

Colorado Military Historians

Newsletter



News and Views

Message from CMH Secretary Eric Elder



Thank you to John Brown for his continued newsletter support. He provides a overview of their last ADLG fantasy game.

We need at least a new Treasurer to be elected in May. Larry will not be running for re-election. Please volunteer for this position or a different one if you like (President, Vice-President, and Secretary).

Our May club convention is coming up real soon. If you would like to volunteer to run a game at West Wars, please contact Doug Wildfong (dwwild84@gmail.com) to submit your game.

David Manley has shared a Twilight Struggle boardgame tournament. Information on this tournament can be found at this link:

https://mailchi.mp/fe0fad5c3270/win-cash-glory-in-a-twilight-struggle-tournament?e=49af605fb4



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
Eric Elder	28mm	Homemade	Any	Corn field test
Greg Skelly	15mm	Various	WWII	Naval Infantry + Panther
Brian Kennedy	28mm	Warlord/Italieri	WWII	British support units
Jeff Lambert	15mm	Battlefront	WWII	Tiger II
Jeff Lambert	1/144	Flight Models	WWII	Me-262
Scott Holder	25mm	Unknown	Ancients	Byzantine Skutatoi
David Manley	28mm	Foundry/Gripping Beast	Late Roman	Atilla & Hun Command
David Manley	28mm	Handmade	Any	Forest deadfall
Dave Newport	15mm	Zombiesmith	WWII	Panzerschwein truppen
Tom Dye	1/144	Various	WWII	Assortment
Deborah Schouten	15mm	Minifig	Franco Prussian	Mitrailleuse
TOM DYE	28mm	Black Hussar	SYW	Mixed
Tom Dye	15mm	Old Glory	WWII	Russian Infantry

Winner in **RED**

Undead and Predatory Archosaurian Amazons take on Elves

Article by CMH Member John Brown

We CMH ADLG enthusiasts continue to experiment with and enjoy ADLG(F), our in-house Fantasy version of L'Art de la Guerre. At the March 10 meeting our ADLG(F) scenario pitted the Predatory Archosaurian Amazons with Undead minions against an Elven Army reinforced by a Dragon, Griffin, Giant Eagle, and not-so-jolly Green Giant. The Amazons rode into battle on a Tyrannosaurus Rex, three Carnotaurids, and a Dragon, and were accompanied by Velociraptors, Pterodactyls, Scalians (Lizardmen), and Hordes of the Undead. In addition, a Cobra Gigantica lurked in an Oasis, eager to ambush Elven intruders. The scenario allowed us to experiment with three unit types we had not seen much of before: Undead, Tyrannosaurids, and the Cobra Gigantica.

Undead can be fielded as any traditional ADLG unit type, but most appear as Levies (Hordes). They are cheap, generally mediocre, unmaneuverable, and virtually invulnerable to missile fire. They are fearless but incapable of being inspired by Commanders or Heroes, and thus cannot Rally. If a column of Hordes takes losses, the hit goes to last unit in the column, leaving the first unit unaffected. The Undead feed in from the rear without implications for their morale. This makes them an ideal "Tar Baby". They are not very lethal but can tie up far more expensive troops for prolonged periods since they have no fear and it take so long to kill them all (again).



Undead Hordes Shuffle to the Attack

Tyrannosaurids are apex Therapod Predators ridden by beast-masters. They are extremely lethal, negate all but the most formidable armor (i.e. a Triceratops' carapace), panic horses and camels, and inflict Ferocious Charge results if they win. However, they do cost a lot and if victorious embark on a feeding frenzy amidst the bodies of the fallen. Riders or handlers must roll a 5 or 6 on a D6 in a subsequent movement phase to regain control, so the unit is virtually unusable until that happens. The best use of Tyrannosaurids is to save them for worthy targets.

Cobra Gigantica are huge venomous snakes packing sufficient venom to disable the largest opponents. They ambush from a Woods, Marsh, Brush, Dunes, Plantation, or Steep Hill but must remain at least partially in their original terrain feature. They are formidable against all opponents but particularly dangerous to larger creatures. If such a creature takes a cohesion loss it rolls a D6 in each subsequent enemy shooting phase and takes another hit if it rolls 1 or 2. This deadly erosion can only be arrested by a successful Healing Spell. Cobra Gigantica are useful for terrain denial.



