



Colorado Military Historians

Newsletter

LI, No. 7

July 2025



View inside Sinseim Technical Museum, Germany (courtesy Tom Dye)

News and Views

*Message from CMH Secretary
Eric Elder*

Thank you to John Brown and Jim Rairdon for your articles this month. John shares a review of the last ADLG tournament games at the club. Jim shares his thoughts on SpeedPaints on 15mm. Dave Manley shares the latest updates on the Summer of Plunder.



On June 21 we had a club board meeting. We decided to move forward with the new polo shirts at the cost of \$40 per shirt. Orders have been placed with Greg Skelly. West Wars was a financial success, but we are open to the idea of the 2026 West Wars being held in April to try to attract a larger attendance. Greg has volunteered to be the Veterans Wars 2025 coordinator. Highland Hills has still not presented us with the 2025 contract for rental of the Baker Center facility.

Richard passed along news that a new hobby store is about to open in Colorado Springs. The new store, Hobby Smith, will be located at 3029 Jet Wing Drive (southeast Colorado Springs area). The grand opening will be at 10am July 5. Ed Rossman is running a full day of Bolt Action demo games that day.



June

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
Jeff Lambert	15mm	Battlefront	WWII	Late War Ger Tank Hunters
Jim Rairdon	15mm	Legio Heroica	Dark Ages	Vikings
DAVE MANLEY	28mm	Warlord	WWII	Sherman
Tom Dye	10mm	Pendracken	Medieval	Archers and two leaders
Tom Dye	Any		Any	Scenery
Tom Dye	10mm		Any	Buildings
Tom Dye	6mm		Any	Buildings

Winner in **RED**

ADLG Medievals go for Another Round

CMH Member

John Brown

The customary Spring Le'Art de la Guerre Tournament, begun at West Wars on May 18th, went into a second round at the June 8th CMH meeting. Still in the running we found John Brown's Medieval Germans, Pat Harvey's Swiss, Richard Kasten's Free Company, Jim Rairdon's wagon-clad Hussites, Greg Rold's French Ordonnance, and Greg Skelley's French Ordonnance. Based on the May results, the Germans faced Rold's Ordonnance, the Swiss faced the Free Company, and the Hussites faced Skelley's Ordonnance.

The Germans started out in trouble and stayed there. Fate dealt them a huge knot of rough terrain in the middle of their deployment area -- bad news for a force dominated by knights, pikes, and war wagons with few rough terrain troops. Bottled up by artful French positioning, they attempted a sweeping flank redeployment to turn the battlefield ninety degrees. En route they were peppered by French archery and artillery and delayed by skillful counter-maneuvers as they attempted to turn in a restricted space. They finally brought significant forces to bear as time ran out, but the French held the advantage.



The Germans, flummoxed by terrain, move to Reposition

The Swiss had better luck. Their massed pikes faced Free Company dismounted knights perched on a gentle ridge in the middle of their line. On one flank the mounted knights from both sides collided early and the Swiss, with a few mounted troops more, gained the advantage. By the time the Swiss pike were approaching the ridge, Swiss Lorrainer knights had won their battle and turned the ridge's flank. The Swiss pike went straight up the ridge, overwhelming the dismounted knights in front of them while the knight's flank was assaulted as well. Bedeviled by bad fortune, the Free Company broke.



Swiss Pike Assault the Ridge

The Hussites deployed eight battle-ready war wagons in a giant box with halberdiers behind fortifications between them. This powerful defense featured ample firepower, surrounding itself with hurricanes of crossbow bolts and artillery shot. The Ordonnance, encompassing a half-dozen longbow units and twice as many heavy infantry of other types, approached gingerly. They concentrated on a corner, focusing longbow fire there and then assaulting with heavily armored dismounted knights. After fierce fighting the French collapsed a corner and penetrated the perimeter. They held the advantage as time ran out.



French Ordonnance hit a Hussite Corner

As the dust settled, all six of the remaining contestants were still in striking distance of ultimate victory. Greg Rold's French Ordonnance led with 8 points. John Brown's Germans and Pat Harvey's Swiss were tied for second at 7. Richard Kasten's Free Company and Greg Skelley's French Ordonnance both had 6 and Jim Rairdon's Hussites had 5. Points per game are awarded at 5 for breaking an opponent, 4 for having an advantage of 20% or more when time runs out, 3 for a tie wherein both players are within 20% of each other, 2 for being at a disadvantage of 20% or more when time runs out, and 1 for being broken.

Doing the math, Greg Rold's French Ordonnance could render itself uncatchable if it wins an overwhelming victory in the Tournament's third and final round. However, if its next opponent, Richard Kasten's Free Company, beats or ties it, the door swings open for different player to triumph. This will be the game to watch at the CMH meeting in July. Who will come out on top as the Late Medievals go for a final round?



