



# Colorado Military Historians

Newsletter

LI, No. 11

Nov 2025



Parisians and 19<sup>th</sup> Flanders regiment under General Dampierre charge the Austrian heights  
at the Battle of Jemappes, November 6, 1792

# News and Views

*Message from CMH Secretary  
Eric Elder*

Thank you to Matt and John for their articles this month. Matt shares his views on the Napoleonic Quarterly podcast. John updates on the latest ADLG battle at the last meeting. Lately we seem to have a regular flow of articles coming in and they are much appreciated.



Veterans Wars, our Fall club convention, is coming up next month. As of the release of this newsletter we have 16 events over the two days. Keep an eye on the convention page on our website for any updates.



# October

## 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.

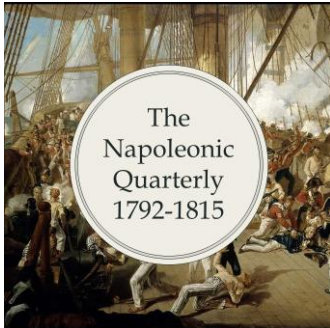
CMH Member	Scale	Manufacturer	Era	Unit
Jeff Lambert	1:144	Tabletop Flights	WWI	Bristol M1C
<b>JEFF LAMBERT</b>	15mm	GCI Minis	Any	Townhouses
Dave Manley	25mm	Firelock Games	Pirates	Natives
Dave Manley	15mm	Battlefront	WWII	Australian Rifle Co.

Winner in **RED**

# The Napoleonic Quarterly

Podcast Review by CMH Member

Matt Johnson



There are a myriad of podcasts on history and on the Napoleonic Wars. Alexander Stevenson's *Napoleonic Quarterly* is different. He is doing a chronological study in three-month parcels from January 1792 through December 1815. Alexander Stevenson is an enthusiast for the period, but on each main episode he is joined by his 'professorial panel' of Charles Esdaile and Alexander Mikaberidze. These are two of the top Napoleonic historians in the English speaking world and additionally, they have very different opinions on the period: Esdaile is vocally anti-Napoleon, while Mikaberidze is a Francophile.

An episode begins with a summary of the headline stories for the three months in question, followed by a short discussion by Esdaile and Mikaberidze on headlines. Then there are three 10 to 15-minute interviews with experts on the main three events of the quarter. After each interview, Esdaile and Mikaberidze will discuss and often debate their understandings of the impacts of these events.

If you have an interest in this period, I highly recommend this podcast. Many podcasts are a monologue by an enthusiast who has read many of the same books that I have read, while enjoyable, it reinforces what I have already learned. *The Napoleonic Quarterly* is hosted regularly by two authors who have written the books that I have read or want to read. Additionally, each episode has three more experts who have written books that I want to read. This podcast has exploded my understanding of the period and has greatly added to my stack of 'books to read'. The authors' biases add to the enjoyment. With two hosts of widely different biases, the conversation is very rich.

In addition, there are numerous bonus episodes that delve into a spectrum of topics from the medical sciences of the period to the King of Rome's governess; from biographical sketches of bizarre, colorful characters in this period to detailed battle reports.

What makes this podcast stand out:

- Conversation about a period that interests me instead of a monologue. I find this format much more engaging.
- World class historians actively discuss and debate material that interests me.
- A fixed chronological approach. I have found the 'quiet quarters' are sometimes more interesting than the 'busy quarters'—it has forced the historians to delve into topics that are entirely new to me.

If you have an interest in this period, try this podcast. I believe you will find this period richer and more colorful than you had imagined.

# October

## 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>DOUG WILDFONG</b>	1:1200	Fighting Instructions	Age of Sail
Jim Rairdon	15mm	ADLG	Battle of Milvian Bridge (312AD)
Matt Vigil	N/A	Commands and Colors Ancients	
Greg Cameron	N/A	Memoir '44	

