

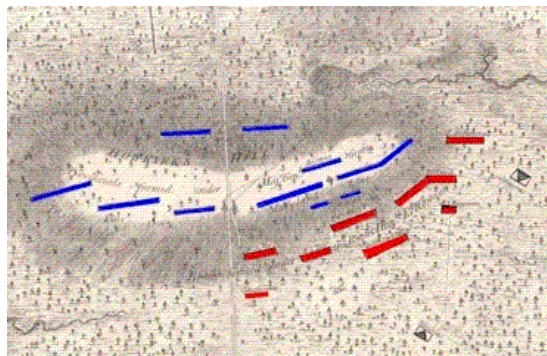
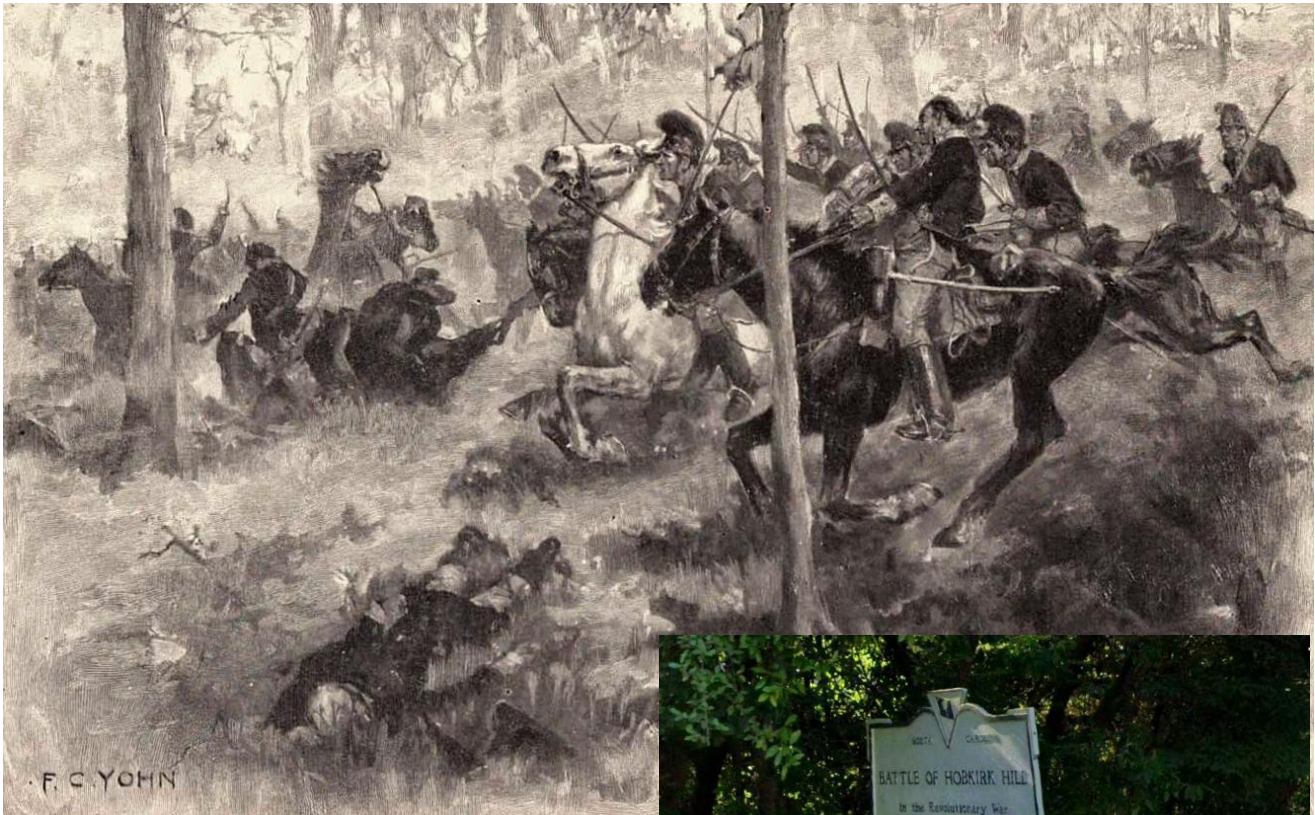


# Colorado Military Historians

Newsletter

LII, No. 4

Apr 2026



Battle of Hobkirk Hill marker in Camden, South Carolina.