Can the Free Company beat the French Ordonnance?



A potential uniform King Frederick II of Prussia wore late in his life. Uniform can be found at the Hohenzollern Castle, Germany.

June

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
MATT VIGIL	25mm	Arena Games	Gladiator Combat
Dave Manley	28mm	Blood and Plunder	Treasure Hunt
Deborah Schouten	15mm	Nap Battles 4 th ed.	Prussians meeting French 1814
John Brown	15mm	Middle Ages	ADLG Tournament

Winner in **RED**



Rethinking Army SpeedPaint Paints

15mm Figures

*by CMH Vice President
Jim Rairdon*

I have previously stated that I did not like SpeedPaint for 15mm figures. In chatting with John after the meeting, he suggested a short article.

I was talking about how I originally had not liked Army Painter SpeedPaint for 15mm figures, although I love it for 25mm figures. I think I may have found a solution to that problem. I have experimented on 15mm figures, trying to do a full zenithal priming. The zenithal method is to prime the figures in black, then spray gray at a 45° angle, followed by white at a 70° angle. For smaller figures (i.e., 15mm), it just creates a muddy effect. It works very well with 25mm figures and above. I painted a 75mm Christmas Elf for Ellen for Christmas using this method, and was very pleased with the results, so I will continue to do so.

Over time, I found a modified zenithal priming that I think works for 15mm figures. This entails priming them completely in gray. That is to skip the black step. I mount the figures on tongue depressors and lay them face down on their sides to spray the gray under the arms, etc. I rotate them so that I can paint from the back side. I then stand them up and spray on all four sides with the gray. After the primer dries, go back and highlight them with a white overspray at a 70° angle, or so.

I think this works very well because the speed paint works very well at getting the highlights where the white is, and the shadows where there are folds in the figure; it seems to be a pretty good compromise. Painting with Army Painter SpeedPaint is very quick. I was able to paint 28 Viking Berserkers in a day, even with allowing time for the SpeedPaint to dry between colors.

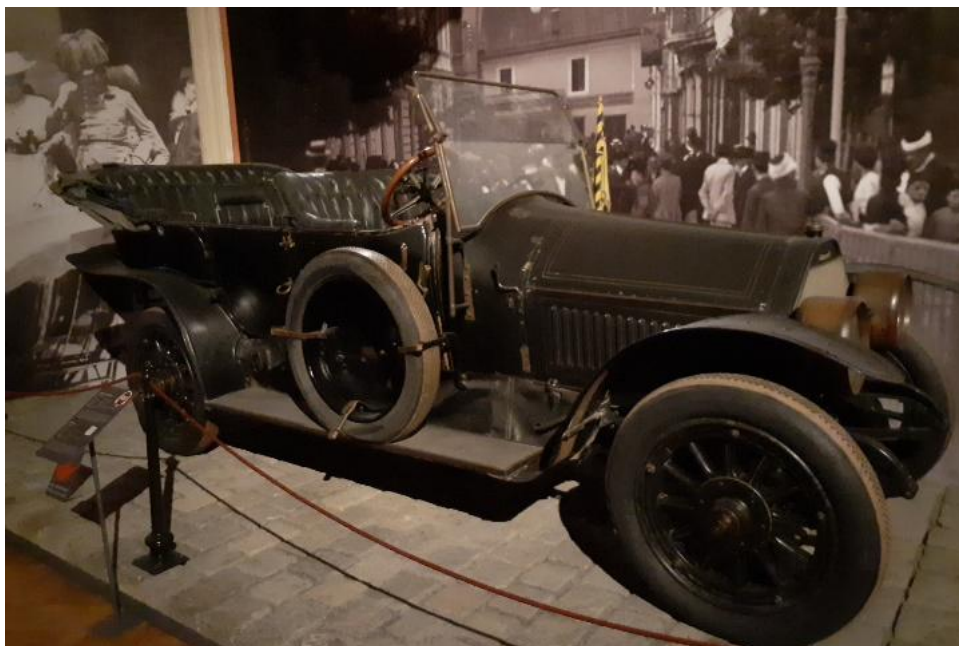
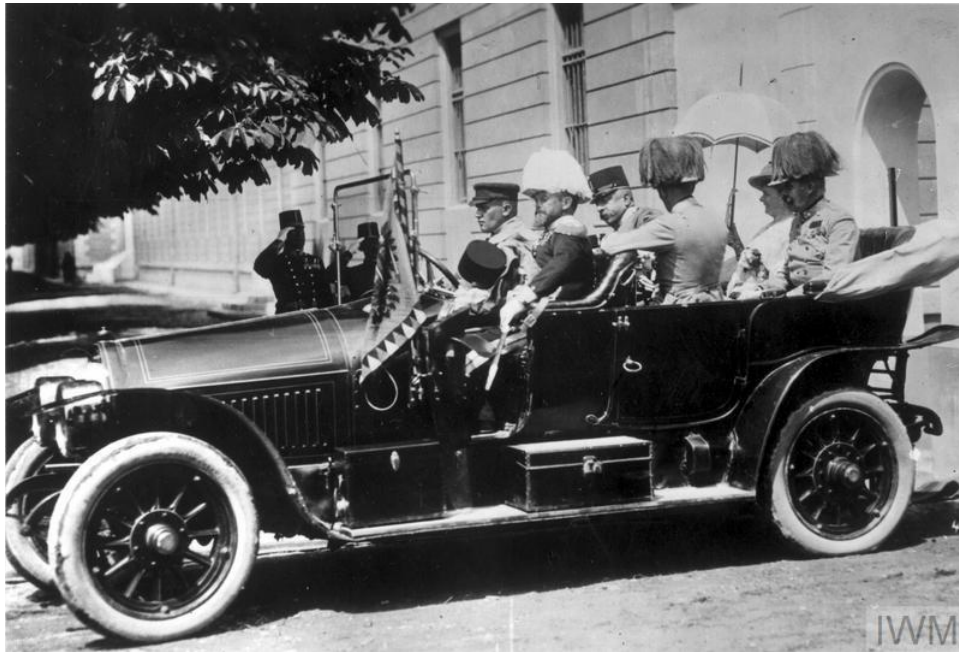
I have also experimented a little bit with the use of acrylics and SpeedPaint, for example, with flesh, I have a SpeedPaint Crusader Skin, which I was not satisfied with. When I painted that over the gray, I found it was very unsatisfactory. Now I undercoat the flesh with Vallejo Sunny Skin (70845) and then use the Crusader Skin like a wash over top of the flesh. It produces a pretty good result, at least something I am satisfied with. Obviously, as always, I complete the figures by picking out details such as belts and pouches with Vallejo acrylics. After they are mounted on bases, I then finish them off with Vallejo Matt Varnish acrylic spray.

