



Colorado Military Historians

Newsletter

LII, No. 2

Feb 2026



News and Views

*Message from CMH Secretary
Eric Elder*

John Brown has shared the latest news with the latest ADLG tournament. We have a conclusion which came down to the wire.

At the January meeting we voted to see if our membership wanted to move West Wars to either April or June from May. No one voted for a date change. Please contact Greg Skelly or myself if you have a game you want to run at West Wars, May 16-17. If you do not, give it some thought.



We continue collecting Membership 2026 dues. Please pay cash or check, \$60 to Dave or Greg at an upcoming meeting.

At the beginning of January, we got word that Rick Stockton passed away on December 6, 2025. Rick was a long-time member and has been missed for the last few years. I was fortunate to have him in a few of my games and many members also have good memories of Rick.



<https://www.dignitymemorial.com/obituaries/gladstone-mo/paul-rick-stockton-12658565>

January

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
Don Cygan	1:144	Cando & Plastic Soldier Co.	Desert Storm	M1A1, T-72, BMP-1
Jeff Lambert	1:144	Great War Planes	WWI	Two Seaters
SCOTT HOLDER	28mm	Minifigs, Irregular, 1 st Corps, Mini Apt	Medieval	Hussite Command
Dave Newport	28mm	Old Glory 2 nd Ed.	AWI	Continental Infantry

Winner in **RED**



Rome Unravels Tournament Conclusion

Sassanids and Patrician Romans take lead

Article by CMH Member

John Brown

We played the third and final round of our customary Veterans Wars *L'Art de la Guerre* (ADLG) tournament at the CMH monthly meeting on January 11th. The theme was "Rome Unravels (395-476 A.D.)". Roman armies of the period and enemies who fought them were eligible. Still in play we had Patrician Romans (List 88) led by Greg Rold, Late Imperial Roman Armies (List 87) led by Pat Harvey, Richard Kasten, Jim Rairdon, and Les Stuart, and Sassanid Persians (List 109) led by John Brown. Greg Rold was in the lead after the first round with 10 points. John Brown followed with 9 points and Pat Harvey with 6.

Pat's Harvey's Late Imperial Roman army had a command of legionaries reinforced by integrated artillery, a command of heavy cavalry including cataphracts, and a balanced command including medium *auxilia*. Most line infantry had missile support. He faced Les Stuart's Late Imperial Romans which fielded a heavy cavalry command that included two cataphracts, a command of six legionaries with three light infantry, and a command with four impetuous heavy swordsmen, two medium swordsmen, and two medium archers.

The battlefield was open in the center with a stream on one flank and some terrain on the front and rear edges. Pat's heavy cavalry rushed to attack Les's medium infantry, catching it in the open, while Pat refused his medium infantry on the other flank. His lightening blow inflicted heavy damage before the legionaries in the center made contact. Losses accumulated quickly on both sides but the initial advantage and turned flank Pat's heavy cavalry gained proved irreversible, ultimately leading their opponents to break.



Heavy Cavalry (Far Flank) Charges Medium Infantry

Richard Kasten's Late Imperial Romans featured a command of legionaries with integrated artillery, a heavy cavalry command that included cataphracts, and a command of medium *auxilia* with field fortifications. Jim Rairdon's Late Imperial Romans faced him with a heavy cavalry command including Cataphracts, a command of legionaries with integrated artillery, and a command of medium swordsmen. The terrain was largely open.

Jim launched a fierce legionnaire on legionnaire attack in the center, which met with a stubborn defense. The two heavy cavalry commands collided as well. Damage markers proliferated on both sides, but Richard was able to squirt some light horse and camels into the rear of the opposing cavalry. Meanwhile luck favored Richard in the center, and he wore down the legionnaires opposing him there. After further fierce fighting, Jim broke.



Light Horse and Camels Circle the Flank

John Brown's Sassanids deployed a command with five cataphracts and four horse archers, one with four armored horse archers, and one with heavy spearmen and medium bowmen. He faced Greg Rold's Patrician Romans with two commands (one impetuous and one not) with six heavy swordsmen each and mounted or foot *foederati* mixed in. Greg's third command consisted entirely of light cavalry. A large clump of trees dominated the center of the Sassanid deployment zone while a gully lay in the center of the Patrician rear. Rough terrain perched on both flanks, weighted to the Patrician side of the board.

The Patricians launched their light cavalry on an off-board flanking maneuver while deploying their impetuous heavy infantry to face the less formidable spear and bowmen on the Sassanid left flank. The Sassanids maneuvered armored and light horse archers to intercept the flank march, faced the infantry in the Patrician center with their cataphracts, and retreated their spear and bow to delay an uneven battle with the Patrician right. When time ran out the flank march had been wiped out, the cataphracts were positioning for a fierce charge supported by the bowmen, and the Sassanid spearmen had fled as far as they could go. They stopped and formed in front of their camp with woods on one flank and the board edge on the other. The Sassanids were ahead on points, but the battle remained undecided. Would the Sassanid cataphract charge or the Patrician barbarian assault be more decisive? Only a few more turns would have told.



Patricians Advance, Sassanids Pivot (left). Flank March Intercepted, Sassanids Repositioned (right).

When the dust settled, John Brown led with 13 points. Greg Rold followed with 12 points and Pat Harvey with 11. 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 when time runs out, 2 for being at a disadvantage of 20% or more when time runs out, and 1 for being broken. The final scores show what a close and hard-fought tournament this turned out to be!

Our next CMH ADLG event will be at the February 8th meeting. This will be our now customary winter fantasy event, with the Ice Queen returning to threatened Santa Claus and the Pleistocene Amazons again mustering to defend him. If you are interested in participating. Please contact John Brown or Jim Rairdon.

January

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
Dave Manley	28mm	Live Free or Die	Cowpens 1781
MATT VIGIL	NA	Combat Commander	WWII
Eric Elder	NA	Jacobite Rising	Battle of Prestonpans

Winner in **RED**



Historic Location of the Month

Abbey d'Ardenne, France

From the towers of the abbey, the Commander of the 12th SS Panzer division, Kurt Meyer, kept the Canadians out of Caen for over a month in 1944. Eleven Canadians were executed by the SS on the Abbey grounds June 7-8, 1944.



The Abbey undergoing restoration in 1947.

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: Mar 2026

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