



# Colorado Military Historians

Newsletter

L, No. 2

February 2024



Conquistador conquest of K'iche' Nation in 1524.

# News and Views

*Message from CMH Secretary  
Eric Elder*

Thanks to Larry this month for his After Action Report of his game in December.



I recently stumbled on how to make simple 28mm corn stalks from an IKEA fake plant.



It really is pretty easy. I look forward to making a bunch of fields for I think future ACW skirmish games. You can check out my video talking about the process and where I found the technique:

Video Link: [https://youtu.be/K8J6mILZe1o?si=San\\_2RVsNmtJwSaV](https://youtu.be/K8J6mILZe1o?si=San_2RVsNmtJwSaV)

# January

## 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
<b>JEFF LAMBERT</b>	15mm	Battlefront	WWII	Panzer Lehr Panther G's
Dave Manley	28mm	Sarissa	WWII	German Checkpoint
Dave Manley	28mm	Wargames Atlantic	WWII	German Sentries
Dave Manley	28mm	Warlord Games	WWII	Early Stug
Don Cygan	3mm	Pico	WWII	German/US Samples
Scott Holder	15mm	TTG	Ancients	Taureg Camp
Greg Skelly	28mm	Bad Squiddo Games	Ancients	Valkyrie

Winner in **RED**



# Battle of the Catalaunian Plains

*After Action Report By CMH Member*

*Larry Irons*

At the December club meeting we fought a recreation of the Battle of the Catalaunian Fields from 451 AD using L'Arte De La Guerre (4th Ed.) (ADLG) ancient and medieval wargaming rules by Herve Caille. The main antagonists were the Huns under King Attila and the Romans under the Magister Militum of the Western Roman Empire, Flavius Aetius. Both sides had 306 points within 4 commands of which 2 were allies. The Roman side had 36 units and the Huns had 35.

The historical battlefield was located south of the city of Troyes, France between the Seine River, and the river bluffs. The Romans and their allies deployed on the bluffs between the Roman road to Orleans and Chalons on the west and the village of Montgueux to the east.

There were 4 Hunnic players. The Huns had two Hunnic corps, one commanded by King Attila (Greg Skelly) and the other by Laudaricus (Dave Manley). The Hunnic allies were the Ostrogoths commanded by King Valamir (Jim Rairdon) and the Gepids commanded by King Ardaric (Doug Wildfong).

There were 4 Roman players. There were 2 Roman corps, commanded by Aetius (Richard Kasten) and Tonantius Ferreolus (Greg Rold). The Roman allies were the Visigoths commanded by King Thorismund (John Brown) and the Alans commanded by King Sangiban (Pat Harvey).

The Huns were the attackers, and the Romans were defending. Both sides were allowed to have up to 3 ambushes. The Huns did not have any suitable terrain nor suitable troops for an ambush. The Romans were able to deploy their 3 ambushes south of the bluffs which were out of sight of the Huns.

The Romans deployed on the bluffs from west to east – Aetius, Ferreolus, Sangiban, and Thorismund. The Huns deployed from west to east – Laudaricus, Valamir, Attila, and Ardaric.

The Huns moved first. King Valamir had a difficult time getting his Ostrogoths to move forward. The Ostrogothic heavy cavalry was slow to move up to support Laudaricus. Laudaricus' Hunnic light cavalry were shooting up Aetius' heavier cavalry. Aetius attacked the Huns to stop the archery. If Aetius could



destroy the Huns, who were less armored, then he could turn to attack the Ostrogoths. In any case he could keep two enemy commands busy so that the rest of the Roman army could defeat Attila's command.

Attila attacked the Roman center under Ferreolus and Sangiban. Attila's command included Gothic foot which attacked the Roman infantry. The Alans deployed their horse archers in front to counter the Hunnic horse archers. The Allanic heavy cavalry deployed behind the horse archers with the intention of making opportunity attacks as they arose. The Allanic horse archers held their own for most of the battle. Opportunity charges by the Allanic heavy cavalry arose against the flank of the Gothic infantry while they were engaged with Ferreolus's command. The Hunnic mounted archers were chased away by the Allanic heavy cavalry.

The fighting was fierce at first. But as casualties mounted, Attila's command retreated. The Romans and Alans pursued down the bluffs to engage the Hunnic forces on the plain. King Ardaric was loyal to Attila, and the promise of Roman loot and territory was appealing. Ardaric was determined to defeat the Visigoths on the eastern end of the battle line. The Gepids planned to outmaneuver the Visigothic infantry. The Gepids advanced and attacked the Visigothic infantry on the slopes. The Gepids came into charge range against the apparently outnumbered Visigoth infantry when Thorismund sprang his ambush.

The Gepid archers went down quickly and the impetuous Gepid cavalry assaulted uphill against the Visigoths. The Gepids had one cavalry unit, their elites, following in reserve behind their main line. They chose to commit this against the Visigothic archers on the left rather than against the Visigothic Bucellari elite cavalry. The Bucellari overran the Gepid archers and began rolling up the Gepid line, which was already fighting with an uphill disadvantage. The Gepid elite cavalry overran the Visigothic archers but were themselves taken in the flank before they could penetrate further. After a drawn-out melee the Gepids were destroyed. They had chosen to fight to the bitter end rather than break contact and run away. Gepid King Ardaric died in battle.

The Gepid effort was not lost, as it prevented the Visigoths from engaging Attila's main attack. After the Gepid command was eliminated by the Visigoths, the Alans were in the process of redeploying to the left with the Visigoths before the Roman Army routed.

