



Colorado Military Historians

Newsletter

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Battle of Stadtlohn diorama in Stadtlohn, Germany.



News and Views

*Message from CMH Secretary
Eric Elder*

Thanks to Tom, Jim and John this month, we have articles this month. Please keep the article tap on, I look forward to getting them in and published.



At the next meeting, I look forward to hearing how Historicon was for our members who attended. Based on what I've read so far, photos and videos from the convention, it looks like it was a successful one.



Where did Everyone go?

Article By CMH Member

Tom Dye

In our miniature wargames, they are devoid of the local population where our battles are being fought over. Most of us just paint up our armies and wait until our turn comes around, usually secretly saying to ourselves “Hurry up! I know what I will be doing when it’s my turn again” (or something to that effect). This article will be focusing on how we can provide some interesting vignettes that tell a story and suggest a use of civilians that have remained (or got caught up in the battle around them).

I brought in an example, in 6mm, of what I mean to our July monthly meeting. I call it “Honey, I’m home.” The scene is a man returning from a long trip somewhere, his arms are carrying two suitcases, suggesting that he has been gone for a while. His home seems to be in a state of disrepair and overgrown with vegetation-evidence that his wife did not engage much in keeping up the property while he was away. But if you look around back, you will see a running man and woman exiting in a bit of haste! (You supply what you see as the story.)

Such little scenes help to pass the time in looking for more such scenes that the gamemaster might have “hidden in plain sight.” A single deer at the edge of a stand of woods suggests to the viewer that wildlife, too, can be present near the field of conflict. Similarly, a dog chasing a fox thru a cornfield, protecting a gaggle of chickens in the farmyard. Despite the crack of small arms, you might find Clem taking a nap inside an open barn door. Let your imagination go wild envisioning ordinary life before the war catches up to them.

Large rural buildings often served as casualty collection points. In Pendraken’s ACW line, there is a pack of stretcher bearers, another of period clothed men and women that can be placed outside of such used building, looking curiously at the incoming wounded. Let the viewer’s imagination that the house already has received earlier casualties.

So, if you are tired of painting up yet another unit, why not take a break and dream up some small story that your lead pile may contain? One company has a reputation of including some “Hey Joe” type of figures with their arms upstretched and or running away. My mind’s eye image sees such poses as soldiers running away from a beehive that was just hit by a stray round! Those bees could care less about which side brought their home down so captured prisoners and guards alike could be looking for some water to jump into!

I hope you can see that such use of life’s encounters can add interest to our miniature games and could provide miles of smiles as fellow gamers discover these little stories scattered around the table. So where did everyone go? I look forward to discovering your stories depicted on the game table.

July

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
Greg Skelly	28mm	Company B	Various	Sailors, Sea Bees, Swabies
Greg Skelly	28mm	Firelock Games	Pirates	Sloop
Tom Dye	10mm	Pendracken	ACW	Hospital
TOM DYE	6mm	3D Print	Modern	

Winner in **RED**



Giant Painting Problem

Article By CMH Member

Jim Rairdon

Well, I wanted to try out speed paints, so I looked at Army Painters Speedpaints. I was going to order four colors, which would have cost about \$36. Then I looked at the starter set, it had the colors that I wanted and six others for \$39. I got it in less than 24 hours. The box also contains an Army Painter Wargamer: Monster brush to paint with these paints. Therefore, I am going to use it.

I decided to paint the giant for ALDG (F) that Nate gave to me. As directed by the YouTube video I watched (<https://www.youtube.com/watch?v=TKEnulWa4Go>), I primed the figure in white, this is supposed to help get the proper effect. You can also prime in black, and then do a light spray of white leaving the lower areas darker (zenaful highlighting). This can also be done with a dry brush technique. This produces an effect with fuller depth. I am going to go with the white priming.



The Primed Model

I started painting the figure with the flesh, as this is the biggest surface. I find that the paints are translucent, so you will want to be careful not to overpaint other areas. If you do you might want to wipe them off because the first color can show through. This does, however, suggest some interesting things that you might do intentionally. You could put a color, like green, over a silver shield to get a different effect. I understand that Speedpaint does reactive and blend when you paint over another Speedpaint color. I painted the flesh with Ork Skin, and you can see the results of one coat in photo below. I did notice that it takes some time for the paint in the recesses to dry. If you were painting a unit of 20+ figures, you might find that the first models dried by the time you finished the last. This would allow you to paint the second color on the first model and so forth. You can speed up the drying process with a hair dryer on a low setting.



