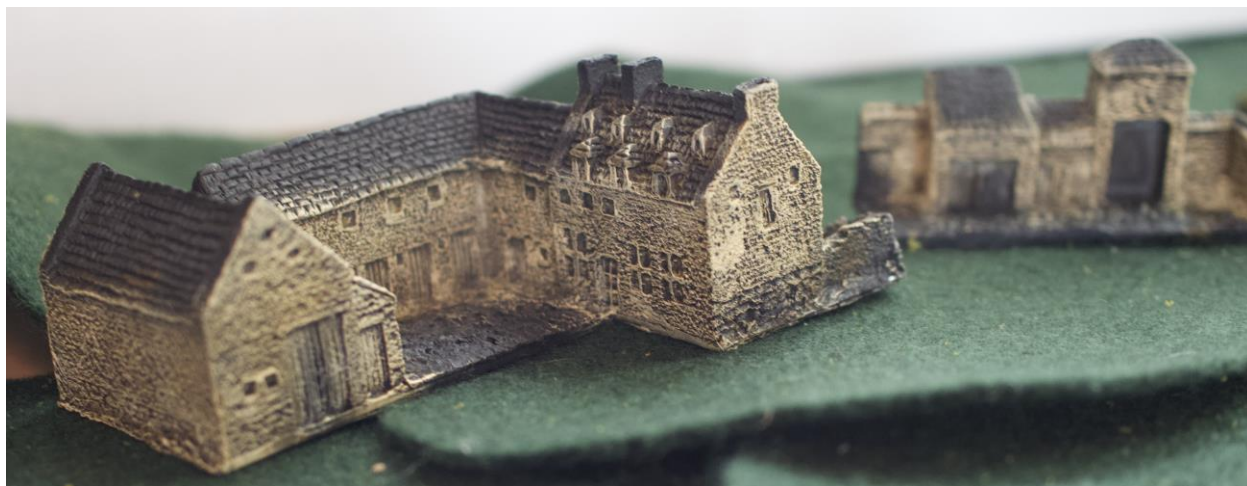
La Haye Sainte

For the building I started with a few drops of the base color (English Uniform) on my pallet and have a paper towel nearby. I put a little paint on the brush, and then use the paper towel to minimize the amount of color is on the brush. You can always add additional layers of paint, but it is hard to take paint off. I generally go around the building several times, adding a small amount of color with each pass. The base color is subtle on the building (See below).



The base color of the walls

The primary color (Dark Sand) is done with the same dry brushing method. I generally brush from the top of the wall to the ground, so that it can create some weathering under windows, etc. I continue until I get the color that I want for the wall surfaces. (See below)



The primary color of the walls.

Now I do an extremely light dry brush coat with the highlight color (Off-White). This is done with a brush with almost no color, and I generally only go around one time. It is designed to help tone down the “yellow” of the base color. I will later be using a beige (German Beige WWII 821) to pick out the stones at the corners of the buildings, the chimneys and the lintels.

Since in this case, the color for the roof is the roof for the buildings in part one, I will use the same method. “It is time to paint the roof. Since I give it a base coat with the Mahogany, I then dry brushed the primary color (Deep Red 946) with downward strokes from the top to the bottom of the roof. I think that this technique mimics the weathering of rain, but who knows. I try to be careful not to get this color on the side of the building. The final touch is to give it a extremely light dry brushing with the highlight color (Flat Red 709). I also try to pick out the peak and edges of the roof with a slightly “heaver” coat of the red for highlighting.” (See below)



The Roof is finished

Now comes the details of the building. Since the dry brushing has gotten on the “glass,” I put a dab of black on the glass portions of the windows and doors. There were a couple of openings that have no doors, so I painted them black to depict the shadows in the interior of the building. Then paint the window frames, I choose to use off-white, while not a dry brushing technique here, I did not want them to be stark white, as though they had just been painted. The doors were painted in Leather Brown (871). The foliage around the courtyard was painted Deep Green (970) and highlighted with Medium Olive (850). The courtyard ground was painted with Flat Earth (983).

There is some stonework on the building, and I elected to use gray to make it stand out a bit from the rest of the walls. I used Basalt Grey (869) as the base color and highlighted it with Light Grey (990). A light spray with Army Painter Anti-shine Matt Varnish (See below).



The finished buildings

Basing the Building

To base the model, I first glued the two sections together with Gorilla Glue Gel. It may not have been necessary, but it seemed to make it a “unit.” For the base I used the 3mm 12”x20” Baltic Birch Plywood. A package of 6 is \$34.99, but it does not warp when wet substances are applied to it, as MDF does. I cut a piece that was 120mm x 120mm for this base.

