

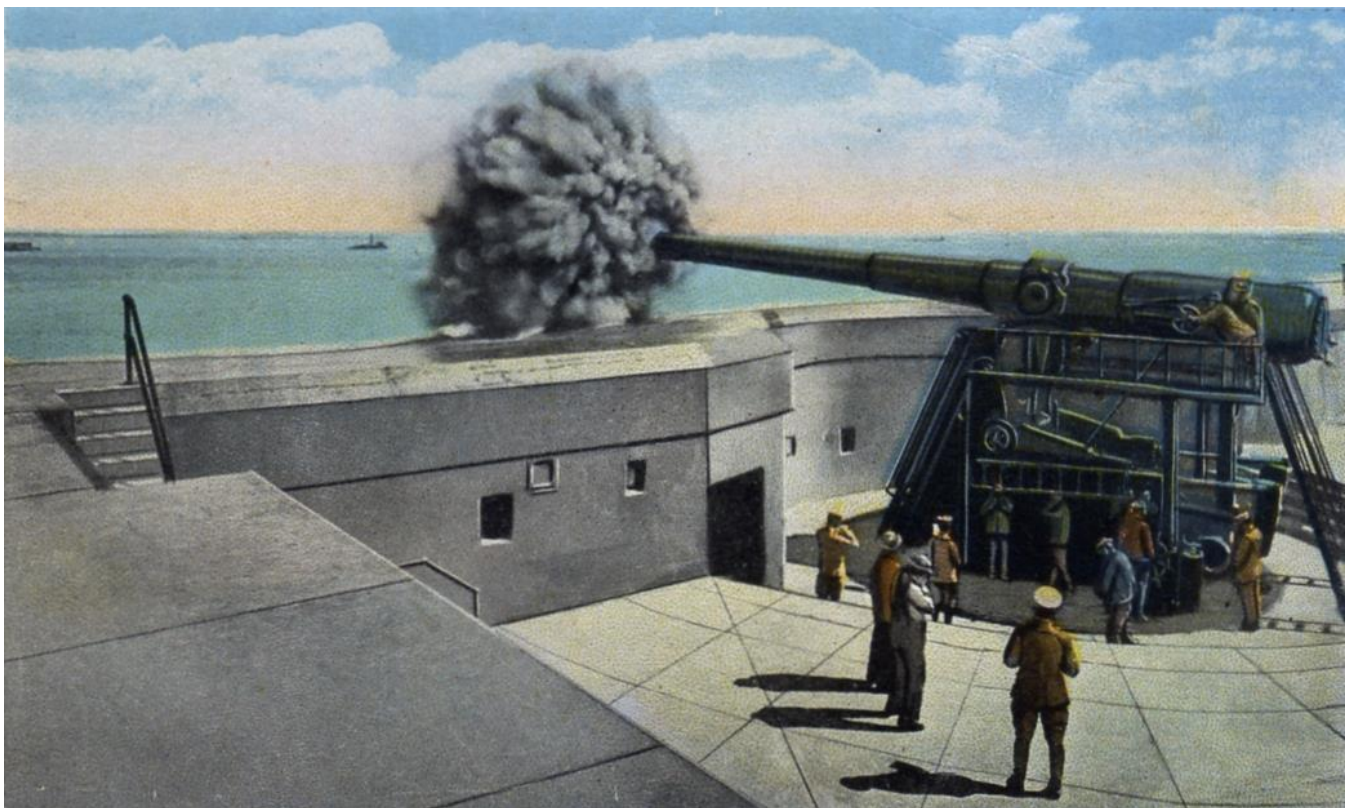


Colorado Military Historians

Newsletter

L, No. 10

Oct 2024



Target Practice with 13-inch gun at Fortress Monroe, VA

News and Views

*Message from CMH Secretary
Eric Elder*

After a flood of articles this summer, we are now light again. Thank you to John and Jeff for your articles. I have heard from some members that have articles in the works, so we should have some additional content coming soon.



November 9-10 we will be hosting our Veterans Wars convention at our Baker Community Center location. Doug Wildfong is looking for games from members who want to run a game either on the Saturday or Sunday. Contact him (dwild84@gmail.com) with your game. He needs:

1. Game title
2. Game description
3. Time slot
4. Table size
5. Number of players
6. Game Master

Keep an eye on our groups.io page, our web site, and the November newsletter for latest games list at the convention.

