



Colorado Military Historians

Newsletter

LI, No. 8

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Stonewall Jackson Monument at Manassas

News and Views

*Message from CMH Secretary
Eric Elder*

Thank you to John Brown and Dave Manley for your articles this month. John shares the results of the West Wars ADLG tournament. Dave describes his visit to West Wars 2025.



The Board has started handing out the pre-order club shirts at the June meeting. We will have the shirts available for those who have not picked up theirs at upcoming meetings.



July

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	1/144	Ozmods	Korea	F-80 Shooting Stars
TIM PARKER	32mm	Steamforge	1700s	Lochbash Brothers
Dave Manley	28mm	Firelock	1700s	Zeelinden, Ships wheel, etc
Tom Dye	6mm	Total Battle	Various	Various
Tom Dye	10mm	Pendraken	Medieval	Cohesion Base
Tom Dye	28mm	Warlord	WWII	US Squad

Winner in **RED**



Greg Rold Dominates

ADLG Medievals West Wars Tournament Winner

CMH Member

John Brown

The customary West Wars *Le'Art de la Guerre* (ADLG) Spring Tournament went into its third and final round at the July CMH monthly meeting. Coming out of the second round, six players were still in the running. Greg Rold's French Ordonnance was in the lead with 8 points. John Brown's Medieval Germans and Pat Harvey's Swiss were tied for second with 7 points each. Richard Kasten's Free Company and Greg Skelley's French Ordonnance had 6 points each and Jim Rairdon's Hussites 5. As math would have it, any of the trailing five players could have won the tournament – if Rold were defeated in this final round.



Greg Rold: The Man to Beat!

Alas for the rest of us, that was not to be. The final round pitted Kasten's Free Company, dominated by dismounted knights supported by longbowmen, mounted knights, and a few skirmishers, against Rold's French Ordonnance, which featured somewhat more in the way of longbowmen, mounted knights, and skirmishers supported by two artillery units. The terrain that emerged complicated the battlefield, with three of the five features present being difficult or rough terrain proximate to the central sector. This favored the greater numbers of longbowmen and skirmishers deployed by the French Ordonnance.



French Ordonnance and Free Company Face Off in Compartmented Terrain

The Free Company tried to bull its way through the center with dismounted knights while swinging its mounted knights to its left flank. The French Ordonnance met this advance with withering longbow and artillery fire, positioned sufficient mounted knights to thwart the Free Company turning movement, and launched a mounted turning movement of its own on the other flank. Firepower, attrition, and the success

of the French turning movement decided the day. After heavy fighting the Free Company broke. This bumped the French overall Tournament points up to 13, impossible for anyone else to catch up to.



French Knights (right) turn a flank



Germans and French Mix it Up

Still in the hopes Rold would fold, Brown's Medieval Germans and Skelley's French Ordonnance went at it on a battlefield remarkably devoid of complicating terrain. French advantages with respect to firepower (nine long- or crossbow units) were partially offset by German war wagons, which also managed to stymie the Ordonnance knights. German knights and pikes advanced behind a screen of skirmishers to close with the French bowmen and dismounted knights. However, they took losses coming in and the battle devolved into a slugfest. When time ran out both sides were on the cusp of breaking, with results so close the game ended up a tie. No hope of catching Rold from such a stalemate!

Pat Harvey and Jim Rairdon with their Swiss and Hussite armies, respectively, were not able to make the July meeting. In the interest of fairness, we will afford them an opportunity to compete for second place. Whatever the results, it will be impossible for either of them to catch up with Rold's unstoppable French Ordonnance.

At the August monthly meeting we will be playing a round of ADLG(F), with Horus and Set again going at it in our customary mid-summer "Hot HOTT". We can accommodate as many players as want to play, generating an islet in the Nile Delta for each pair of players who show up. Horus' minions remain largely Egyptian themed, whereas Set fields a mix of Crocodilians, Ceratopsians, Desert Dwellers, Sea Peoples, Axumite Tribesmen, and others. Beyond that, who knows what will come through the Giza Stargate? If you are interested, please contact John Brown or Jim Rairdon.