# News and Views

*Message from CMH Secretary  
Eric Elder*

Thank you to John Brown, Doug Wildfong, John Brown, David Newport and John Carter for your articles this month.

A reminder of our Spring convention, West Wars, is coming up May 16-17. Contact Greg or myself to let us know if you have a game planned to run at the convention. I have included in this newsletter the latest listing of games we have received full information for. Send the game information listed below to us if you want to run a game:

- Game title
- A short description of the game
- Game rules
- Game scale
- Time slot requested (Sat 9-1, Sat 2-6, Sun 1-5)
- Table size needed (5' X 6') (5' X 8') (6' X 7.5') (10' X 6')
- Number of players you can accommodate
- Name of the Game Master



Dave Manley has shared his AWI game he will be running at our April monthly meeting. It is the Battle of Hobkirk's Hill, South Carolina campaign, April 25th, 1781. Here is the description of the battle from Dave:

*We will be using Sharp Practice to recreate this battle of 900 or so British and Loyalists under Lt Colonel Lord Rawden vs 1200 or so Americans under the command of General Nathaniel Green. There will be room for 3-4 players per side. This is a learning/refresher game of Sharp Practice in preparation for the big King's Mountain game to be run at West Wars.*

# March

## Unit of the Month

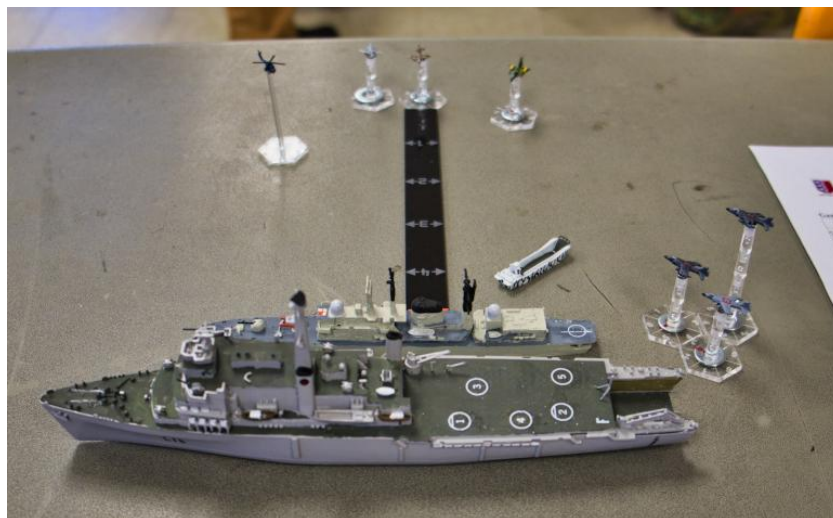
Sponsored by Tom Dye



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
Dave Manley	28mm	Dixon	AWI	45 <sup>th</sup> , 55 <sup>th</sup> , 63 <sup>rd</sup> Foot
Greg Skelly	28mm	Warlords	WWII	Kelly's Heroes
<b>GREG SKELLY</b>	28mm	Unknown	AWI	3 <sup>rd</sup> Dragoons
Don Cygan	1:600	Pico	Falklands	Argentinian & United Kingdom

Winner in **RED**



# 1814 Action

## Decline of Napoleonic French

*After Action Report by CMH Member  
Doug Wildfong*

In the months following the catastrophe at Leipzig, the French forces scattered across central Germany fought a series of desperate rearguard actions. The engagement near the village of Hohenbrück was typical: a worn French division attempting to delay a larger, fresher Allied column long enough for the main body to withdraw toward the Rhine.

