



Colorado Military Historians

Newsletter

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Battle of Nowshera, March 14, 1837, in Pakistan. Battle took place in the Afghan-Sikh wars.

News and Views

*Message from CMH Secretary
Eric Elder*

Thank you to both John Brown and Jim Rairdon for their articles this month. I continue to look for articles, so please do not rely on John and Jim for your regular content.



Recently I discovered one of my bookshelves has failed. I was surprised because I thought the IKEA shelves were pretty robust. Well, now I know the single five shelves “Billy” is not as strong as the double fives shelves “Billy.” I do not think they sell these anymore. Something about the double set seems to give better support.

May 20-21 we will have our annual West Wars convention at the Baker Community Center. Our coordinator is Jeff Hunt (huntje06@yahoo.com). Please contact him or a member of the Board if you want to run a game.



West Wars 2022

ADLG(F) Playtesting Continues

Focus shifts to Magic and Special Characteristics

*Article By CMH Member
John Brown*

As reported in previous editions of this Newsletter, a fistful of CMH ADLG enthusiasts have been working on a fantasy supplement to *L'Art de la Guerre* over the past year. In January, we considered ourselves far enough along to try a large multi-player scenario and did so with a sprawling recreation of *The Return of the Ice Queen*. Again, the Pleistocene Amazons saved Santa! Our after-action review of this event flagged up Magic as not yet playing smoothly. It also opined that the Special Characteristics of fantasy units were a little too encyclopedic to easily keep track of. We decided to focus on these two aspects of ADLG(F) in our February session, played at the CMH monthly meeting.



Greg's Green Meanies and Richard's Malazan Prepare for Battle

When playing Magic, we found ourselves recurrently thumbing back through the rules, not quite remembering when a given Spell could be played, how to resolve its results, or even which Spells a given Magician had available to use. We decided to try Spell Cards summarizing the essentials of each Spell in a brief format. Magicians were dealt a card for each Spell that had been bought for them and put that card in a discard pile when played. This simple solution sped play, minimized time-consuming referrals back to the rules, enabled players to better strategize which Spell they might use next, and conveniently tracked which spells had been used. An example of the information on a Spell Card appears below:

Enfogment

(Rg 8UD, Before Enemy Shooting Phase, Cost 2)

Covers a circular patch with a 2 UD radius
from center of strike with a thick mist.

1 Spell Fails

2 Mist offset 2UD, lasts 1 turn.

3-4 Mist on Target lasts 2 turns.

5-6 Mist on Target lasts 3 turns.

NOTE: Visibility in Mist is 0, no shooting in or out.

In addition to Enfogment, ADLG(F) has Spells for Befuddling, a Charisma Bump, Conjunction, Embogment, Dehydration, Enherbation, Deherbation, Ensorcellment, Healing, a Lethality Bump, Karmic Coverage, a Power Bolt, Telepathization, and a Wall of Fire. This may sound like a lot, but a Magician can only afford to buy a few of these in any given game. With the Spell Cards, it's easy enough for players to get their heads around the Spells that will be used.



A Timely Enfogment Spell Dramatically Degrades Crossbow and Artillery Fire

The ADLG(F) point system is designed so that, ideally, you get what you pay for. Buying Spells means you are not buying something else, Hordes of Orcs for example. An army without Magic or Fantasy troop types, such as an historical army, should remain competitive by having more troops of other types. We have found Spells are not particularly valuable used in isolation. Early on in our playtesting some players went sniping with Power Bolts, only to find that their Targets Rallied before the resulting Cohesion Hits could matter. Magic is most effective if part of a larger scheme.

For examples, Richard Karsten's Malazan have Itinerant Magicians committed to Healing. They delay use of this Spell to a critical point, causing an assailant to spend time and energy on a Target only to have it revive at the last moment. The assailant remains committed to slow-motion results while the Malazan strike elsewhere. The Pleistocene Amazons have enjoyed success dropping an Embogment or Enherbation on units disadvantaged by such terrain. The Target must choose between fleeing or fighting the Amazons' nimbler beasts in rough terrain. An Enfogment can be most effective if timed to abort an opponent's missile fire, and a Wall of Fire is an ideal way to temporarily block a critical choke point.