Set's Crocodilian Cavalry: Ready to Rumble on 10 August!



July

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	NA	Commands & Colors	Ancients
Dave Manley	28mm	Blood and Plunder	Fickle Sea Sea Battle

Winner in **RED**



Historicon 2025

by CMH Treasurer

Dave Manley

I was able to attend Historicon at the Lancaster Convention Center again this year. I always have a good time, but this year was especially enjoyable. I would recommend attending the convention at least once as you will see incredible terrain and armies and for the most part well put together games which are enjoyable to play. This year Larry Irons and I combined a day of sightseeing into the trip and visited the Manassas 1 and 2 battlefields as well as part of Fredericksburg. I miscalculated the time to travel between battlefields and the time to get to Lancaster due to the traffic we encountered and as such we did not see all we wanted. Next year I am thinking of flying in on Sunday and sightseeing for 2 ½ days.

We arrived at Manassas about an hour before the park visitor center opened and had a chance to walk around Henry House hill and the main ground of the First Manassas. It was wet and we got our shoes soaked! But we saw and figured out the main movements of the armies. We got into the visitor center and they have a large, illuminated map of the field which shows the entire area and clearly marks the movements of the armies. The rest of the visitor center was a museum of firearms, equipment, and uniforms as well as the bookstore. I picked up maps of the fields for future reference. We then headed out on the driving tour which showed the wide geographic breadth of the fighting. The tour takes you to parts of both battles and the thing we noticed was the growth of trees which made it hard to understand what the commanders were seeing at the time of the battle. The most significant of these was the railroad embankment which Stonewall Jackson's Corp fought behind while waiting for Longstreet and Lee to show up. The embankment was completely overgrown with trees as well as the field of fire to the south. If you go to these battlefields, they are quite different than Gettysburg and Antietam where significant care has been taken to recreate the fields as they were in 1862 and 1863.



Manassas railroad embankment

Time was moving quickly so we cut the Manassas tour short and headed to Fredericksburg. There we found the visitor center which also had an electronic map, museum and bookstore. Here we got to watch their movie for a history of the battle and campaign. We walked around outside the visitor center and

were amazed at the elevation change to Marye's Heights from the town. Southerners lined a stone wall at the bottom of the ridge and were well protected from all frontal attacks and supported by more infantry plus artillery to their rear. We went and viewed the Rappahannock river which was so important to this battle as well as Chancellorsville, The Wilderness and Spotsylvania Court House. It is a BIG river and obviously hard to cross. We started to head to the eastern end of the battlefield but again ran out of time considering when we needed to arrive in Lancaster. Therefore, we headed north without seeing all we wanted. Next time will be different.



Maryes Heights and stone wall

My first game started at 6 and Larry and I were able to get registered at the hotel and meet John Mumby prior to the game. Staying at the Marriott is so convenient to gaming that I highly recommend it! Note that to get a room, you need to be online with the hotel on the morning they open reservations and make the reservation within the first 30 minutes or the rooms are sold out. I also checked in for Bill Daniel and Greg Skelly who were arriving later that evening.

My first game was "What a Tanker" on a very nice terrain board with a good scenario planned. It was Tunisia pitting German Panzer III's vs. US Stuarts. The Stuarts moved rapidly and secured most of the terrain objectives as the German tanks (of which I had one) could not seem to get movement dice. So, we decided that killing the Stuarts was the only way to win. Unfortunately, we started out on the losing end of this with both my allies' losing tanks without killing any Americans. Finally, the luck changed and we were able to knock out several Stuarts and bring the victory points closer together, but we still lost. The good news was I was able to play my initial tank through the entire game and scored two of the American kills.

After my game John, Bill, Greg, Larry and I met up for a drink at the bar. A nice ending to our first day.