The Gaint's Flesh Painted

I then painted the leather with the Hardened Leather Speedpaint, and the bandage on his left foot with Palid Bone Speedpaint. That just left the details to be picked out, the fangs, eyes, lips, studs and spikes. I used my Valejo paints and they covered very well. To finish the model Liquitex modeling paste colored with burnt umber was applied to the base. I used a couple of Army Painter rocks and tufts of grass, followed by static grass. The final stage is to use the Army Painter Anti-shine Matte Varnish. The two pictures below show the front and back of the finished model.



The finished model [Look out John!]

If you would like a bit less intense color, you can thin the Speedpaint with the Speedpaint Medium. Finally, there are many techniques that you can use with Speedpaints. I found another YouTube video with 10 tips for various techniques (<https://www.youtube.com/watch?v=6dLV6MwDE5U>). Have fun and get those armies painted.

Historic Location of the Month

Stadtlohn, Germany

August 6, 1623, a battle was fought between the armies of the Electoral Palatinate (15,000) and the Catholic League (20,000) in the Thirty Years' War. The League cavalry devastated the Palatinate army. Only 5,500 Palatinate soldiers escaped. The Catholic League only took 1000 casualties.



July 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 Newport	28mm	Legion vs Horde	Rome vs Gaul
MATT VIGIL	-	Samurai Battles	Suriagehara 1589
John Brown	15mm	ADLG(F)	Hot Hott 1200BC
Steve Van Dyke	6mm	Polemos	ECW Marston Moore
Dave Manley	28mm	B&P	Galleon Escape

Winner in RED

Horus and Set Battle Again

Article By CMH Member

John Brown

In July a half-dozen CMH Fantasy enthusiasts played a sweeping Gods of Egypt Horus versus Set scenario using Hordes of the Things (HOTT) rules. Given the month, we called this our Hot HOTT. See the AAR in the August CMH Newsletter. Over the past year we have been working on a fantasy version of L'Art de la Guerre (ADLG). We considered it far enough along to replay the Horus versus Set scenario using these new rules we call ADLG(F) and did so at the July monthly CMH meeting.

Careful study of mythology, archaeology, and the History Channel leads to the inevitable conclusion the Pyramids of Egypt were designed by space aliens to facilitate inter-stellar travel. The animal-headed Gods of Egypt are cultural memories of these visitors. Conflicts among the aliens, seen by the aboriginal human population as "Gods", merged into myth. Perhaps the most famous of these battles pitted Hawk-Headed Horus against Jackal (or Aardvark?) Headed Set.

Horus and Set each knew the Star Gate Edfu, thinly secured by an inter-galactic staff, was central to their colonial ambitions. Our July scenario began as Horus advanced on Edfu with an Egyptian army reinforced by mummies, chariots, camel contingents, aerial galleys, and exotic creatures. Set advanced to meet him with Desert Dwellers, Sea Peoples, Ethiopians, Crocodilians, Triceratine Cavalry (later misreported as Hippos), and other troop types. Jim Rairdon, Dick Fickes and Kagan Katun played for Horus whereas John Brown, Greg Rold and Richard Kasten played for Set.

The Star Gate Edfu sat on the west end of a main 4' by 6' gaming mat. To its east, in the center of the mat, was the Temple Complex Edfu. On the east end of the mat was the River Port Edfu. Each side deployed a 360 AP ADLG(F) army in five commands, Horus within 8UD of the north side and Set within 8UD of the south. In addition to points for Enemy Force Destruction and Friendly Force Survival, each side was awarded geographical mission points: 8 for control of the entrance to the Star Gate Edfu and 6 each for control of the Temple Complex Edfu and the River Port Edfu.



The View Looking East from the Star Gate Edfu -- as the Armies Deploy

To the west of the Star Gate Edfu a 30" by 48" mat depicted little-known desert stretching into the Sahara from the bluffs upon which the Star Gate perched. Here each side deployed a 240 AP army in three

commands. On this mat the northernmost 4UD on the east side fed into a pass coming out on the north side of the Star Gate whereas the southernmost 4UD fed into a pass coming out on the south side of it. Players could win 20 mission points for exclusive control of the east side of the mat, and thus the entrances to both passes. This was in addition to points for enemy destruction and friendly survival.



