

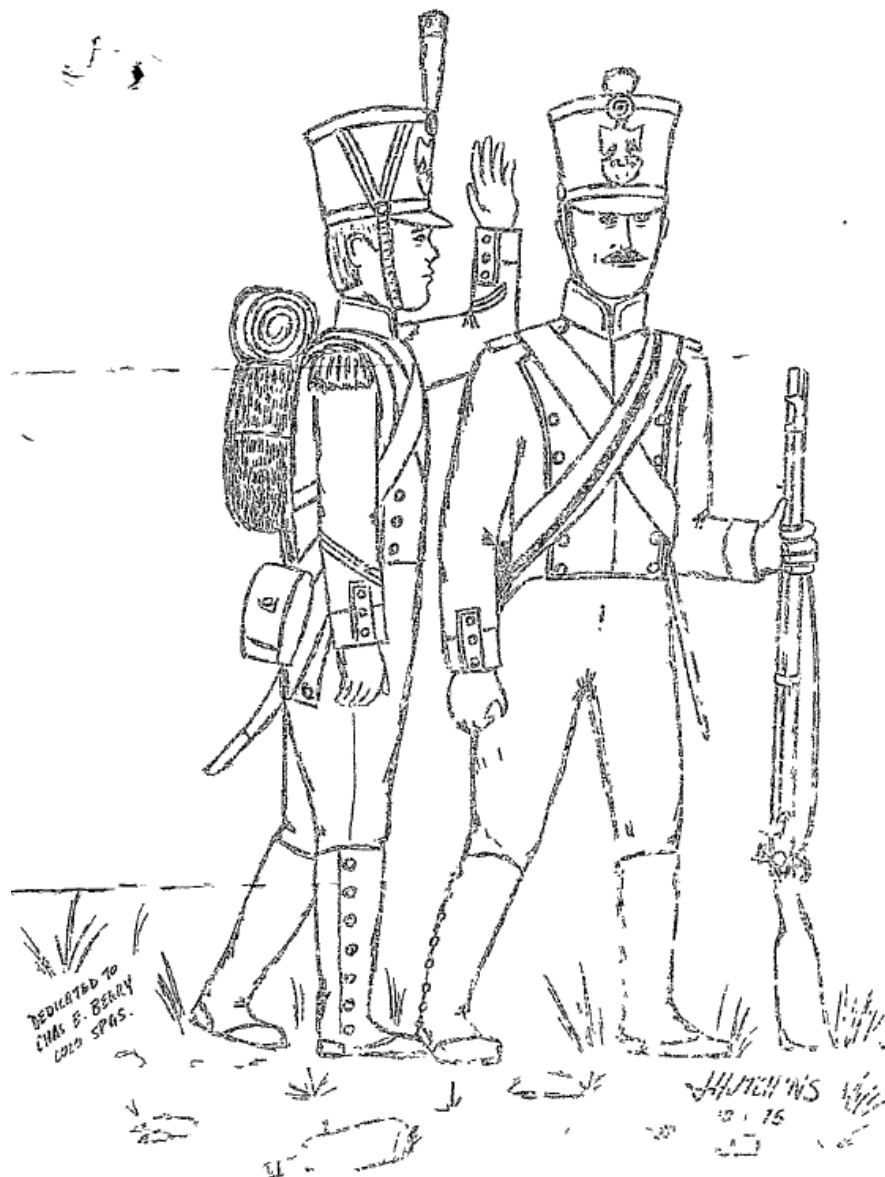


# Colorado Military Historians

Newsletter

LI, No. 6

June 2025



French line infantry drawn by Hutchins found in our March 1975 newsletter.

# News and Views

*Message from CMH Secretary  
Eric Elder*

Thank you to John Brown and Dave Manley for your articles this month. John shares a review of the ADLG tournament at West Wars. Dave shares information about his upcoming summer Blood and Plunder campaign.



Last month we had our West Wars convention. We had good attendance both days (low 20s both days). The Sunday morning swap went well. I probably bought more than I should have, but good to offload some stuff. We then had our monthly meeting, where we voted in the new 2025-26 club Board. Nate was not seeking the President position again, and fortunately Greg Skelly put his name in for President and was voted in. Jim, Dave, and I will continue in our positions. Nate has moved into the club Historian position.

Some other news, I have been waiting for an order of a 3D color printed WWI plane from Reduced Aircraft Factory (RAF) and received an email explaining issues. RAF designs the planes, but has another company make and ship the planes. Historically they were partnered with Shapeways, but since Shapeways went away, they have struggled to find a good new partner. Unfortunately the shipping packaging results in warped wings and other parts. I have received 3D printed ships before and have had broken funnels on arrival. It looks like shipping 3D printed items is still an issue. Hopefully we'll see a solution for these companies shipping us 3D models.