**Winner in RED**

# Veterans Wars 2025

**Nov 8**

**9am – 1pm**

- Battle of Hansan-Do
  - August 14, 1592, Korean fleet vs Japanese fleet
  - rules: Those Who Seek Death
  - scale: 1:1200
  - players: 4
  - GM: Eric Elder
- Beneventum 275 BC
  - Legion vs Phalanx. Pyrrhus Returns to Italy for the final battle in Rome's bid for control of the Italian Peninsula.
  - rules: Commands and Colors Epic
  - scale: blocks
  - players: 4
  - GM: Matt Vigil
- DeGaulle vs Guderian
  - France vs German 1940 tank battle.
  - rules: WRG tank rules
  - scale: 1:285
  - players: 6
  - GM: Deborah Schouten
- Battle of Cape Spada
  - July 19, 1940 Vice Admiral Casardi is sailing from Tobruk to Leros with the Italian 2nd Cruiser Division when he encounters four British destroyers north of Cape Spada on the NW corner of Crete. The British destroyers turn north in attempt to link up with the rest of Captain John Collins' force.
  - rules: General Quarters 3
  - scale: 1:2400
  - players: 4
  - GM: Doug Wildfong and John Carter
- Battle of Britain
  - Hurricanes and Spitfires attempt to stop a flight of Dornier's escorted by ME 109s.
  - rules: Modified Mustangs and Wingman
  - scale: 1:144
  - players: 8
  - GM: Nate Forte
- ACW Battle
  - The Union and the Confederates go at it again for the control of a vital supply route. Problem is that there is a major town where multiple roads must pass thru. Positive control of the town is vital to get the vittles to the men- both sides building up for a major push. Currently, the city "open" and not controlled by either side. Major flooding necessitated the securing of an alternate supply route.
  - rules: Cohesion. It's the Name of the Game
  - scale: 6mm
  - players: 4
  - GM: Tom Dye

**Nov 8**

**2pm – 6pm**

- Battle of Berezina Bridges
  - Russia vs France
  - rules: Napoleon's Battles 4th Ed.
  - scale: 15mm
  - players: 6
  - GM: Deborah Schouten
- Polemos
  - English Civil War
  - rules: Polemos
  - scale: 6mm
  - players: 4
  - GM: Steve Van Dyke
- 1918 Free-for-All
  - WWI's best face off in an aerial free-for-all. Miniatures provided, but players are welcome to bring their own.
  - rules: Canvas Eagles
  - scale: 1:144
  - players: 12
  - GM: Jeff Lambert
- Lederhosen and Lewis Guns
  - Battle in Berlin, 1918, German Civil War. The War to end all wars, did not end the wars. Rather the power vacuum sparked numerous conflicts. Play one of the several different political factions that vie for control of the streets. Do you sympathies lie with unpaid sailors? Returning soldiers from the western front? Factory workers experiencing terrible conditions? Scheming bureaucrats ? or Anarchists? Minatures provided, but players are welcome to bring their own.
  - rules: Freikorps und Spartacist (modified)
  - scale: 28mm
  - players: 12
  - GM: Greg Skelly
- Battle of Kettle Creek
  - American War of Independence – Southern Campaign February 14 1779. A loyalist force lead by John Boyd was marching toward Augusta Georgia (the Capital) and recruiting Loyalists . Pursued by Andrew Pickens with a party of about 420 patriot militia. Also commanding the other units of patriots were John Dooly and Elijah Clark.
  - rules: Rank and File
  - scale: 28mm
  - players: 6
  - GM: Doug Wildfong and John Carter

**Nov 9**

**9am – 11:30am**

- Swap and Sell Meet
- 

**12pm – ~1:00pm**

- Club meeting
- 

**~1:00pm – 5:00pm**

- Rome Unravels (395-476 AD) ADLG Tournament
  - Army Lists that fit the bill include 71,75,87,88,93,94, 95,96,97,99, 100, 101, 108, 109,110, and 112, although we are open to other suggestions if you can make a case for them. We will be playing 200 AP armies on 120cm by 80cm mats. Loaner armies will be available. As mentioned, a number of players are already warming up their armies.
  - rules: L'Art de la Guerre
  - scale: 15mm
  - players: 12
  - GM: John Brown and Jim Rairdon
- Battle of Dover Bank
  - WWI Naval – German High Seas Fleet vs Royal Navy, 1915
  - rules: Naval Thunder
  - scale: 1:2400
  - players: 6
  - GM: John Owen
- A Day at the Races
  - Thundering Chariots race.
  - rules: Thundering Chariots
  - scale: 15mm
  - players: 8
  - GM: Gary Stribling
- Convoy Battle in North Atlantic 1943
  - Armed Merchant cruiser and escorts spearhead a convoy run. They encounter a German merchant raider and a light cruiser. How much can you save?
  - rules: Seekrieg v.4
  - scale: 1:2400
  - players: 6
  - GM: Deborah Schouten
- Lederhosen and Lewis Guns
  - Battle in Berlin, 1918, German Civil War. The War to end all wars, did not end the wars. Rather the power vacuum sparked numerous conflicts. Play one of the several different political factions that vie for control of the streets. Do you sympathies lie with unpaid sailors? Returning soldiers from the western front? Factory workers experiencing terrible conditions? Scheming bureaucrats ? or Anarchists? Minatures provided, but players are welcome to bring their own.
  - rules: Freikorp und Spartacist (Modified)
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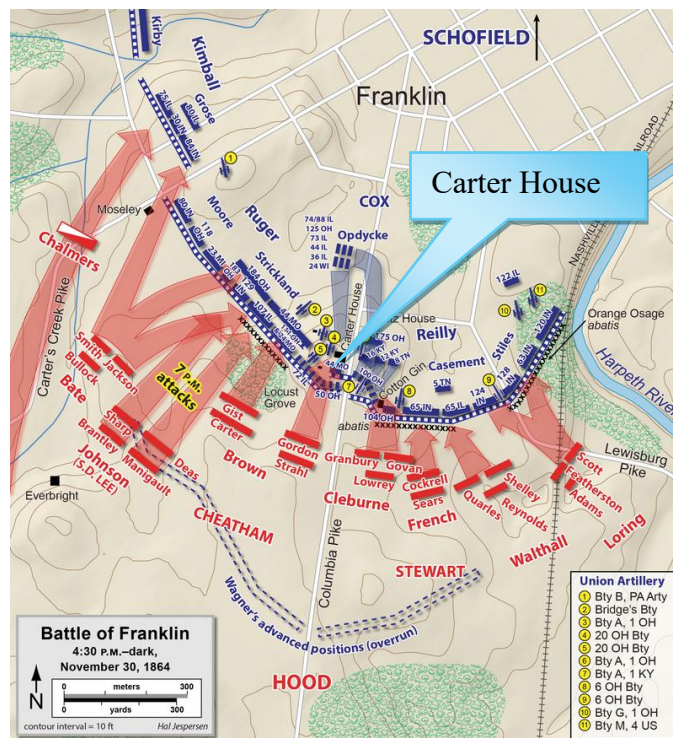
# Historic Location of the Month