A Wall of Fire Temporarily Blocks a Critical Mounted Avenue of Approach

Fantasy is a big tent, and we often come across some new figure or critter from a novel or legend we want to put into play. ADLG(F) already has more than fifty Fantasy troop types in an alphabetical listing ranging from Aerial Hominids to Zoophobic Levies. Each has its own suite of characteristics, and this encyclopedia will undoubtedly grow. Fortunately, any given army is likely to have but a half-dozen Fantasy troop types or less. The vast majority of ADLG(F) units come directly out of traditional ADLG although they may, for example, be Orc or Sauroman spearmen (or whatever) rather than human. Even John Brown's mighty Ballistic Behemoths, Pachyderms with Artillery on their backs, are provided for in the traditional ADLG budget.



Ballistic Behemoths follow their withering Artillery Fire with a Massive Assault

To deal with this diversity, we have designed the ADLG(F) “Special Units and Characteristics” Annex as an accessible file giving each Fantasy troop type its own paragraph. Once an army list has been decided on, one can “copy” and “paste” to get a single page (QRS) telling players what they need to know about the Fantasy troops in their army. Ideally the army lists and these QRS summary sheets can be exchanged prior to play, enabling players to get their heads around the troops they will see that game. This saves time, as the unique aspects of each Fantasy type become familiar quickly.

We did see some interesting Fantasy types in the February session. Greg Rold's Green Meanies included Undead Hordes. When a column of these takes losses, the cohesion hit goes to the last in the column rather than the first. The Undead relentlessly press forward unless and until you dispatch them all. Dick Fickes' Polished Elves deployed Airboats, soaring high above the ground, and hammering targets below with Light Artillery. In a surprise move, they descended to earth quickly and formed the equivalent of wagon lager across a threatened stretch of front. The February session also saw Heroes, Leonine Cavalry, Ogres, Rhino Riders, Trolls, and Wolf Packs.

We will host another ADLG (F) playtesting session at the March CMH monthly meeting, delving further into the vast menagerie of ADLG(F) Fantasy troop types. Rumor has it that a Hussite Flying Circus of Airboats will appear, along with Battle Bears, Giants, Hippogriffs, Werewolves, and further variations on the Green Meanies and Malazan. This is not to mention the ever-present Itinerant and Covenant Magicians, with Spells. If you are interested in participating, please contact John Brown. We welcome new players and will be happy to bring you abreast of the rules.



Columns of Undead Relentlessly Hurl Themselves Forward, One after Another

February

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.

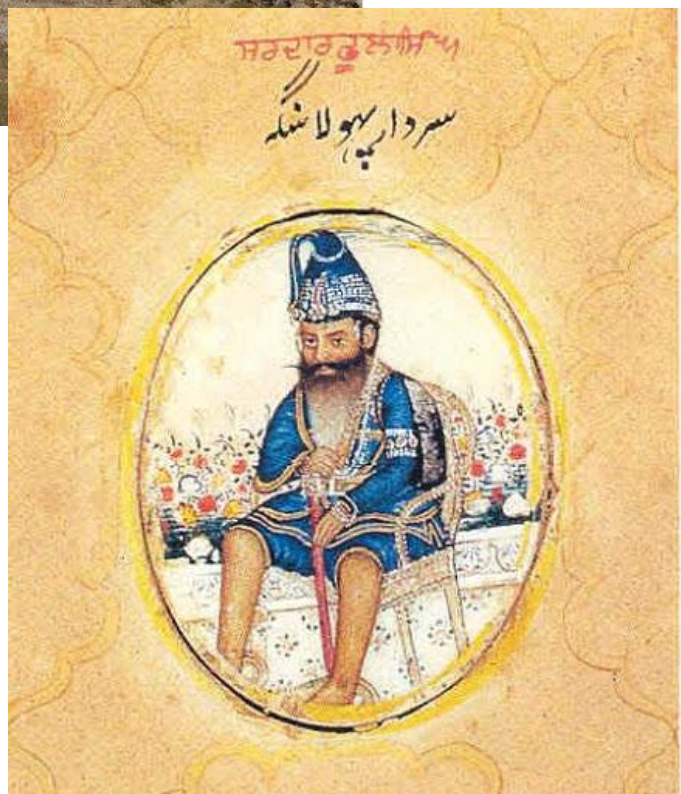
CMH Member	Scale	Manufacturer	Era	Unit
Eric Elder	28mm	AW Miniatures	FIW	British Grenadiers
SCOTT HOLDER	30mm	Unknown	ACW	Union Cavalry