The left flank of the Roman cavalry was left open as their right attempted to maintain contact with their comrades in the center. Therefore, the Huns made an aggressive move to place all their light cavalry within bow range as quickly as possible. Though ineffective initially, casualties were accumulating as the Romans attempted to charge. The Hunnic light cavalry retreated and moved to the Roman's open left flank as the Roman heavy cavalry was forced to face the Hunnic second line of medium and Noble cavalry, and the small Roman light cavalry force was moved to the center of the battlefield.

Laudaricus's Noble and medium cavalry charged into contact with one Roman light cavalry unit, joining the Hunnic charge in support of the Hunnic right. The Romans suffered increasing casualties while the Huns took only a few. With the support of the Hunnic light cavalry on the right flank, the left-most unit of Roman cavalry was routed, and the Roman flank began to collapse.

At the same time, the Ostrogoth cavalry under Valamir joined Laudaricus' attack and rolled up the Roman cavalry. The Roman cavalry wing was destroyed except for two light cavalry that retreated to the center. The remaining Romans on their left flank were chased down by Hunnic light cavalry. However, Valamir's command became splintered in all directions around the King as the Roman left wing collapsed. If the battle had continued, the Huns and Ostrogoths would require time to reform. During that time, the Roman infantry would be able to reform and meet that threat. Before Valamir's and



View from the eastern end. The Visigothic cavalry has come out of ambush.

Laudaricus's forces could face left to confront the Roman infantry command, the Romans sounded retreat before the Huns could crush them.

Laudaricus's command experienced a triumphant victory over Aetius's command, having destroyed the Roman heavy cavalry. Both sides were close to routing, but the Romans finally lost enough units to rout. The Huns won 36 to 31.

Thanks to the players that participated in this game. They also contributed to this article with their personal notes about activities in their battle zone.

The game was a close affair and either side could have won. The Huns were able to rally enough troops to stay in the fight, but the Romans had losses in Aetius' command that resulted in the Roman rout. I was very happy to see that we were able to have 300-point armies complete a game in under 4 hours.

I look forward to the recreation of more historical battles. I also enjoyed that we could do it in 25mm which adds to the scenic value.

I want to thank all the players that made it possible to do this recreation. I certainly enjoyed the historical research involved in this endeavor.

# January 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
<b>DAVE MANLEY</b>	28mm	Bolt Action	Bloody Ridge, Guadalcanal
Jim Rairdon	15mm	ADLG (f)	“Cold HOTT” Santa’s Workshop

Winner in **RED**



# Historic Location of the Month

## *Guatemala*

During the Conquistador invasion of K'iche' Nation (present day Guatemala) in February 1524, there was the battle of El Pinar, where the King of K'iche' Maya people, Tecún Umán, died. The K'iche' Nation was conquered by the Conquistadors led by Don Pedro de Alvarado.



Statue of Tecún Umán in Quetzaltenango, Guatemala.





# Wargame Conventions

[www.partizan.org.uk](http://www.partizan.org.uk)

## February

3rd - 5th February

4th February

4th February

17th - 19th February

17th - 19th February

17th - 19th February

17th - 19th February

17th - 20th February

17th - 20th February

19th February

20th - 26th February

23rd - 26th February

23rd - 26th February

25th - 26th February

Winter War

New Jersey Games Day

Flintcon

Williamsburg Muster

Radcon

Con of the North

Atlanta Military Figure Society Show

Dundracon

Orccon

Battle at the Crossroads

Prezcon

Ghengiscon

Totalcon

Cold Iron VII FoG Tournament

Champaign, IL

Manchester, NJ

Flint, MI

Williamsburg, VA

Pasco, WA

Plymouth, MN

Atlanta, GA

Santa Clara, CA

Los Angeles, CA

Cambridge, OH

Charlottesville, VA

Aurora, CO

Marlborough, MA

Fultondale, AL

## March

3rd - 5th March

3rd - 5th March

3rd - 5th March

10th - 12th March

17th - 19th March

17th - 19th March

18th March

18th March

20th - 21st May

22nd - 26th March

23rd March

24th March

25th March

23rd - 26th March

24th - 26th March

24th - 26th March

25th - 26th March

26th March

30th March - 2nd April

31st March - 2nd April

31st March - 1st April

Bashcon

Cincycon

Coastcon

Cold Wars

Coscon

Simcon

Napoleonic Miniatures Gaming Convention

Battlefields

Sand Wars

Adepticon

Bolt Action Combat Patrol Tournament

Bolt Action Doubles Tournament

Operation Pugilist Bolt Action Tournament

Gamestorm

March to Victory

Hot Lead

Baton Rouge Rise of Rome ADLG Tournament

Midwest Toy Soldier Show

Annual Seven Year War Association Con.

Havoc

Daycon

Toledo, OH

Hamilton, OH

Biloxi, MS

Valley Forge, PA

Butler, PA

Rochester, NY

Perrysburg, OH

Livonia, MI

Mesa, AZ

Schaumburg, IL

*Schaumburg, IL (At Adepticon)*

*Schaumburg, IL (At Adepticon)*

*Timonium, MD*

Portland, OR

Blue Springs, MO

Stratford, ON, Canada

*Baton Rouge, LA*

Lafayette, IN

South Bend, IN

Sutton, MA

Kettering, OH

Full list available here:

[Americas Wargame Calendar](#)

# 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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