Thursday morning started with me commanding a Viking warband of my Jarl, two berserkers, a huscarl warrior and two bondi warriors. Along with four other Viking bands we were tasked with finding a chest of gold hidden somewhere in the village or castle. One of my bondi warriors was killed on the first turn by peasant archers. Thereafter I formed shieldwall and moved closer to the peasants and their knight leader. Finally, I garnered the initiative and charged, killing all the peasants and finally the knight over two turns without losing anyone else. We moved into the village and saw the local Bishop and made a dash to capture him. We stayed close but could not catch him until he was just outside the castle gate. There, we again gained the initiative and charged he and his escort; killing the escort and capturing the fat old bishop! One of my wounded berserkers escorted him from the field as I lead my retinue in an assault on the castle! Foolish decision as the knight defending the gate killed each of my men in succession without being injured. Still, my berserker was able to leave the field with the Bishop as hostage. The rest of the Viking bands were also unable to breach the castle and the gold stayed with the local knight.



I had the afternoon free and walked around looking at the dealer area; scoping out purchases I could not afford to pass up and then visiting the games in session on all four floors. Lots to see and consider for future gaming and terrain ideas.

Thursday evening I played a “Ruthless” western game originally designed by Little Big Wars and run by Marks Game Room. Both are great organizations and I enjoy their rules and games. Ruthless is a three act play and in the first act the bad guys (I was one of the black hats) had to rob the bank and rob the stage coach. As we figured the bank would be harder to take, I was elected to tackle the stage coach while the other two robbed the bank. Each player has a 6-man gang, but only three are used in any scenario. Losses are unavailable for the future two acts, so picking your best characters in the first act might result in having only poor members for later. I chose one guy with a rifle, one drunk guy and my leader who was one of the two best characters I had. The guy with the rifle had no reload ammunition but could set up in ambush; which I did. The rest of us rode onto the board at the time the stage coach entered from the other end. My hidden rifleman began shooting at the horses at long range and was able to kill one of them right away. This slowed the stage but meant the good guys were able to close and shoot at my sniper. Luckily, they missed and he was able to continue firing on the stage until he ran out of ammunition. My drunk rode right up to one of the good guys to get close as that was the only way he would hit! After several misses, he was able to take down his opponent before being killed himself. My capable leader decided to ride up to the stage horses and successfully jumped from his horse to the lead team horse. Then he jumped back to the following horse and somehow survived the good guy shooting from the stage cab as well as the shotgun toting stage guard. Then his luck failed and he was shot and fell from the horse! All looked lost until my rifleman shot the other out rider in the good gang and the remaining guy failed his morale! He left the field, leaving the stage to my remaining rifleman; victory to the bad guys! Unfortunately, my partners didn’t fare as well and got shot up before robbing the bank. I used the loot obtained by the reward to cinematic effects (jumping the stage horses) as well as capturing the stage to recover my wounded rifleman and get him additional ammo for the next act.

In the second act, we needed to see that a good guy who we had framed for a murder was hung. We set up in the crowd with the intent of making sure that the hanging took place while the good guys tried to prevent it. Everyone was in close proximity to each other, so shooting was quick and dirty; several characters on both sides went down as well as citizens. In western cinematic style, my rifleman jumped onto a wagon, then up to a balcony where he had a good vantage point and some cover. One of the good guys attempted to shoot the hangman’s rope, but my rifleman took him out. Then one of the other bad guys ran to the scaffold and pulled the lever before anyone else could save the victim. Victory to the bad guys!



The last scene was a shootout on main street. Each player chose one of their characters or could purchase another named character if they had won any money. I had QD McGraw (quick draw) with two pistols and the ability to shoot twice in the same phase, so I kept him. The other two bad guys had named characters who I can not remember. On the other side was Rooster Cogburn, Matt Dillon and another lawman. Initiative is calculated by card draw and as in most of the games, my initiative was low. Luckily, the good guys took shots at the other two bad guys. Rooster was most successful, killing one of the bad guys before dying himself at the hands of the other bad guy. I took my shot with QD, and fired twice needing a 7 with the first roll and a 10 with the second. Halleluiah! I rolled a 7 and 10 and killed one of the good guys. The last one failed his morale and ran into a building leaving the street in control of the two remaining bad guys! Lots of fun and

an enjoyable way to finish the first full day. After another trip to the bar, conversation with the other guys and a visit by Scott Landess, the convention director and a friend from many previous conventions, I headed to bed.

