



Colorado Military Historians

Newsletter

XLVIII, No. 12

Dec 2022



Battle of Heavenfield, 634, between Kingdom of Northumbria and Kingdom of Gwynedd

News and Views

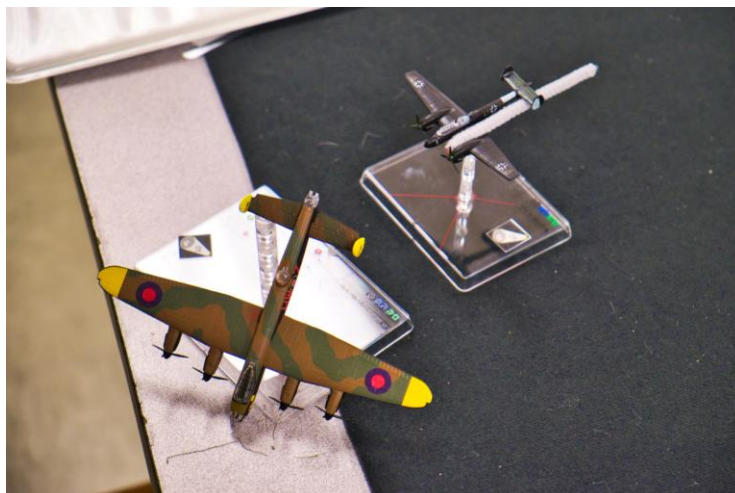
*Message from CMH Secretary
Eric Elder*

Thank you to John Brown and Jim for their articles this month. ADLG rules continues to charge ahead at the club as the Ancients ruleset of choice.



Veterans Wars came off really well. Jeff with the support of the Board did a great job with I'd say record attendance and number of games; well, at least since I joined the club. Attendance was 28 Saturday morning, 20 Saturday afternoon, and 32 on Sunday.

Larry Irons is moving forward with signing the 2023 lease for Baker (same number of hours as 2022). The 2022 contract was \$2100, and now the 2023 contract is \$2184. We continue to be fortunate at having a limited change in our annual lease.



Veterans Wars 2022 Photos



November

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
MATT VIGIL	15mm	Old Glory	Ancients	Goths

Winner in **RED**



The Battle of Gadebusch

Article By CMH Member

James L. Rairdon

At the December 2022 CMH meeting Tom Dye and I will be running the Battle of Gadebusch, December 20, 1712, to be played in honor of Terry Shockey. We will be using Terry's troops and the *Twilight of the Sun King* rules. This is the scenario from the *Great Northern Wars and Ottoman Wars* scenario book.

Background

In 1712 the Swedes managed to land some troops from Sweden into Northern Germany. They formed a field army there by combining elements drawn from the remaining Swedish garrisons in the area. Reacting to this move the Danish Army campaigning in the area to eliminate the remaining Swedish fortresses moved to confront the new threat. The Danes took up a defensive position and awaited events as numerous allied troops marched to their assistance. Steinbock, the Swedish commander, realized that this Danish position was too strong to attack directly, so he marched to attack it on its flank. This move was in turn spotted by the Danes as the Swedes approached the Danish position and they hastily shifted their facing to confront the Swedish advance. Leaving all their artillery behind, and in some confusion, they took another position in the path of the Swedish advance. This position was not as strong as the first, but at the last minute a welcome addition to their forces arrived, a contingent of Saxon cavalry. Undaunted the Swedish army launched their attack.

Weather

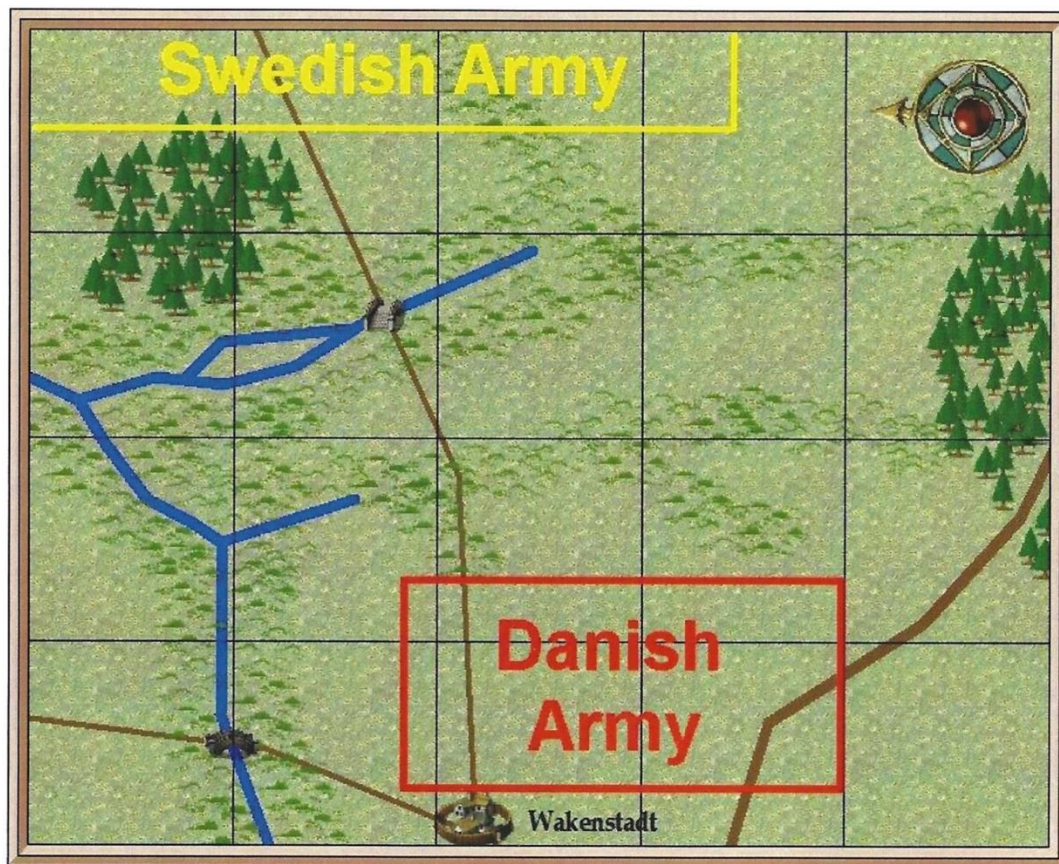
The weather is clear but cold.

