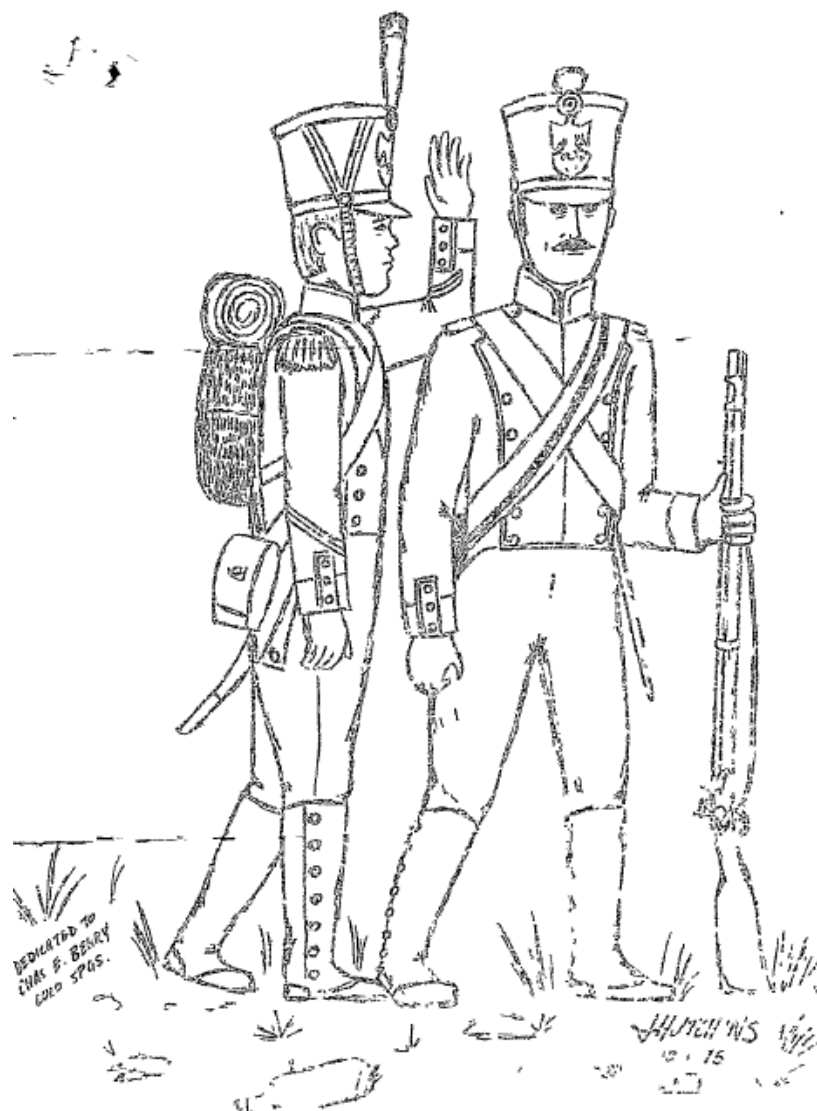


Colorado Military Historians

Newsletter

LI, No. 9

Sept 2025



Drawing by John Hutchins in the March 1975 club newsletter.

News and Views

*Message from CMH Secretary
Eric Elder*

Thank you to the three Johns this month, John Brown, John Carter, and John Mumby, for their articles. We have another ADLG(F) report, book review, and convention summary.



Last month we received word that John Hutchins recently passed away. He was an active member in the 1970s and shared many drawings in our club newsletters. We also learned that Ed Meyers wife passed away. Condolences to both families for their loss.

I recently found out Pendraken is having to deal with US tariffs. They have figured out how to charge the necessary 10%. It is calculated at the end of checkout from their site. It is a 10% add to the full order and the fee is passed along to Royal Mail, when then pass it to the US government. I suspect I will be going through this new process in the near future. It is unfortunate that the US de minimis exemption (no duty on packages valued \$800 or less) has been dropped. We should be seeing this for all wargaming related shops around the world.

