

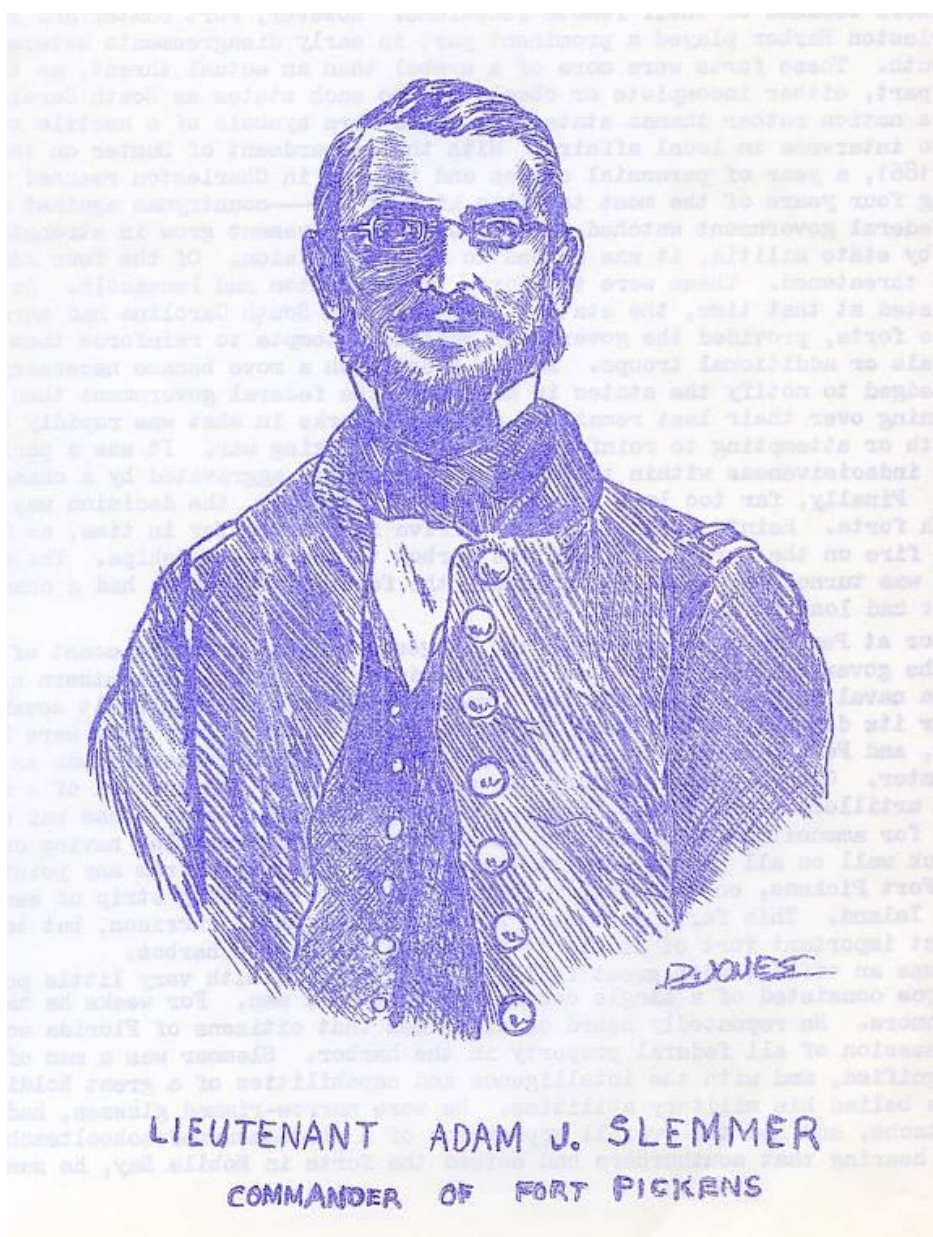


Colorado Military Historians

Newsletter

XLIX, No. 2

Feb 2023



Cover art from CMH newsletter volume 1, number 10 (July 1967) by member Dan Jones.

