

COLORADO MILITARY HISTORIANS

NEWSLETTER

XIX, No. 9

September 2018



FOKKER EV

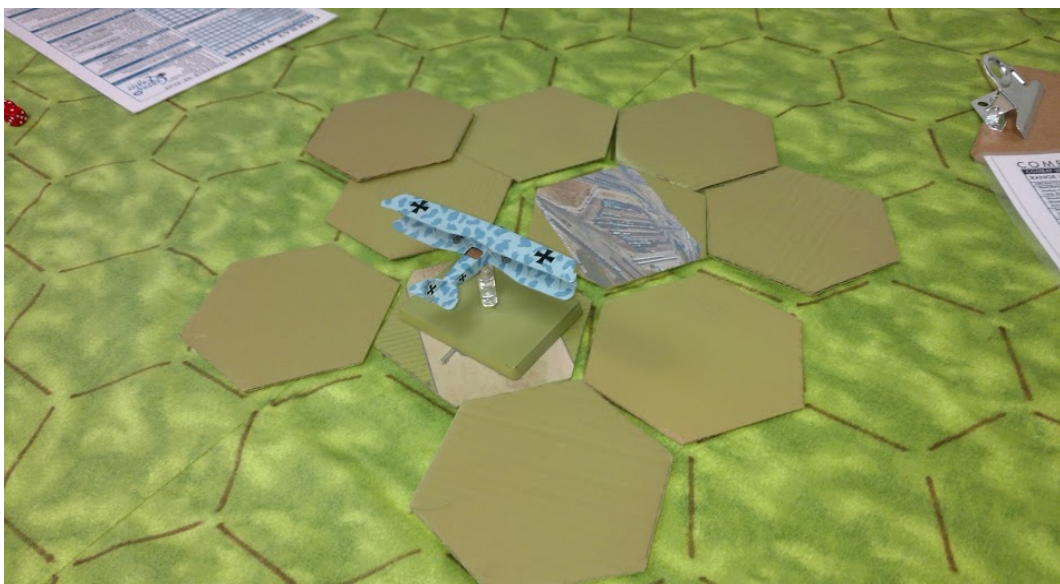
Jeff Lambert's WWI Aerial Combat Campaign Report for August

August 1918 sees the end of the Ludendorf Offensive, while the Allied Powers launch a counter-offensive on the Marne. The Germans' gains from the Spring have all been lost, and the Kaiser's staff is beginning to debate the terms of an armistice. Meanwhile, in the air war, the Germans continue to introduce new and improved fighters. These provide a temporary advantage only, as the lack of pilots remains critical.

One of the newest designs made its debut in a dogfight last Friday. The Fokker D.VIII, also known as the Fokker E.V, is a rotary-engine monoplane using a high-mounted, thick wing of the same design as the Fokker D.VII. With a high ceiling and good lateral stability (unlike other rotary aircraft) it is a formidable adversary. Two of these, flown by Lt. Skelly and Lt. Marston, were joined by Lt. Stuart in a Fokker D.VII and Lt. Chase making his first flight in a Fokker Dr.I. They were escorting a flight of two AEG G.IV bombers on a raid against a marshaling yard behind the British lines.

Ordered to intercept the raid, Lt. Irons led a flight of SE5a's with his wingman Lt. Hunt. From another squadron, Lt. Wharrier and Lt. Lambert flew Sopwith Camels to reinforce Irons and Hunt. Irons led his flight directly into the fray, but Hunt came too close and actually collided with one of the bombers! Severely damaged, Hunt was able to return to a friendly airfield and borrowed another machine to return to the fight. With the Camels still too far to help him, Irons was caught in the crossfire from both bombers and three of the enemy fighters. Although he was able to damage one of the big German machines, the incoming fire was too much and Irons was killed when his SE5 broke up in mid-air.

