



Colorado Military Historians

Newsletter

XLVIII, No. 11

Nov 2022

Veterans Wars 2021



News and Views

Message from CMH Secretary
Eric Elder

Thank you to all the members (Jim, John B, and Don) who submitted articles this month. A welcome change.

The club board met online on October 16. Discussion topics were t-shirts, dice shwag, food for Veterans Wars (spending \$150 for food was voted on and approved), discuss existing club bylaws and theft in parking lots during our meetings. Recently (October 14) there was a car theft at the parking lot just before the Friday Night Fight at Hobby Town. Details of what happened can be found here: <https://www.9news.com/article/news/local/westminster-car-theft-shooting-investigation/73-b68216b4-3183-413d-8592-eaee88c25b42>. We will continue to be on the lookout for any potential issues.

It looks like Veterans Wars will have a large collection of game events. I would say the most I have seen at either West Wars or Veterans Wars. Could this be our largest club convention attendance and events count?

Here is a note from our Veterans Wars coordinator Jeff Hunt:

Taking the opportunity to coordinate this year's Veteran's Wars I have been thinking about making the most of my gaming time. We are going to have demos for at least four different games that you can try out to see if they fit your playstyle. We are presented with multiple eras and some infrequently seen conflicts during familiar eras. We also have a prototype rules set to try. Since we have so many opportunities this time, I'm inviting a friend. He's never played a minis game before but has seen pictures of some of mine and is interested in them. If you know anyone who has wondered about those toys you spend so much time painting this is a great opportunity to see a variety of games and try them out if they want with no commitment other than a little bit of their time.

The Great Northern War

Article By CMH Member

James L. Rairdon, DM, FLMI

The period 1683 – 1721 has been called the Birth of the Age of Reason. The period can be divided into several phases. The Balkan Wars, The 2nd Russo-Turkish War, and the 5th Austro-Turkish War. The Great Northern War occurred during this time frame (1700-1721).

The Balkan Wars (1683 – 1699) saw the high-water mark of the Ottoman Empire at the gates of Vienna (1683). While they remained a formidable opponent, they lost influence to Imperial Austria and Russia. During the Hungarian Revolt the Ottoman Empire ended nearly 20 years of peace by attacking the Austrian capital of Vienna. The capital was besieged for two months, and the siege was broken by Polish and German troops under Jan Sobieski III of Poland. In the following years the situation swung back-and-forth between the combatants, finally after a crushing defeat at Zenta (1697) by the Prince Eugene of Savoy the defeated Ottomans signed the Treaty of Karlowitz (1699).



In the 2nd Russo-Turkish War (1710-11) after the Ottoman Empire refused to evict Charles XII of Sweden following his defeat at the Battle of Poltava (1709). Russia declared war but the short war ended when the Russians were surrounded by the Turkish army on the Prut River and they sued for peace.

The 5th Austro-Turkish War (1716-18) came about because of Ottoman attacks on Russia in 1711 and Venice and 1715. During the two years Prince Eugene managed to reassert Russian dominance in Balkans. In 1717 Belgrade was captured. The Treaty of Passarowitz confirm the gains of the Treaty of Karlowitz (1699) and handed the Austrians control Belgrade.

During this period the Great Northern War (1700-1721) occurred. This was a massive struggle between Sweden and Russia. The period saw the decline in influence of Sweden and Poland and the rise of Russia as a Great Power. Sweden tried to maintain its Great Power status, but the war oversaw the transformation of the situation in Eastern Europe.

Swedish supremacy in the land surrounding the Baltic Sea was challenged by a coalition between Russia, Saxony–Poland, and Denmark. In 1700 the young Swedish King Charles XII moved swiftly using his highly trained professional army to first knock Denmark out of the war, then destroyed Peter the Great's Russian army at Narva (1700). In 1706 Saxony–Poland made terms with Sweden leaving the Russians to challenge the Swedes.

In 1707 Charles XII determined to invade Russia to bring the war to a conclusion. The initial campaigns went well until the battle of Poltava (1709) in which the Swedish army was destroyed. After that Charles XII fled to the town of Bender in Ottoman territory. At this point, the Russians undertook an unnecessary war with the Turks, which ended with a humiliating Russian defeat in 1711.