Winner in **RED**

Historic Location of the Month

Memorial to Akali Phula Singh Pir Sabaq, Pakistan

Two hundred years ago (March 1823), a famous Sikh leader/general by the name of Akali Phula Singh, died in the battle of Nowshera. The funerary monument was built to honor the Sikh warrior.



Painting Miniature Buildings

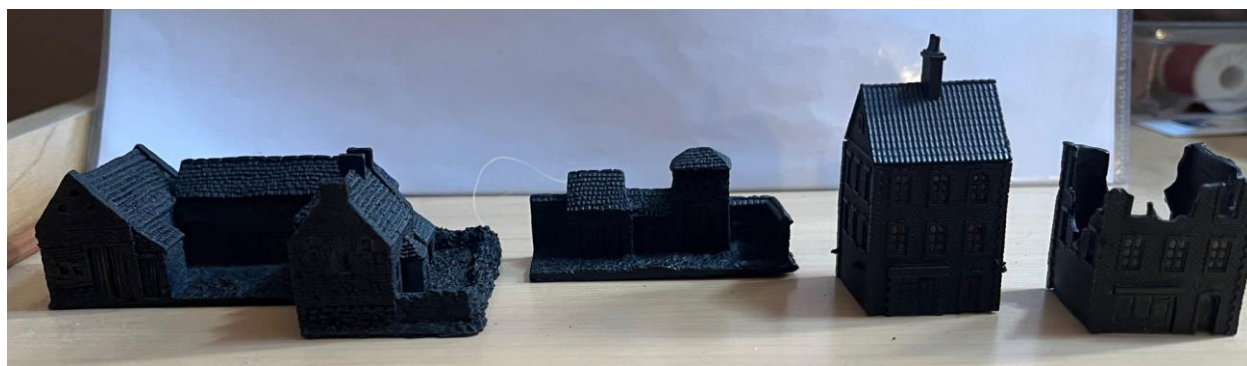
Part 1: Three-story Building

Article By CMH Member

Jim Rairdon

Nate asked me to paint a couple of 6mm buildings for him and to write an article during the process. I must admit that I had worked on painting buildings for many years with little satisfaction until Tom Dye sat me down and showed how it is done. I had read numerous articles on the subject, but Tom's teaching brought it all together. Thanks Tom!

I have three buildings for these articles, see picture below. There is a three-story brick building (on the right) in good condition, and a burned-out version in this part; plus, La Haye Sainte, in Part Two. The process starts with priming the buildings in black. I use gray primer for figures, but black still works best for painting buildings.



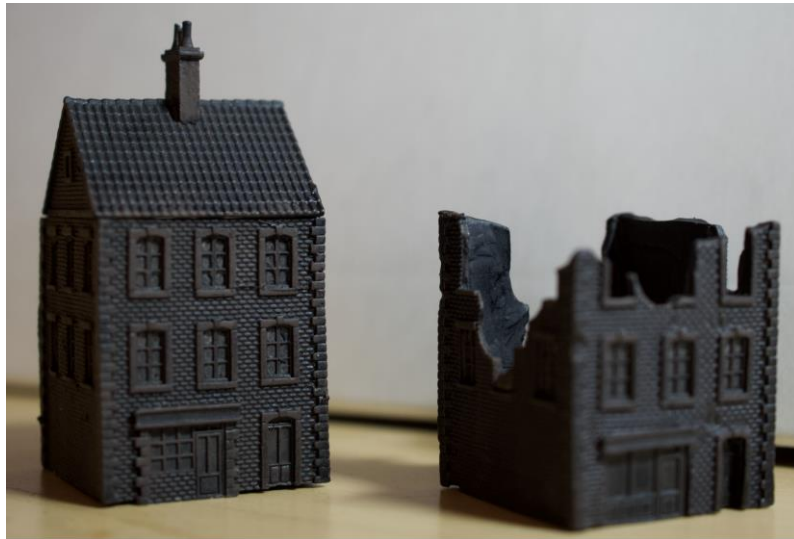
The buildings primed.