The French force of seven brigades and three batteries of artillery were set to attack a slightly smaller group of five brigades and five batteries of artillery of Prussians. The French were mostly veteran while the Prussians were a mix of veteran, regular and militia infantry with veteran cavalry and regular artillery. The Prussians held a small village and a central, large hill and deployed most of their artillery in a grand battery on the hill.



The French deployed to hold and pin the Prussian center around the village and large hill while advancing to the attack on each flank. The Prussians responded with a rapid advance on their right to deliver a fighting withdrawal and forming one brigade in tight formation order on their left to turn back the French attack. The French took the bait and advanced into the center which for a short time became a killing ground for the Grand Battery of the Prussians.

In “Rank and File” rules that we used, a unit that loses a stand to four hits, has to have a successful morale roll to continue in good order. If it fails, it will retreat and become unsteady. You can see in the next photo that a French battery that had advanced to challenge the Prussian guns has had such a result and was driven back and marked with a yellow chip.



The French turning movement on the right took a few turns to get into place and ready for the attack. The Prussians countered with an aggressive defense of the woods and blunted the first attempt by the French to assault them.



In the center the Prussians deployed out of a village building and thereby opened themselves to an attack by the French allied Vistula Legion which eliminated a militia unit after a combined arm assault that culminated in a Polish Lancer charge that also swept into the Grand Battery. At that same juncture in the game the French right regained its composure and drove back the Prussian right wing with heavy losses. At this point we tallied the “Force Morales” and “Army Morales” for both sides and found the Prussians had exceeded theirs and therefore must relinquish the field to the French. The Prussians withdrew but the French were too spent to attempt pursuit.



We (the Players) actually fought the battle over two sessions on consecutive Fridays and had a very good time with it. We also learned a couple of rule issues we had been playing wrong. The Prussian side was commanded by Jeff Lambert, Rich Caston, John Warrior and Alex Garcia. The French side was played by Les Stuart, Greg Skelly and myself (Doug Wildfong).

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# March Game of the Month

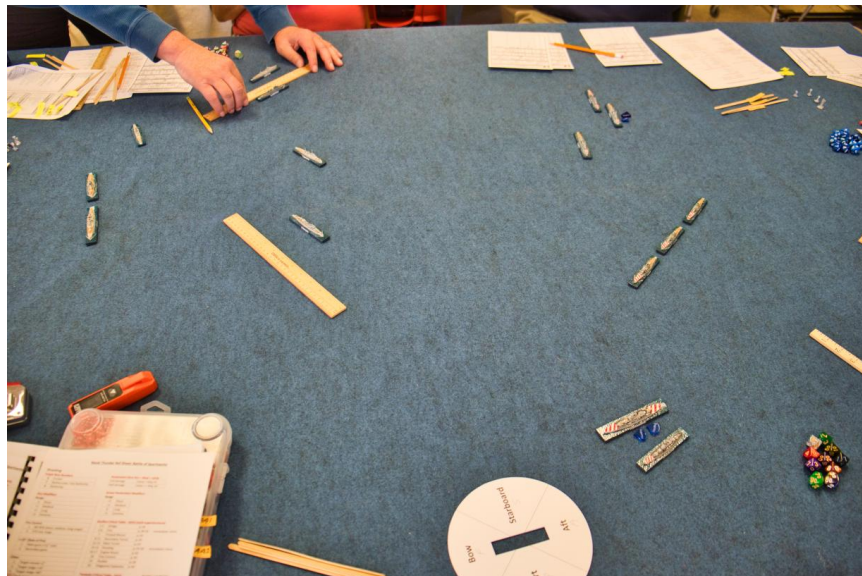
Sponsored by Tom Dye



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
Brad Thornton	15mm	Live Free or Die	Battle of Princeton
<b>MATT VIGIL</b>	NA	Combat Commander	Russian Front 1941
Jeff Lambert	NA	1775	Academy Games: AWI
Eric Elder	1:2400	Naval Thunder	Battle of Cape Sprartivento

Winner in **RED**



# Writing An AWI Ruleset

*Article by CMH Member*

*David Newport*

Over the last few years, I finally completed my 28mm American War of Independence figures. I think I got the first of the minis 15 years ago, but the British and the Militia became covid lockdown projects and from there I finally have the armies done. But which rules to use? I grabbed about ten different rules sets, and most them had some good aspects but none of them quite had what I wanted for a club game. So of course, I decided to write up my own rules, it is what I do.