Even though the Swedish army had further victories, the economy of Sweden could not sustain the long war. And 1714 Hanover joined the war, followed by Prussia in 1715 and Great Britain in 1717. Charles XII was killed in the battle of Fredriksten on 30 November 1718, and he was succeeded by his sister Ulrticka Eleonora. The war gradually came to a conclusion with treaties being signed with Hanover and Prussia in 1719, Denmark in 1720 and finally with the Treaty of Nystad in 1721 with the Russians. Saxony did not conclude new treaty with Swedes, it simply renewed the Peace of Olivia that had ended the Second Northern War in 1660. Sweden was reduced during the long war as a major European power. Sweden lost much of its land gained during the 17th century. Russia was one of the main beneficiaries these losses with the new the city of Saint Petersburg (established in 1703), and the acquisition of Estonia, Livonia, Kexholm, and the bulk of Karelia. This meant that Russian now had a window to the west.

In December Tom Dye and I will be running the Battle of Gadebusch (20 December 1712) to be played at CMH meeting in honor of Terry Shockey. We will be using Terry's troops and the *Twilight of the Sun King* rules. The scenario from the Great Northern Wars and Ottoman Wars scenario book, will be published in the December newsletter.

References

Dorrell, N. (2017). *Twilight of the Sun King*. The Pike and Shot Society.



Veterans Wars 2022

Current Event List

Saturday AM

Game: Battle of Poti (November 13, 1809)

Seraskier Sheriff with 9000 Ottomans sally forth to stop Prince Orbeljanov's Russians and Princess Nino's Georgian Auxiliaries from taking the port of Poti on the Black Sea.

Rules: *Corps Command IV* (modified for D20).

Scale: 20mm

Players: 3-5

Tables 2

GM: Matt Johnson

Game: "There can be only one." Western, wild west

Rules: *Fistful of Lead*

Scale: 28mm

Players: 2 - 6

Tables: 2 2x6

GM: Larry Armin

Players, please bring a 3' tape measure and pencil.

Game: The Khalkhin-Gol Encirclement

Rules *Memoir 44 Overlord*

Players: 2-4

Tables 2 2x6

Manchuria 1939, General Zhukov launches his double encirclement of the Japanese army. Figures provided; rules taught.

GM: Matt Vigil

Game: Cats eyes against the blitz

Rules: *Wings of Glory*

Players: 4

Tables 2

Scale: 1/144

Night fighting during the Battle of Britain. Minis provided; Rules taught

GM: Nate Forte

Game: Stalingrad Tractor Factory

Rules: *Bolt Action*

Players: 4

Tables 2

Scale: 28mm

Can you storm the Red October tractor factory and stop the Soviet reinforcements? Will you be able to hold off the attack and keep producing T-34's? Figures provided; rules taught.

GM Ed Rossman

Game: To Kill Yamamoto

Rules: Blood Red Skies

Players: 4

Tables: 2

Scale: 1/200th scale

Signals intelligence has provided an opportunity for revenge on the man who planned the attack on Pearl Harbor. Can you kill Admiral Yamamoto or will he out maneuver the P-38s?

GM Ed Rossman

Game: War Room 2nd edition demos

Rules: War Room 2nd ed

Tables 2

Check out the new 2nd edition of War Room.

GM: Larry Irons

Game: - Battle of Hydaspes

Brief Description - Alexander the Great faces off against Indian King Porus along the banks of the Hydaspes River. 15mm miniatures using modified Command Colors: Ancients Epic rules

Number of Players - min 4 / max 8

Tables 2

What players provide - nothing

Rules - Command Colors Ancients Epic

Game Master - Matt Zajac

Saturday PM

Game: Battle of Britain

Rules: Wings of Glory

Players: 4

Tables 2

Scale: 1/144

Spitfires and Hurricanes defend against Messerschmitt's and Henkel's

GM: Nate Forte

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GM Ed Rossman

Game: Ravenfeast "Viking age rules"

Rules: Ravenfeast

Tables: 2

Scale: 28mm

Ravenfeast is a Dark Ages skirmish game from Little Wars TV. Demos will be run to show off the game.

Rules taught; figures provided. <http://www.ravenfeast.com/>

GM: Brian Kennedy

Game: Panzer slugfest in the Western Desert

Rules: Panzer

Players: 7

Tables: 2

Scale 15mm

WW II Africa. Panzer Slugfest. Rules taught; figures provided.

GM: Gary Stribling

Game: "Cohesion. It's the Name of the Game"

Rules: Cohesion

Scale: 6mm

Players: 4

Tables: 2

Tom Dye is introducing his Cohesion rules set. "Unit Cohesion based rules track how well the unit's leadership is doing it's job".

