

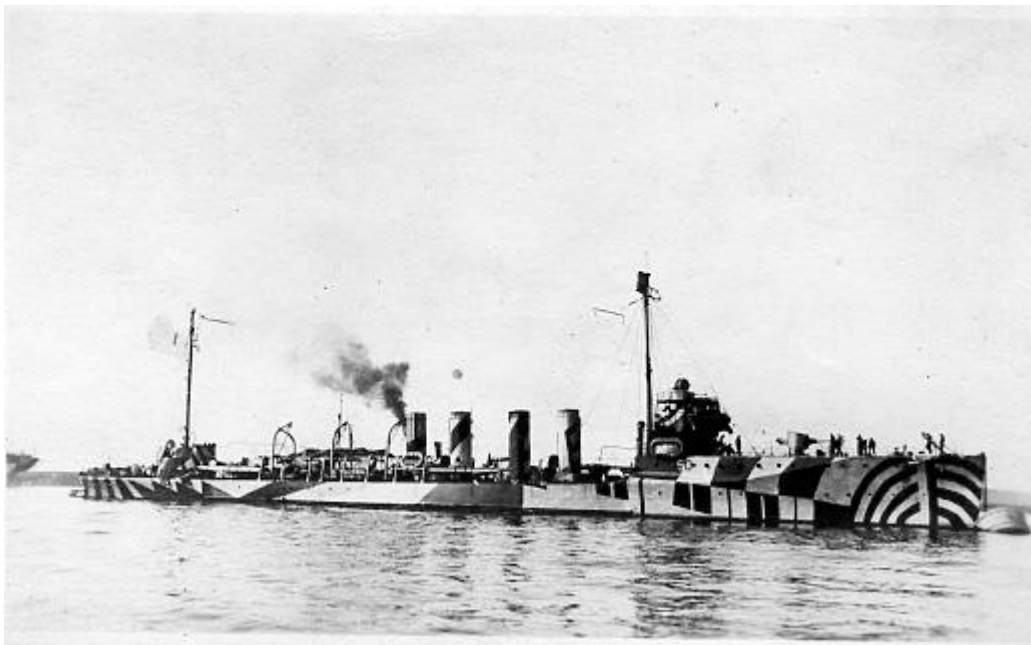


Colorado Military Historians

Newsletter

XLIX, No. 4

Apr 2023



USS Wadsworth in WWI

News and Views

Message from CMH Secretary
Eric Elder

There is not a lot to report on this month. For upcoming games we host, please remember to drop by our <https://groups.io/g/cmhweb> page. March was a good month for Friday Night Fight and Monthly Meeting games. John Brown continues to keep us posted on the ADLG(F) playtesting with his latest article in this newsletter. I have passed along one of my Midway blog post later in this newsletter.



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!

