

Colorado Military Historians

Newsletter

XLVIII, No. 9 **Sept 2022**



News and Views

Message from CMH Secretary Eric Elder



This month I would like to thank John Brown for his ADLG Fantasy article.

Some upcoming events:

- Pulp Alley game at FNF September 2 by Hugh and Doug.
- Fire and Sword (Tartar vs Imperialists) MM September 11 by Hugh and Doug.
- Cold War Commander (Indo-Pakistan War) MM September 11 by Eric Elder.

As mentioned at the July monthly meeting, we are looking for games to be run at club convention Veterans Wars held November 12-13. For those unfamiliar with the convention, we usually have five concurrent miniature games (mainly historical) a session. There are three sessions: Saturday morning, Saturday afternoon, and Sunday afternoon. Sunday morning club members bring items for the swap meet. If you want to run a game, you can get in touch with a Board member and then I can post it to the Veterans Wars event list on our web site. The CMH Board is looking for a Veterans Wars coordinator. If interested, please contact a Board member. You are not just on your own for our convention, the Board will fully support you.

L'Art de la Guerre Fantasy Version House Rules Playtest

Article By CMH Member John Brown

Over the last several years *L'Art de la Guerre* (ADLG) has proven extremely popular in our club, along the Front Range, and in the country as a whole. Larry Irons, CMH's ADLG guru, has hosted several tournaments, and CMH players have participated in ADLG tournaments in such external venues as Historicon. In this they join an international phenomenon that has seen ADLG become popular worldwide. The game enables engaging representations of Ancient and Medieval Warfare. An informal Renaissance version exists online. Inevitably, many players would like a Fantasy version as well.

For about six months a fistful of CMH ADLG enthusiasts have been trying to develop a workable fantasy supplement to *L'Art de la Guerre*. These optional rules have been built upon *ADLG Version 4*. Other popular games have influenced our thinking. The *Hordes of the Things* (HOTT) mix of fantasy troop types and characteristics echoes in the tactical choices available. The scenario richness and integration of magic spells from *Dragon Rampant* have been drawn upon. We also draw upon *TSR Battlesystem Skirmishes* and other popular games for ideas. It is impossible to play our version of ADLG(F) without *ADLG Version 4*, but familiarity with the other rules enhances play as well.



Sauromen move out against an Elfin Army

The supplemental CMH ADLG(F) rules come under four major headings: Flight, Magic, Special Units and Characteristics, and Scenario Design. Each heading is a cluster that can be played with or without the others. Most units in play are likely to be lifted directly out of ADLG as it exists, adjusting for choice of figure. Amazons, Elves, and Orcs can all be "Bowmen" for examples, and Dwarves, Orcs, Humans, and Sauromen can all be "Spearmen". Given the point system, an army with no magicians, flyers, heroes, or fantastic troops – an actual historical army, for example -- should nevertheless be competitive. Fantasy adds flavor and richness, but the core game remains recognizably ADLG.

At the August 14 meeting we play-tested these ADLG(F) House Rules. Richard Kasten pitted his Malazan against John Brown's High Plains Archosaurian Amazons, and Jim Rairdon led Elves against

Les Stuart leading Sauromen. Other players observed, participated, kibbitzed, and commented. The optional rules played well and were a lot of fun, but nevertheless need refinement. We might want to increase the cost or turn down the "rheostat" on Magic or the capabilities of Dragons, for examples, to stick with the principles "you get what you pay for" and that an historical army should be able to compete. We are working on a rewrite now and will playtest again at the October 9 CMH Meeting. If you are interested in participating, please contact Jim Rairdon or John Brown.



Styracosaurian Amazons collide with Malazan Pike

ADLG(F) is intended to be an enjoyable supplement to ADLG, and by design makes concessions towards playability. Hopefully the additions will be easily picked up by reasonably experienced players. The intent is to add detail and richness that can be taken on as a whole or played in part. CMH, as always, is trying to make the experience of war-gaming even fun!



An Ankylosaur, even better than a War Wagon!

August 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
David Newport	28mm	Old Glory	AWI	British Redcoats
David Newport	28mm	Old Glory	AWI	American Militia
TOM DYE	6mm	Baccus	ACW	Union and Conf.
Jeff Lambert	15mm	Battlefront	WWII	Soviet Rifle Battalion

Winner in **RED**



Historic Location of the Month

Nao Victoria ship Spain



Replica of the first ship, *Nao Victoria* (a carrack), to successfully circumnavigate the world. The circumnavigation began in 1519 and completed to Spain in September 1522.

August 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
David Newport	15mm	Homegrown	Rorke's Drift
Greg Skelly	15mm	Flames of War	Campaign Game #9
Steve Van Dyke	1:285	Panzer	WWII Small Unit
GREG CORNELL	15mm	One Hour Wargames	WWII
John Brown	15mm	ADLG(F)	Fantasy Version Playtest

Winner in **RED**



Historicon Photos

John Mumby Photo Collection



Battle of Salerno with the Little Wars TV Josh and Miles.



Battle of Antietam, Small Deadly Space rules by Dr. Steven Fratt.



"I think we should have turned left at Rapa Nui."



Battle of Mollwitz.

2022 Conventions

Date	Name	Location
September		
22-25	Hurricon	Orlando, FL
October		
7-8	Advance the Colors	Springfield, OH
November		
4-6	Rock-Con	Rockford, IL
4-6	<u>Fall-In</u>	Lancaster, PA
10-13	MillenniumCon	Rolling Rock, TX
December		
1-4	Midwest GameFest	Kansas City, MO



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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