A Cobra Gigantica Lurks in the Oasis

Jim Rairdon, ably assisted by John Mumby's grandson Jude, commanded the Elven Host. John Brown, observed and assisted by Pat Harvey, led the Predatory Archosaurian Amazons and their Minions. The battlefield featured a gully leading to an oasis on one flank, relatively open terrain in the center, and a smattering of dunes, hills, and rough terrain around the other edges. The Elves quickly ascertained the Cobra Gigantica was hiding in the oasis and kept their distance from it, effectively dividing the battlefield into two parts.

On their right flank the Elves' not-so-jolly Green Giant pushed forward covered by the Elven Aerials overhead. Undead Skeletor archers sprang out of the gully in ambush and took the Giant under fire, inflicting a hit. The Elven Aerials swept into the rescue, inflicting losses on the Skeletors. This brought the Elven Aerials in range of a second ambush, this one featuring the Tyrannosaurus Rex accompanied by Velociraptors. Things went downhill from there for the Elven Aerials. Their Dragon momentarily broke free but was overwhelmed by the Amazon Dragon and three flights of Pterodactyls that had swung around to approach from the rear.



Skeletor Archers Ambush the not-so-jolly Green Giant

The Tyrannosaurus Rex, accompanied by Velociraptors and surviving Skeletors, went on to attack the

now isolated and depleted Giant. The Giant put up a brave fight, but the odds against him were overwhelming. In the aftermath of the carnage the Rex Rider struggled to regain control of her flesh-frenzied beast while the rest of the command regrouped for further operations.





The Green Giant gets swarmed.

While all this was happening on the Elven right flank, Elven Knights and Medium Cavalry pushed forward through the open terrain in the center and Elven Blades and Spearmen, accompanied by artillery, negotiated the more difficult terrain on the Elven left flank. The great mass of a Skeletor Horde stretched across the center. The Elven Knights and Cavalry collided with this, inflicting heavy casualties. Unfortunately for them, the Amazon Carnotaurids were positioned to hit the Knights just as they were breaking through the Skeletors and swept them away. The Amazons ended up trading cheap Skeletor minions for valuable Elven Knights.



Elven Knights Hit the Undead Horde

The Elven infantry on the left flank, impeded by difficult terrain, didn't quite make it into the fight before decisions were reached on the right and in the center. Their accompanying artillery, however, did inflict some long-range damage on the Amazon Carnotaurids as these maneuvered to hit the Elven Knights. This provided sobering testimony to the value of artillery in taking on high value but nevertheless vulnerable targets at extended ranges.

Magic was at play during this game but did not much affect the outcome. One Power Bolt landed but was recovered from. A few Healing spells helped out too. We think we have Magic about where we want it

now. It can be a valuable asset but does not overwhelm the game.

ADLG(F) continues to improve, and we plan on another round at the April 14 meeting. If you are interested, please let John Brown or Jim Rairdon know. Who knows what will emerge next out of our ever-growing Fantasy menagerie?



Carnotaurid Amazons advance behind a Screen of Scouts

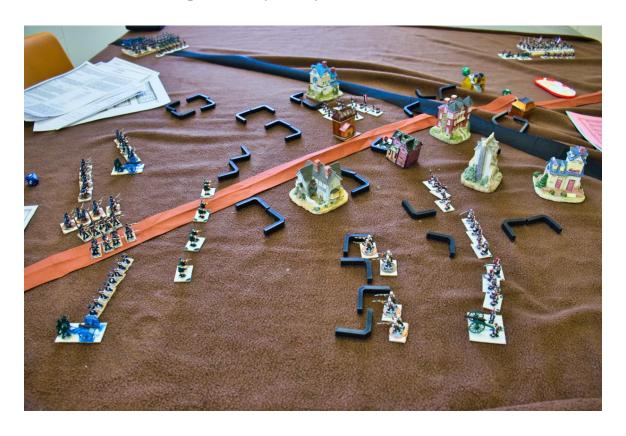






March Game of the Month

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.