## *Franklin, Tennessee*

On November 30, 1864, the Battle of Franklin took place. This battle is considered a disaster for the Confederates. The charge by General John Hood failed resulting in more than 6,000 casualties. Union casualties were 2,326.



Carter House on the battlefield



# Constantine Victorious at Milvian Bridge

## CMH ADLG Scenario Echoes History

*Article by CMH Member*

*John Brown*

At the October monthly meeting we recreated the Battle of the Milvian Bridge (312 A.D.) in a *L'Art de la Guerre* (ADLG) scenario with 360 AP armies on each side. This was the battle of *in hoc signo vinces* fame that led to the Christianization of the Roman Empire. Constantine, inspired by a vision, overcame stiff resistance from his rival Maxentius to seize Rome and, eventually, the whole Empire. Greg Rold, Richard Kasten, and John Brown fought for Constantine and Jim Rairdon, Lester Stuart, and Pat Harvey for Maxentius.

We played the ADLG battle in 15mm on a 120cm by 180cm mat. A bend in the Tiber River surrounded the battlefield on two and a half sides. The eastern half of the mat was an open plain split by the *Via Flaminia* with some marsh and vegetation along the banks of the river. The western half was dominated by a built-up hill, a mix of fields and plantations, and woods along the far west side. The *Via Cassia* cut through these patches of rough terrain along a narrow valley. The *Via Flaminia* and *Via Cassia* converged on the Milvian Bridge near the southwest corner of the mat. Maxentius had dropped the Milvian Bridge as Constantine approached but replaced it with a pontoon bridge near the southeast corner.



**The Battlefield: the Top is East**

Constantine and Maxentius were evenly matched. In our scenario Maxentius left his artillery behind when he hastily recrossed the Tiber River to confront Constantine but had more in the way of *Auxilia Sagittarii* (LMI Bowmen). Maxentius had Cataphracts as the cream of his mounted arm whereas Constantine had elite heavy impact cavalry.

The specific army lists as we played them were:

### Constantine

#### Combat Command A

DCG with (+1) Leadership	3 Pts
4 <i>Praetorians</i> (Elite Armored Heavy Swords, Impact, Missile Support)	56 Pts
2 <i>Symmacharii</i> (LI Sling)	8 Pts
2 Integrated <i>Ballista</i> (Lt. Artillery)	14 Pts

#### Combat Command B

CG with (+2) Leadership	6 Pts
2 <i>Legionaries</i> (Armored Heavy Swords, Impact, Missile Support)	24 Pts
2 <i>Legionaries</i> (Armored Heavy Swords, Impact)	22 Pts
2 <i>Auxilia Palatina</i> (Medium Swords, Impact)	14 Pts
2 <i>Auxilia Sagittarii</i> (LMI Bowmen)	14 Pts
3 Light Infantry Javelin	12 Pts

#### Combat Command C

DCG with (+2) Leadership	6 Pts
4 <i>Legionaries</i> (Heavy Swords, Impact)	36 Pts
4 <i>Auxilia Palatina</i> (Medium Swords, Impact)	28 Pts
2 Light Infantry Bow	8 Pts

#### Combat Command D

DCG (+0) Embedded in <i>Clibanarii</i> (Elite Heavy Impact Cavalry)	9 Pts
3 <i>Clibanarii</i> (Elite Heavy Impact Cavalry)	36 Pts