As many people know, I am the guy who does the one-page rules for club games. Ideally, the rules go on the first page with necessary tables and charts on the back, but for the complicated ones I might have to use the back for rules as well. My goal is to have something that captures the feel of the period but boiled down to the essence of it to fit on one page. I am designing specifically for a club or convention game. In this case 4-6 players get together and want to have a fun game. They may have no clue about the period, but the figures look good and they jump in. I also want someone who knows the period to recognize what is going on and feel like I hit the high points for them. I want everyone to pick it up quickly and not have to paw through a big rule book. I have played in some home brewed rules that were complicated, badly tested, or the writing was a little rough, so I try to avoid all that. My writing is terse, but complete.

I also write rules to fit my own set of figures. Many commercial rules sets are written for one basing scheme only, regardless of what they actually say, and my stuff sometimes does not work that well for a given rules set. I like big, manly bases of figures, and I do not do figure removal. My AWI figures are based with six figures on a Flames of War large base, i.e. 2.5" by 2" with rounded corners. If a unit has four stands and they are in line, it is a mass of guys 10" wide. This had some effects on the rules, so I will bring it up here.



*Continental regulars, with a leader.*

Other “rules” I use when writing up rules come into play. For one, I like to give everyone a 12” ruler and have them use that for everything. Occasionally, we bust out the tape measure, but I make sure that is for something special like artillery. It is easy to use and visualize that way. Also, I do not mind using different dice, but I tend not to switch dice up or down in level a lot. You can do a lot with “high numbers are good”, then give the better troops a d10 while regular guys use a d8. As you will see, I eventually decided that everyone will use a d8, but the officers, i.e. the players, can get their men to use d10s, so the bigger dice become special. Finally, I would like to have the minimum number of modifiers

possible, ideally no more than five die roll modifiers. A whole page of modifiers tends to slow the game down and is hard to handle, so again, focus on one page and boil everything out of it that is not needed.



*British regulars.*

Another note for club games. I like each player to have something to do, and I often give each player a leader figure on the table. This represents them, and I purposely design the game to be heavily influenced by the actions of these leaders. Players are the leaders, and I want them to have a large effect on the game so they are **Playing The Game**, not just pushing lead around. I limit what the leaders can do so that players have to make choices on what cool action they need to take each turn, but it is all about the leaders.

So, where to start? I read or play many different rules sets. I read a lot of books on the subject and got a feel for how a battle should go in the AWI. I used a pad of paper and scribbling notes. This turned into an Excel sheet with a lot of bullet points for the rules and I played some solo games with one or two units a side to see if it worked, and I tweaked my rules as I found I needed changes. There were plenty of changes, I think I go through about eight versions of rules before I let it loose on other players. Eventually, I ran four test games with different players in a week and made the final edits. Here are some of my designer notes:

**Initial notes:**

British regulars roll d10s

Continental roll d8s

Militia roll d6s.

Target numbers to get anything done are 4+

Moves are 6", halved in terrain

Fire is straight ahead only, target number 4+, terrain makes that 5+, each stand rolls **two** dice, range is 12"

Fire puts hits on, rally takes hits off, you can take as many hits as you have stands then rout.

Officers give orders to units to move, fire, and rally, usually 3 orders per turn, to any unit within 12" of their figure. They can use an order to move themselves.

Okay, that very basic set of rules fits on a post card. It also did not work well when I grabbed a few units and rolled some dice. As expected, large changes were needed.

First off, militia really sucks, like horribly bad, but in reality, they were not that awful. They would not stand against cold steel, but they were not that incapable. Further, once you get down to it, the Continental regulars were just about as good as the British regulars once the war got going. Now, British light infantry and grenadiers may be a little bit better, but the line troops ought to be pretty similar. Also, rolling two dice per stand really caused a disparity in results, with the British blowing away everyone.



