



Colorado Military Historians

Newsletter

XLIX, No. 11

November 2023



Halloween party on the home front in Florida, Oct 25, 1943.

News and Views

*Message from CMH Secretary
Eric Elder*

Thanks to John Carter for his article this month. It is always good to hear and read club history.



Our Veterans Wars convention is coming up in November. Deborah Schouten has volunteered to be the coordinator. There are not many spots left if you want to run a game. Her email is debengllc@yahoo.com. The convention event listing is continually being revised. Check out the latest at the convention page: <https://cmhweb.org/cmhconvention/>

Part Two of a History of CMH

Article By CMH Member

John Carter

Note: This is from memory so if others recall things differently, please say so.

After the club went on hiatus, its future was far from certain. I don't recall the year, about '74 or 5. Tom Herman was talking to a security guard at North Valley Mall, Truman Meintz, and Al Kendall of Kendall Hobbies. They thought a wargame demonstration might be interesting. Paul Jaecksch, Tom, Tom Richards, Dan Jones and I led this. Tables were provided and we did a Fletcher Pratt Naval Game in 1/2400 scale. It was a success and we followed up a month later with Column, Line and Square. With this we were now a wargames club. The unique thing was we were historians who gamed not gamers at history.

The old organization of the board continued and we rapidly grew back to around forty members, some quite young and some older, late 20's to thirties. We used various venues, the old Federal Heights city hall, a rec center, but the best was the gym at a Rivendell School. The joke about naval games and their need for space was that it would be nice if you had a gym. We did. Under the new look the Vice President was still program coordinator setting up a club game of the month. If others wished to play something else, that was fine but there was a main event. Column, Line and Square (CLS) got a lot of play as did ancients rules like WRG 5th Edition. Johnny Reb, Seven Years War and Wooden Ships and Iron Men were in evidence. I was sort of the Naval Chair. More on that later. There were other rules including some for AWI which had a lot of play due to the Bi-Centennial.

Back to CLS. When we were in college in the late sixties Paul, Tom and I found CLS and began playing it. These rules are so poorly written that it seems they were designed to be designed to be argued about. Our experiences with gamers whose arguments were more about winning than historical accuracy led us to set a standard. We would discuss on a historical basis and that would set a precedent. No flip – flopping as convenience dictated. It was a good way to operate and our friendship and proficiency grew in that context. Now these became the club standard and armies started to be painted. At first a lot of these were based on

Airfix plastic figures but with the advent of such excellent painters as Doug Wildfong, Terry Shockey, Greg Skelly and others metal figures took over. These battles got larger and larger and the creativity, not only with figures but terrain was amazing.

At first, as a matter of sportsmanship, Paul, Tom and I avoided being on the same side. We also wanted to develop the younger guys, many of whom were in high school and later college. As they became more proficient, they also got cocky and frequently went their own way with unhappy results. Some tension developed and this led to a game later immortalized as the Old Guard Game where the young guys took on the Old Guard. They tried every trick in the book, but to no avail. Afterward, as they rolled excuses out, we said we would reverse the scenario and give them two additional battalions. We won again. The salutary effect was that we started playing as equals and had good games.

As time went on the propensity for the CLS rules to generate argument became more heated and arguments were frequent. This got to the point where a game was picked up due to appallingly bad sportsmanship. This had a positive effect (Not anticipated) where we could see how egos could wreck a good thing. About that time Featherstone's Skirmish rules, Sword and the Flame and other lighter games came along and we started having a good time. When we played CLS after that it was with a real sense of what mattered and what didn't.

A personal note: Tom Herman had the most awful die rolls that anyone had ever seen. He became legendary for this. Even when he played out of town, people were amazed. As time went on, he adjusted his tactics to work with his lousy dice, and did okay. Then one day the dice god decided to give him a good day. I was very pleased at the Waterloo Bicentennial game that he devised the strategy that allowed the French to win. I regret that I never had the chance to say so. A good man who served CMH well.

I mentioned naval gaming earlier and Dan Jones participation in our first game. Dan is an outstanding modeler and his miniature of the USS Indianapolis caught my eye. I asked him what he had done. It turned out that he had used brass wire to make her masts. It is tough to cast masts and back then they just weren't on

the miniatures. A miniature of a ship without its masts is like a miniature of Dolly Parton without her hair. I started detailing these ships and got good results. As time went on, we had building parties with Doug, Terry and others. Of course, with that talent pool they soon took off and were doing fine work on their own. After trying several rules sets, we seized on General Quarters for WWII. GQII covered WWI. We actually got into an arms race one winter. With a few mods these became club standard for the rest of the 80's. At Rivendell we actually rolled out wrestling mats upside down (For the gray surface) and ran WWI battles with two dozen capital ships a side. The last game I played in before going to California was the Battle of San Bernardino Strait. The battle that should have happened if Halsey was on the ball at Leyte Gulf.

Last: the most expensive gift. The Austrian navy had a destroyer named the Wildfang. As a thank you for his service as President we pitched in and bought a 1/1200 model of it for Doug Wildfong. It was expensive because one miniature deserves another and we (Me in particular) bought a bunch of DD's and small CL's and played Fletcher Pratt. Beer and pretzels naval rules. Great fun.