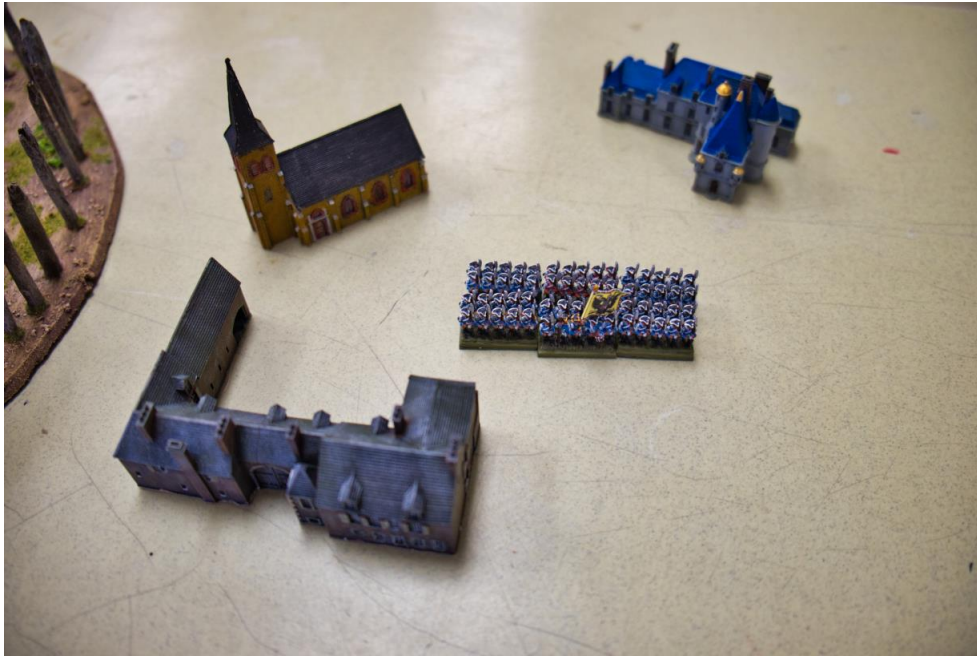
A couple of trees are glued into the base and then I coat the base with a layer of Liquitex Ceramic Stucco, which has been colored with Liquitex Heavy Body Acrylic paint in Burnt Umber. I mix it into the stucco, but do not try to make it a uniform color. There are some dark and some lighter areas to give a more natural variegated color to the earth. It is applied with a palette knife leaving some slightly raised areas. The paths are then smoothed out a bit from what will be grass. While the stucco is still wet, the paths are sprinkled with some Woodland Scenes Earth (T42) and the grass areas is sprinkled with static grass (don’t forget to blow gently on the grass to make it stand up). Finish the model with a light spray with Army Painter Anti-shine Matt Varnish (See below). The model is now ready for the gaming table.



April

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
Bill Daniel	28mm	Homemade	Colonial	Jungle Huts in Krall
TOM DYE	6mm	3D Printed	European	2 x villas, church
Dave Manley	15mm	FOW	WWII	105mm Shermans
Dave Manley	28mm	Bolt Action	WWII	75/76mm Shermans

Winner in **RED**

Historic Location of the Month

Near Aramil, Sverdlovsk Oblast, Soviet Union

On May 1, 1960 a U.S. U-2 spy plane was shot down near Aramil while conducting espionage over the Soviet Union. The pilot, Francis Gary Powers, was captured. He was released in 1962 in exchange for a captured Soviet spy.



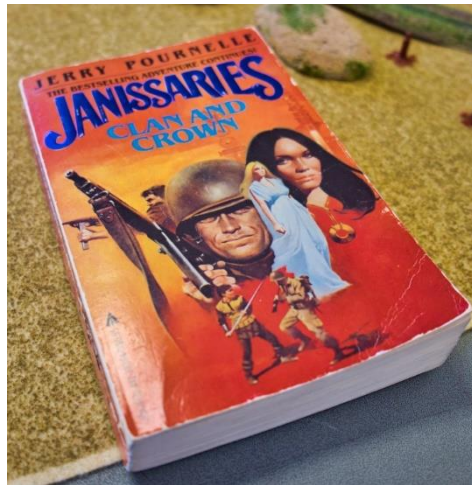
Portion of the wreckage on display at the Central Armed Forces Museum in Moscow.

ADLG(F) Playtests a “Historical” Scenario

The Battle of the Hooey River

AAR By CMH Member
John Brown

We CMH ADLG enthusiasts continue to work on a fantasy version of *L’Art de la Guerre*, Version 4. At the 16 April meeting we tried our hand at recreating an “Historical” battle drawn from the Fantasy literature of which we are fond. Richard Kasten took the lead, designing a scenario based on the Battle of the Hooey River from *Janissaries: Clan and Crown*. He brought along the book for all to see, firmly establishing the historicity of the battle as he laid it out.



