

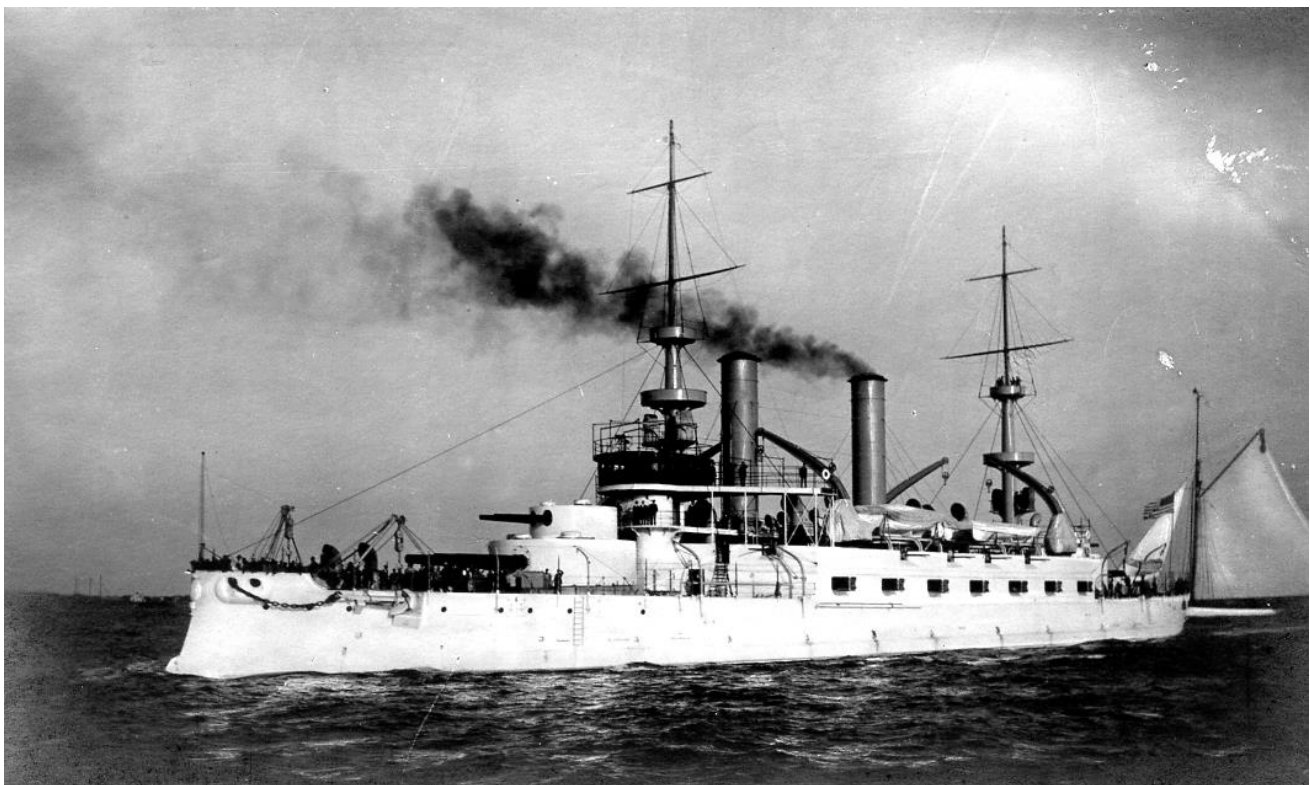


Colorado Military Historians

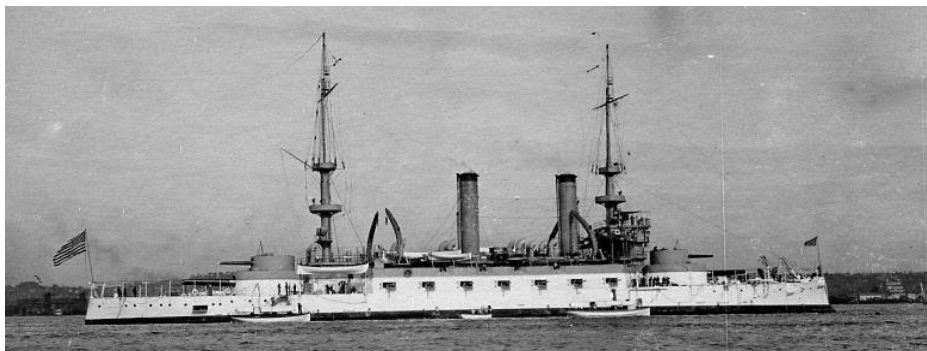
Newsletter

L, No. 11

Nov 2024



A U.S. battleship that is not named after a State.



News and Views

*Message from CMH Secretary
Eric Elder*

A few thanks are in order for the newsletter content this month. Tom Dye has shared an HMGS Great Lakes article called *Learning from Historical Minis*. Thank you to HMGS for giving us permission to republish it in our newsletter. John Brown has shared a promotion of our upcoming ADLG tournament at our Veterans Wars convention.