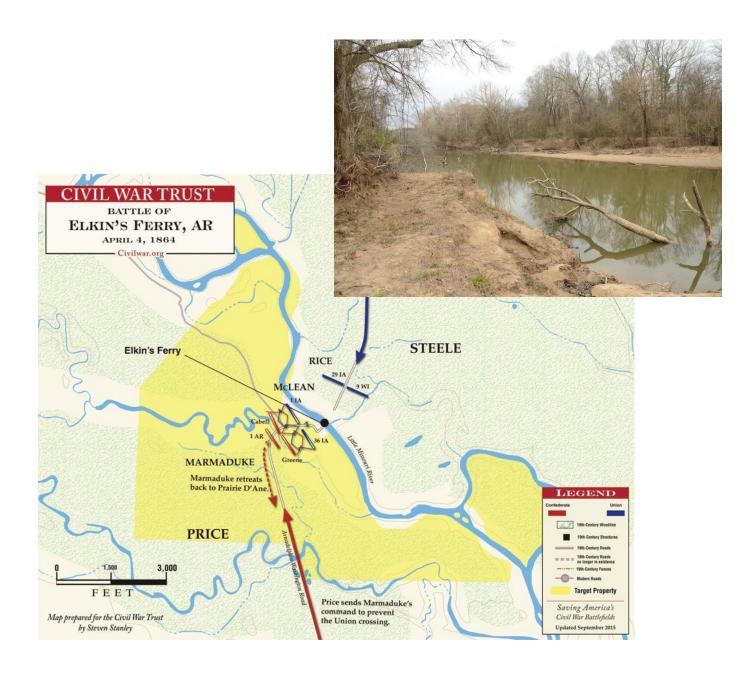
CMH Member	Scale	Rules	Description
Matt Vigil	Blocks	Commands & Colors	Samurai Battles
DEBORAH SCHOUTEN	15mm	Age of Napoleon III	Franco-Prussian
Doug Wildfong	25mm	Rank and File	SYW Prussians vs Russians
Dave Newport	28mm	Legion vs Horde	Rome vs Gaul
John Brown	15mm	ADLG (F)	Amazon vs Elves

Winner in **RED**

Historic Location of the Month

Elkin's Ferry, AR

On April 4, 1864, 1200 Union troops tried to cross Little Missouri River at Elkin's Ferry, AR. About 300 Confederate troops held them off until 2000 additional Union troops arrived. Confederate troops withdrew after battling for five hours.