Friday morning, I played a hypothetical AWI scenario with Black Powder. I played the Colonial side against what looked like overwhelming British, Hessian, and Loyalist forces. However, they had to cross two streams, one of which was only passable at the bridge. Three Colonial players divided up the force. I commanded a small force of militia and light infantry protecting the bridge and coming on the field from the north on the enemy side of the unpassable stream. The British all came on from the West while the other Colonists were on the defensive side of the impassable river, coming from the east and south. Turn one saw the Loyalist Indians advance rapidly and wipe out my militia rifleman in front of the bridge. Before we could mount a defense, the Indians crossed the bridge into a crossfire of the Colonials. What looked like a colonial disaster had been averted. Over the next several turns, the other Colonial Commanders set up a strong defense of the bridge with interlocking fire. I was able to garner reinforcements to my position which threatened the British left flank and this slowed their advance. As the game progressed (slowly), the Hessians mounted a serious attack on my position and would be eliminating the force over the next several turns. The British, anxious to capture the bridge sent their light dragoons on a suicide mission to charge the bridge and the cannon protecting it. Many of the troopers were cut down and forced to fall back. As the game ended, my force on the British side of the river was in dire straights but the bridge was held and unlikely to fall to the British.

Saturday afternoon was scheduled to be free for me, however I had seen a Blood and Plunder game that looked interesting and so I stopped by to see if I could get in. As luck would have it, I was able to play a ship in the naval portion of the scenario. This was also lucky for the gamemaster as he did not have time to teach and run the naval game in addition to the amphibious and land portion. So, I took over running the four-player naval game. In this scenario a Spanish frigate and sloop were trying to make it into the San Juan harbor before being cut off by the Dutch Flyte and Galleon. In another stroke of luck, one Dutch player decided to leave after one turn and Greg Skelly showed up and jumped in. So, Greg and I ran the Dutch against the two Spanish. It was a running gun battle without much effect until the ranges closed. Then the Spanish frigate, which was in the lead, took lots of crew casualties from both the Flyte and Galleon. Greg's Flyte was also losing crew and the two ships collided and grappled, preparing to board each other. My galleon continued firing with the sloop and rather than following Greg into the melee, I turned my ship to acquire a stern rake on the sloop. Unfortunately, I missed the opportunity as the initiative did not let me act first, but I did have fun "sailing" the ship in the game. This was a beautiful game board with an example of all three types of game available in the Blood and Plunder universe.



Friday evening, I was trying out an AWI rule set titled “Liberty or Death.” These were initially developed by Little Wars TV and as I said earlier, I like most of what they design. This game turned out to be no exception. The game was Bunker hill and I played the Colonial side. I do not agree with the design of the gamemasters terrain as I have run this game myself, but we did have a good time and the terrain ultimately won the “Gamemaster of the year” for the convention; primarily because of the scale model Frigate he had and the beautiful buildings of Charlestown that he set up. In our game, our Colonial force held the redoubt until overwhelmed by the seven regiments arrayed against it. Tactically, the British succeeded in taking the redoubt, but they took too much time, took too many casualties, and allowed the Colonists to escape, resulting in a historical minor victory with significant cost. While the British were concentrating on the redoubt, my militia moved up our left flank and ultimately put serious fire into the exposed right flank of the attacking lines. The British were forced back from the losses and ultimately had to delegate a regiment to deal with my guys.

I enjoyed the game so much that I returned to it Saturday night to see if I could get in again. Luckily, I was! This time I played the British to better understand the games’ order allocation system and decide if I liked it well enough and that it accurately represented the period. Both turned out positive and I acquired the rules and intend to use them for the AWI games I will be playing for the 250th anniversary of the American Revolution. In the second game, I took command of the British and assaulted the redoubt with only three battalions while sending the light infantry around the right flank supported by the Grenadiers. Their objective was to keep the Colonial militia in place and ultimately break through to capture Bunker Hill. Remember that the colonists were defending Breed’s Hill in the battle which is titled Bunker Hill. Three additional battalions were dispatched to march to support the light infantry when they arrived on the field. One battalion of British were tasked with containing the colonial riflemen in Charlestown while the remaining three battalions assaulted the redoubt. Though one battalion was forced back due to poor morale, the remaining two marched up, fired and forced the colonists on the wall to fall back. Then we charged, took the position, and continued charging each successive line they formed. Ultimately, we captured the redoubt and were half way to Bunker Hill when the game turn limit was reached. This was a much more significant British victory with far fewer losses! Hopefully if you play in my AWI games next winter, you will enjoy the game as much as I did.