August

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 |
|---------------------|-------|--------------------------|-----------|-----------------------------|
| Eric Elder | 10mm | Etsy | WWII | British Terrapin |
| Jim Rairdon | 15mm | Essex | Dark Ages | Viking Infantry and Camp |
| Greg Skelly | 15mm | Battlefront | WWII | Australian Rifle Co. |
| JEFF LAMBERT | 15mm | Battlefront | WWII | Polish Cromwell Recce Troop |
| Jeff Lambert | 1:144 | Reduced Aircraft Factory | WWI | Salson 2A2, Hansa B C.I. |
| Dave Manley | 28mm | Firelock Games | Pirates | Various |
| Scott Holder | 28mm | Minifigs | Medieval | Generic Knights |

Winner in **RED**

Set Bests Horus, Threatens Stargate

CMH Member

John Brown

Horus and Set went at it again at the August CMH meeting for our now customary summer “Hot HOTT”. This time the action migrated from Upper Egypt and the Stargate Edfu to the Nile Delta and an alternate Stargate near Giza. The battle spread across two islets (120cm by 80cm mats) separated by a branch of the Nile. One islet was generated as mangrove jungle (forest) and the other as a settled plain. A temple and the Stargate were on the latter islet.

Ferries capable of carrying a unit per turn across the river (either way) served each army, but such movement was not permitted until Game Turn 3. Fliers could not cross the river until Game Turn 3 either. The jungle islet featured a nesting ground defended by and sacred to Set’s Crocodilian allies. The settled plain featured the temple and the Stargate defended by Horus. Each side deployed a 240 AP army on each islet. Mission points were awarded for capturing the nesting ground or Stargate, capturing an enemy’s ferry, or knocking off enemy generals. These were in addition to the points awarded for Enemy Force Destruction and Friendly Force Survival.



Crocodilians Defend their Nesting Ground

The Crocodilians, commanded by John Brown, defended their islet with a robust mix of pikers, hastati, and medium swords some with Strongbows. All counted as armored because of thick skins. They were reinforced by a contingent of Elite Heavy Raptor Riders, a Coelophysis pack, and two Elite Amazon Special Operating Force Magicians. Richard Kasten led a Malazan army, two wings of cavalry and one of infantry, against these. The cavalry was dominated by lancers with bows and impact but included light horse and cataphracts. The infantry consisted of a phalanx of mixed spear and bow flanked by levies and light infantry. Swarms Underfoot made these more lethal and a Magician with Healing powers was on hand as well.

The Crocodilians established a tight perimeter flanked by the pond around their nesting site, thus taking advantage of superior “armor” and limiting Malazan options for maneuver. As the Malazan approached the Amazon Magicians delayed them with a Wall of Fire and drenched a patch with an Embogment Spell, further restricting maneuver. The Malazan light horse roughly handled some Medium Swords, but the main cavalry attack disintegrated in the face of stout Crocodilian resistance and a few power bolts from the Amazons. Meanwhile other Crocodilian Medium Swordsmen made short work of the Malazan levies in front of them, outflanking the pike on spear battle raging in the center. The Crocodilians were ahead as time ran out.



Crocodilians versus Malazan from Above

On the other isle Horus, commanded by Jim Rairdon, deployed as an Elite Magician with three Elite Giant Henchmen and defended the Temple and Stargate. He was assisted by another Magician, four Elite Chariots with bows, five Elite 2HW Heavy Swordsmen, four Archers, and a dozen Hordes of ravenous Mummies. Set, played by Greg Rold, was embodied as a Triceratops with two Triceratine Wingmen. Set also deployed two Magicians, four Medium Ultra-Raptor Rider Squadrons, three Pterodon Squadrons, four Sea People Pike Blocs, three Sherdan Medium Swordsmen, two Amazon Scout Platoons, and an Engineer Detachment.