#### Combat Command E

DCG (+2)	6 Pts
4 Heavy Impact Cavalry	40 Pts
3 <i>Equites Sagittarii</i> (Light Cavalry, Bow)	18 Pts

### Maxentius

#### Combat Command I

DCG (+0) Embedded in <i>Praetorians</i> (Elite Armd Hvy Swds, Imp, M Spt)	11 Pts
3 <i>Praetorians</i> (Elite Armored Heavy Swords, Impact, Missile Support)	42 Pts
2 <i>Symmacharii</i> (LI Sling)	8 Pts

#### Combat Command II

DCG with (+2) Leadership	6 Pts
6 <i>Legionaries</i> (Armored Heavy Swords, Impact, Missile Support)	72 Pts
3 Light Infantry Bow	12 Pts

#### Combat Command III

DCG with (+2) Leadership	6 Pts
6 <i>Auxilia Palatina</i> (Medium Swords, Impact)	42 Pts
4 <i>Auxilia Sagittarii</i> (LMI Bowmen)	28 Pts
2 Light Infantry Javelin	8 Pts

#### Combat Command IV

DCG (+0) Embedded in Elite Cataphracts	11 Pts
4 Cataphracts	48 Pts

#### Combat Command V

CG (+2)	6 Pts
4 Heavy Cavalry	36 Pts
2 <i>Equites Sagittarii</i> (Light Cavalry, Bow)	12 Pts
2 <i>Equities Illyricani</i> (Light Cavalry, Javelin)	12 Pts



Constantine thrust a balanced force of Legionaries and Auxilia (Combat Command B) down the *Via Cassia* on his western flank, hoping to make best use of a mix of heavy and medium infantry in the combination of open and rough terrain that ran down the valley. They were met by the Auxilia of Maxentius' Combat Command III. After tough fighting and unexpectedly high losses, the heavier Legionaries did win out, assisted by flanking Auxilia dispatched from Constantine's Combat Command C. Combat Command III withdrew with its surviving troops as Constantine's assault pushed on towards the Milvian Bridge.



**Constantine's Legionaries**



**Push Down the Via Cassia**

Meanwhile, Maxentius' Cataphracts (Combat Command IV) were positioned in his left center for a charge into the Legionaries of Constantine's Combat Command C, who were deployed in the open without missile support. Effects could have been devastating, but Combat Command C managed to perch its medium infantry Auxilia in rough terrain flanking the Cataphract's line of approach while Constantine's Praetorians (Combat Command A) secured Combat Command C's other flank. The Cataphracts could not afford to charge home with both flanks exposed. Instead, they awaited the arrival of their own Legionaries (Combat Command II). This took time, delaying the battle in the center.

Constantine deployed both his cavalry commands (D and E) on his eastern flank whereas Maxentius, having committed his Cataphracts to the center, had only one (Combat Command V) there. Maxentius' Praetorians (Combat Command I) secured the ground between his center and his cavalry on the east flank. Constantine's cavalry, led by his heavy impact elites, immediately launched a fierce assault on Combat Command V. Pressing their numerical and qualitative advantages, they overwhelmed Maxentius' cavalry command before Maxentius' slower moving Praetorians could intervene. With their flank turned, these Praetorians fell back.





**Views of the Cavalry Scrum**



**Constantine is in Gold**

As time ran out, Maxentius' three commands in the center remained essentially untouched but both his flanks had been overwhelmed. He began pulling back in the center while Constantine followed in hot pursuit. The Tiber River was at his back, and only one pontoon bridge remained across it. Constantine achieved his most decisive results with the wild charge of his heavy impact cavalry. This seems to have been true of the historical battle as well, and the charge was launched in about the same place. Maxentius drowned in the Tiber River when fleeing as the overloaded pontoon bridge came apart. Parallels between the historical battle and our ADLG battle underscore how much of potential for simulation as well as fun resides in *L'Art de la Guerre*!



**The Game in Progress – Players Deep in Thought**

If you missed seeing all these fine 15mm soldiers in fierce battle, do not despair. Most will be returning for the Veterans' Wars ADLG Tournament on November 9, along with hosts of others who did not make it to the Milvian Bridge. The tournament theme is "Rome Unravels (395-476 AD)." It covers from the death of Theodosius to the fall of Romulus Augustulus. Roman armies of the time and those who meddled in or took advantage of their infighting will be legitimate choices. Army Lists that we believe fit the bill include 71,75,**87,88**,93,94,95,96,97,99,100, 101,108,109, 110, and 112. We will be playing 200 AP armies on 120cm by 80cm mats. Loaner armies will be available. If you want to participate, please contact John Brown or Jim Rairdon.

# 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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