I was also chatting with Phillip about how I mount figures to the bases, so I thought I would go over it here. I use Liquitex Ceramic Stucco. It is a painting medium, like a modeling paste that is light gray in color. I color it for normal groundwork with Liquitex Acrylic Burnt Umber. I mix it in, but try to leave the stucco “variegated,” so that there is depth to the groundwork. I use a pallet knife to spread the stucco to the base, and while it is still wet, I put the figures onto the base, add any vegetation, and finish it off with static grass. If I ever want to remount the figures, I can use a sharp Exacto knife and go under a corner, and lift the stucco off the base, figures, and all.

Historic Location of the Month

Heer Museum, Vienna, Austria

Tom Dye has visited the Heer Museum in Vienna, and shares a photo of the Archduke Franz Ferdinand's car, which he was assassinated in 1914.



Summer of Plunder Event Update

We are four weeks into the Summer of Plunder campaign and preparing for the next several weeks of games. Locally, we have had several good games with varying outcomes. The usual factions are Portuguese, Dutch, English and French. The International campaign has the Pirates and Natives currently in the lead, but fortunes can change rapidly. Check out the campaign map on Blood and Pigment's website and the Summer of Plunder HQ. They are scheduled as follows:

July 1, Dangerous Waters Scenario at Greg Skelly's house. Up to 200 points per player and no ships larger than class 2. This is a scenario based upon the 1718 capture of Stede Bonnet in the Cape Fear River.

July 11, Leaders of Men at Hobby Town Westminster. Up to 200 points as described on the Blood and Pigment website; Summer of Plunder HQ. Each player needs to use a Historical or Legendary Commander with a point cost of 21 points or more.

July 13, Masters of the Sea at CMH meeting the CMH meeting. Up to 275 points per player using "the Fickle Sea" scenario. Any size 3 ship or smaller may be used. This is based upon Charles Vanes' escape from Nassau in July 1718. At the time, Half of all pirates accepted the "King's Pardon" to stop pirating. However, Charles Vane did not accept and set out to capture Nassau, which he did in July, 1718. Shortly thereafter, Woodes Rogers arrived with a fleet and attempted to negotiate Vane's surrender. Ultimately, Vane decided to break out of the harbor; which sets up our scenario.

July 25, Coastal Conflict, Escape by Sea scenario at the Hobby Town Westminster. Up to 200 points per player, with one player per side or 100 points per player with multiple players. The defending player has captured the local governor and is attempting to get them to their ship in the harbor. The locals have mounted a rescue attempt to stop them.

August 1, This is the final week of the campaign, but I will be out of town that week and unable to run a game. I encourage all players to finish out the campaign with a game at Hobby Town Westminster.



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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Next Issue: Aug 2025

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