# President's Corner

*Message from CMH President  
Greg Skelly*

## Happy 60th Anniversary CMH!

Looking forward to seeing you all, the past present and future members at the June meeting. June is our anniversary month, and the club was founded in 1965!

I can't believe that it was 10 years ago we had the 200<sup>th</sup> Waterloo and 50<sup>th</sup> CMH event. I am glad that we put on such an event. It was the last game I was able to play with some past members and several friends that have since passed. An unfortunate reality of life is that we also age as the club clicks off another year. Toward the end of his life, Terry Shockey regretted that he was not able to get one more fishing trip with his grand kid and to get one more game in.

Although our hobby is graying, let's not fall into the trap of slowing down. I hope that we will be invigorated in our coming 60<sup>th</sup> year and provide a plethora of opportunities for one more game.



We have two existing themes for the summer months.

First is Pirates. Every year Firelock Games puts out their "Summer of Plunder" campaign. They provide a means of scoring games from around the world to crown the leading faction. They provide prizes and last year had special limited edition figures. Dave Manley has spearheaded this event the last two years and will be doing it again this year. Look forward to having Blood and Plunder (B&P) games for the next 2-3 months. Scenarios are generally recommended by Firelock for the campaign and individuals report their results on-line to be eligible for prizes. The suggested scenarios start simple and build up later in the summer to encourage new players to build up their forces and ships. In addition to the CMH club meetings some FnF (Friday Night Fights), normally held at the Westminster Hobby Town, will feature B&P games. Contact Dave Manley for more details.

We had a very successful L'Art de la Guerre (ADLG) tournament opening at West Wars. There were 10 participants. But to really crown this year's champion more rounds are needed. So, for at least the next two months, you can expect that there will be ADLG games going on. So, by design, we have the second theme for the summer: Ancients.

Even if you did not get to participate in the tournament in May, we do encourage anyone interested in ADLG to bring their armies. Many of the players have loaner armies available. If you need more information contact John Brown. I am hoping to cap off the summer ancients theme with a 25/28mm game in August.



Themes are a good way to promote painting, time to learn rules and build excitement for a period of interest. I know that I am more motivated to put brush to lead if those figures might be used in the near future.

The fall theme will be civil wars (plural). Of course ACW is what normally comes to mind. But the theme is beyond Blue and Grey. Even the ADLG group can muster a Roman v Byzantine, War of the Roses or Shogunate Samurai game! I will be rolling out a German Civil War (1918) game using Freikorp und Spartacists sometime this fall. (I think the rule set would also work great for the IRA v Black and Tans.) Don't forget Ironclads!

Of course we'll accept volunteers to run other themes for fall and winter.

What will be your memorable game of our 60<sup>th</sup> year?



# May

## Unit of the Month

Sponsored by Tom Dye

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	28mm	Warlord Games	WWII	Marines and Artillery
<b>TIM PARKER</b>	28mm	Steamforge	1700s	Commodore Boom and Bombardier

Winner in **RED**





# ADLG Medievals Clash at West Wars

*CMH Member*

*John Brown*

West Wars, always exciting, included our now customary Spring Le'Art de la Guerre (ADLG) Tournament on May 18. The Late Middle Ages (1300 -1500 A.D.) was the theme, and ten magnificent armies showed up. The pageantry, heraldry, and panoply of the era made a fine sight for all to see. We got in a single round in on this afternoon and look forward to a second at the June 8 meeting.