Now the Camels arrived, and Lt. Wharrier finished off the wounded bomber while Lt. Lambert engaged the fighter cover. The surviving bomber was able to line up on the rail yard, dropping its bombs to terrific effect. Wharrier got on Lt. Stuart's tail, and sent the Fokker D.VII into a spin from which it did not recover. Just as Lambert finished a whirling dogfight with Lt. Chase's Fokker triplane, sending the inexperienced pilot to his death, Irons and Hunt reappeared in new SE5's. Irons and Wharrier shared a victory over the remaining AEG, but Lt. Skelly finished off the rail yard with a strafing run. Lt. Marston and the rest of the German fighters took revenge for poor Chase and blasted Lambert's Camel out of the sky, the ace falling to his own death in the wreckage. Marston was damaged in the exchange, but was able to bring his plane back to German lines. With their mission complete, the Germans returned to their airfield knowing they had done all they could to delay the Allied counteroffensive.



PILOT ROSTER

8/25/18

<i>Name</i>	<i>Victories</i>	<i>Experience</i>	<i>Adjusted</i>	<i>Skills</i>
SKELLY	5-1/2	2079pts	207pts	Range, Maneuver
LAMBERT	11-1/2	1360pts	453pts	Deflection, Maneuver, Fire Value
IRONS	8	1060pts	353pts	Cannot Be Tailed, Maneuver, Range
WHARRIER	8-1/2	962pts	321pts	Deflection, Maneuver, Range
HUNT	9-1/2	926pts	849pts	Deflection, Maneuver, Range
FORTE	7-1/2	796pts	547pts	Deflection, Maneuver, Concentrated Fire
MANLEY	5-1/2	600pts	289pts	Maneuver, <i>SKILL</i>
MARSTON	1	508pts	425pts	Deflection, Maneuver
MARTINEZ	1-1/2	335pts	243pts	Maneuver
STUART	1	328pts	109pts	
BEAUGARIN	1	283pts	67pts	
CAVER-BOYD	3-1/2	263pts	88pts	
HOWELL	1	195ts	65pts	
CROWN	0	180pts	63pts	
FRAKES	2-1/2	178pts	59pts	
CASTELETTO	½	125pts	42pts	
GOWEN	1	100pts	100pts	

CHRISTENSEN	1	83pts	28pts
WAITE	1	56pts	56pts
CHASE	1	52pts	17pts
HOLMES	0	45pts	45pts
HERSCH	0	38pts	13pts
WEBER	0	36pts	36pts
VELTRE	0	33pts	33pts
JOHNSON, A	0	32pts	11pts
JOHNSON, C	0	28pts	28pts
SKELLY**	20-1/2	1611pts	681pts*

- does not include 116 pts earned as Observer
- ** Retired

Review of L'Art de la Guerre

Ancient and Medieval Wargaming Rules

By Larry Irons

Introduction

At Historicon 2018 in Lancaster, Pennsylvania, I played in a 25mm ancient wargaming tournament for new players using the rules “L'Art de la Guerre” abbreviated ADLG. The rules were written some years ago by Hervé Caille and are in the 3rd edition. I played two games and won both using a late medieval Korean army borrowed from a friend. I was impressed enough to purchase a set of the rules.

These rules are very popular in Europe and their use is spreading to our shores. At Historicon the two largest tournaments were Warrior in 25 and 15mm, and ADLG in both 25 and 15mm. The rules were designed for tournaments and the author encourages tournament play. However, they can also be used for historical games as well. The rules are written in several languages but the English version is British English, so keep your Oxford dictionary close.



The Rulebook

The rulebook is of excellent quality and includes the army lists from the chariot period up to the late medieval period. It also includes armies for the Americas so that one can fight early colonial battles of the 16th century. The rulebook has excellent illustrations of the same quality as Field of Glory (FOG). Examples of play are also added to help illustrate the rules and concepts.

The scale of the game can be played with various-sized figures. There is a quick reference sheet (QRS) available with the book on cardstock, and there are downloads available at the website.

The only American dealer is On Military Matters. The rules cost \$49. That seems hefty but the book is thick, on quality paper, and includes the army lists. Other rulesets sell the army lists separate from the rulebook which can exceed the \$49 price.