News and Views

*Message from CMH Secretary
Eric Elder*

At the last meeting John Carter passed along to me copies of the first two years of club newsletters. I scanned a couple views from some of the newsletters. I have never seen these early issues before and look forward to sharing them with you once I scan them.

I am amazed by the quality of the art created by Dan Jones. Dan was the Art Editor for the newsletter and would produce multiple drawings for every issue. I have to say, I never thought of creating a sketch for the newsletter. Maybe it is a bygone era, a most impressive era.

Don Cygan shares his love of teaching his history classes using miniature wargames in an article entitled "Wargaming as a Teaching Tool" in this issue. I can remember one of my history teachers in High School using the boardgame Diplomacy to teach. Being very interested in military history, I approached the game as a wargame and as the Turks I crushed the competition. I think there was some diplomacy.

John Brown continues to share the ongoing ADLG Fantasy playtesting. Good to see a lot of interest for help in the playtesting.



CMH NEWSLETTER

The Official Publication of the Colorado Military Historians

Volume I, Number I

October 1966

Members of the CMH!! This is YOUR newsletter. It will be only as good as YOU make it. Wargame reports are fine but are of interest mainly to those who directly participated in the game. How many books have you read this month? It's probably safe to say a total of 15 to 20 by all members combined, yet our book section is void. Some other things we should have but don't, include information on uniforms, flags, military organization, unit histories, vehicles, planes, artillery and other ordinance, etc., etc., etc., I'm certain the bull sessions before and after our October meeting will be filled with literally hundreds of such interesting items. The problem is that only two or three people will hear your gems of wisdom. Let everyone in on it. Put these things on paper and submit them for inclusion in this letter. This is also your opportunity to express your opinions about club policy and make comments or additions to programs of previous meetings or articles appearing in the newsletters. This letter should be your best and most permanent means of communication to ALL your fellow members. Get with it!

Your Editor & Staff.

Following is a summary of the coming years programs and meeting dates. Mark your calendars and plan to attend them all.

Month	Day		Period	Program By:
Oct.	4	"The Will of Zeus, The Wrath of Jupiter"	500BC-500AD	T. Richards
Nov.	1	"When Knighthood Was In Flower"	500AD-1500	M. Kuhls
Dec.	6	"The Flautist General"	1500-1790	R. Black
Jan.	3	"The Sun of Austerlitz"	1790-1815	R. Jones
Feb.	7	"The Industrial Revolution"	1815-1914	R. Moore
Mar.	7	"Goodbye to All That"	1914-1920	E. Meyers
Apr.	7	"Blitzkrieg"	1930-1945	D. Jones
May.	2	"Friend or Foe"	1945-Present	To be announced
Jun.	6	"Seminar"	Summary	Entire Members

Wargaming as a Teaching Tool

Battle of Kadesh: 1274 BC

*Article By CMH Member
Don Cygan*

One of the joys of teaching history is using historical simulations in the classroom. In my 25 years teaching middle, high school, and college-level history, I have discovered that such games are a great way to cultivate student interest, understanding, and involvement in the events we study.

It's also a great way to get younger people hooked on wargaming. As we know, one of the complaints of our hobby is that it's dominated by "old guys." Some people feel 20-somethings see miniatures gaming as old-fashioned and boring compared to say, videogames. I disagree with this generalization, and I think my students are proof that miniatures wargaming can appeal to anyone.



Case in point: Last year I put together a simple wargame of the Battle of Kadesh (1274 BC) for my Ancient Civilizations class. The reaction was overwhelmingly positive. I recently brought this game out again (after some fine-tuning) and played through a Zoom meeting while I was teaching remote. That created a whole new set of challenges, but since my class enrollment was a bit smaller, it was manageable. I was happy to discover that playing virtually was as much a hit as playing the game in-class.