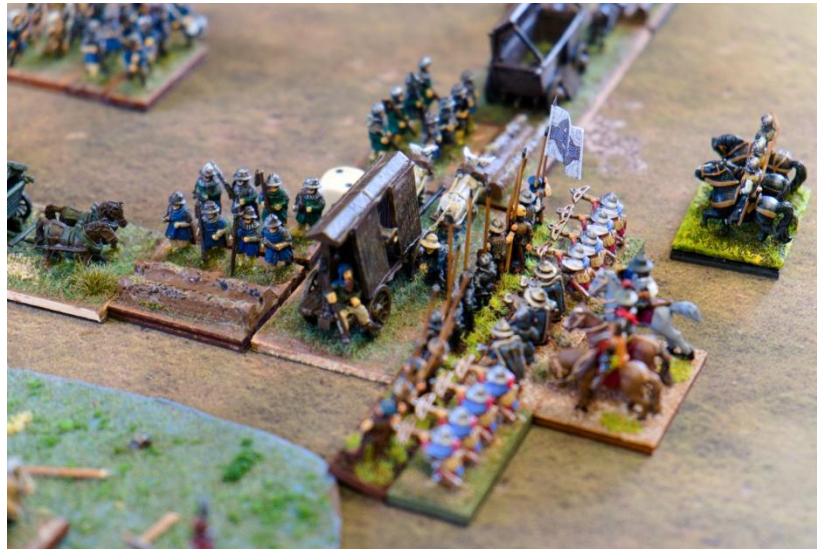
Colorful Knights Evoke an Era

Larry Irons, long our CMH ADLG Guru, treated us by driving all the way from his new home in North Dakota to join us with his Kalmar Union Army. Brian Caskey, with roots in Chicago and new to us, was most welcome with his Late Crusader Army. Gregg Skelly, still shimmering from his anointment as CMH President minutes before, played in his first CMH ADLG Tournament with a French Ordonnance Army. Phil Gates and Tim Parker, who had been away for a while, rejoined us – and we were thrilled to see them both. Phil had Medieval Poles and Tim Italian Condottieri. CMH's ADLG regulars rounded out the slate. John Brown played Medieval Germans, Pat Harvey Swiss, Richard Kasten Free Company, Greg Rold French Ordonnance, and Jim Rairdon Hussites.



Polish Winged Hussars

Perhaps the most brain-teasing match pitted Phil Gates' Poles against Jim Rairdon's Hussites. The Hussites deployed their War Wagons, battle ready, in an enormous box reinforced by infantry behind obstacles. This made a formidable porcupine in the defense with ample firepower to reach out and disrupt adversaries at a distance. The Polish cavalry, a major fraction of their force, was particularly disadvantaged by such a posture. Time and artful maneuver brought enough Polish infantry onto a corner of the box to make a hole, enabling cavalry to penetrate the square through a small aperture. The fierce battle was still undecided when time ran out.



The Poles Attack a Hussite Corner

John Brown's Medieval Germans also had War Wagons, although nowhere near as many as the Hussites, when they faced Larry Irons' Kalmar Union Army. The Kalmar Union featured a large block of pikes in the center with formidable contingents of knights on each flank. The German War Wagons stalemated the Union knights on one flank while enabling German knights to outnumber the Union knights on the other. In the center, pikes and other infantry were pretty much evenly matched. Like the proverbial horseshoe nail, the Union disadvantage in the knight-to-knight battle grew from minor to major, resulting in a rolled-up flank after heavy losses on both sides.



War Wagon move to seal a Flank

Another knight-on-knight brawl occurred when Tim Parker's Condottieri faced Gregg Skelly's French Ordonnance. On one flank masses of knights faced each other. In the center, Condottieri pike and crossbows faced French foot knights and swordsmen with longbows. On the other flank, Condottieri



mounted crossbows with a few knights faced more French swordsmen with longbows. The Condottieri pike gained an advantage in the center, chewing up their adversaries in fierce fighting. Meanwhile Condottieri knights gained an edge on one flank while French longbows outshot the mounted crossbows on the other. The battle leaned to the Condottieri as time ran out.



The Condottieri-Ordonnance Scrum in the Center

Bow power and knight scrums again manifested themselves when Greg Rold's French Ordonnance Army faced Pat Harvey's Swiss. The Swiss had formidable pike blocks and a respectable contingent of Lorrainer knights. The French massed elite knights into one contingent and mixed swordsmen with longbows, light infantry, and a few knights into two others. The French avoided a collision with the Swiss pike while attempting to wear them down with archery fire. Meanwhile, after artful maneuvering, the two major bodies of knights clashed. The edge seemed to be leaning to the French Ordonnance as time ran out.



Knights Collide

Richard Kasten's Free Company faced Brian Caskey's Late Crusaders on a battlefield set between difficult terrain. On one flank Crusader medium knights faced Free Company dismounted (heavy) knights. The rest of the Crusader line consisted of alternating spearmen and crossbowmen with a single medium knight on the flank. The Company faced these with swordmen with longbows, more foot knights, and a contingent of heavy knights on the flank. After initial archery exchanges, the Crusader medium knights charged the foot knights facing them. The foot knights eventually chewed through the mediums,



given heavier armor, two-handed weapons, and higher cohesion. Fighting also favored the Company elsewhere, and the Crusaders broke after fierce fighting.



Crusaders and Free Company Mix it Up

Our ADLG bouts once again proved exciting, fast moving, and representative of the varied character and capabilities of historical arms. The matchups this time pitted historical adversaries against each other, allowing that much more of a sense of historical authenticity. At the June 8 CMH meeting we plan on going for another round. What further drama will unfold?