The rulebook is well organized with a good index at the front of the book and an excellent table of contents. The army lists have an alphabetical index in the back of the book and a table of contents in the front of the army list section by historical period and geographical region.

Game Scale

The stand sizes are the familiar WRG standard with 60mm wide for 25mm figures and 40mm for 15mm figures. Each unit is one stand wide and 1 to 4 stands deep depending on troop type. The standard length of measure is one base width called a unit of distance or UD. A 200-point game in 25mm scale is played on a 6-ft by 4-ft table.

Setup

Before battle setup, both sides must determine their initiative rating. This rating is added to opposing die rolls and the winner decides whether he is attacking or defending and the terrain region, such as plain, mountain, etc. Each army list has the available terrain regions. Each region has compulsory and optional terrain pieces. The defender picks at least one compulsory terrain piece. Both sides must pick 2 to 4 total terrain pieces besides the compulsory piece.

The battlefield is divided into sextants. One die roll determines the sextant for placement and the second die roll determines position – either touching the edge of the table or at least 2 UD from all edges of the table.

The defender places his pieces according to the order he chose them, but a river or coastal zone must be placed first. A road can be placed over any existing terrain and is placed last. Finally, the attacker can remove or adjust the terrain features and then the defender. This is based on a die roll.

Players can place up to 2 ambush zones on the table. These could be a ruse or the real thing. Up to 4 units can be in or adjacent to the ambush zone. At least one unit must be in the ambush zone if it is a real ambush.

Players can send one Corps on a flank march on either the right or left flank. A flank march cannot be on a flank with a coastal zone or an impassable river. The flank march arrives on a die roll.

Army Composition

A typical tournament army consists of 200 points and 3 commanders, each commanding a Corps. Each army has a camp which may or may not be fortified depending on the army list. There are many types of troops as follows:

Light Infantry (LI)

Medium Infantry (MI and LMI)

1. Bowmen and crossbowmen (LMI)
2. Javelinmen (LMI)
3. Medium Swordsmen (MI)
4. Medium Spearmen (MI)

Heavy Infantry (HI)

1. Heavy Swordsmen
2. Foot Knights
3. Heavy Spearmen
4. Pikemen
5. Levy

War Wagons (WWg)

Artillery (Art)

1. Light Artillery
2. Medium Artillery
3. Heavy Artillery

Light Cavalry (LH)

Cavalry (Cv)

1. Medium Cavalry
2. Heavy Cavalry
3. Light Chariots
4. Medium Camelry

Knights (Kn)

1. Medium Knights
2. Heavy Knights
3. Cataphracts
4. Heavy Chariots

Scythed Chariots (SCh)

Elephants (El)

Special Abilities

There are special abilities in the rules for missile weapons, armor, two-handed weapons, camelry, elephants, impact (heavy throwing weapons), impetuous (knights and barbarians), javelin, pavis, stakes, expendables (stampeding cattle), missile support (Romans and Byzantines), and mixed units (missile and combat). In general armor helps against missile shooting and in melee. Camels and elephants cause panic to horses. Javelin, impact, impetuous, and missile support abilities give a slight advantage in the first round of melee. Mixed units can shoot and fight but at a disadvantage in melee.

Units are also classed by their quality – mediocre, ordinary and elite. Mediocre units must reduce their 4, 5 and 6 die roll results by one. Elite units add one to their 1, 2, and 3 die rolls. The modifiers apply to shooting and melee die rolls.

Command

Commanders have values based on their quality. Ordinary is the lowest at 0 and brilliant is the highest at 2. Certain army lists have Strategists. These are brilliant commanders with a plus one, for example Hannibal. The strategists have a date range when they can be used.

Each turn each Corps will be able to activate. You nominate a Corps to move and roll a six-sided die. You add the general's command value to the die and divide by 2, rounding up, to yield the number of command points (CP) for that move. Depending on the die roll, an ordinary general will get a result between 1 and 3 CP, and a strategist will get between 2 and 5 CP. Each general also gets one free CP to move himself, a unit or group, or rally a unit to which he is attached. A commander can be a separate figure or can be included in a unit, which will cost fewer points.