Triceratine Set and his Wingmen

As Horus and Set met, Horus' Giants collided with Set's Ultra-Raptor Riders. A few timely Power Bolts and an advantage on overlaps favored the Raptor Riders. Worse for Horus, Set's Pterodons circled into his rear to attack him from behind while the Sea People Pike and Triceratines joined the Raptor Riders in an inexorable advance from the front. Once Horus' Giants were defeated, the rest of Horus' army found itself overmatched and took heavy losses. However, his Mummies never got into the fight and, as time ran out, he still controlled the Temple, Stargate, and Ferry. Only further fighting could determine the possession of these.



Set's Forces Advance

ADLG(F) again delivered a balanced, exciting, and fun scenario. Colorful fantasy armies came into play and triumphed or succumbed in fierce fighting. More gripping ADLG(F) scenarios are in the works, but the next ADLG multi-player scenario will be historical. At the October CMH meeting we will be recreating the 312 A.D. Battle of the Milvian Bridge with a nod towards Greg Skelly's chosen CMH Fall Theme of Civil Wars. If you are interested in joining us for this landmark battle, please contact Jim Rairdon or John Brown.



Medium Ultra-Raptor Riders

August 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 |
|-------------------|-------|-------------------|---------------------------------|
| John Mumby | 6mm | Aliens vs Venus | Playtest |
| Dave Manley | 28mm | Blood & Plunder | Europe by Sea |
| Deborah Schouten | 1:285 | Close & Destroy | 1962 E. German vs Nato |
| Jim Rairdon | 15mm | ADLG (F) | Hot HOTT – Egypt Temple Defence |
| MATT VIGIL | NA | Commands & Colors | Ancients |