We are hosting our second annual gaming convention and thanks to Doug Wildfong, our Veterans Wars coordinator, for aligning events from member submissions. It is looking to be a good lineup. Keep an eye on our groups.io or cmhweb.org sites for any additions/updates to the event list.



Here is some trivia, courtesy of John Carter:

1. Which State of the Contiguous 48 has never had a battleship named after it?
2. Which steel battleship was not named for a State?
3. Who was the only survivor of Custer's Last Stand?
4. What was the name of Hitler's yacht?

Answers on second last page.



ADLG Tournament returns to Veterans Wars

Classical Period now the Theme

*Article by CMH Member
John Brown*

Our CMH Veterans Wars convention will feature its now customary *Le'Art de la Guerre* (ADLG) Tournament on Sunday November 10. Last time our theme was the Late Middle Ages and the time before that the Dark Ages. This time we push the clock back to the Classical Period. ADLG Lists 38-82 will be welcome. These include the Classical Greeks through the Rise of Rome to Mediterranean dominance. Their geographic scope includes South Asia and the Far East as well as the more customary armies and enemies of the Hellenistics.



An Earlier CMH Bout of ADLG

Excitement is building for this return to the ADLG Battlefield. Scouts have already noted several Hellenistic phalanx-based armies warming up, as well as Carthaginians and a few flavors of hairy barbarians. Will there be Romans as well? Please join us at High Noon on November 10 at the Baker Recreation Center. 200 Point armies will compete on 120cm by 80cm mats. Loaner armies and terrain will be available. For further details, contact John Brown.



Scythians Swarm to the Assault

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
DAVE MANLEY	15mm	AB Miniatures	Nap	6 th Cacedores / 95 th Rifles
Jim Rairdon	15mm	Homemade	Any	Evil Xmas Army Camp
Jim Rairdon	28mm	Mini Max	Undead	Scouts, Vulture, Battered Markers
Brad Thorton	10mm	Old Gory	SYW	Prussian Army

Winner in **RED**



Veterans Wars 2024

Our annual club hosted convention, free to anyone that wishes to attend. Events added up to convention start date.

November 9-10 at Baker Community Center, 6751 Irving St., Denver, CO.

9am to 6pm Saturday, 9am to 5pm Sunday

We plan on having food available on site both days.

West Wars Coordinator: Doug Wildfong

November 9

9am – 1pm

- **ACW**
 - An American Civil War scenario to intro and teach these rules. Fast play and will be taught.
 - rules: Cohesion
 - scale: 6mm
 - players: 4
 - GM: Tom Dye
- **Friedland, June 14, 1807**
 - La Grand Armee VS The Tsar's Army.
 - rules: Epic Commands and Colors Napoleonic
 - scale: block game
 - players: 4
 - GM: Matt Vigil
- **Midway Air Battle**
 - Zero's and Wildcats tangle in June of 1942.
 - rules: Knights Cross
 - scale: 1:144
 - players: 8
 - GM: John Warrior
- **Raiders and Blockaders**
 - Clear the Muddy River of your enemy in this ACW naval battle.
 - rules: Raiders and Blockaders
 - scale: 1:1200

- Players: 6
 - GM: Steve Van Dyke
 - **Night of the Gyoraizuki**
 - Japanese Destroyers on a reinforcement mission in Kula Gulf may be intercepted by American Lt Cruisers and Destroyers.
 - rules: General Quarters III
 - scale: 1:2400
 - players: 6
 - GM: John Carter and Doug Wildfong
-

2pm – 6pm

- **Battle of Mount Athos**
 - June 18th, 1807, the Russian Mediterranean fleet attacks the Turkish fleet.
 - rules: It is Warm Work
 - scale: 1:2400
 - players: 5
 - GM: Eric Elder
- **V for Victory**
 - Demo Game. WWII platoon skirmish game. Published by Studio Tomahawk. The scenario is the Demo / Introductory one from the rule book.
 - rules: V for Victory
 - scale: 28mm
 - players: 2
 - GM: Brian Kennedy

November 10

9am – 11:30am

- **Swap and Sell Meet**
-

12pm – ~1:00pm

- **Club meeting**
-

~1:00pm – 5:00pm

- **ADLG Tournament**
 - Field 200 Army Pts ALDG4 Army Lists from the Classical Period (Lists 38 to 82) Loaner Armies will be available— Check with game Master for availability.
 - rules: ADLG
 - scale: 15mm
 - players: 8
 - GM: John Brown
- **Napoleon's Ulcer**
 - New game and new style printed miniatures.
 - rules: WoFun rules
 - scale: 18mm WoFun miniatures
 - players: 4
 - GM: Jeff Lambert
- **Battle of Conejos**
 - The siege and attack on Torrone by Poncho Villa vs the Federales. Play the epic battle made famous in the movie "Villa Rides."
 - rules: The Men Who Would be Kings
 - scale: 28mm
 - players: 8
 - GM: Dan Gurule