Getting Flight Right

An ADLG(F) Update

*Article by CMH Member
John Brown*

We CMH L'Art de la Guerre (ADLG) enthusiasts continue to experiment with our Fantasy version, ADLG(F). Flight is a major aspect of the shift to Fantasy, so rules governing flight make up an entire annex of our house rules supplement. Aerials comprise ten categories within another annex, "Special Units and Characteristics". These include Aerial Hominids (like Hawkmen and Flying Monkeys), Airboats (both for bombardment and for transportation), Dragons, Eagles and other True Fliers, Gods and Goddesses, Griffins and Hippogriffs, Jabberwocks, Moranth (on giant dragonflies), Pegasus Riders, and Pterosaurs. Undoubtedly more will be added as interests direct.

As previously reported, we have become pretty satisfied with our handling of the mechanics of flight. Flight Classes, Altitude Levels, marking dice, and the inter-play among units in the air and on the ground all seem to be working well. However, as Aerials have become more popular and numerous two additional issues have emerged: do they cost as much as they should, and how do we handle units that "historically" fought either from the air or on the ground – like Hawkmen.



A Dragon and Three Pterodons Reposition



Hippogriffs overwatch Neander-Pike

With respect to cost, we had operated with an assumption that an Aerial should cost half again as much as a ground unit with comparable combat capabilities. Thus, an Aerial as lethal as a medium swordsman (cost 6) would cost 9. However, Aerials seemed to add up advantages that belied that ratio. Absent Aerial opposition or effective Magic they can maneuver without risk about the battlefield and await the perfect opportunity to pick off stray units or strike a vulnerable flank or rear. The investment in magical countermeasures (like power bolts), blocking forces, and psychological energy to oppose this threat outweighed the additional costs of Aerial units.

To better assess the balance, we played several scenarios wherein one side had no Aerials and the other gave over a third of its point value to them. When we played with our original costs, the Aerials did achieve overwhelming advantages. In part this was because there were enough of them to strike several places at once while the ground forces supporting them could hold the line long enough for the Aerials to achieve decisive results. When we bumped up the costs of Aerials to be twice that of a ground unit with comparable capabilities, the balance seemed about right. Fewer Aerials were in play, and the net additional points available to the all-ground force gave it options it had not had before. We believe that we have gotten the costs about right.

With respect to units capable of “hybrid” use, these are represented by Class B and Class C Aerials. Class B consists of fliers with arms and/or other terrestrially adapted limbs as well as wings. Examples include Hawkmen, Flying Monkeys, Griffins, and Hippogriffs. Class C consists of aerodynamically challenged fliers like Dragons or Aerials bearing riders. Class A Aerials consist of true fliers like Eagles, and Class D of Airboats capable of transportation or bombardment. Aerial Hominids (Class B) can be chosen as light or medium infantry of any type but cannot mass into heavy infantry as their wings preclude such tight formations even when folded.

To achieve hybrid capabilities, we decided to attribute both an Air (Flying) and a Ground (walking or running) Mode to Class B and C Aerials. In Ground Mode they fight at full strength, move three, and can enter woods, villages, and plantations (as well as other terrain) unless otherwise prohibited. In the ground mode movement and combat are subject to whatever the terrain imposes upon troops of their prescribed type. When Class B and C units are in Air Mode they cannot enter woods, villages, or plantations, subtract (-1) from combat die rolls (since having wings in use forces even further dispersion), but are not otherwise affected by terrain.



Eagle Men land and launch a Ground Assault

It costs Class B and C Aerials two UD of air movement to transition from Air to Ground Mode. Units must be one UD or more from the enemy to do so but may then move up to one UD into contact if they have moved 2/3 or less of their Air Mode movement (i.e. less than six UD if Class B and four UD if Class C). Thus, Aerials can attack directly from the air with a (-1) degradation or land and fight at full strength if they use 2/3 or less of their Air Mode and then move one UD on the ground. This gives troops such as Hawkmen a role akin to that of contemporary air assault troops, whereas Airboats have the roles of bombardment and air transport and true fliers like Eagles that of Air Support.