Terrain

The village of Wakenstadt and the woods are bad going, which count as a +1 defensive terrain bonus for units inside them.

Scenario

The historical battle was a relatively straightforward battle, the allied player deploys the Danish units first. In this alternative scenario the Allied player can deploy their entire force, including artillery, at the start of the game. They may deploy anywhere in the bottom row of squares on the map in any desired formation. After the Allies have deployed, the Swedes deploy anywhere the top row squares on the map in any formation desired. This represents the Danes reacting quicker to the Swedish move and being able to fully redeploy their army.



Order of Battle

Allied Danes and Saxons

All infantry are flintlock armed

Army Commander: Frederick IV (1)

Artillery: 3 Trained Field Guns

Left Wing: Legaard (0)

Cavalry - 2 trained Cavalry; Land Cavalry – 1 Raw Cavalry

Center: Kragh (1)

Guard/Grenadier Infantry – 2 Elite Infantry; Line Infantry - 2 Trained Infantry - 1 Trained Small Infantry, 1 Raw Small Infantry

Right Wing: Dewitz (1)

Guard Cavalry - 1 Elite Cavalry, 1 Trained Large Cavalry, 1 Trained Cavalry

Saxons: Flemming (1)

1 Trained Cavalry, 1 Trained Small Cavalry, Dragoons – 1 Raw Cavalry, 1 Raw Small Cavalry

All Danish Trained units are Class B.

Swedish

Army Commander: Steinbock (2)

Artillery – 2 Elite Light Guns

Left Wing: Ducker (1)

Cavalry - 1 trained Determined GH Cav, 1 Trained GH Cav, 1 Small GH Cav (C Class)

Center: De La Gardie (1)

Infantry – 1 Trained Determine GP Infantry (A Class) a class no pikes; 1 Trained Determine GP Infantry, 1 Trained GP infantry C class no pikes, 1 Trained Determine Small GP infantry

Right Wing: Marschalack (1)

Cavalry - 1 Trained Determine GH cavalry (A Class), 2 Trained GH Cavalry

Unless otherwise noted, all trained troops are B class. Two infantry units have no pikes, as noted, and so count as rank 1, all flintlocks for firing and rank 4, all other foot in melee. They still count as GP infantry the turn after charging, but not win in melee with cavalry or superior melee foot.

Note:

The Swedes had adapted their guns to improve their mobility. They count as like guns and can limber relatively easily. They can be manhandled 1/2 BW but give a plus one modifier if only these light guns are fired at a target.

Victory Conditions

The Swedes can claim a morale victory if they remain undefeated at the end of the alternative scenario game.



Historic Location of the Month

Cannae Battlefield, Italy

During the Second Punic War, on August 2, 216BC, Hannibal leading Carthaginians and Allies almost annihilated his Roman opponent.



L'Art de la Guerre Tournament at Veterans Wars

Article By CMH Member

John Brown

Our CMH Veterans Wars convention featured its now customary Le'Art de la Guerre (ADLG) Tournament on Sunday 13 November. This time Tournament Host Larry Irons specified a Dark Ages theme, limiting armies to the period 500-999 A.D. and the geographical scope to Armies that might have fought in Europe or North Africa. This took players out of Classical or Medieval “comfort zones” and suspended the ever-popular knights and elephants from play. Most players fielded armies they had never played before. Larry’s initiative paralleled developments at Historicon, which turned to a Dark Ages theme for about the same reason – to encourage new and different gaming experiences.