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
Dave Manley	15mm	Rank & File	Nap playtest Fr/Eng/Russ
Daxter Schiller	15mm	Mortom at Gloriam	Battles from 3000BCE-1500CE
Bill Daniel	15mm	Whata Tanker	Panzer 46
Greg Cornell	28mm	Maurice	18 th Century
Tom Dye	6mm	Cohesion	ACW
Greg Skelly	1:1600	Beer & Pretzel Ironclads	ACW Naval
Deborah Schouten	15mm	Bis & Nap III	Franco-Prussian 1871
John Brown	15mm	ADLG	ADLG Tournament Prep

Winner in **RED**



Historic Location of the Month

Derbent, Russia

Derbent, on the Caspian Sea, could be one of the oldest cities in Russia. It may date back to the 8th Century BC. The city has changed hands between Arab, Mongol, Timurid, Shirvan and Persian Kingdoms, then lastly to Russia in 1813. One such changes happened in November 1024, when the deposed emir of Derbent, Mansur I, recaptured the city after a 20 day siege. He had been deposed in 1023 and previously in 1019.





Researching - Once the player has decided upon a historical period, they need to do even more research. Who was part of the fighting? If they chose the American Revolution, they would research British and American Continental soldiers. But would also they find out about the militias of Loyalists and Patriots that fought alongside them — and how Native Americans joined in.

Economics - Having decided what they want to game, now they have to find suitable miniature figures. Players compare different sources. Do they go the cheapest route and buy packs of 1/72 scale plastic soldiers? Or do they want to invest in sturdier (and more detailed) metal miniatures? And in what scale? 28mm, 15mm, or even tinier scales? Since they probably can't buy EVERYTHING they want, they make economic decisions. They learn to prioritize, budget, and save for their next purchase.



How People Lived - With their miniature soldiers in hand, they learn about how their little people from the past lived, fought and looked. More reading, more research — the new gamer learns what uniforms his soldiers wore, how you can distinguish officers from enlisted men, and what weapons they used.

Artistic - Now, the new player sits at his or her desk and begins to paint their miniatures. They develop their artistic talent. They learn new techniques like priming, dry brushing, and applying a shading wash. They develop patience and learn persistence. They experience the therapeutic relaxation of focusing on



painting each miniature. They enjoy the thrill of accomplishment as a batch is finished and ready for play.



Creativity & Crafting - After their miniature armies are finished, new players need to set up the battlefield their armies will fight upon. They walk through a craft store, looking and thinking — “What if I used this? How can I use those plastic plants?” They develop crafting techniques to make miniature trees, hills, and streams. They feel the satisfaction of creating a miniature world with their own hands.

Leadership & Public Speaking - The day of the game has now arrived, and our novice now becomes the Game Master. They introduce the battle to the players. They explain the rules. They answer questions, and make interpretations on how the rules apply to what's happening. They are the leader of the game. The players look to them to make judgements. This develops a critical skill -- how to feel confident being the person in charge, and leading a group of players in an afternoon or evening of fun.



Making Choices & Recognizing Consequences - As the battle rages on the tabletop, players have to make decisions for their troops. They are cast in the role of generals and must plan ahead. What will happen if they move this infantry unit to the flank? They learn to anticipate the future, and develop a skill that lets them see consequences for actions.



Social Interaction - When adults or kids sit down to play a miniature wargame, there are often new faces at the table. Both the Game Master and the players learn to find common ground and develop friendships. Games teach civility and fair play. Social interaction is vital in a day when many video games are done alone in a room, in a hotly competitive environment. Miniature wargaming is face to face, and players learn good sportsmanship around the table with a group of friends or strangers.

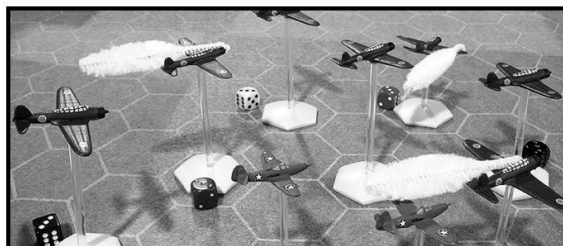
There are many more benefits to historical miniatures wargaming — this highlights only some of them. It can be a hobby that gives satisfaction to players for many years. Many gamers started in their teens and continue playing throughout their life, introducing their children or grandchildren to the hobby. The spectacle of recreating the past in all the color, pageantry and drama of a miniature wargame brings a thrill to all who have experienced it. Why not join in the fun today?

You can find more information and how to join at our website:

www.hmgsgl.org

Or our page on Facebook:

<https://www.facebook.com/groups/HMGSGreatLakes/>



What you learn from playing games with miniature soldiers

Although at first glance it may simply look like “playing with toy soldiers,” there is so much that both adults and kids can learn from historical miniatures gaming -- as the hobby is called. This sheet will detail some of the learning that takes place.



Knowledge of History - From Ancient Egypt to modern battlefields in the Middle East, games simulate every period of warfare. New players must pick which period of History they want to game. This means reading books, watching historical movies, or searching the internet for information about what time interests them the most. They are learning more about History!

Trivia answers:

1. Which State of the Contiguous 48 has never had a battleship named after it?
 - Montana
2. Which steel battleship was not named for a State?
 - USS Kearsarge
3. Who was the only survivor of Custer's Last Stand?
 - Commanche, Miles Keough's horse
4. What was the name of Hitler's yacht?
 - Grille

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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