As the gamemaster, I moved figures, rolled dice, etc., following the instructions of my students. They would be able to collaborate per Zoom text with each other (especially important for strategizing). Most of my class admitted they had never participated in a traditional wargame.

But I'm jumping ahead of myself here. First, how did I set this up? Well, I am sure most of you are familiar with the ancient battle of Kadesh, pitting the Egyptian forces of Rameses II against Muwatalli II of the Hittite Empire. So, I won't bore you all with historical detail. After all, the game has less to do with the actual history of the battle, and more to do with getting a flavor for the strategy, tactics, and aftermath of the battle as it relates to the broader scope of ancient history.

Obviously, I needed to create a game that was simple (yep, no ADLG here -- perhaps in the future). That meant simple enough to be attractive to young men and women who might have never played a miniatures game in their lives. It also meant simple enough to be fun as well as easy to roll out and complete in a 75-minute class -- yet historically interesting enough not to insult their intelligence.

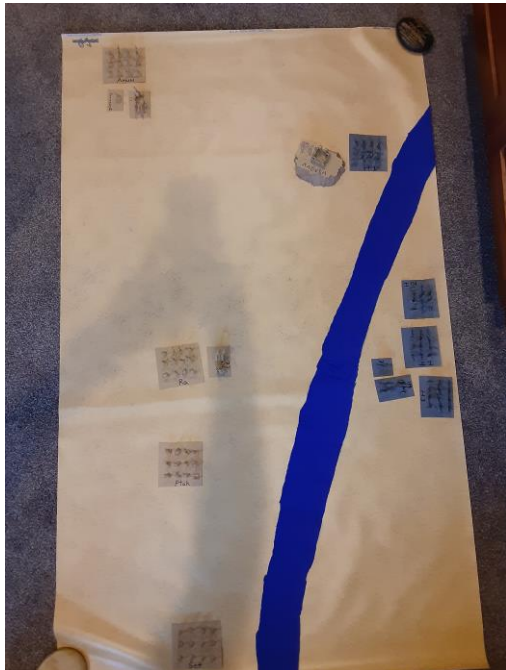
I had some old Atlantic 1/72nd scale plastic Egyptians and Trojan War Greeks (the Greeks subbed in for Hittites) my sons had played with as kids. These forces had been residing in a shoebox in the closet for over a decade, with no immediate future other than disposal from the wife the next time she went on a cleaning spree.

I mounted the figures on cardboard "divisions" and spray-painted the Egyptians a sand color (it just wasn't worth painting them in detail for this use). The Hittites were mounted the same and spray-painted gray (only because I had a can of primer I needed to use up). Units were labeled, and a chariot and commander figures for each side were similarly based.



Terrain was a simple 3' by 5' commercial desert mat. I created a little cardboard fort to represent the city of Kadesh. Strips of an old blue cloth served as the River Orontes. I'm no cheapskate, but proud to say that I didn't have to spend any money on this project at all.

Half of the class would command the Hittite forces, while the other half would be the Egyptians. Each side would then elect their overall commander; (Muwatalli or Rameses).



To run the game virtually, I set up my computer camera on a ladder so the students could see the entire table from overhead. I then moved units as the students instructed.

I kept the rules dirt simple. Cards were drawn from a deck for initiative. Red cards for Hittites, black cards for Egyptians (high card). In case of a tie, I had prepared a "special events" list (everything from disease, river floods, defections, locusts, and sandstorms). The students really enjoyed these surprises, especially when it happened to their opponent.

Chariots and commander figures moved 10 inches, while infantry divisions moved 5 inches. A simple odds scale managed by a D6 (only when stands came in contact with each other) resolved combat. When one side lost, it could be no effect, retreat disrupted with half casualties, or be destroyed and removed from play. Leaders added morale modifiers to a division's die roll if they were in proximity.