I hope these recollections are of some value. There are many people from these times who are still with us. Dave Manley, Larry Irons and Larry Armin come to mind. I hope no one feels neglected.

I mentioned that the unique feature of CMH to me is that we are serious historians who game at history. Having encountered groups in several cities I can honestly say I have never found our equal.

Next: John finally builds a miniature army.

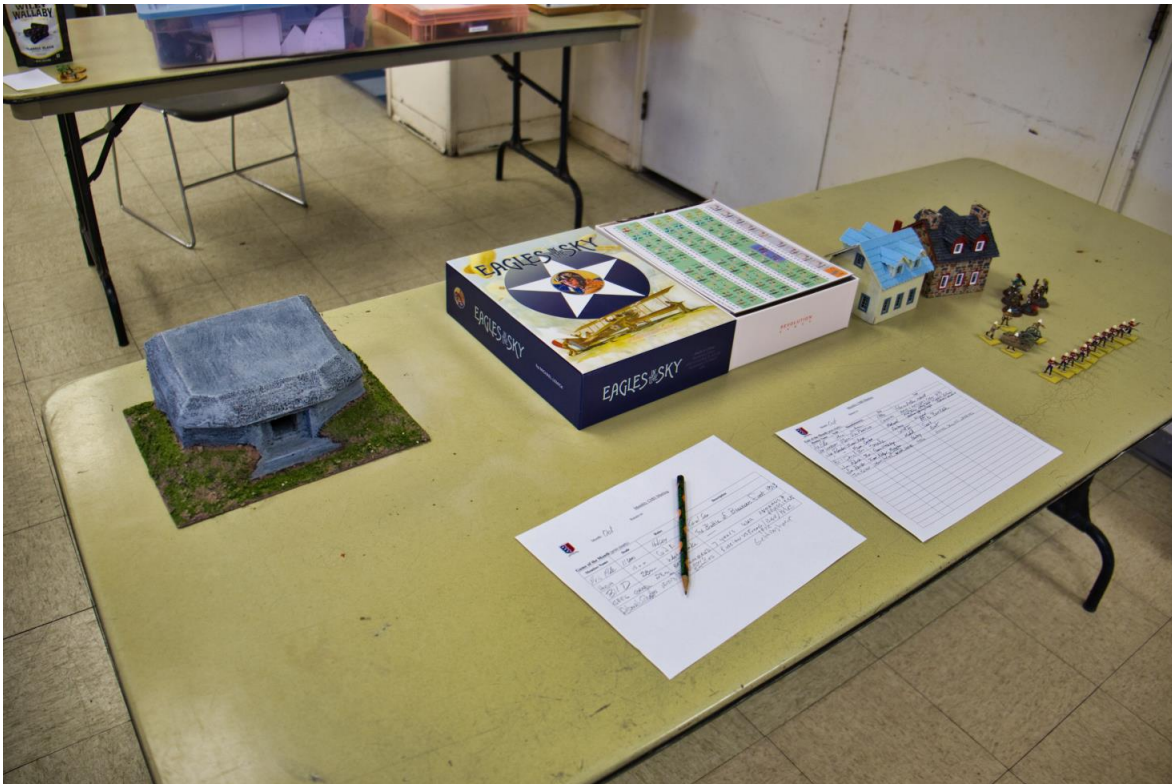
September Unit of the Month

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
Eric Elder	28mm	Unknown	1700s	House Before and After
Jeff Lambert	25mm	Ral Partha	Colonial	Rifles & Art Crew 1879
Jim Rairdon	25mm	Essex	Medieval	Various
Jim Rairdon	25mm	Custom	Fantasy	Wizard
Bill Daniel	28mm	Homemade	WWII	AT6 Bunker
Jim Rairdon	25mm	Games Workshop	Medieval	Scouts
JIM RAIRDON	25mm	Nobur Minis	Fantasy	Giant
Tim Parker	28mm	3D Minis	1700s	Aztec Jaguar Warriors

Winner in **RED**



Veterans Wars 2023

Baker Community Center

November 11-12

9am to 6pm Saturday

9am to 5pm Sunday

Food available both days.

Coordinator: Deborah Schouten

Members who want to run a game, contact Deborah: debengllc@yahoo.com

Current game list as of end of October:

Nov 11

9am – 1pm

- **Midway**
 - Wildcat and Daunless' against Zeros and Vals.
 - rules: Knights Cross
 - scale: 1:144
 - players: 8
 - GM: John Wharrier
- **Always Send a Gunboat**
 - China Rebellion, Yangtze River, 1925
 - While on Patrol, the American Gunboat turns around the bend in the river to find the “heavy boom” blocking this water chokepoint. The Chinese rebellion is in full swing. Both students, thugs, warlords and military units have divided among themselves but both sides have one thing in common. Everyone has become an enemy to the Europeans and Americans. Your mission is to breakthrough the “boom” and continue upriver to save and evacuate as many Euro/American Citizens as possible along the river banks many miles ahead.
 - rules: The Sword and the Flame – Gunboat
 - scale: 28mm
 - players: 6
 - GM: Dan Gurule
- **Siege of Tsingtao, 1914**
 - German attempt to break the Japanese/British blockade.
 - rules: Fletcher Pratt Naval Rules
 - scale: 1:1200
 - players: 6
 - GM: Richard Kasten
- **Victory or Death**
 - A game of Gladiator combat
 - rules: Arena Games
 - scale: 25mm
 - players: 6