Dick and Richard set up in the Desert west of the Star Gate

Horus' aerial galleys, each capable of high-altitude bombardment, presented Set's ground bound forces with an early dilemma. Set's itinerant magicians had a few power bolts, enough to degrade some of the aerial galleys without much contesting Horus' air supremacy. Some of the terrain afforded cover from bombardment: oases, built up areas, and the far side of hills. These proved useful, but a better tactic for Set was closing with the enemy quickly and minimizing his time as a target.

Set's Crocodilians launched their main attack into the sector closest to the Star Gate, throwing four phalanxes into the gap between it and a nearby oasis, medium swordsmen into the oasis itself, and elite ultra-raptors riders (think cataphracts) into the gap between the oasis and the Temple Complex.



Set's Main Attack east of the Star Gate

Meanwhile Set's right flank noted that it faced six phalanxes, four elephants, numerous beasts, and a great mass of chariots – the lion's share of Horus' ground forces. Set sent medium swordmen and beasts into the Temple Complex to contest it but redeployed the rest of his forces perpendicular to the front to delay contact. Here the Temple Complex and a few hills afforded some cover from aerial bombardment.

Set's main attack collided with Horus' right flank. Two Crocodilian phalanxes destroyed the javelinmen and mummies opposing them but Elite Egyptian Two-Handed Axe Men defeated two others. Although destroyed, the mummies proved particularly vexing. Deployed in hordes, there were so many of them and they just kept coming. Fighting at the Star Gate and in the Oasis ebbed and flowed, but



Horus' Mummies Just Kept Coming!

between the Oasis and the Temple Complex Set's Elite Crocodilian Ultra-Raptor Riders overwhelmed the Egyptian Medium Axe Men in front of them. The raptors went into a feeding frenzy among the corpses, but enough riders regained control of their mounts to begin rolling up Horus' ruptured line.

Horus noted the potentially devastating Ultra-Raptor Rider breakthrough and hurriedly began redeploying phalanxes from his left flank. He hoped they would plug the gap before the victorious raptor riders regained control of their mounts. Unfortunately for Horus, his phalanxes proved too late for that.



Horus' Phalanxes (Right) Hastily Redeploy

Worse, sensing that the opposition in front of them had thinned out, Set's right flank went over to the offensive. An attack by Neferusobek and her Allosaurine Wing Beasts proved particularly devastating, plowing into a mass of heavy chariots, panicking horses, and inflicting mayhem left and right. They too were delayed by feeding frenzies amidst their victims, but stout Crocodilian Hastati accompanied the attack and stabilized the line while Neferusobek restored her Allosaurines to good order.



Left: Crocodilian Ultra-Raptor Riders, Right: The Allosaurina and Her Wing Beasts

Even as Set prepared to capitalize on the devastation wrought by his Ultra-Raptor Riders and Allosaurines, his forces from the desert west of the Star Gate were trudging through the pass to the north of it. In the Western Desert Set's solid striking force of Ceratopsian and Hadrosaurid Cavalry and Minoan Phalanxes, supported by Ethiopian Archers and other troops, had plowed their way forward against their largely camel-mounted opponent. They had sufficiently avoided dunes and bombardment (from the ground and air) to close with their enemy on favorable terms. The east side of the Western Desert mat ended up in their hands, giving them control of both passes into the Star Gate.

Horus still had most of his forces available. His formidable phalanxes were altogether unscathed, and his camel-mounted troops had been pushed back rather than destroyed. He still had air supremacy; all the aerial galleys he had started with were still in play. However, several of his commands had been demolished and his units were out of position to support each other. Discretion can be the better part of valor. It was time to withdraw, regroup, and prepare to fight another day. Set was on the geographical objectives he had set out to achieve. Will he be able to hold them when Horus renews his assault?

With this scenario, ADLG(F) seems to have reached a level of maturity sufficient to consider it more than experimental. It played quickly and well and accommodated a sprawling multi-player scenario with diverse and numerous fantasy troop types. We'll add it to our "house rules" available to pull "off the shelf" and will update and tweak the rules as we get more experience with them. Hopefully there will be many fun and satisfying ADLG(F) games and scenarios yet to come!

2023 Conventions

<i>Date</i>	<i>Name</i>	<i>Location</i>
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
October		
13-14	Advance the Colors	Springfield, OH
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

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