Wargame Conventions www.partizan.org.uk

4th - 6th April	Annual Seven Year War Association Con.	South Bend, IN
5th - 7th April	<u>Havoc</u>	Marlborough, MA
7th April	The Brawl in the Hall Bolt Action Tournament	Kingston, ON, Canada
12th - 13th April	<u>Daycon</u>	Kettering. OH
12th - 14th April	Trumpeter Salute	Burnaby, BC, Canada
13th April	KozCon ADLG Tournament	Monroeville, NJ
13th April	Advance!	San Diego, CA
18th - 21st April	Midwest GameFest	Kansas City, MO
18th - 21st April	Little Wars	Lombard, IL
20th April	Gajograd Ablaze Bolt Action Tournament	Sandy, UT
21st April	Gettysburg Toy Soldier Show	Gettysburg, PA
25th - 28th April	Recon	Kissimmee, FL
26th - 28th April	Cheyenne Gaming Convention	Cheyenne, WY
26th - 28th April	<u>Ozcon</u>	West Plains, MO
27th April	Conflict	Camano Island, WA
xxx April	Brewer-Sailors ADLG Open Tournament	Birmingham, AL
May		
3rd - 5th May	Richmond Open Con	Richmond, VA
3rd - 5th May 10th - 12th May	Midwest Conquest	Independence, MO
3rd - 5th May 10th - 12th May 17th - 18th May		Independence, MO Perrysburg, OH
3rd - 5th May 10th - 12th May 17th - 18th May 17th - 19th May	Midwest Conquest	Independence, MO Perrysburg, OH South Portland, MA
3rd - 5th May 10th - 12th May 17th - 18th May 17th - 19th May 17th - 19th May	Midwest Conquest Drums at the Rapids	Independence, MO Perrysburg, OH South Portland, MA Ottowa, ON, Canada
3rd - 5th May 10th - 12th May 17th - 18th May 17th - 19th May 17th - 19th May 18th - 19th May	Midwest Conquest Drums at the Rapids Huzzah CanGames Sand Wars	Independence, MO Perrysburg, OH South Portland, MA Ottowa, ON, Canada Mesa, AZ
3rd - 5th May 10th - 12th May 17th - 18th May 17th - 19th May 17th - 19th May 18th - 19th May 18th May	Midwest Conquest Drums at the Rapids Huzzah CanGames Sand Wars Ohio Toy Soldier Show	Independence, MO Perrysburg, OH South Portland, MA Ottowa, ON, Canada Mesa, AZ Wadsworth, OH
3rd - 5th May 10th - 12th May 17th - 18th May 17th - 19th May 17th - 19th May 18th - 19th May 19th May <i>xxx May</i>	Midwest Conquest Drums at the Rapids Huzzah CanGames Sand Wars Ohio Toy Soldier Show Battle for Bismarck Bolt Action Tourney	Independence, MO Perrysburg, OH South Portland, MA Ottowa, ON, Canada Mesa, AZ Wadsworth, OH Bismarck, ND
3rd - 5th May 10th - 12th May 17th - 18th May 17th - 19th May 17th - 19th May 18th - 19th May 19th May <i>xxx May</i> xxx <i>May</i>	Midwest Conquest Drums at the Rapids Huzzah CanGames Sand Wars Ohio Toy Soldier Show Battle for Bismarck Bolt Action Tourney Canadian Team Yankee Nationals	Independence, MO Perrysburg, OH South Portland, MA Ottowa, ON, Canada Mesa, AZ Wadsworth, OH Bismarck, ND Calgary, AB, Canada
3rd - 5th May 10th - 12th May 17th - 18th May 17th - 19th May 17th - 19th May 18th - 19th May 19th May xxx May xxx May 24th - 26th May	Midwest Conquest Drums at the Rapids Huzzah CanGames Sand Wars Ohio Toy Soldier Show Battle for Bismarck Bolt Action Tourney Canadian Team Yankee Nationals Canadian Tabletop Championships	Independence, MO Perrysburg, OH South Portland, MA Ottowa, ON, Canada Mesa, AZ Wadsworth, OH Bismarck, ND Calgary, AB, Canada Ottowa, ON, Canada
3rd - 5th May 10th - 12th May 17th - 18th May 17th - 19th May 17th - 19th May 18th - 19th May 19th May xxx May xxx May 24th - 26th May 24th - 26th May	Midwest Conquest Drums at the Rapids Huzzah CanGames Sand Wars Ohio Toy Soldier Show Battle for Bismarck Bolt Action Tourney Canadian Team Yankee Nationals Canadian Tabletop Championships Enfilade	Independence, MO Perrysburg, OH South Portland, MA Ottowa, ON, Canada Mesa, AZ Wadsworth, OH Bismarck, ND Calgary, AB, Canada Ottowa, ON, Canada Tacoma, WA
3rd - 5th May 10th - 12th May 17th - 18th May 17th - 19th May 17th - 19th May 18th - 19th May 19th May xxx May xxx May 24th - 26th May 24th - 26th May	Midwest Conquest Drums at the Rapids Huzzah CanGames Sand Wars Ohio Toy Soldier Show Battle for Bismarck Bolt Action Tourney Canadian Team Yankee Nationals Canadian Tabletop Championships Enfilade PrairieCon	Independence, MO Perrysburg, OH South Portland, MA Ottowa, ON, Canada Mesa, AZ Wadsworth, OH Bismarck, ND Calgary, AB, Canada Ottowa, ON, Canada Tacoma, WA Brandon, MB, Canada
3rd - 5th May 10th - 12th May 17th - 18th May 17th - 19th May 17th - 19th May 18th - 19th May 19th May xxx May xxx May 24th - 26th May 24th - 26th May 24th - 27th May	Midwest Conquest Drums at the Rapids Huzzah CanGames Sand Wars Ohio Toy Soldier Show Battle for Bismarck Bolt Action Tourney Canadian Team Yankee Nationals Canadian Tabletop Championships Enfilade PrairieCon Gamex	Independence, MO Perrysburg, OH South Portland, MA Ottowa, ON, Canada Mesa, AZ Wadsworth, OH Bismarck, ND Calgary, AB, Canada Ottowa, ON, Canada Tacoma, WA Brandon, MB, Canada Los Angeles, CA
3rd - 5th May 10th - 12th May 17th - 18th May 17th - 19th May 17th - 19th May 18th - 19th May 19th May xxx May xxx May 24th - 26th May 24th - 26th May 24th - 27th May 31st May - 1st June 31st May - 2nd June	Midwest Conquest Drums at the Rapids Huzzah CanGames Sand Wars Ohio Toy Soldier Show Battle for Bismarck Bolt Action Tourney Canadian Team Yankee Nationals Canadian Tabletop Championships Enfilade PrairieCon	Independence, MO Perrysburg, OH South Portland, MA Ottowa, ON, Canada Mesa, AZ Wadsworth, OH Bismarck, ND Calgary, AB, Canada Ottowa, ON, Canada Tacoma, WA Brandon, MB, Canada

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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