Many army lists can have allies, but only one allied Corps is allowed. An allied commander is considered unreliable. Non-allied commanders can be rated unreliable to save army points.

Sequence of Play

Players take alternating turns. The player that is moving is called the phasing player. Each turn consists of

1. Moving – the phasing player moves
2. Shooting – both sides shoot
3. Melee – both sides melee
4. Rout and Pursuit – both sides can rout and pursue

5. Victory Determination – the game ends when one side or both is demoralized

Movement distances are based on the terrain type – open, rough, and difficult. Light cavalry moves 5 and light infantry moves 3 in the open. Heavy infantry moves 2 and medium infantry moves 3 in the open. All infantry moves the same distance in rough. The heaviest cavalry moves 3 in the open. All cavalry moves slower in rough and difficult. Wheeled equipment cannot move in difficult terrain.

Depending on troop type, movement can include turns and wheels. Light troops get a free turn at the start or end of their move. Some troops are considered non-maneuverable and require an extra CP to perform a difficult maneuver.

Movement can be by individual units or by groups. A commander can use one CP to move a group that is no wider than 6 UD. A group is formed on the front corner to corner of the units' front edges. If the front edges of two units are not aligned, then they are not in a group. It normally takes one CP to order a movement.

Some troop types cannot be grouped together. In general mounted troops cannot group with foot units. An elephant cannot group with other mounted types, but can group with foot or other elephants. Light infantry can group with any mounted or foot.

Zones of Control

Yes, ADLG has zones of control (ZOC). The ZOC is one UD from the front edge of the unit. Some troops types and situations do not exert a ZOC. Troops are restricted while moving in an enemy unit's ZOC.

Charge

A charge is a movement to contact an enemy unit's base. Normally a charge requires one or more CP to make. Impetuous units must make an uncontrolled charge toward an eligible target within their normal movement distance at no cost of CP. However, 3 CP can be spent to refrain from charging or to do a different move. Conversely, one or two CP can be spent to order a charge which will be controlled instead of uncontrolled. An uncontrolled charge takes a penalty in the ensuing melee.

A unit or group of units within one UD of an enemy may make a spontaneous charge without cost of CP. You can also charge to move into a support position which is either an adjacent front corner, a flank or rear contact to support a friendly unit in melee. Some troop types can evade a charge.

Shooting

Units equipped with missile weapons can shoot. Ranges vary with weapon type but javelins are 1 UD, LI and LH bows are 2 UD, medium and heavy foot with bows shoot 4 UD.

A shooting unit calculates its shooting modifier and adds this to a 6-sided die roll. The defender has a protection value and adds a 6-sided die roll. If the shooter's score exceeds the defender's score, then the defender suffers one cohesion point loss. Extra shooters will add support modifiers to the score. If the defender has a missile weapon then it will then become the shooter and shoot back. So all shooters in range can shoot. Results are not applied until the end of the shooting phase.

Melee

Once opposing sides' units come into contact, melee is resolved. There are modifiers for various tactical situations and troops types involved. Some modifiers apply to the first round of melee only. There are also terrain modifiers to the melee. In general, mounted and heavy infantry units suffer more negative melee modifiers in non-open terrain. Being attacked in the flank or rear is very detrimental to the fighting unit.

Melee is resolved with opposing die rolls. However, the difference in scores will cause varying amounts of cohesion hits to be inflicted. If a losing unit has heavier armor it will reduce the number of hits. If a winning unit has a furious charge it will inflict one more hit.

Disorder

Shooting and melee can inflict cohesion points on a target enemy unit. Once a cohesion point is inflicted on a unit, it is disordered. Disorder is a negative modifier for shooting or melee. Depending on troop type, a unit can suffer a limited number of cohesion points before it is routed. Light troops rout after suffering a two-cohesion point loss. Other mounted troops and medium infantry can suffer 3. Heavy infantry can suffer up to 4 cohesion points before routing.