GM: Tom Dye

Game "Dervish attack on a British Column"

Game Rules: "The Men Who Would be Kings"

Number of players 6

Table size 5' x 6'

British column, in camp protected by a zareba, is attacked by a Dervish and Hodendowa force.

All miniatures and supplies provided. Players are welcome to bring their troops to play with.

GM: Doug Wildfong

Game: War Room 2nd edition demos

Rules: War Room 2nd ed

Tables 2

Check out the new 2nd edition of War Room.

GM: Larry Irons

Sunday PM**Game: L'Art de la Guerre Dark Ages Tournament**

Players will compete in an ADLG tournament of 1 or more sessions. The theme is Western Europe Dark Ages and their opponents.

All armies must be between the years 500-999 AD

lists 109, 124-133, 141-165

Legal allies may be outside those list [#s](#), but must fall within the year range. Options indicating Europe, North Africa are permitted. No others.

*****(No Elephants, No Knights, Maximum 2 Cataphracts in army)***

If you choose an army from 860 AD, for example, the ally must also be from the same year.
rules: L'Art de la Guerre (ADLG) Version 4 with latest errata.

scale: 15mm

players: 10 (need 5 tables)

GM: Larry Irons

Players should bring their own 15mm Dark Ages army, dice and terrain. Advanced, Knowledge of the rules set is necessary.

Game: RAF night bombing

Rules: Wings of Glory

Players: 4

Tables 2

Scale: 1/144

Night fighting over Germany. Can the night fighters fend off the RAF night bombing campaign? Rules taught, figures provided.

GM: Nate Forte

Game: Battle of Mers-el-Kabir

July 3, 1940, British naval forces have started shelling French ships in the harbor of Mers-el-Kabir and the French must escape.

Number of Players: 4

Rules to be used: Naval Thunder

Game Master Eric Elder

Rules taught and figures provided.

Game: Stalingrad Tractor Factory

Rules: Bolt Action

Players: 4

Tables 2

Scale: 28mm

Can you storm the Red October tractor factory and stop the Soviet reinforcements? Will you be able to hold off the attack and keep producing T-34's? Figures provided; rules taught.

GM Ed Rossman

Game: To Kill Yamamoto

Rules: Blood Red Skies

Players: 4

Tables: 2

Scale: 1/200th scale

Signals intelligence has provided an opportunity for revenge on the man who planned the attack on Pearl Harbor. Can you kill Admiral Yamamoto or will he out maneuver the P-38s?

GM Ed Rossman

October

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.

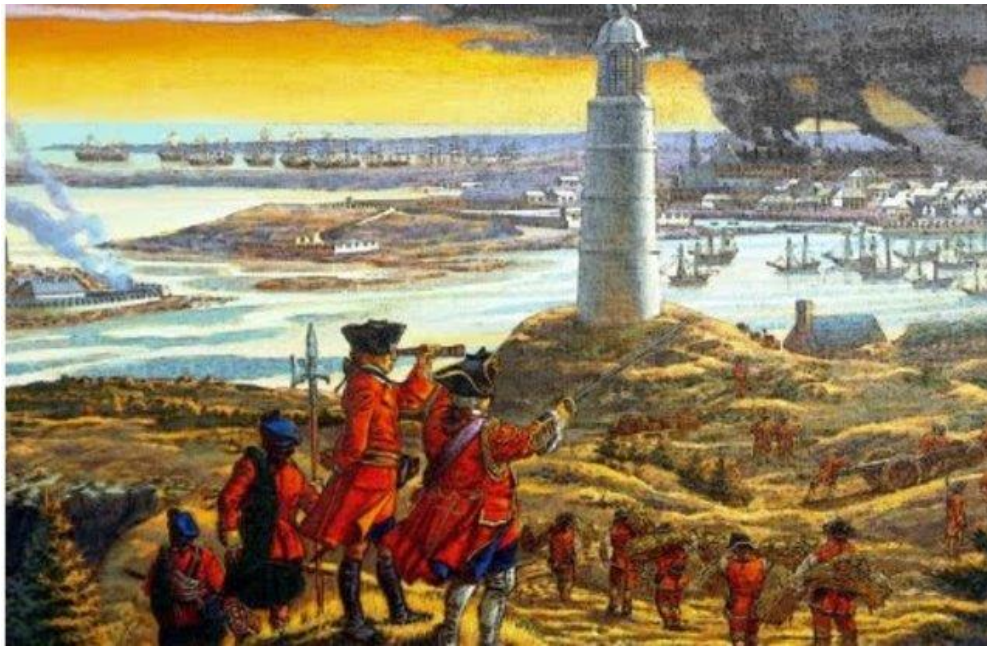
CMH Member	Scale	Manufacturer	Era	Unit
Doug Wildfont	28mm	3D printed	Fantasy	Panzer Bears
Scott Holder	15mm	TTG	Ancients	Arab/Berbers/Toureg Camp
DON CYGAN	28mm	Perry	ACW	5 th NY Zouaves

