

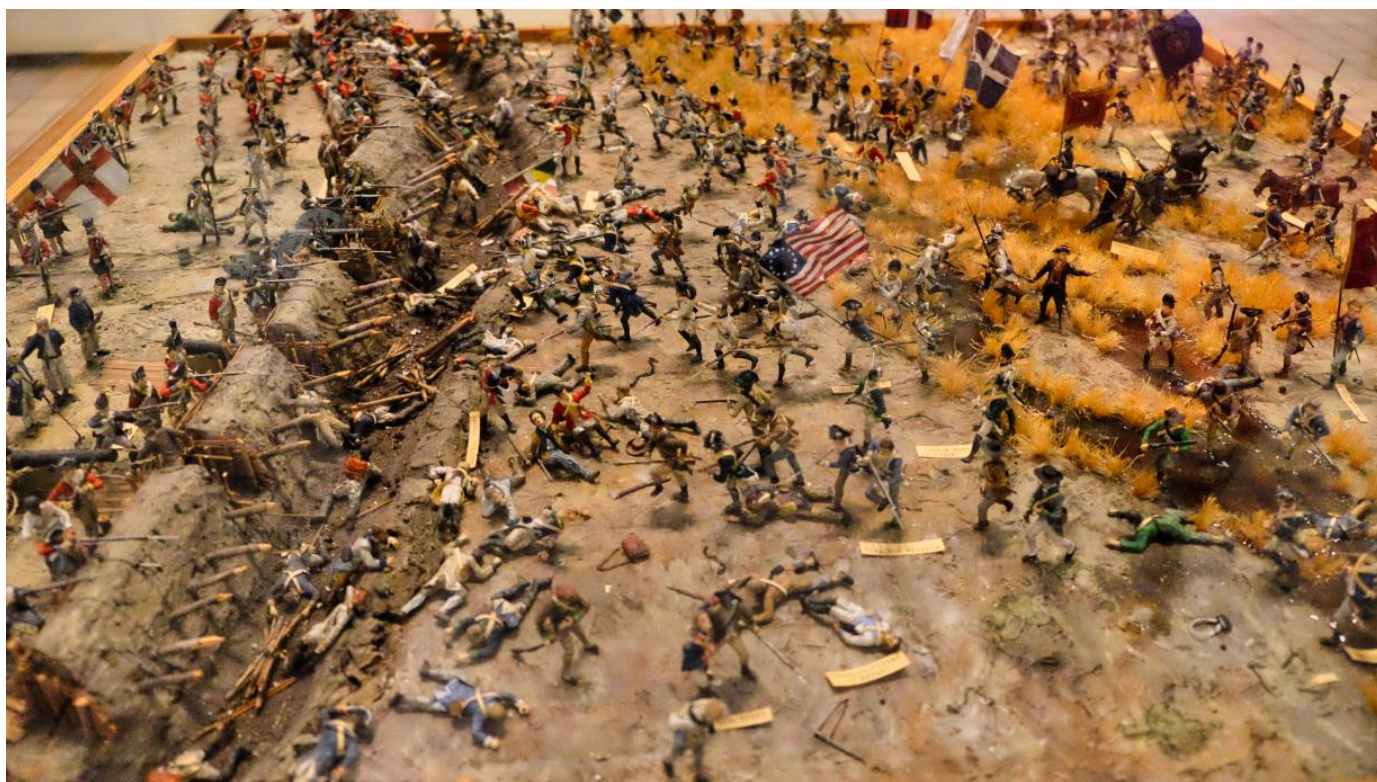


Colorado Military Historians

Newsletter

LI, No. 1

Jan 2025



Diorama of the attack on Spring Hil Redoubt, Savannah, GA, October 9, 1779.

News and Views

*Message from CMH Secretary
Eric Elder*

Thank you to those who have submitted articles. John Brown provides a post ADLG Tournament overview. Jim Rairdon shares his take on a different source for terrain.



Unit of the Month and Game of the Month are no longer sponsored by Hobbytown Westminster. If anyone knows of a game store that would be willing to sponsor either of these please let a Board Member know.

The Board continues to work on setting up a contract for our Baker community location for 2025 club monthly meetings. The 2025 membership dues will continue to be \$60 for the year. Please pay your membership dues.