*The militia, taking cover behind a fence line with an officer to keep them in hand.*

Also, I am getting away from the mode that units only do something when an officer is around to order it. It works sometimes in games, but here I was thinking units would largely do what they were supposed to do, but officers should provide the extra actions to make the game move along.

### **Version two:**

The dice stayed for now, but will definitely change.

Units can now do one of these three things for free each turn:

- Move 4" plus the roll of a die
- Fire, with **one** die per stand
- Rally, each rally will take off a hit if they roll over the 4+ target number

Officers, i.e. players can give out two orders a turn

- They can give an order to units within 12"
- Officers can freely move 12" one time per turn
- They can order an extra rally
- They can order a charge into close combat, now units can't do that unless ordered, and it takes both orders from the officer
- They can pull a stand off to automatically remove all the hits on a unit
- They can use an order to allow a unit to use a d10 die in place of their regular dice
- They can allow a reroll of a die

Okay, this was different, what needed changing now?

First off, yes, the dice scheme needs to change. That is obvious.

Rolling a die to move is too much die rolling (I in fact experimented with each stand rolling a die, and this would totally break up a formation and lead to leaders doing nothing but dressing the lines all the time. This got scratched after two moves). In the end, I decided that moves would be 6", with terrain subtracting d6". This then led to a slow game as I put out a lot of terrain, so something had to change again and units soon moved 12". I was experimenting with the Militia and tried it so they would not move forwards without an officer ordering it, but then that sucked up orders and did not look right. So, scratch that idea. But I liked the idea of the officers helping movement, so I decided that an officer could order a unit to move an extra 6" to hurry them along. It provided more movement, made the officers important for maneuver, but did not break the game with large or small movement rates.

You will find that officers have two orders, but by the time I was done I gave them seven things they could do, and this forces players to make some choices. It opens the game up for better officers to have three or four orders as well, though so far keeping them at two and making players choose has been excellent in terms of decision making and tension.

Fire combat needed a lot of work, now that it did not collapse a unit on the first volley. Each unit could only roll one die per stand now, so hits would not just blow you away. I decided on a multi-tier approach after running a number of firefights. First off, rather than break when a unit took as many hits as it had stands, it would be a slower process. In the AWI, casualties were not that heavy, a unit might fall back after "the hottest fire they had ever seen in their lives", and a 600 man unit had 7 dead and 14 wounded. Then Colonel Frogbottom makes a good speech, and they rush back into combat. This all-or-nothing approach did not track with history. Other games use something like this, so I broke out my trusty Chicken markers. Also, given the low casualties in the war, I never went with stand removal, combat turned into a morale effect, not a casualties and lost stand effect.

So instead, I would track hits with small skulls, if they got up to the number of stands, they would go Status Yellow Chicken and start falling back but with plenty of time to rally the hits and the Chicken off. If the unit takes another set of hits, then they would go to Status Red Chicken and start to flee the field. They can still have these hits rallied before they get the Chicken and run off, and they can be rallied back to Yellow Chicken before they go. Now, when I design games, I have retreating units fall back on both players' turns, not just their own, so you have to get on the morale effects fast, and I kept that here. It is an effect I like and it puts pressure on players to rally their guys, so I go with that. Yellow Chicken guys will fall back 1d6" at the end of the turn, while Red Chicken guys will go back 2d6", again I have used this before. Further, Yellow Chicken units would only get one action instead of two per turn and Red Chicken units would not get any. Got to rally the units or the army falls apart!



*My trusty chicken markers, along with some skulls for marking hits!*

As a further way to give the officers/players something special only they could do, I made it so that units could rally off hits/skulls, but only an officer could rally off a Chicken. This helped make the officers the focus again.

On another note, I like to pick a target number and roll dice against that. Originally, I picked 4+ as militia used d6's but I switched to 5+ as I was thinking of shifting the die regime and I tried it out. The 5+ worked better in my testing, so I went with that. I also like to have a number to beat and not change that, so it turned out that the only modifier in the game would be if a target unit was in any kind of cover one die would be subtracted from the dice shooting at it. It did not matter if they were behind a wall and in the woods and over a field, one die would be lost. This seemed to give the right result and was extremely easy to track. Oh, and now units could fire at a 45-degree angle, it was kind of goofy to only shoot straight ahead.