This method is a fairly quick method to paint buildings so that they look good on your battlefield. The idea is that the main part of the buildings (i.e. the walls, roofs, etc.) are painted first with a dry brushing technique. Then the details can be picked out, such as the window trim, doors, etc. When deciding what color you want to end up with, you need to start with a color that is darker than the final color, then dry brush with the desired color, and finish with a very light dry brushing of a lighter color. For Nate's building, I choose to paint it as brick, so I chose the Vallejo colors – Leather Brown (871), Mahogany Brown (139) and German Beige WWII (821) for the walls. The roof is a red tile roof, so I chose Vallejo - Mahogany Brown (139), Deep Red (946) and Flat Red (709).

For me, the first step is to paint the walls of the building. I use a dry brushing method, with very little paint on the brush, and I make several rotations around the building, until I get the color I like. For dry brushing, I have an old sable brush that has “flattened out” so that I can get coverage.

Three Story Building

For the three-story building I started with a few drops of the base color (Leather Brown) on my pallet and have a paper towel nearby. I put a little paint on the brush, and then use the paper towel to minimize the amount of color on the brush. You can always add additional layers of paint, but it is hard to take paint off. I generally go around the building several times, adding a small amount of color with each pass. As you can see in Figure 2, the base color is subtle in on the building, but the “bricks” have been picked out a bit.



The base coat.

The primary color (Mahogany Brown 139) is done with the same dry brushing method (see photo below). I generally brush up and down, so that it can create some weathering under windows, etc. I continue until I get the color that I want for the bricks. Since in this case, the base color for the roof was the primary color for the walls, I painted the roof at the same time. I do not worry at this stage that I am also painting over the trim areas, like the doors and lintels, because I am going to finish up with some detail painting to pick them out.



The primary color of the bricks.

Now I do an extremely light dry brush coat with the highlight color (German Beige WWII 821). This is done with a brush with almost not color, and I generally only go around one time. It is designed to help bring out the shapes of the bricks, but not to change the primary color. I will later be using this beige to pick out the stones at the corners of the buildings and the lintels.

It is time to paint the roof. Since I have already given it a base coat with the mahogany, I will dry brush the primary color (Deep Red 946) with downward strokes from the top to the bottom of the roof. I think that this technique mimics the weathering of rain, but who knows. I try to be careful not to get this color on the side of the building. The final touch is to give it a extremely light dry brushing with the highlight

color (Flat Red 709). I also try to pick out the peak and edges of the roof with a slightly “heaver” coat of the red for highlighting. See picture below.



The roof is finished.

Now comes the details of the building. Since the dry brushing has gotten on the “glass,” I put a dab of black on the glass portions of the windows and doors. Then paint the window frames, I choose to use white, while not a dry brushing technique here, I tried not to make them stark white, as though they had just been painted. I got a little sloppy here, but this can be corrected. I used the building highlight color for the stone on the corners, the lintels and windowsills. I chose to paint the doors in dark green, but any color that suits your fancy will do. The final touch on the burned-out building was to dry brush some black where smoke would have risen during the fire. I tried not to overdo it, but it may be too subtle, you decide. A light spray with Army Painter Anti-shine Matt Varnish (See picture below).



The finished buildings.

Note: It took less than two hours to paint these two buildings, including the time I spent going up and down stairs to photograph and write this part of the article. You should be able to paint several 6mm buildings in an hour.

Next Month:
Part Two: La Haye Sainte

February

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
John Mumby	10mm	Ravenfeast	Fulford Gate, 1066
Bill Daniel	28mm	Congo	Slave Traders vs Natives
JOHN BROWN	15mm	ADLG(F)	Fantasy testing
Matt Vigil	15mm	Axis & Allies	Battle of the Bulge
Steve Van Dyke	6mm	Polemos	ECW

Winner in **RED**



2023 Conventions

<i>Date</i>	<i>Name</i>	<i>Location</i>
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
May		
20-21	West Wars	Denver, 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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