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*

ADLG(F) Playtesting Continues

Taking to the Air

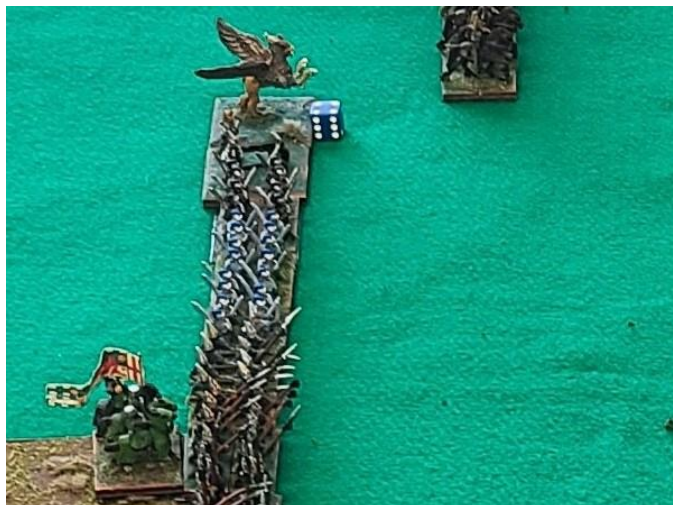
*Article By CMH Member
John Brown*

We CMH ADLG enthusiasts continued our work on a fantasy supplement for L'Art de la Guerre, Version 4, enjoying yet another round of playtesting at the March 12 club meeting. Drawing on lessons learned, we fielded an updated version of the ADLG(F) house rules prior to play. In this session Flight (Annex A) got a particular workout. Of four armies deployed, three had substantial aerial contingents. These included Dragons, Eagles, Griffins, Hippogriffs, and what can best be described as a Hussite Flying Circus. The Flight rules held up well, with but a few tweaks seeming necessary.



Hippogriff Cavalry prepares to strike deep from behind Fortified Infantry

Flight Class determines the capabilities of aerial units and how they move, ranging from the agility of Eagles to the ponderousness of Airboats. An Altitude Dice accompanies each aerial figure, indicating that figure being on a level ranging from on the ground to flying above the reach of all weapons fired from the ground. Further rules allow for command and control, maneuver, melee, missile fire, and other actions one might expect when operating in three dimensions.



The Elven Advance. Note the Griffin is flying at Altitude Level 4

The battle between Dick Fickes' Hussite Flying Circus and Jim Rairdon's Elven Army featured breathtaking air to air combat. The Hussite Airboats formed online soaring above their ground troops, covering the front with well-aimed artillery fire. An Elven Dragon and Elven Eagles smashed into part of this line, precipitating a fierce melee. A Dragon is more than a match for an Airboat, Eagles not so much. Airboats can descend and in this game they did. Once on the ground they fight as War Wagons. They do want to get the location right if they descend, since they cannot then move or ascend again.



Elves face off against the Hussite Flying Circus

Facing Richard Kasten's bone crushing Dinosaur Lords' Army, John Brown's Alpine Pleistocene Amazons relied on difficult terrain, troops able to exploit it, and a flight of Hippogriffs soaring above it. The Hippogriffs swung into the enemy rear area at high altitude. Here they awaited an opportunity to plunge into the rear of enemy units while other friendly forces attacked these from the front. Suitable targets presented themselves as the battle ebbed and flowed, and the Hippogriffs assaulted following a barrage of Power Bolts. Assailed from front and rear, their beleaguered opponents routed. The Dinosaur Lords still had the lion's share of their forces and ample fight left in them after this aerial foray, but the attack illustrated possibilities Flight has introduced to ADLG(F).



Dinosaur Lords vs. Pleistocene Amazons: Hippogriffs begin their Move.

In addition to Aerials a fistful of other Fantasy troop types also showed up. The Dinosaur Lords included Triceratops with Howdahs on their backs, Hadrosaurid Cavalry, and a Flaming Feral Ankylosaurus playing the role of a super heavy Scythed Chariot. The Elven Army had three Heroic Generals, and the Hussite Ground contingent was liberally sprinkled with Heroes as well. The Pleistocene Amazons fielded Battle Bears, a Giant, Faerie Folk, Wolf Packs, and a Were-Bear Band. The Were-Bears gained notoriety by infiltrating deep into the enemy rear in their human form, then morphing to their more lethal ursine form for an attack on the opposing camp.



The Dinosaur Lords Army Ready to Deploy

With respect to Magic, the mix and phasing of Spells, use of Spell cards, and employment of “itinerant” (individual) or “covenant” (in a group) Magicians developed in earlier ADLG(F) versions continued to play well. The point system now seems balanced enough that “you get what you pay for” and Magic is potentially useful without overwhelming the game. An army without Magic can compete with one employing it by using its points for other purposes. Of the four armies in play this session, two chose no Magic and two deployed modest amounts. Previously mentioned Power Bolts incorporated into a larger attack illustrated the utility of Magic, but it did not alone dominate either game.