# May

## Game of the Month

Sponsored by Tom Dye

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
<b>DAVE MANLEY</b>	28mm	Blood of Plunder	Summer of Plunder Intro Games
Dave Newport	28mm	Legion vs Horde	Macedonians vs Republic Romans

Winner in **RED**





# Summer of Plunder

## 2025 Campaign Event

*by CMH Treasurer  
David Manley*

Join the fun and conquer the islands of the Caribbean or sail the seas as one of the Colonial Powers (Spain, England, France, or The Netherlands), one of the lesser European Powers, as North American or Caribbean Natives or join the ranks of the freedom loving Pirates! Or be a Mercenary and play different factions each week! The summer of 2025 event will be fun and a chance to win/earn prizes and awards as well as play a fast moving and enjoyable game. The rules allow for seamless land, amphibious or sea action making the entire period playable with one rule set: “Blood and Plunder” by Firelock Games.

Each week between June 1<sup>st</sup> and August 4<sup>th</sup>, there will be a new scenario to challenge the players and help them learn different aspects of the rules. Players can paint up their own force; usually less than 30 figures, or there will be a couple loaner armies each week. As you play games and report the results back to the organizers, your games will help the Faction Commanders complete strategic objectives on the Campaign map. For more information on this go to “Blood and Pigment, 2025 Summer of Plunder HQ on the web”, and then read the details of the entire campaign.

During the first week, we will be able to play the game at the June club meeting. That scenario is titled “Scouting Party” and each player will have a force of 100 points. There will be about three 4-6 figure units per side with a single commander. So, these will be small engagements to help people get acquainted with the rules and start with less than 20 figures.

Weeks two through five (until July 1<sup>st</sup>) will be played on Friday evenings (note week 5 is on Tuesday July 1 as July 4<sup>th</sup> is the Friday) at the Westminster Hobby Town store at 92<sup>nd</sup> and Wadsworth. Then the fifth and sixth scenarios will be played at the July club meeting. The last three weeks will also be played at Hobby Town. Of course, you can also play the game with other friends on your own schedule and report those games in addition to this game schedule. The scenarios include:

Week 2, June 13; Lady Fortune scenario with 150 points.

Week 3, June 20; Specific National Objectives week with 150 points.

Week 4, June 27; Veteran Crews where all figures will cost at least 5 points; force total of 200 points.

Week 5, July 1, the Tuesday before July 4th; Dangerous Waters, a naval game with at least 3 shoals with 200 points

Week 6, July 13 at the club meeting; TWO SCENARIOS, Leaders of Men with 175 points and Coastal Conflict with 175 points

Week 8, July 25; Master of the Sea scenario with 250 points

Week 9, Another National Objectives week; Someone else will need to organize the final week as I am out of town the entire week!

So, how many members will jump in and enjoy a Summer of Plunder? Figures are available on the Firelock Games website and faction descriptions, advantages and disadvantages are on the Blood and Pigment website. Choose your force and let’s get the action started!

## Historic Location of the Month

### *Carpiquet Airfield, France*

Recently I have been researching a WWII Canadian battle at the Carpiquet Airfield just west of Caen. I'm impressed that not much has changed for part of the airfield. This may end up being a future scenario I'll put on at the club.





# Summer of Plunder Event

## A Blood and Plunder Campaign

### Game Schedule and Location

**Scenario 1;** Scouting Party scenario at CMH June 8 club meeting (see cmhweb.org for location) with 100 points.

**Scenario 2;** June 13<sup>th</sup> at 6 PM; Lady Fortune scenario at Hobby Town Westminster with 150 points.

**Scenario 3;** June 20<sup>th</sup> at 6 PM; National Obj week at Hobby Town Westminster with 150 points.

**Scenario 4;** June 27<sup>th</sup> at 6 PM; Veteran Crew scenario at Hobby Town Westminster with 200 points.

**Scenario 5;** July 1<sup>st</sup> at 6 PM; Dangerous Waters scenario at Hobby Town Westminster with 200 points.

**Scenarios 6 and 7** at the July 13 CMH club meeting, Leaders of Men and Coastal Conflict scenarios; both with 175 points.

**Scenario 8,** July 25<sup>th</sup> at 6 PM at Hobby Town Westminster, Masters of the Sea scenario with 250 points.

**Scenario 9,** August 1<sup>st</sup> at 6 PM at Hobby Town, another National Objectives scenario with 200 points.



# 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 groups.io site 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:

Groups.io Group: <https://groups.io/g/cmhweb>

- Our Groups.io page is the best way to see what our club is up to.

Web Site: <https://cmhweb.org/>

Facebook: <https://www.facebook.com/groups/cmhgamers/>

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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