At the September 8 CMH meeting we play-tested these adjustments to the rules governing Aerials and came away with the sense that we had things about right. The Green Meanies featuring Ogres, Trolls, and waves of impetuous Swordsmen were supported by a robust flight of Eagle Men. A Green Meanie ground assault pushed the Wolf Packs of the Pleistocene Amazons off a wooded hill on the Pleistocene right while the Eagle Men landed behind it to cut off retreat. Meanwhile the Pleistocene Neander-Pike in the center squared off to preclude being attacked in their rear and Pleistocene Medium Swordmen force marched from their left to meet the Eagle Men on their right.

The Pleistocene Wolf Packs lost the hill and took heavy losses but Pleistocene Leonine Cavalry, assisted by others, inflicted even heavier losses on the opposite flank. The Pleistocene Medium Swordsmen (Impact) did catch up with the Eagle Men on the ground and bested them in a fierce melee. The Eagle

Men disengaged, suffering a level of disorder as they did so. As time ran out the battle was still undecided, but the Pleistocene Amazons had inflicted more losses than they took. The consensus from this closely matched game was that we had the new rules about right.



The Deployment of Forces before Eagle Men land to the rear of the Hill.

At the October 13 CMH meeting we are going to give this scenario another run to reinforce our confidence we now have Aerial costs and hybrid Aerial use right. Green Meanies and Eagle Men will once again face ground-bound Pleistocene Amazons. At the same time, other ADLG fans will be warming up armies they intend to play in the November 10 Veterans Wars Tournament. The theme is the Classical Period. If you would like to participate in or observe either of these ADLG activities, you will be most welcome. Please contact John Brown if you have questions.

September

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
Dave Manley	15mm	AB Miniatures	Nap	Portuguese line, etc
Doug Wildfong	28mm	Print	Fantasy	Ogres
Doug Wildfong	28mm	Lords of War	Fantasy	Goblins
DAVE NEWPORT	28mm	Warlord	Ancients	Gauls
Greg Skelly	28mm	Things from the Basement	Nap-WWII	Buildings

Winner in **RED**



Fort Stevens

Trip Report by CMH Member

Jeff Lambert



On my recent road trip, I stopped at the Fort Stevens State Park in Oregon. It is located on a flat piece of land near the Columbia River, where old coastal fortifications protect the river and the Pacific Northwest from invasion. It is semi-famous for exhibits showing the “disappearing” gun mounts in use from the time of the Spanish-American War, and for being the only U.S. Military installation in the continental USA which saw combat in WW2.

The Columbia River and the territories of the US through which it flowed were unprotected for many years after Lewis & Clark explored the area in

1804-1805. This was despite several conflicts with Great Britain and Canada which also laid claim to the area. Coastal forts were first proposed for the mouth of the river in 1846, but because of isolation and lack of population all efforts were disapproved by Congress. It was not until Secretary of War Jefferson Davis, in 1855, pressed for fortifications and greater defenses in the Northwest that plans were actually made. Three forts, one at Cape Disappointment and another at Fort Columbia, on the Washington Territory side of the River, and Point Adams on the Oregon side, were proposed. It was 1862 before any construction was begun, in response to the threat of British forces taking advantage of our Civil War to seize the Northwest while we were distracted.

An earthwork battery was built to house the standard coastal artillery of the time, breech-loading Rodmans, and was completed one day before Lee's surrender at Appomatox. The fort was renamed Fort Stevens in honor of Isaac Stevens, the former governor of Washington Territory who was killed in action at the Battle of Chantilly. The fort consisted of several batteries, each named for a war hero.

In 1897, the fort began a modernization project to replace the earthworks with concrete parapets and bunkers, and the latest artillery was installed. Rifled guns from 6” to 10” in bore were placed on disappearing carriages, including some in a new battery facing the sea, Battery Russell. This construction was completed in 1904.