Rallying

This is one of the rules I like - rallying. A rally attempt can be made on behalf of a unit to remove one cohesion point. Depending on tactical circumstance the cost to rally a unit is 0 to 3 CP. A commander with a unit can spend his personal move to rally a unit to which he is attached.

Rout and Pursuit

When a unit has suffered enough cohesion points to rout, it will be removed during the rout and pursuit phase. Any units behind it within one UD are broken through and suffer a cohesion point loss. It is possible to set a chain reaction of routs. A routing elephant rampages in a random direction.

After routers are removed, the winning units have an option to pursue forward up to 1 UD. Impetuous units must pursue one full UD with exceptions.

Demoralization

The battle continues until one of the armies is demoralized. In the basic game each routed unit is worth 2 points of loss. Disordered units are worth 1. The demoralization level is equal to the number of units in the army at the start of the battle.

There are optional rules to have varying demoralization losses based on the troop type, e.g., light infantry is worth only ½ point, whereas elite units are worth 2 points.

Optional Rules

There are several optional rules. There are adjustments of army point sizes that will reduce or increase the number of commanders and corps per side. This also reduces or increases the area of the battlefield. To simulate a DBA-style game with one corps and commander use 100 to 120 points. The army list minimums and maximums are reduced as well. A large battle of 4 corps is a range of 300 to 400 points.

Another interesting rule is the rerolls rule. This allocates 3 dice rerolls per side for the entire game.

And I already mentioned the demoralization variant in the previous demoralization section.

Army Lists

There are army lists and variants for just about any army of the historical period. Some units have an asterisk by them to indicate that the commander can be permanently included in the unit. There is a “Little Army Designer” at

<http://www.littlearmydesigner.com/adg/en>

You can use this online spreadsheet to create an army list and save it in the cloud. You can also print it or save it on your own computer as an Excel spreadsheet.

Future Rules

The rules website mentions new rules forthcoming for the Renaissance period and for fantasy battles.

Opinion

I really liked the play and feel of the system. The armies are smaller than DBMM, FOG, Hail Caesar or Ancient Warfare, but they are larger than DBA. The 200-point games take 2 to 3 hours to play depending on the experience level of the players with the rules. The basic rules are not hard to learn and if you are familiar with DBA or DBMM they have some similarities. I encourage you to try them.

Links

<http://artdelaguerre.fr/adlg/v3/?/en/>

https://www.madaxeman.com/L_Art_de_la_Guerre_page.php



AFTER ACTION REPORT

EMPIRE SQUARE BASHING 1914: RUSSIA VS. OTTOMANS

HOSTED BY TERRY SHOCKEY

Reported by John Owen

This scenario featured the Turkish forces early in World War I pushing through the Caucasus passes, halting to regroup, and a subsequent counterattack by the Russians. The Ottomans were commanded by Mumby Pasha and Elder Bey. The Russians countered with Col-Genl Setterlind and Lt Genl Owen. The Ottomans held good terrain, some masked by forest, and 3 of the 4 victory hexes. Thus, it was incumbent on the Russians to prosecute a vigorous attack.

Confusion in the Turkish deployment caused one of their flank cavalry units to be replaced by weak reserve infantry formation. On the first turn, a strong Russian cavalry group directed an artillery barrage at this force, which totally missed the target. The cavalry then assaulted the Turks, not only routing them, but forcing a retreat through a barraged square, eliminating most of them, partly due to poor morale checks. Things seemed to be going the Czar's way, but this turned out to be a delusion. The next turn, the Russian cavalry executed a flank attack on an infantry unit and a machine gun defending a hill. Even with the advantage of a shock assault, the cavalry was badly chewed up by the Turks. This repulse had dire consequences for the Russians, as it left their right flank in tatters.

While the defeated cavalry force attempted to regroup, Viceroy Setterlind on the Russian left moved his forces into attack position. At this juncture, an errant Turkish artillery barrage put their opponents' command group to flight, thus denying them any assets – as well as reinforcements - at a critical moment. With the Russian forward movement stymied, Mumby Pasha and Elder Bey beefed up their defenses and brought up reinforcements.