- GM: Matt Vigil
- **Modern Tank Combat**
 - British/US vs Russian
 - rules: Tanks: The Modern Age
 - scale: 15mm
 - players: 6
 - GM: Jeff Hunt

2pm – 6pm

- **Napoleonic War in Poland 1814**
 - The French and their Allies (Polish, Bavarians, and Confederation of the Rhine) fight a rear guard action against Russian and Prussian troops somewhere in Poland.
 - rules: Napoleon’s Battle Second edition
 - scale: 15mm
 - players: 6
 - GM: Deborah Schouten
- **Let’s Get Lunch**
 - Napoleonic Skirmishes during the Peninsular War.
 - rules: Forager: Napoleonic Skirmish Combat
 - scale: 28mm
 - players: 4
 - GM: Jeff Hunt
- **Pine Creek**
 - 1863: What if Meade was able to choose his ground?
 - rules: Brigade Fire and Fury
 - scale: 15mm
 - players: 8
 - GM: Michael Brown
- **A farewell to Salida**
 - For the last decade there has been order in Whiskey Creek thanks to the great lawman, judge (and sometimes jury) the honorable L. Armin. The judge is leaving Whiskey Creek in order to live in peace in a more civilized town. The departure of Judge Armin leaves a great vacuum. Is there an upcoming sheriff who can take the reins? Will anarchy and rival gangs destroy the town? How many buildings be looted? In the legacy of The Great Judge, we will be hosting a 28mm FFoL western game.
 - rules: Fist Full of Lead
 - scale: 28mm
 - players: 8
 - GM: Greg Skelly
- **Battle of Thuin**
 - Napoleonic prelude to the Waterloo Campaign where The resurrected forces of “The Usurper”, Napoleon Have stolen a march on the Allies and are breaching the borders of Belgium against a Prussian advanced guard post. Players are welcome to bring their own troops to play with. Please contact me to get a roster of troops for a command.
 - rules: Rank and File
 - scale: 15mm
 - players: 6
 - GM: Doug Wildfong dwwild84@gmail.com

Nov 12

9am – 11:30am

- **Swap and Sell Meet**
-

12pm – 1:00pm

- **Club meeting**
-

1:00pm – 5:00pm

- **A Tank Battle during the “First Battle of Alamein 7/1-27/1942”**
 - The British and their allies are fighting the German and Italian forces in the Desert.
 - rules: Armour and Infantry 1925 – 1950 by War Games Research Group
 - scale: 1/285
 - players: 6
 - GM: Deborah Schouten
- **ADLG Tournament – High Middle Ages: 1300-1500**
 - 200 points, bring your own army
 - rules: ADLG
 - scale: 15mm
 - players: 10
 - GM: Larry Irons
- **Sink the Goeben!**
 - August 1914: The German battlecruiser Goeben is attempting to escape pursuing British forces and reach Constantinople safely. A Royal Navy squadron of lighter ships is ordered to sink or slow the Goeben at any cost. Can the British prevent the it’s escape and keep the Ottoman Empire from joining the Central Powers?
 - rules: Homegrown
 - scale: 1:2400
 - players: 4
 - GM: John Owen
- **Viva Villa, Battle for the ammunition train**
 - Huerta executes Pancho Villas good friend Presidente Madera, that was a mistake! Villas forces turn on Huerta and fight in a two-day battle. One of his Generals, Rodolfo Fierro, broke off from the main battle to destroy the Federales ammunition train. The betrayal of Madera will be avenged!
 - rules: Sword and the Flame
 - scale: 28mm
 - players: 6
 - GM: Dan Gurule

October

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
Eric Elder	1:3000	Halsey	Coral Sea
Hugh Thompson	15mm	GJA	The Battle of Brandons Foot 1813
Bill Daniel	28mm	What a Tanker	
GREG CORNELL	28mm	Battle Command	SYW Austrians vs Prussians
Deborah Schouten	15mm	Napoleon's Battles	Russians vs French/Prussians/Poles 1812

Winner in RED

Historic Location of the Month

Disney Studio Burbank, California

One hundred years ago on October 16, 1923, Disney was founded by brothers Walt and Roy. In WWII Disney spent 90% of its time creating, training, propaganda, entertainment, and public service films. Over 1200 insignia were created. The Disney Studio in Burbank was partially occupied as an anti-aircraft base during the war.



2023 Conventions

<i>Date</i>	<i>Name</i>	<i>Location</i>
November		
3-5	Rock-Con	Rockford, IL
3-5	Fall-In	Lancaster, PA
11-12	Veterans Wars	Colorado
December		
7-10	Midwest GameFest	online



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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