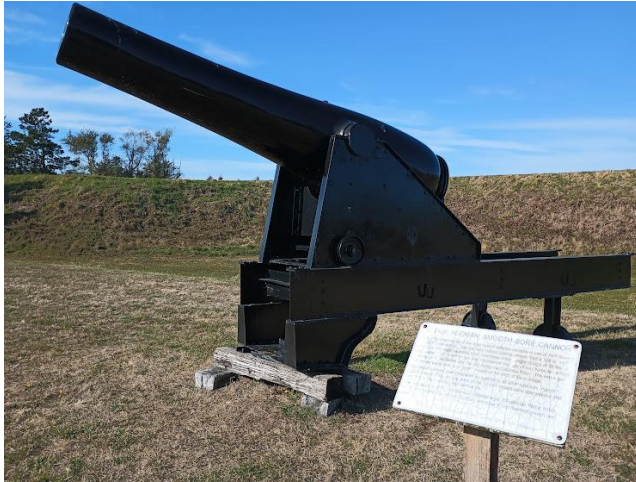
The “disappearing” carriages were designed so that the guns could be serviced while below the edge of the parapet and out of view of an enemy ship. When ready to fire, the gun was raised and then immediately dropped back below the parapet by the recoil.

The fort never fired a shot in anger, but there was an incident in WW2 which deserves mention. At about 2330 hours on the night of June 21, 1942, the Japanese submarine I-25 surfaced off the Oregon coast and fired seventeen 14cm shells in the direction of the fort. No damage was inflicted, except for the destruction of the backstop on the fort's baseball diamond (the dirty bastards!). The sub's gun flashes gave the defenders its position, but they were ordered to hold their fire by the fort's commander, who it is speculated did not want to reveal the fort's precise location or arsenal. He probably didn't know about the backstop, or the story might have been different! Anyway, this is how Fort Stevens became the last US mainland military base to be fired upon by a foreign power since the War of 1812, a distinction which it still holds today.



Today the grounds of the fort are a State Park, with opportunities for camping, hiking and exploring the ruins of the old gun batteries, as well as a shipwreck on the beach which has been there since 1906. At one time there was a great scale model of the fort which had been used for wargames by the fort's garrison, but that has since disappeared. Instead, there are now reconstructions of a disappearing gun mount built and manned by the 249th Coastal Artillery, a living history group.

The park is located near the town of Warrenton, just west of Highway 101. It makes a great side trip in combination with Fort Clatsop nearby, which is where Lewis & Clark wintered and provisioned themselves for the trip back to civilization after exploring the Louisiana Purchase.



249th Coast Artillery, Living History group

September

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	NA	Combat Commander	WWII Squad
Dave Newport	28mm	Legion vs Horde	Rome vs Gaul
John Owen	NA	Siege of Quebec	By Worthington Games
Greg Cornell	NA	Memoir '44	WWII
John Brown and RICHARD KASTENS	15mm	ADLG(F)	Fantasy

Winner in **RED**



Historic Location of the Month

Breda, Netherlands



Breda, a Dutch fortified city, was sieged in the Eighty Year's War from August 1624 to June 1625. The Dutch garrison originally numbered about 7000. The Spanish had about 25,000 men to contain the city. Two different relief attempts were made but failed.



Wargame Conventions

www.partizan.org.uk



October		
4th - 6th October	<u>Autumn Wars</u>	Bannockburn, IL
xxx October	<u>Michigan Grand Tournament</u>	Lansing, MI
xxx October	<u>Southwest Con</u>	Tollison, AZ
xxx October	<u>Broadside</u>	Houston, TX
xxx October	<u>Border Wars</u>	Kansas City, MO
11th - 12th October	<u>Advance the Colours</u>	Springfield, OH
11th - 13th October	<u>Conquest Avalon</u>	Sacramento, CA
11th - 13th October	<u>Call to Arms</u>	Williamsburg, VA
11th - 13th October	<u>Call to Arms</u>	Independence, MO
xxx October	<u>MiniWars</u>	Buena Park, CA
xxx October	<i>Canadian Flames of War Nationals</i>	<i>Kingston, ON, Canada</i>
31st October - 3rd November	<u>MillenniumCon</u>	Temple, TX
November		
1st - 3rd November	<u>Carnage</u>	Killington, VT
1st - 3rd November	<u>Fall In</u>	Lancaster, PA
1st - 3rd November	<u>Rock-Con</u>	Rockford, IL
2nd November	<u>The World at War</u>	Perrysburg, OH
10th November	<u>Wars in Woodstock</u>	Woodstock, IL

Full list available here:

[Americas Wargame Calendar](#)

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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