December

Unit of the Month

Not Sponsored



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
Jim Rairdon	28mm	Mini Fax	Fantasy	Mummy Catapult & Spears
GREG SKELLY	28mm	Various	Viking	Brunhilde & Cohorts

Winner in **RED**



Veterans Wars ADLG Tournament

Tournament Summary by CMH Member

John Brown

On November 10, at Veterans Wars, we played the first round of our now customary CMH 15mm Fall *L'Art de la Guerre* (ADLG) Tournament. Our theme this time was the Classical Era; with army lists 38 through 82 eligible for play. A healthy mix showed up: Pat Harvey's Carthaginians faced Jim Rairdon's Ptolemaics, Richard Kasten's Achaean League faced Greg Rold's Republican Romans, and John Brown's Galatians faced Dexter Schiller's Macedonians. The assembled armies presented a splendid sight as they deployed upon their respective battlefields.



Achaean League and Romans Face Off (left). Ptolemaics and Carthaginians Mix it Up (right).

The Carthaginians and Ptolemaics collided in a fierce battle that was bruising from the start. The Ptolemaics had superior cavalry and thus the advantage on their right, where they pushed forward until arrested by Carthaginian spearmen hastily dispatched from the center. The Carthaginian right featured hilly terrain through which they pushed medium infantry to turn their enemy's flank. In the center Ptolemaic pikemen ground away at Carthaginian spearmen and swordsmen and ultimately broke them, but not before the Carthaginian flank attack had turned their right. Both armies broke in the same turn, resulting in a hard-fought draw.



Preparing for Battle

The Romans attacked with three legions abreast and no cavalry, counting on their sturdy and lethal infantry to break through the line. The Achaean League had more cavalry, light troops, and numbers, which they used to advantage on the flanks while the respective centers pushed into each other. The Roman velites and auxilia javelinmen gave good accounts of themselves in confused skirmishing, but the Achaean pikemen ultimately ground the legionnaires facing them down. This was a close-run thing; five Roman infantry units went down but four of the five pike units facing them took three cohesion hits each. Both sides had lost heavily when the Romans broke.



Opening Moves

The Galatian assault on the Macedonians presented the classic dilemma of quantity versus quality. Benefitting from an ambush on one flank, a sweeping cavalry maneuver on the other, and numbers overall, the Galatians slopped over both ends of the Macedonian line and inflicted heavy losses as they turned them. Impetuous, they had no choice but to attack in the center as well, and here the Macedonian pikemen soon bested them. Heavy losses stacked up on both sides. When time ran out each side was equally close to breaking, with both sides two thirds of the way there. Only more time could have told who would have won this bloody brawl.



Contact!

As a general comment on the first round, one can see why the pike phalanx was such a formidable opponent in this era. In each battle one side had a large contingent of pikemen, and these dominated the open terrain they chose to deploy on in their army's center. Conversely, armies with larger numbers or more mobile units had better luck on the flanks. Each contest was an exciting mix of move and countermove, with the results in the balance until the very end.



The Formidable Phalanx

We went on to a second round of the Tournament at the December 8 meeting. This time Jim Rairdon's Ptolemaics faced Greg Rold's Republican Romans, Pat Harvey's Carthaginians faced John Brown's Galatians -- with Greg Skelly joining in to command the Galatian right wing -- and Dexter Schiller's Macedonians faced Richard Kasten's Achaean League. As added interest, Dexter and Richard played with a British variant on ADLG that Dexter has introduced us to.

The Ptolemaics, fighting in desert, anchored their right flank on impassable terrain and committed their cavalry to sweep into the Republican Romans through their left flank. The Romans had no cavalry and advanced with three commands of legionnaires abreast. The Ptolemaics got the better of things on the flanks but in the center, where the Ptolemaic pikemen entered rough terrain to keep their three commands on line, the Romans had the advantage. Fighting was fierce and the losses heavy on both sides. Both armies broke in the same turn.



Ptolemaic Cavalry Assault the Flank

The Carthaginians and Galatians met on a field dominated by rough terrain on one flank, open in the center, and with a patch of rough terrain on the other flank. Medium infantry from both sides, evenly matched, collided on the rougher flank while masses of cavalry, also evenly matched, collided on the other. In the center Galatian light javelinmen neutralized Carthaginian elephants, leaving the swarming Galatian heavy war bands with an advantage elsewhere. Fortune (and die rolls) favored the Galatians. Both sides suffered heavy losses, but the Carthaginians broke.



Carthaginian and Galatian Medium Infantry Mix it Up

The contest between the Alexandrian Macedonians and Achaean League pitted two pike-based armies against each other. Play was deliberate, as they were experimenting with a largely card-driven variant of the game popular in Great Britain. Command is exerted via cards that are collected, examined, mustered, and played, with higher quality commanders getting more cards. The system seems promising, and observers enjoyed watching it play out. Time ran out before a battlefield conclusion was reached, but greater familiarity will undoubtedly result in faster play.