The objective for the Egyptians was to take the citadel of Kadesh and maintain their lines of communication between the strung-out divisions (Ptah, Amun, Re, etc.). The Hittites objectives were to disrupt, destroy, prevent the taking of Kadesh, and sever the lines of communication of the Egyptians. Victory points were rewarded for achieving these objectives and for each enemy stand destroyed. Desert terrain helps, since there are fewer obstacles. (With the exception of the Orontes River, which had a single ford only known to the Hittites).

Each side could also play a RUSE card once during the battle. Hittites could use a spy to lead an Egyptian unit away from Kadesh. The Egyptian ruse would cause Hittite soldiers to loot a camp and be caught unawares.

There was a bit more, but I think you get the idea. Students really got into the game, especially at the end when Muwatalli and Rameses engaged in personal combat!

From the feedback I received, students really enjoyed the Kadesh wargame, and I feel it was a successful learning tool. I found they came away with some insight on how armies of antiquity fought with little more than foot soldiers, chariots, and skimpy resources for command and communication. The propaganda assignment the next day was very revealing – seeing how each side “spun” the facts of the battle to proclaim themselves a victor and garner the class bragging rights.

I would love to hear if there are other educators (or anyone) in the CMH club who have used wargaming in the classroom in one way or another. I will share some more of my other examples in future articles.



January

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.

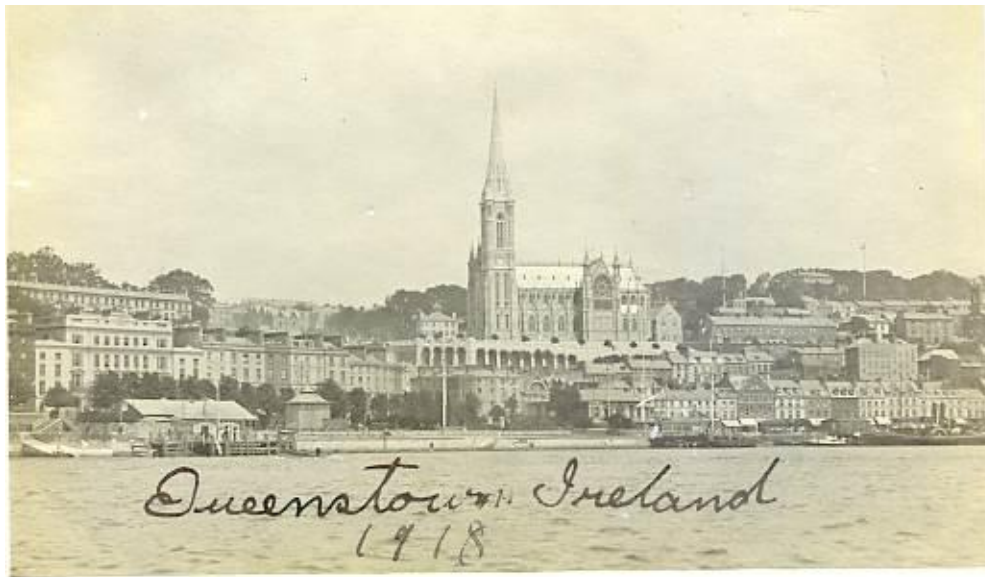
CMH Member	Scale	Manufacturer	Era	Unit
Eric Elder	28mm	AW Miniatures	FIW	Highlanders
Don Cygan	3mm	Pico	WWII	Various
Don Cygan	10mm	Armaments in Miniature	WWII	Wings of War
Dave Newport	28mm	Old Glory	AWI	British Grenadiers
JIM RAIRDON	15mm	Kharasan	Fantasy	Evil Xmas Army

Winner in **RED**

Historic Location of the Month

Queenstown Cobh, Ireland

In WWI the port of Queenstown, Ireland (Cobh since 1920) became a focus of American destroyers operating against U-boats. The first division of American destroyers arrived in May 1917.



Santa Succored, Ice Queen Thwarted – Again!