While I was at it with the dice, I had been wanting to have the officers help out and make fire more effective. If I let the officers have their units roll a d10 with one of their orders, that would have a noticeable effect but not break the game. Really, you only go from 50% success on a d8 to 60% success with the d10, but it feels like a noticeable difference and lets the officers do something useful. In testing lots of players said that d10 boost was key, even if it is only 10% more, so their impressions of what they could do mattered a lot. Make the officers special, that's the name of the game (actually, the name is Status Red Chicken Yankee Doodle Style, but it is a design philosophy thing.)

What about defensive fire? Lines of troops would often blaze away at each other for a while. This needed some thinking, but the auto-defensive fire did not seem to work out well when I tested it, fire became too effective again. There is a fine line between a functional game and a game where everyone is just struggling to stay on task, and that broke it. I decided that an action could be spent to ready a volley for defensive fire. If the enemy came close you could shoot at them, but now with the other changes it is not decisive, just extra wear and tear. Once the action starts, units will just trade volleys and surge back and forth as the morale degrades.

Rally went through some iterations as well. If you can only do one thing, it turned into the rally, so no one fought. I tried it so elite troops could auto rally, but then they broke the game again. Then it turned into the only thing officers ever did was rally troops, so that was broken too. Stuff was starting to work, but it needed a lot of tweaking. The answer here, now that units could move, fire, rally, set defensive fire, and close combat, was to give units two actions per turn. This seemed to give units enough to do but did make player choose. Do they move and fire? Fire and rally? Move and rally? Not complicated but forcing a choice makes for interesting game play. And you know, I decided officers could rally those chickens with the d10 and take the skulls off for free. Officers were starting to specialize in the larger d10 die.

Close combat needed more work. It is supposed to be decisive in the game, something you build up for, but it was hard to get the officer to have enough attention and orders to make it work. It came up with both sides rolling, the British always won, and it was bloody as hell rather than having units just break and flee which is more appropriate. This needed a lot of thought as it was clearly not happening, but then it wrecked the line when it did go in. After running some tests, I decided the officer would order the unit to go in, and that was the only way to make it happen. Officers are special, remember. Also, units were rolling a d8 for fighting, but the officer could use his second order to make them roll d10s. That has a large perception in player's minds. The close assault was the only thing that the unit could do for the turn and it also sucked up both of the officer's orders, which again made it a **Big Event**. The mechanics started to come together, as you will see in the final rules. Put a Yellow Chicken on the enemy so they are beat up, then rush in throwing d10s. Not a sure thing, but pretty dramatic either way.

At this point, I was close to the final rules and I have multiple pages of notes and thoughts on how to handle it all. The last couple of pages broke down all the stuff I was seeing and adjusting for, and you

will soon see the final results as I pulled it all together. It would really be about nine versions as I tested out different ideas, but no one needs the chaos and scribbles I had for that. The last thing I want to get into before putting out the final rules is what I eventually did for the different troop types. Regulars, militia, grenadiers, and light troops all needed some interesting aspect that would make them special but not break the game. It could not be huge or no one would remember it, but it had to give the game some flavor and history.



*Testing out the game. Even with the fence line, the militia is having a rough go of it today.*

An initial thought was to make all stands pretty similar, rolling d8's, and the better units would have more stands. Militia has two stands, regulars three stands, and grenadiers four stands. This crashed quickly, as no one felt special, the militia had no stamina but were maneuverable as all get out, and the bigger units felt clunky. Plus, if you have a large unit of militia, they are suddenly as good as grenadiers. No way, that did not last long at all. In fact, once I started putting scenarios together, all the units soon had three stands. This standardized a lot of how the game felt and moved, and it provided units that were just tough enough to last in battle for a few turns. Nothing rules out small or large units, but the feel was good with three stands each in testing so I went with it.