Our carefully researched “historical” source.

In *Janissaries: Clan and Crown*, a platoon’s worth of earth-born CIA mercenaries has been transported to the planet Tran in the service of aliens who rescued them from a desperate situation and presented them with an offer they couldn’t refuse. On Tran they encounter civilizations descended from earlier alien abductions, including Celts, Scythians, Romans, and varying flavors of Medievals. The mercenaries’ superior weapons and training enable them to rise to influential positions, but their small numbers cause them to do so within the context of the already established civilizations on the planet.



Nimble Westmen (Scythians) Assault

The Westmen (Scythians) experienced a severe drought and invaded the more civilized territories to their east. A composite force of the civilized powers laced with earth-born mercenaries marches out to meet them. In ADLG(F) unit terms Lord Ganton has two Medium Knights, four Heavy Cavalry Impact, and two Light Infantry with Crossbows; Legate Titus Frugi has six Heavy Cavalry Impact and two *Cohortes Equitatus* combining Light Cavalry Bow and Light Infantry Javelin; and Major Art Mason leads a contingent with a light machine gun, a recoilless rifle, two Mounted Archers, and four Calivermen. The Westmen, led by Red Rock, Silver Wolf, and Two Waters, deploy as three contingents each with eleven units of Light Horse Bow and a capacity to reinforce themselves.

The battle opens in the aftermath of a night operation the Allies (Ganton, Frugi, and Mason) have launched to catch the nimbler Westmen at a disadvantage. The three contingents end up perched on different hills stung out along the meandering Hooley River. The Westmen, regathering their forces after a nighttime of confusion, swarm the battlefield in far greater numbers. Shades of the Little Big Horn! The river is fordable in several places, and much of the terrain is wooded.



Our intrepid players contemplate a wooded curve in the Hooley River

The battle begins after the Westmen have forced a major ford between Ganton and Frugi and turned left and right to defeat these separate forces. Meanwhile Mason is perched on the far side of the river in terrain where he can best use his superior firepower. Red Rock faces Ganton, Silver Wolf faces Frugi, and Two Waters faces Mason. Ganton is close enough to Red Rock to launch a furious charge and does so, hoping to defeat the Westmen before they can get out into more open ground.

The ADLG(F) battle we fought had the look and feel of the battle described in *Janissaries: Clan and Crown*. Red Rock did not have enough running room for his customary evasive tactics, and Ganton backed him into the rear of Silver Wolf. Frugi pressed in from the other side, and the Westmen ended up in a vice wherein their mobile firepower proved far less useful than it would have on more open ground. Meanwhile Two Waters, wary of going up against Mason's massed firepower, left Mason behind and sped to the relief of Red Rock and Silver Wolf. He arrived too late, and Mason was close on his heels.

We were well satisfied with our recreation. The battle was exciting, moved quickly, and tracked closely with the "historical results". In our after action review we discussed all of this, and opined ADLG(F) had passed an important test with respect to linking Fantasy as we read it and Fantasy as we simulate it on the tabletop. That said, we did explore ways to even up the odds in the scenario, rendering the Westmen less vulnerable than they were when the action began. Tweaks seemed simple, like pushing the action back to before the river crossing or letting the Westmen have a move to reposition before Ganton attacks. A slight departure from the book might lead to a more balanced scenario.



Ganton's and Frugi's heavier Horsemen press the Westmen into a Vice.

Richard plans on hosting yet another Battle of the Hooey River ADLG(F) scenario as an event in our annual West Wars gaming convention. He will tweak it from the *Janissaries: Clan and Crown* account to even up the odds. It was a wonderful scenario in the first round and seems likely to be even better in the second. Please let Richard or the West Wars organizers know if you would like to play.



The Aftermath: Ganton and Frugi close whereas Two Waters fords too late.

April

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
DAVE MANLEY	28mm	Bolt Action	WWII Pacific beach landing
Richard Kastens	15mm	ADLG(F)	Battle of the Hooey River
Hugh Thompson	32mm	Kill Team	Battle of the Weed Theme Park
Scott Holder	10mm	Circus Maximus	

Winner in **RED**



2023 Conventions

<i>Date</i>	<i>Name</i>	<i>Location</i>
May		
20-21	West Wars	Denver, CO
June		
21-25	Origins Game Fair	Columbus, OH
July		
19-23	Historicon	Lancaster, PA
14-16	Twisted Lords	Oklahoma City, OK
August		
4-7	Gen-Con	Indianapolis, IN
19-21	Histori-KC Fest	Overland Park, KS
19-21	Nashcon	Nashville, TN
September		
21-24	Hurricon	Orlando, FL

CSGA Game Day in March



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.

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