ADLG(F) Play Tested in Multiplayer Scenario

*Article By CMH Member
John Brown*

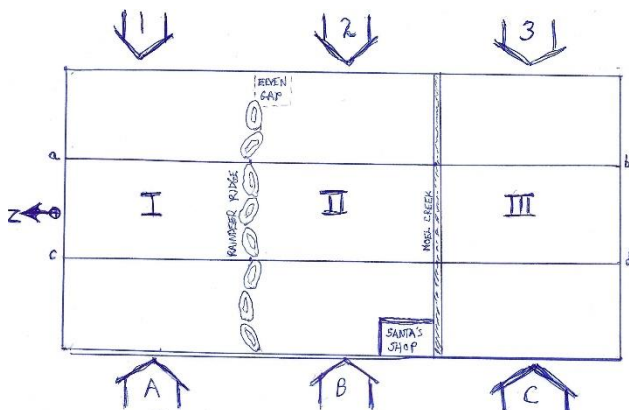
Many of us remember the sprawling multi-player January 9, 2022 Cold HOTT scenario, wherein the Pleistocene Amazons restored to Santa Claus the control of his Workshop -- forcibly seized from him and his Elves by the Ice Queen's Evil Christmas Army. The Ice Queen's hordes withdrew eastwards while she plotted yet another assault on the Christmas Spirit everywhere. This game, over a year ago, was played with five 24 AP armies on a side using traditional Hordes of the Things (HOTT) Rules.

During the past year a fistful of CMH enthusiasts have been developing a fantasy supplement to L'Art de la Guerre (ADLG). Ideas from HOTT, Dragon Rampant, TSR Battlesystem Skirmishes and other fine Fantasy games have been blended in. Having worked our way through smaller scenarios (see earlier editions of the CMH Newsletter for accounts of our progress), we believed ourselves ready to try out ADLG(F) in a large multi-player scenario. What better inspiration than the Return of the Ice Queen?



Intrepid Play Testers in Preparation

The battle emerged in three sectors. Sector I was Arctic Desert with Snow Drifts replacing Sand Dunes. Sector II was Tundra (Steppe). Sector III was Taiga (Forest). Each sector was 120x80 cm, standard for a 240 AP game. Reindeer Ridge separated Sectors I and II and Noel Creek Sectors II and III. Armies 1, 2, and 3 (each 240 AP) deployed east of Line a-b and Armies A, B, and C (each 240 AP) west of Line c-d. Forces could not cross Reindeer Ridge or Noel Creek, both difficult terrain, until Turn 4. This encouraged a battle to start within each sector and deferred crossing sectors until an advantage had been achieved.



Dick Fickes' Paracamelus Riders served as Army A and plunged into Sector I from the west with an additional Quest (Mission) of Deep Penetration. He would get 20 points if he got 60 AP (other than fliers or light troops) supported by a Yak Train across the east side of the board. Jim Rairdon's Evil Christmas Army was there to thwart him and had an additional Quest of Head-Hunting. He would get 5 extra points for every notable skull (Commander, Magician, Hero, Giant, or Engineer) he harvested. Both Dick's Paracamelus (a prehistoric arctic camel) and Jim's Leopard Seal Cavalry were unaffected by snow. The Evil Christmas Army did prevent deep penetration, keeping the Yak Train stuck on the board, but took significant losses while doing so. When play ended the Paracamelus Riders had an edge 43 to 37.



Yak Train follows Paracamelus Riders into the Evil Christmas Army

Matt Mullens' Aztec-themed Mexica Army entered Sector II from the east with the Quest of recapturing Santa's Workshop for the Ice Queen. This put him on a collision course with Matt Zajac's Nordwind Reichswaffe Army, which had commands named Panzer (cataphracts), Hussar (cavalry), and Waffen Gemischt (swords and bows). This force had the additional Quest of capturing the Elven Gap through Reindeer Ridge along the east side of the board. The melee between these two armies led to considerable carnage, including liberal use of magically induced fire walls and power bolts. Neither side reached their geographical objective, but the Reichswaffe had the edge 45 to 37 as play ended.