Macedonians face...



...the Achaean League

Overall, the tournament demonstrated a striking balance among the armies and adversaries in play. Out of six games, four ended in a draw – and in two of these both armies broke on the same turn. No player won twice, and those who did win won by narrow margins. All the games were close, fast moving, and exciting. What a great game *L'Art de la Guerre* (ADLG) has become!

At the January 12 meeting we will again be playing *L'Art de la Guerre*, but in a Fantasy version using our in house ADLG(F) rules. The scenario will feature the return of the Evil Ice Queen, eager to put an end to Santa Claus and the Christmas Spirit. As before, the Pleistocene Amazons will lead a grand army speeding to Santa Claus' relief. If you would like to participate in this exciting battle, please contact John Brown or Jim Rairdon. New players are always welcome!

December

Game of the Month

Not Sponsored



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
Deborah Schouten	15mm	Napoleon's Battles 4 th ed	Battle of Hanau
Matt Vigil	-	Combat Commander	WWII Normandy
Tom Dye	6mm	Cohesion	ACW
John Brown	15mm	ADLG	Classic Era Tournament
John Carter Doug Wildfong	1:2400	GHQIII	Kula Gulf, Solmons, WWII

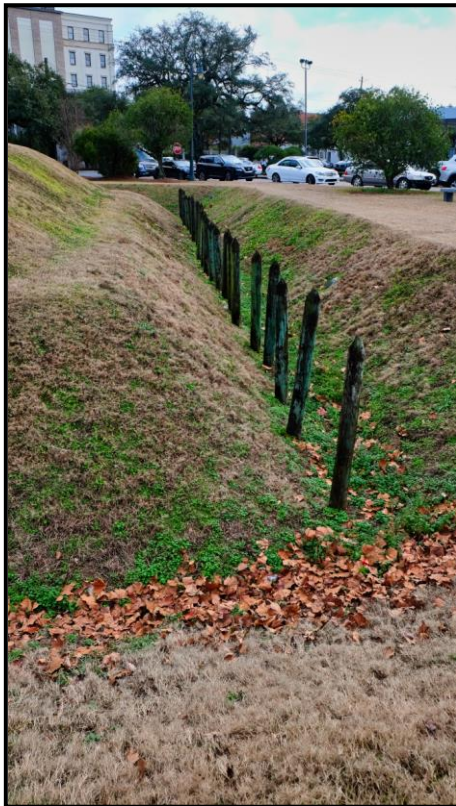
Winner in **RED**



Historic Location of the Month

Savannah, Georgia

On October 9, 1779, French and American forces launched an assault on the British defenses surrounding Savannah. The assault failed due to poor intelligence and becoming lost in the swamp. The British lost 150 men and the Allies lost 1000 men.



The recreated Spring Hill Redoubt beside the original site in the park.

Alternative Source for Terrain Basing Elements

Article by CMH Member

Jim Rairdon

I recently came across another source for basing elements for figure bases. The source is TEMU (<https://www temu.com>) from China, which is a negative, and the order fulfillment is a bit slow. Delivery takes from 12 to 17. I do not remember how long it took for the Green Stuff World items to arrive, but I remember that it took a while coming from Spain. The TEMU items are cheaper per package; for example, the Large Grass clumps are \$3.47 at TEMU, and at Green Stuff World, they are \$7.10 (regular price).

I am showing some of the TEMU examples compared with the Green Stuff World equivalent. The packages from TEMU have fewer clumps, but they seem bigger. They seem to have some have about the same overall volume, but the TEMU clumps are uniformly symmetrical, whereas the Green Stuff World clumps have a more irregular shape. TEMU does have some irregularly shaped clumps (see the end).

The leaves at the end are cheaper for TEMU, 56ml at \$5.43, compared to the Green Stuff World 60ml at \$7.30. I did not find any equivalent trees in Green Stuff World. The TEMU trees are about 40mm high and come in a package of 10 at \$4.38. There are many different types and sizes of trees, and this may be their strongest suit, even if it is listed last here. They even have cacti and bonsais.

On a different topic, if you need dice, they have many different ones to choose from.



TEMU (left), and Green Stuff World (right).

The TEMU colors are Autumn Yellow, Medium Green, Bud Green, Wood Yellow, Spring Green, Nordic Wood, and Grassland.



Flower Grass Clusters
TEMU (left), and Green Stuff World (right).



Ground Vegetation
TEMU (left), and Green Stuff World (right).



TEMU Irregular Clusters



TEMU Trees
Trees about 40mm high

Did not really find a Green Stuff World equivalent.

I hope this helps. Happy basing!!

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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