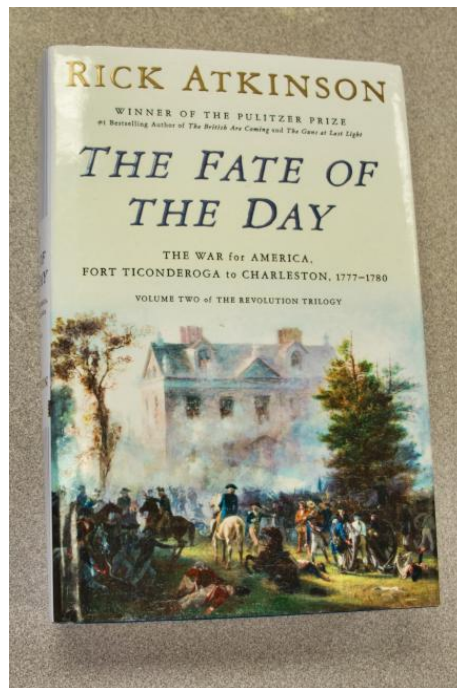
Winner in **RED**



Fate of the Day

Book Review by CMH Member

John Carter

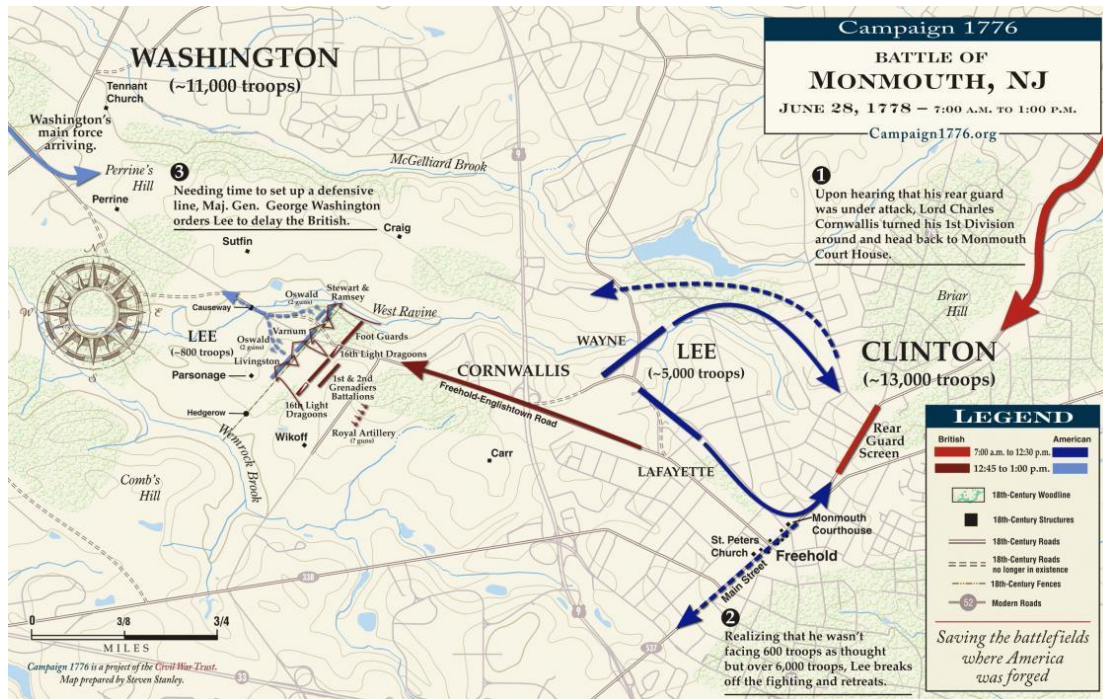


This excellent book is part of a three - part trilogy on the American Revolution. The first volume, published in 2019, The British are Coming was also excellent. The fact that it took six years to write the sequel speaks to the quality of his research. Rick Atkinson was a journalist and he brings that writing flair and research ability to this task. The first book began with Lexington and Concord and took us to the Battles of Trenton and Princeton. This book picks up after that with British plans for the Saratoga Campaign and continues to the Battle of Monmouth. Along the way we track events in France and Spain as they work their way toward entering the war. The various battles and campaigns are well covered as well as the effects of the different personalities involved. He deftly moves from one theater to another keeping us current on the events in each one. Maps are generally well executed and sources are well cited. Overall, I recommend this book and its prequel to your attention for its thorough, but literate and interesting coverage. Hope I'm still around to read the last volume.

Historic Location of the Month

Monmouth Battlefield State Park, New Jersey

The Battle of Monmouth took place on June 28, 1778 during the American Revolution. The Continental Army of 14,000 took on a British force of approximately 17,000. The battle was inconclusive.



Historicon 2025

Article by CMH Member

John Mumby

This was my 20th Historicon, and I can very much agree with Dave Manley, ya got to go sometime. The highlight was not a game. What? I was sitting down at a game when I heard, "John Mumby, I know that name!" It was Erick Wheeldryer, Steve Wheeldryer's 30-year-old son! Steve had joined CMH years ago, moved to Albuquerque, and came back for several Genghis Con and Tacticon local conventions. Several years ago, he died of cancer. It was a delight to play two games with Erick and talk with him several times during the convention.

My first game on Wednesday night was Bosworth 1485 using Test of Resolve, which Terry Shockey and I had play tested. Since Tim Couper had his 50th wedding anniversary celebration, he decided to stay in Scotland, as did the other co-writer, David Knight. This game was run by Dr. Peter Anderson, a kids' doctor from Connecticut, who has hosted some other games I have played in. I commanded Percy's reinforcements, got Percy killed, and helped Richard III get parking-lotted again as in real life. It is a fun game to play.