The Reichswaffe faces the Aztec-themed Mexica

Richard Kasten's Malazan Army entered Sector III from the east while John Brown's Alpine Pleistocene Amazon Army came in from the west. Both had a "Treasure Hunt" as their additional Quest. Santa's Sleigh had been hit by a Power Bolt launched by the Ice Queen. Avionics and skillful flying by the Reindeer saved the Sleigh but presents were scattered in ten piles across the Sector. Each of these piles was worth two points. Units that captured them could move them. Wolves and Hippogriffs working for the Amazons proved particularly adept at loot recovery, garnering 6 piles to the Malazan's 3. Bloodshed ensued as both sides struggled for board control, but most of this was offset by "just in time" Rallying and Healing Spells. The Amazons ended up with an advantage, largely driven by presents, of 54 to 45.



Amazons and their Allies push through present-littered terrain towards the Malazan

The scenario was designed for four hours and we "pulled the plug" after the first full turn that followed. We then determined individual and team scores using a new formula we have developed. We are seeking a scoring system that accommodates the vast range of unit costs in ADLG(F), incentivizes both friendly force preservation and enemy force destruction as well as mission accomplishment, adapts well to games played under a time constraint, allows individual scores in multi-player games, and tracks about the same data as traditional ADLG. The results, cited above, seemed satisfactory in all those regards, although the math involved could be off-putting. We'll see if we get used to it!



Wolf Packs proved agile securing "Treasures" in tough terrain.

Play testers were happy with the newly introduced Quest (Mission) system, and comfortable with rules concerning Flight and Special Unit Characteristics we've developed over time. Overwhelmingly the recommended changes this round had to do with Magic and how it was played. Specific Spells need

tweaking but, as a larger problem, it proved difficult to keep track of what a given Spell entailed, when it was to be played, and whether or not it had already been exhausted. Recurrent referrals back into the rules took time. We had the epiphany that printed Spell Cards could facilitate play, summarize what one needed to know about a given Spell, and be tossed onto a discard pile when the Spell was used. We plan to experiment with this approach in our next round of play testing.

When play ended all armies were still at least at 75% strength. Battle was still raging and could have swung either way. The Ice Queen and her minions seem to have been thwarted in their malicious intent, but not yet decisively defeated. We are likely to see them again! Meanwhile we are planning another round of ADLG(F) play testing at the February 12 CMH meeting. One initiative will be to incorporate Spell Cards and see if these improve the play of Magic. Scenarios will be 240 AP. Please contact John Brown or Jim Rairdon if you are interested in joining us. Roll sixes!



January

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
JEFF LAMBERT	1:144	Check Your 6!	"The Swede" May 8, 1942
John Brown	15mm	ADLG(F)	The Ice Queen Returns
John Mumby	10mm	Royal Times Wargames	1866
Greg Skelly	1:600	Beer and Pretzels Ironclads	Ironclads
Matt Vigil	Blocks	Combat Infantry	WWII East Front

Winner in **RED**

2022-2023 Conventions

<i>Date</i>	<i>Name</i>	<i>Location</i>
February		
23-26	Genghis Con 45	Aurora, CO
March		
3-5	CincyCon	Hamilton, OH
10-12	Cold Wars	King of Prussia, PA
22-26	Adepticon	Schaumburg, IL
24-26	March to Victory	Blue Springs, MO
30-1	Seven Years War Convention	South Bend, IN
April		
27-30	Little Wars	Chicago, IL



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)

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.

Mailing Address:
Eric Elder
9529 Castle Ridge Cir.
Highlands Ranch, CO 80129

Phone: 303-933-4723

Email: eejist@hotmail.com

Editor/Layout: Eric Elder

Next Issue: March 2023

2022/2023 CMH Board Members

President:
Nate Forte
natforteg1@gmail.com

Vice-President
Jim Rairdon
rairdon8071@comcast.net

Secretary
Eric Elder
eejist@hotmail.com

Treasurer
Larry Irons

Historian
Doug Wildfong
dwwild84@gmail.com

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>