A next step as we develop ADLG(F) is the recreation of “historical” Fantasy armies and battles. Most of us have personal favorites in that regard. Richard Kasten is leading the way in Fantasy army list development, having exploited rigorous “research” to come up with comprehensive Malazan and Dinosaur Lord army lists. These follow the format for traditional army lists as they appear in ADLG.

More lists will undoubtedly emerge as players bring to life their favorite Fantasy worlds or establish rationales tying their collections of Fantasy figures together.



Several Tables of ADLG(F) Playtesters Prepare for Action

With respect to recreating “historical” Fantasy battles, one is on the way. At the April 16 CMH meeting we intend to play Richard Kasten’s reconstruction of the Battle of the Hooey River from the Janissaries Clan and Crown series. Can the small contingents led by King Ganton, Titus Frugi, and the renown mercenary leader Art Mason defeat mounted hordes of fierce Westmen led by Red Rock, Silver Wolf, and Two Waters? If you would like to participate, please let John Brown know. We will also have mats, terrain, and loaner armies if you would rather try a more traditional 240 AP scenario.

March

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
DAVE MANLEY	28mm		WWII	Landing Craft
Jim Rairdon	1/285		Modern	2 Story Building
Brad Thorton	28mm	Warlord	ACW	Union Brigade
Brad Thorton	28mm	Perry	AWI	Hessian Jagers

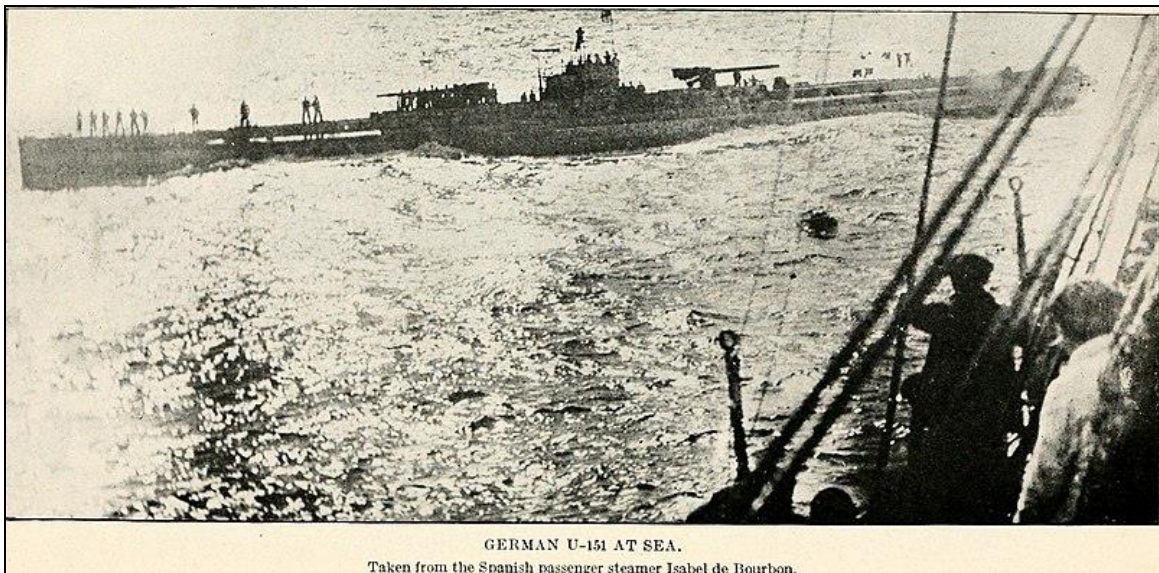
Winner in **RED**

Historic Location of the Month

Kiel, Germany



On April 18, 1918 the first U-boat (U-151) was sent to the East Coast of the USA and Canada to sink Allied merchant ships. This U-boat was part of seven German submarines sent to this coast in the Spring and Summer of 1918 in an attempt to force the U.S. to withdraw some of her destroyers from European waters. The U-151 sank 20 ships off the East Coast between May and July.