Winner in **RED**



Historic Location of the Month

Louisbourg, Nova Scotia, Canada



During the opening moves of the Siege of Louisbourg in 1758, Lighthouse Point, which is across the harbour from Louisbourg, is captured by the British. The current lighthouse is not original.



L'Art de la Guerre Fantasy Version Playtesting

Article By CMH Member

John Brown

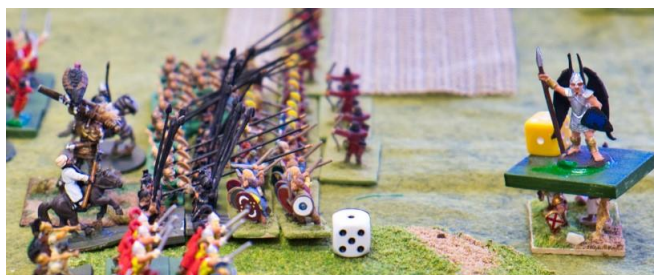
We CMH ADLG enthusiasts continue our efforts to develop a workable fantasy supplement for L'Art de la Guerre. Drawing upon lessons from the August 14 playtesting session reported on in the September newsletter and some pickup games, we came out with a revised version of our ADLG(F) house rules and playtested them again at the October 9 meeting. The results were even more satisfying than in our earlier sessions, and we believe we are coming up with a “keeper” for house rules.



Richard Kasten and Pat Harvey prepare their minions for battle.

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 have been 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, and Sauromen can all be “Spearmen”. Relatively few flyers, magic users, or non-anthropomorphic fantastic beasts were chosen for any of the armies in play.

With respect to Flight, only a few tweaks, largely clarifications, seemed necessary in the version we played August 14. The system featuring Flight Classes with defined capabilities and die markers to indicate altitudes played smoothly. However, there were only a few flyers in play (they are expensive) and only one game in which both sides had a flyer. We had a healthy dose of air-to-ground excursions but no real opportunities to test air-to-air. We will consciously add that experience into a future scenario.



Mazalan assault the hill while their winged moranth strikes deep.

With respect to Magic, the phasing of spells and the use of “itinerant” (individual) or “covenant” (in a group) magicians in the earlier version had played well. However, the spells available seemed pretty numerous and in some cases so powerful as to unbalance play. We want to achieve a state where the point system is balanced enough that “you get what you pay for”, and an army without Magic can compete with one with Magic using other means. The intent is for Fantasy to add detail and richness while the game nevertheless remains recognizably ADLG – and historical armies can win.

For the October 9 playtesting we turned the “rheostat” down a bit on Magic, making it a little harder to use and a little more likely to fizzle. Most notably, we stipulated that a Magic user cannot move and cast a spell in the same turn. This gives potential targets an opportunity to react to the approach of a spell caster. Spell casting takes time, after all! We also tweaked the Magic results table in some cases. We are OK with a well time Magic strike incorporated into a clever move being decisive, but do not want Magic to overwhelm the game.



A Coelophysis swarm waits in ambush.

We do want to keep our number (fifteen) and mix of Magic spells, as the selection comports with Fantasy literature and adds a lot to the fun. However, one should not have to master all the spells listed before enjoying a few of them. We had the playtesters using magic browse through the spells and pick a few that interested them. Then we had opponents exchange choices made with respect to spells before playing, so that both players could get their “heads around” the spells that were going to be played. This avoided delay, debate, and confusion in the game itself. Less surprises but more fun!

With respect to Special Units and Characteristics, we as a group have evolved an ever-growing menagerie. ADLG already has some colorful options: for example, “Ballistic Behemoths” (in ADLG’s case elephants with artillery on their backs, but these could be any outsize creatures). Fantasy is a big tent, however, so ADLG(F) players inevitably want to add additional units and characteristics. All this is welcome, but careful thought must be given to maintaining compatibility with ADLG as it is played and to assuring that the cost of the unit corresponds with the value it has in the game.



Elite raptor riders trail a feral ultra-raptor pack.