Saturday morning, I was selling figures, rule books and spare parts at the flee market. This turned out to be marginally successful though I was not able to accomplish my primary goal of selling half of my 28mm Early Imperial Roman army. I packed up from the morning, took everything to my room and headed to one of my favorite games each year; Close Action naval sail played on the floor of a quiet separate room. There were 14 players; each commanding a 1650’s era sailing ship fighting the Dogger Bank battle; British vs. Dutch in the North Sea. I was given a 56-gun small ship of the line on the Dutch side. I had the lead ship of the van squadron and saw lots of action. The British, in faster and more powerful ships with the weather gauge came downwind quickly with three of their ships enveloping my ship the Erbprinz. I fought each of them and kept them from engaging the remainder of the fleet for most of the battle. Though I was seriously damaged, I doled out punishment to each of the others; forcing the most powerful British ship to sail significantly down wind and out of the battle. The rest of the Dutch fleet engaged the remaining four ships and were on the verge of sinking two and overwhelming the other two when the two British ships left me and attempted to rescue their comrades. So, ultimately it was determined to be a Dutch victory; better than the historical result. As always, I had a great time and enjoy the game run by Mark, the author of the rules.

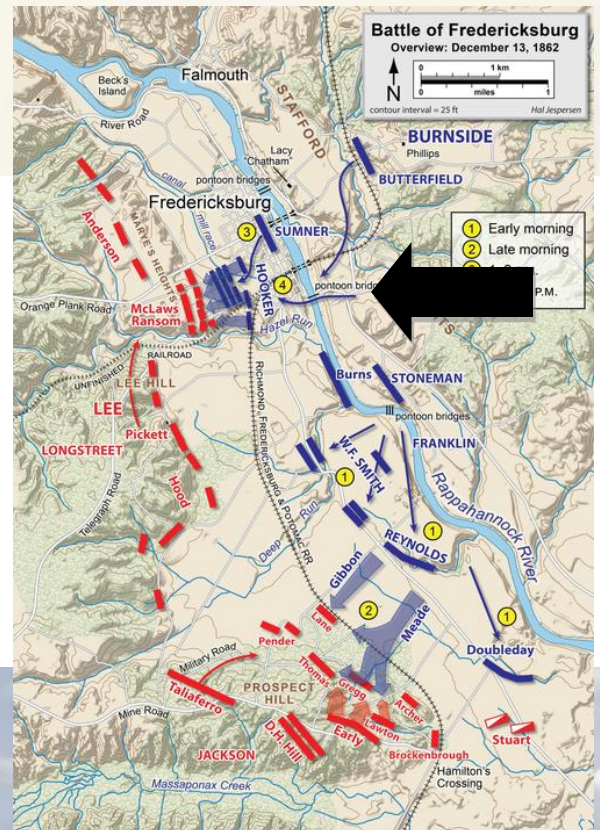


The next morning, Sunday, at Gregs suggestion, I set up in the flee market again hoping to sell what was left of my inventory. I sold many of the items I had and near the end of the hour, two people decided they wanted my Romans. I was able to conclude a favorable sale and unload most of what I brought. This gave me the money I wanted to acquire a two player "Dead Man's Hand" set and some log fort walls and gates I wanted for a dark ages battle I have in mind. A great ending to the convention!

Historic Location of the Month

Fredericksburg, Virginia

A Union floating pontoon bridge was built across the Rappahannock River between Ferry Farm and the present day City Dock in April 1862. Union troops destroyed the bridge when they were recalled to Washington in August. The bridge was built again in December, this time under fire.



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

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