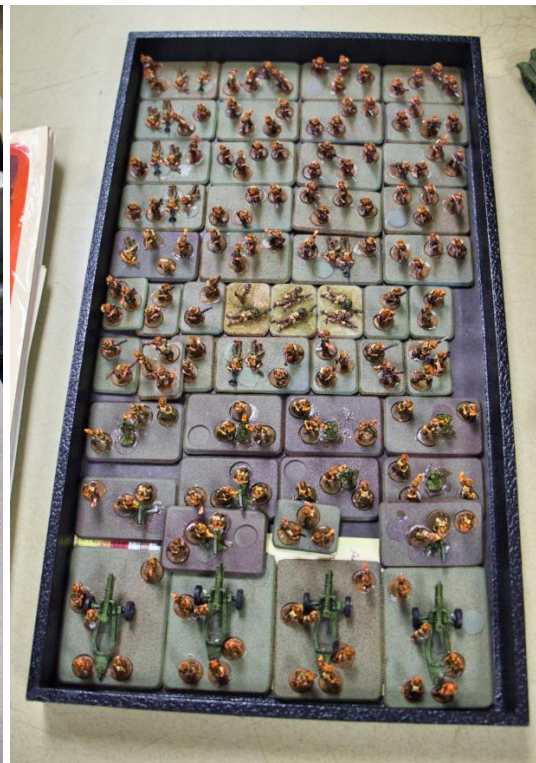
Thursday morning, I started out with Crecy, using Lion Rampart rules, which were new to me. Last year, I commanded the Black Prince, who got captured in the game just like he did in real life, and was rescued in the game just as he was in the real battle. As Yogi Bera would say, "Deja vu all over again." This year, I was the Black Prince and was killed. We lost the game, too. Thursday afternoon, I played The Battle of Foss Landing. (All's Quiet on the Martian Front). My three tripods did a number on the Americans, and I'm claiming victory! The host was the new owner of the company and had rewritten the rules. Thursday evening, I played the Lybians in the Sea People in de Nile 1274 BC hosted by Dr. Peter Anderson. He used To the Strongest rules, which Terry and I had play tested. My Lybians are still running west, and the Pharaoh is having a ticker-tape parade in front of the pyramids.

Friday morning, I played the British in Trenton with a Twist using the Fire and Fury rules for the AWI. The twist was for the Hessians to know the Americans were on their way to Trenton to give them time to set up a good defensive position. It did not work, so I lost another game. But that does not matter when you are having fun! The Friday afternoon game was my new, fun game called The Wars of Ozz-The Fight for Desert Water. The rules have been around for a while. A wargaming club called the HAWKS puts on the games with great-looking terrain and figures painted by Mark Morin. I played opposite a handicapped gamer being helped by his brother next to him. The brother did an excellent job. Neither side captured the water holes, so I will write in our Ozz newspaper that we succeeded in pushing the enemy backwards! It was a fun game with a good group of players. Friday evening, I played in the Battle of Stones River 1862. My Union troops held back the Rebels using the Altar of Freedom rules. These are my favorite rules for the ACW.

Saturday morning, I was feeling my 78 years of age. My game was Ipsus-301 BC Successors battle using Strength and Honour, which Terry and I had playtested. Fortunately, the GM (Mark Huml) filled in for our side and helped us lose the battle. I like these rules and have played in Mark's games for the last three years. Again, a fun game even if you lose. Saturday's afternoon game was disappointing. It was the Battle of Guilford Courthouse, which I was looking forward to playing using the Little Wars TV rule set called Live Free or Die. We British were supposed to march the length of the 72" table to block a road; the Patriots would need to exit the table. Our movement was 6" a turn for 1en turns. If you multiply 6" by 10 turns, you get 60", which is not enough to get to the end of the table. That was disappointing because we had muskets, while some of the American militia had rifles, which outdistanced our muskets.

Plus, a French man playing the American militia in front of my British would move just outside of my firing line like he was supposed to do. He then would run circles around my figures, going through very narrow gaps, which could not be done in the AWI. Then, he jokingly said that he was having fun even though I was not. When the scenario maker came by, I told him that we could not get down the table with a 6" move. He grinned at me and said the scenario designer (him) should do his math better. Oh well. I did have a little fun with this game. Saturday night's game, I missed it! I thought it started at 7 pm, but it started at 6 pm. It was called Waterloo 210 by Dr. Steve Fratt.. I have both editions of his ACW rules, Small, Deadly Space. I have played in his games the last 2 Historicon conventions. I watched him explain the rules for The Victory is Ours! (Waterloo 210), which were similar to his ACW mechanics. Then, I roamed around looking at other games and got a much-needed rest..

Sunday morning, I got a lift from Dave and Larry to the Lancaster Airport where I got on the 9-passenger Cessna, flew into Dulles, and came home on United. I hope to go to Historicon again next year, depending on finances and health (I was exhausted when I got to Northglenn).



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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