Desperate to regain momentum, the Russian command ordered a general assault bolstered by an artillery barrage. Unfortunately, the barrage had minimal results, and attacks on three adjoining squares were uniformly smashed. Recoiling, it was all the Czar's troops could do to disengage and hold on to their one victory square. As gamemaster Shockey tallied up the results, the Ottomans earned a very decisive victory and had the green light to continue their invasion. Mumby Pasha and Elder Bey could anticipate decorations from the Sultan, while Messrs Setterlind and Owen would likely be packing their bags for reassignment to Yakutsk and points north. Nonetheless, all the players enjoyed the contest and extend their thanks to Terry for hosting.



Historicon Report from Terry Shockey

If there was one word to sum up Historicon 2018 it would be curious. First, I was curious to see in what condition the Lancaster Host Resort presented itself. A construction zone would describe it. The thought of having to bring a hard hat crossed my mind. It was obvious that the Host was not ready or maybe unable to properly host this big event. The availability of food on site was sparse. The few employees that were available were doing their best but with difficulties, not of their own making, placed before them. The route to the vendors area next door was also a surprise. For those with mobility problems this was difficult. There was a long walk, including over somewhat rough ground. Glad I am still agile enough to handle those problems. It will be both sad and happy to say goodbye to the Host. Many good memories of past Historicons there but a poor facility to house this large convention.

Second curiosity was the number of canceled events that occurred. Of the 6 pre-registered events I had, two were cancelled before I arrived. One lady from Pennsylvania, who I have known for a number of years from previous Historicons, had 4 events cancelled on her, including two that she had just the day before gotten tickets in which to participate. The list became surprisingly longer each day with no apparent reason for so many. Sad and maddening for attendees looking forward to a specific game experience.

The third curiosity related to a comparison of terrain displays between this convention and last years Historicon in Fredericksburg VA. I normally take many pictures, mainly of terrain presentations of various games I find extraordinary or unique. In comparison with the 2017 convention 2018 was lacking. There were some very good table presentations, but not at the numbers of last year.

The games I participated in were not curious but very exceptional. With the Fallen Timbers game cancelled I joined Dave Manley, Larry Irons and Tim Parker in a Lacy Wars game of the Battle of Warburg. Dave Manley discussed this game well in last month's newsletter. Suffice to say I did feel that I acquitted myself well on that battlefield.



Thursday evening saw a Polish Soviet clash in 1920. The rules were modified Trench Wars (skirmish level). Being the forward command of Soviets I received the brunt of abuse from the attacking Poles. One of the Polish commanders was Dr. Greg Dryanski, who had given a lecture earlier that day on the Russo-Polish War of 1920. The Poles were finally stopped before they could reach their objective, so a marginal Soviet victory.



Friday was spent in two Napoleonic Peninsula games. The first was entitled *Welcome To Sunny Spain* hosted by Duncan Adams from Maryland. It is not a complete Historicon, in my opinion, unless I have played in one of his games. He is part of the H.A.W.K.S group from Maryland that put on many games for both adults and kids. A great group to know. I had the distinction of holding the woods at the far end of a small Spanish village through which the French needed

to get supplies. With my regular Spanish in this woods we were able to hold off numerous attacks by the French. They came to call that woods the equivalent of the Atlantic wall for that village. The French had to go elsewhere to supply their army.



That evening I joined a group of fellow Piquet rules aficionados, lead by Peter Anderson, in the Battle of Talavera. I was tasked with the defense of the town of Talavera. Unfortunately, in the end I only controlled the back half of the town with militia to help me. But it was a wonderful time with fellow lovers of the Field of Battle rules.