Ten armies showed up on the field of battle. Four were Byzantine (one Justinian, one Thematic, and two Nikephorian). Three were Arab (one each Arab Conquest, Umayyad, and North African Arab). There were also Scots, Vikings, and the Visigoths in Spain. Byzantines showed well at Historicon, and that bit of strategic intelligence may have influenced the popularity of Byzantines here. Another influence may have been figures players already had. Late Imperial Romans can realistically serve as many of the Byzantine units and ancient Germans as Vikings, for examples.

We got in a single round on November 13, with the expectation of another round at the CMH meeting on December 11. The bloodiest slugfest this round seems to have been the one pitting Brent Sustaita’s Arab Conquest Army versus Jim Rairdon’s Scots. The Scots rolled in on a wide front with seventeen units of spearmen (three heavy and fourteen medium) and four medium or heavy cavalry. It wasn’t practical to flank the Scots so the Arabs attrited them with archery and then met their assault essentially head on. The early attrition seems to have been adequate – if barely; after a seesaw battle the Arabs won 27 to 17. One lesson learned: roll sixes – not ones!



Speaking of slugfests, we also might mention Greg Rold’s Vikings’ battle with Pat Harvey’s Justinian Byzantines. Like the Scots, the Vikings came on in a formidable mass. The Byzantines had fewer albeit individually more capable units. As the battle raged the Vikings ended up doing better on one flank and the Byzantines on the other. Unfortunately for the Byzantines, their losses compromised their ability to cover their frontage whereas the Vikings always seemed to have more troops to throw in. As the contest ended the Vikings had won 20 to 16.

Compared to the slugfests mentioned above, the battle between Richard Kasten's Nikephorian Byzantines and Art Hayes' Thematic Byzantines seems to have been a more civilized affair. Both sides had balanced combined arms teams of heavy and light infantry and cavalry and ample points committed to leadership. The Thematics had a strong cavalry wing on both flanks whereas the Nikephorians had a strong cavalry wing on one flank and one more suited for difficult terrain on the other. Terrain generated in battlefield prep favored a wing effective in difficult terrain. Worse for the Thematics, they lost a commander to Fate (a bad die roll) in a critical encounter. The fact they had flanked the somewhat less numerous Nikephorian cavalry only partly offset this tragedy. The Nikephorians won 24 to 19.



An Arab civil war pitted Matt Zajac's North African Arabs versus Dick Fickes' Umayyads. The North Africans had roughly equivalent commands with two featuring a balance of foot and mounted and the third entirely mounted. The Umayyads concentrated over half their strength into an overwhelmingly mounted command and had two smaller commands, one mixed and the other primed for rough terrain. Both sides had ample missile troops, including heavy artillery for the Umayyads. The battle swept back and forth with artful maneuver and withering exchanges of firepower. When time ran out the North Africans edged out the Umayyads 21 to 20. When asked for lessons learned Matt quipped to remember the missile support bonus. Apparently, there were times when he hadn't.



John Brown's Nikephorian Byzantines met Larry Irons' Visigoths in a classic collision between a force relying on mobility and firepower and one relying on melee prowess and staying power. The Nikephorians had two commands of bow-armed impact cavalry and one of bow-armed Skoutatoi heavy spearmen. The Visigoths had two commands that split twelve impetuous heavy and four medium swordsmen and half a dozen light infantry between them, and a smaller command of six cavalry. The Nikephorians used superior mobility to converge on the Visigoth cavalry and got off to an early lead, primarily through archery. However, their edge began eroding as the masses of Visigoth foot got into play. As time ran out the Nikephorians were ahead 19 to 11, but they were totally committed whereas the Visigoths still had one unbloodied command. Victory remained in reach for either side.



Even in this less familiar Dark Ages era ADLG remained a very satisfying gaming experience for all of us participating. The game features impressive tactical detail while nevertheless remaining playable. It moves quickly, develops in an exciting -- at times gripping -- manner, and matches well with historical precedent. Results that happened historically happen here. Each time we play we seem to discover something new we like about the rules. This time games seemed to particularly bring out the interplay among skirmishing, other missile, and primarily melee troops. Missile fire can be decisive, but it requires time and generally space. If melee troops deprive missile troops of time or space, they can quickly turn the tide. Melee troops following up closely on missile fire enjoy the best of both worlds.



Larry is hosting the second round of the Tournament at the CMH meeting on 11 December. The returning players must use the same army lists and orders of battle as they did in the first round. Now that they have had the chance to mull over their armies' performance in the first round, what plays and stratagems can we anticipate in the second? It is always fun to get the "feel" of a new army!
[Our thanks to Matt Zajac and Eric Elder for these fine photographs]



December

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
LARRY ARMIN Doug Wildfong	28mm	The Men Who Would Be Kings	Zulu Dawn
David Manley Hugh Thompson	28mm	Shakos & Bayonettes	It's Much Better than Sharp Practice
Larry Irons	15mm	ADLG	Tournament

Winner in **RED**

2022-2023 Conventions

<i>Date</i>	<i>Name</i>	<i>Location</i>
December		
1-4	Midwest GameFest	Kansas City, MO
January		
13	Hexacon 2023	Broomfield, CO
February		
23-26	Genghis Con 45	Aurora, CO



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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