Battle of Midway with Miniatures?

*Article By CMH Secretary
Eric Elder*

Can the Battle of Midway be played with miniatures? This was the question I posed to myself three years ago after running the Operation Pedestal Malta Convoy game.

I have since purchased a number of Midway boardgames and looked through the miniature rules I own.

Here are the boardgames related to the Battle of Midway I own:

- Midway (1964)
- Midway (1991)
- The Battle of Midway, 1942AD
- The Battle of Midway (HBG)
- Victory at Midway (Command magazine)
- Midway (Avalanche Press 1st ed.)
- Battle of Midway (Louis Coatney)
- Fires of Midway
- Fury at Midway
- Task Force: Carrier Battles in the Pacific



These are the miniature rules I've played or read through:

- Nimitz/Halsey
- Seekrieg V
- Sea Wars Fleet Actions
- General Quarters (1975)
- Naval Thunder
- Midway Campaign (David Manley)
- Victory at Midway
- Command at Sea
- Find, Fix and Strike

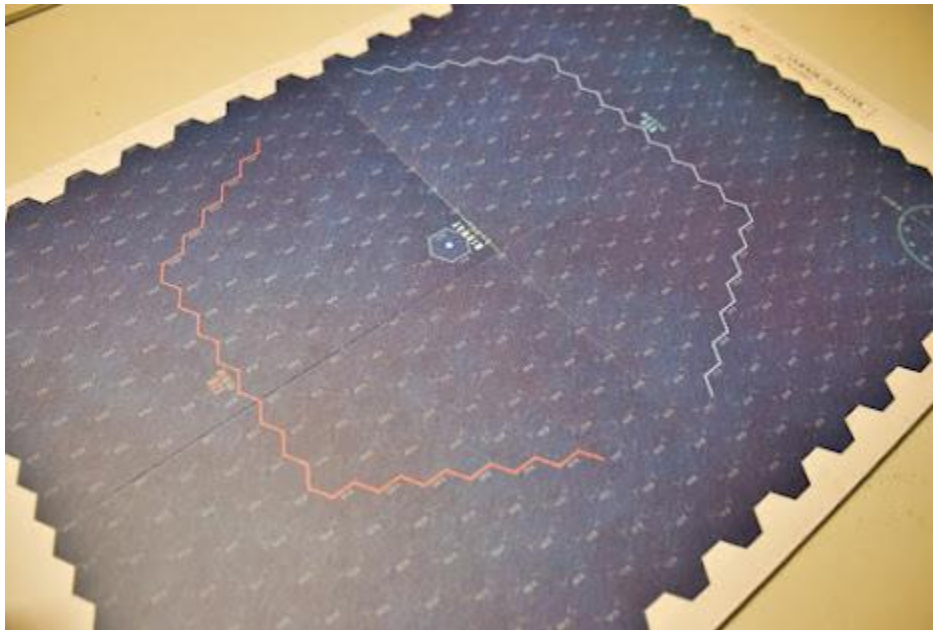


The miniature rules were either too complicated or lacked a simple map. I chose to not focus on miniature rules mainly because of wanting a good map system that boardgames offer.

After testing the boardgames each at least twice, I came up with three main criteria for what is key during the battle that has to be well represented in the game:

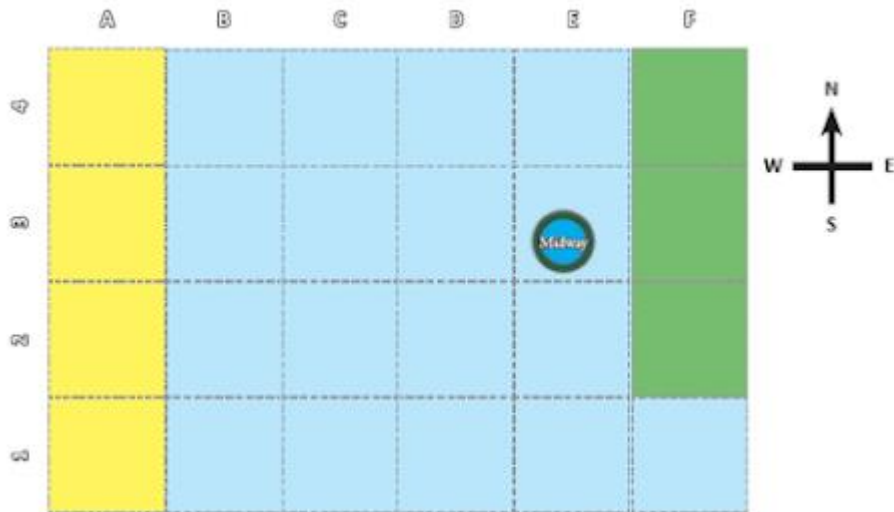
1. Search for your opponents Task Forces.
 - Dice roll (or random chance) to see if search planes detect Task Forces.
2. Damage to Midway by Japanese planes.
 - Midway has to see some sort of recordable damage from each wave of Japanese bombers.
3. Damage to carriers.
 - Something more than just a two hit damage result to sink a carrier.

As you can see from my long list of boardgames, I have had not much luck finding a game that meets the three criteria above. This was until I recently bought Task Force: Carrier Battles in the Pacific and played the Midway scenario. It met all three and is a quality game. Midway by Avalanche Press is good, but the damage to airfields rules is not great. Victory at Midway and The Battle of Midway, 1942AD are not bad. I recommend Task Force: Carrier Battles in the Pacific by Vucasims. I look forward to trying out the non-Midway scenarios (i.e. Battle of the Coral Sea).



Task Force rules Midway scenario. Japanese and Americans can not deploy closer to Midway than their corresponding lines on the map.

Recently the Nimitz/Halsey rules by Sam Mustafa was published. There are two rules published together in one PDF. Nimitz is the surface miniature rules and Halsey is the campaign level rules. The Halsey rules is also recommended for the Battle of Midway. There is even a Midway scenario included. I think the Halsey rules have an edge over Task Force: Carrier Battle in the Pacific when it comes to the display/use of miniatures.



Halsey Midway scenario map.

Ship Miniatures:

Looking at the Order of Battle for the Midway naval campaign there is a large number of Japanese and American ships involved. The focus of the battle mainly involved the Task Forces of four Japanese carriers and the three American carriers.

GHQ 1:2400 miniatures would look great, but a bit too expensive for me. I can see myself buying 1:3000 miniatures to use in conjunction with the previously mentioned rules. 1:6000 miniatures are just too small. I recommend 1:3000 ships (i.e. NAVWAR).

Air Miniatures:

I have used 1:600 for some recent naval battles. I have found that this scale is a good one to use for either 1:2400 or 1:3000 ships. I recommend Tumbling Dice Miniatures and Pico Miniatures for 1:600 WWII planes.

Conclusion:

The Battle of Midway is doable using a map system with miniatures. I think the real question is, does it make sense running the historic battle? It is tough for the Japanese to win. The U.S. reconnaissance is a lot more extensive than the Japanese. The Japanese have a very low probability of spotting the U.S. carriers before they are spotted. I have no problem putting together the scenario. I would enjoy painting up the ships and solo playtesting through the scenario. Would actual players be okay playing the Japanese and be ready for losing all their carriers? Maybe I would have to run the Japanese and two or three players play the U.S. Task Forces and Midway island.

March 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
Bill Daniel	28mm	Fistful of Bones	Bone Wars
DAVE NEWPORT	15mm	Metal Men with Minie Balls	2 nd Manassas
John Brown	15mm	ADLG(F)	Fantasy testing

Winner in **RED**

2023 Conventions

<i>Date</i>	<i>Name</i>	<i>Location</i>
April		
5	Recon	Kissimmee, FL
8	Scrum Con	Washington, DC
27-30	Little Wars	Chicago, IL
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

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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