Saturday began with another Field of Battle game this time creating the Battle of Falkirk Muir from the Jacobite Rebellion 1746. This was ably lead by Tim Couper, who lives very close to the battlefield in Falkirk Scotland. Curiously I did recreate the historical event on the Hanoverian left flank. The three cavalry units in history took one look at the Highland warriors across from them, got growled at and fled the field. In my reality the cavalry charged connected with one Highland unit and forced them back without being able to pursue. The other two were

summarily shot to pieces and routed back. As in the historical account, one of the routing cavalry units was fired on by their own small group of Highland warriors who dispatched them to oblivion. That occurred in my reality as well. To make matters worse my command's officer was killed leaving the command without leadership for some time. Disastrous for me but also very fun.



I had been looking forward to the game for which I had preregistered, the Balkans 1914. It was cancelled before I arrived for the con. Not finding games in that time slot that appealed to me, John Mumby talked me into playing in a game of Brazen Chariots. I assumed it was chariots, maybe racing. But it was tanks in North Africa WWII. I was less than enthusiastic to play but soldiered on. It turned out to be an interesting game with a very striking effect on the gaming table. Our objective was to get our German tanks (cruisers) off the other end of the board over an escarpment to attack a British HQ camp. Those opposing us were the

light Honeys. We traveled much slower while the British buzzed around us like bees. I was able to punch out one of them and then along with John Mumby began to put the pedal to the metal and get off the other side. In the end, time ran out but we were in good shape to press the attack the next day. Ironically, the two sides had to choose the best tank commander from the opposite side. I won the award despite initially not wanting to play the game. Who would have thought? The most interesting part was the effect created on the table of the dust being stirred by the tanks.



It was also good to connect with former CMH members, Todd Presley, Scott Holder, and Paul Vogel. Todd is heavily involved with the Hobby University at the con. I spent some quality time having him show me techniques for doing eyes in 25mm figures. Great stuff from a master painter. Scott annually runs one of the ancients tournaments at the con.

One last curiosity was no trip to a battlefield. In the past, John Mumby and I have visited any number of AWI or ACW battlefields within the vicinity of the cons. This time we ventured into downtown Philadelphia to visit the Museum of the American Revolution. It was worth the trip. It is just past one year in existence. Very well worth the time, of which we did not have enough. One of the highlights was the display of Gen. Washington's command tent. If you are in Philly it is worth seeing.



I am looking forward to Historicon 2019 which moves to the new Lancaster County Convention Center with yet more curiosity. Below are a few additional photos from the convention.



Bill Daniel hocking his wares at Wally's Basement.



Isn't that the shipbuilder with John?



Battle of Hastings



Isandhlwana in 20mm



Siege of Fort St. Elmo



UNIT OF THE MONTH

(Not Sponsored)

Member Name	Scale	Manufacturer	Era	Unit
Dave Manley	15mm	Battlefront	WWII	Armored Recon, Mortar, 75mm, and halftrack



GAME OF THE MONTH

Total Escape Games Sponsor



Member Name	Scale	Era	Rules	Description
Greg Cornell	28mm	SYW	FOB2	SYW in Germany
Rob Cuscaden*	28mm	AWI	Sharp Practice	Ford Action
Bill Daniel	15mm	WWI	What A Tanker!	Villers-Brettonneux: First tank vs tank battle
Joe Martinez	Cards	WWII	Down In Flames: Locked In	WWII Aerial Combat
Dave Newport	15mm	Ancients	L'Art D'le Guerre	Romans vs Macedonians
Terry Shockey	15mm	WWI	Square Bashing	Turkish-Russian Clash

*Denotes this month's winner

Each month CMH members host games at the monthly meeting. This award is for the effort put out by the host.







Historicon 2018 by John Mumby

This was my 15th Historicon in a row. The camaraderie with friends I have met at the con over the years was the highlight. One gamer in particular, Tim, was absent last year, so it was good to see him again. He has moved from London to Edinburgh (I think he lost a bet;), plays Field of Battle, is a Doctor of Physics, and could be a stand-up comedian.

My Thursday games started with a 6 1/2 Campaign in a Day: Spain and Portugal Napoleonic game with 12 tables using Snappy Nappy. There were 15 players. Russ Lockwood, the author, was helping to run the game along with Peter Anderson. I played the Spanish guerrillas. It was very entertaining!!