Our ADLG(F) “Zoo” now includes forty-four new troop types running in alphabetical order from “Aerial Hominids” to “Undead”. There are often sub-types as well. Ceratopsian Cavalry, for example, can be Mediocre (like on Protoceratops), Ordinary (like on Styracosaurus), or Elite (like on Triceratops). Shapeshifters feature even more varieties than that, given all the different things they can turn into, e.g.: were-wolves, were-bears, were-crocodiles, or Malazan style were-dragons and were-rat swarms.

Our menagerie will undoubtedly grow, given the breadth of Fantasy figures and literature available. Again, the answer is not to require mastering all the optional rules before enjoying some of them in ADLG(F). No army or scenario will have all or even most of the “Zoo” at the same time. We encouraged players to pick out a few Fantasy types that interested them, and their opponents to do the same. Players discussed their army lists before playing, enabling them to get their “heads around” the units that would actually be on the board. This avoided delay, debate, and confusion in the game itself. An even better idea might be to exchange army lists a few days in advance.

We are digesting the results of our October 9 playtesting now and will have a rewrite of ADLG(F) out in a month or so. We hope to have a few pickup games between now and January, and then to attempt a major multi-player scenario (the Pleistocene Amazons versus the Evil Snow Queen) at the January 8 meeting. Thus far our playtesting has been one on one with 240-point armies. In January we will see if the rules work on a much larger scale. If you are interested in participating, please contact Jim Rairdon or John Brown. CMH, as always, is trying to make the experience of war-gaming even more fun!



Orcs, ogres and trolls converge on a Sauroman Square.

October

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	15mm	Memoir 44 Overlord	Stalingrad
Larry Armin	28mm	Horse & Musket Fistful of Lead	F&IW
STEVE VAN DYKE	6mm	Panzer	Tactical WWII
Jeff Lambert	15mm	Flames of War	Villiers Fossard WWII

Winner in **RED**



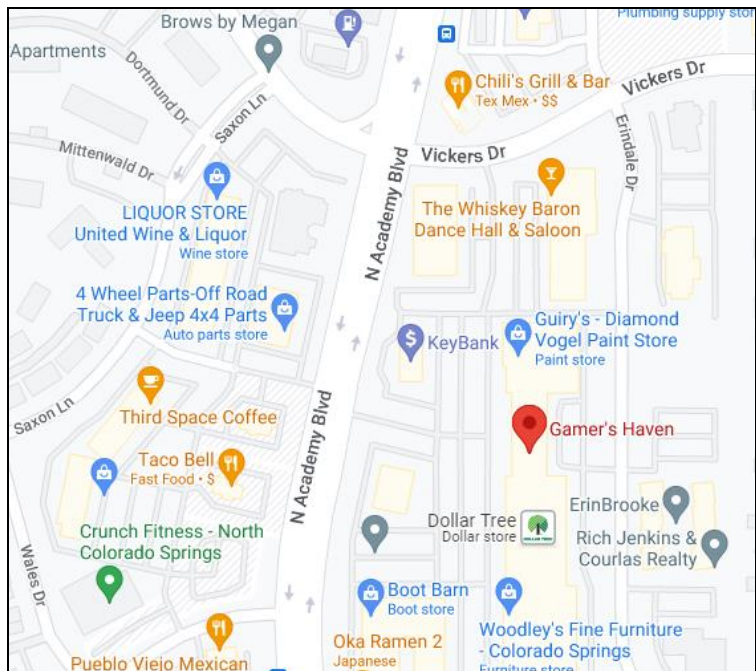
Gamer's Haven New Location

News from CMH Member

Don Cygan



For those of you who have not heard, Gamer's Haven of Colorado Springs recently moved. The new location features more square footage for merchandise and the store still maintains a large "War Room." The new location is 5861 Academy Blvd N., near the Dollar Store (basically, across Academy Blvd. from their old location). During a recent visit, the staff told me they will continue to stock and have even more room to display historicals such as FOW, Black Powder, Bolt Action, Team Yankee, etc. Since they are one of the only (perhaps THE only) gaming stores in Colorado that continue to strongly support historical gaming (they even have Sunday mornings set aside for historical gaming), I for one will continue to support them. Website for more information: <https://www.gamershavenco.com/>.



2022 Conventions

<i>Date</i>	<i>Name</i>	<i>Location</i>
November		
4-6	Rock-Con	Rockford, IL
4-6	Fall-In	Lancaster, PA
12-13	Veterans Wars	Denver, CO
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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