My second Thursday game was Prestonpans, 1745. Tim was running this game. It could have been a lot of fun but two of the players couldn't get the rules down (I later learned that one of them was slightly developmentally disabled). Tim was getting frustrated by having to teach the rules every turn. The Jacobites won in a few hours. The real battle took only 10 minutes according to Tim ;)

Friday was AWI day. The battle of Monmouth, 1778, was a game I was looking forward to playing. The game was going along great until one of the players (for the third time at games I have played in over the years) started drinking. And, once again, ruined the game for most of the players. When a player starts saluting with Sieg Heil during a game, that's it for me. I finished the game, but it was not too fun.



The next game was Cowpens, 1781. Like the above game, the rules have not been published, but it was enjoyable. The host was very knowledgeable about the battle and added little facts as we gamed along. Tarleton would proclaim victory because he was on his way to capture the baggage train. Morgan was handling the British infantry very roughly, so he could claim a win. Howe, however, would probably say it was a defeat because of the loss of so many soldiers. It was that close of a game ;)

Saturday was another day of unpublished rules. I started off with "ACW Mirror-Image" with "hidden movement until contact." Well, the hidden movement turned out to be which area you would bring your troops onto the table. That was a bit disappointing, but the rules were OK. It was very mirror-imaging as both sides turned the other's left flank for a draw. While Terry had two games cancelled, I only had one cancelled. We both were looking for a game Saturday night. Our first two choices were full and Terry's third choice was, too. We found a game called Brazen Chariots- The Battle of



Sidi Rezegh, 1940. Now, Terry is not a fan of WW2 gaming, but he did give it a shot.....and won the award for the best player on our side ;) The game itself was very interesting by having desert dust clouds behind the tanks. The more dust clouds, the faster the tank was going which was very visual. We played the German side which didn't quite make our objectives, but we had a good time!



I'm so glad that next year we will be at the convention center in downtown, Lancaster, and not the Host. There were sure a number of games cancelled--one lady we met several years ago had 4 games cancelled (two original games and then the two replacements, too). That was unusual in my years of going to Historicon. Terry and I already have our rooms for next year. Huzza!!



CMH September Scheduled Events

This table shows what events are scheduled for CMH. Next months Friday Night Fights (FNF) and the monthly meeting (MM) are listed. It is recommended to schedule your game for future meetings and will appear on this page.

Date	Meeting	Location	Start Time
September 7	FNF	TEG	7PM
September 9	MM	Baker Rec Center	12PM
September 14	FNF	TECH	7PM
September 21	FNF	TEG	7PM
September 28	FNF	TEG	7PM

TEG - Total Escape Games
6831 W. 120th Ave.
Suite C
Broomfield CO 80020

TECH - Thornton Estates Club House
3600 E. 88th Ave
Thornton CO
www.totalescapegames.com

FNF (TBD) may or may not occur due to a lack of a scheduled host/location.

COMING EVENTS:

September 28-30 Recruits: Lee's Summit MO

September 27-30 Hurricon: Kissimmee FL

Monthly Meeting Events:

**Introductory games to learn *L'Art de la Guerre*
Ancients Rules**

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 it is deferred to the third Sunday. The meeting starts at noon at the Baker Recreational Center, 6751 Irving Street (just a few blocks west of Federal Blvd), Denver CO. The club also hosts gaming at least one Friday night a month, called "Friday Night Fights" (FNF) at 7 PM. FNF will be held at several various locations. See previous schedule or view the website for latest information.

CMH maintains ties with numbers local, regional and national groups to help promote the hobby. CMH is governed by member-elected officers who serve on the Board of Directors (executive board). Terms 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 \$45.00 per year, payable in January. Members wishing to receive a snail-mail 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: \$45.00
Half year Adult Membership: \$30.00
(For NEW members who join after June 30)
Family Membership: \$45.00 (one Adult and any number of offspring)
Student Membership: \$25.00 (16 to 22 years old)



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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