First off, I decided that regular British and Continental infantry would be the basic unit in the game. Every other unit would have some exception to the rules, but the regulars would be the standard unit. They would roll d8s for everything. I also have some Hessian units. They would act just like the British regulars; except they can only move 9" (they marched at a slower pace.)

Light infantry needed to move quicker and rally better. So, I decided that they would have no terrain deductions for movement, which made them pretty quick and an excellent flanking force, which seemed correct. They could roll a d10 for rally, and this also made them more elite.

Grenadiers needed to be big, tough guys who knew they were special. The answer was to make them automatically roll a d10 in close combat, although the officer still had to order them in. A quick test allowing them to order themselves into close combat made them wrecking balls, so that got nixed. They would also rally on d10s like the light infantry. Elite guys, but only in a narrow range. Lights move, grenadiers charge, easy to remember and work out.

Artillery in the AWI was usually pretty light and there were not grand batteries. I went with them taking an action to limber or unlimber. They could fire out to 24" with a d8 or out to 12" with 2d8. Since I only put one gun out there per side at the most, it made them powerful but not overpowering.

Cavalry? Yes, I have some. No, it has not come out yet. That is for version 2 or 3 later.

Now I had to come up with rules for militia. If well handled, they could do some damage and stick around, but they could not go toe to toe with regular troops for any length of time. So, militia rolls a d8 like everyone else, but they can not charge into close combat or even fight defensively in close combat. No bayonets, no will to duke it out. Not being able to fight defensively means they actually ran away rather than stick around, but I let the game mechanic handle it via hits and Chicken markers and give the attacker the satisfaction of the charge. Further, militia cannot ever use a d10 in firing, even if the officer orders it. They just did not have the discipline or training to volley like a regular unit. Finally, the only way for militia to hold fire and engage the enemy when they move into range is for the officer to order it. This represents some steady controlled firing, but if the officers do not order it, it will not happen. "Fire when you see the whites of their eyes." That sort of thing. Games seemed to turn out right when the Americans had four each militia and regulars and the British had four regulars, one light infantry and one unit of grenadiers, so there is a play effect for these rules.

Okay, that is a lot of exposition about designing a one-page rule set, but I hope it is interesting to see my designer's notes on the project. Most players see the end result where I very rarely make a change, they do not realize that a lot goes into deciding what goes into the game.

The name? Status Red Chicken, Yankee Doodle Style. Rules are on the next two pages.



*These Continentals have had enough for the day: **Status Red Chicken!***

## STATUS RED CHICKEN: YANKEE DOODLE STYLE

### Sequence of play—alternating turns

1. Units and officers take actions. Units are moved one at a time, officers may mix in as needed.
2. If ANY unit (either side) has as many hits as it has stands, it increases its Chicken Level by one and removes hits equal to the number of stands.
3. All units (both sides) with a Chicken marker retreat back towards their table edge. Yellow Chickens: 1d6", Red Chickens: 2d6"

### Unit Actions

Good order units may take two actions per turn. Yellow Chicken units only get one action per turn. Status Red Chicken units do not get any actions at all.

Units may take the following actions, but only one of each per turn.

- Move up to 12"
- Fire with d8s out to 12" range
- Fight in close combat with d8s
- Try to rally off a hit with a d8
- Hold a fire action for the enemy turn

### Officer Actions

Officers may give order to their units that are within 2" of them. Officers get two actions. Some orders, like fire and close combat, are given alongside a unit's action to augment it. Officers can give the same order twice in a turn, but not to the same unit.

- Move a unit 6", even if it already moved
- Try to rally off a Chicken marker with a d10
- Order militia to hold a fire action for the enemy turn (militia normally can't do that)
- Order a unit to charge up to 12" and enter close combat. The unit may not take any other actions this turn other than the charge and fighting in close combat.
- Order a unit to fight in close combat with d10s instead of d8s.
- Have a unit fire with d10s instead of d8s
- Rally off a hit for free, no die roll needed

### Movement

When a unit takes an action to move, it can move 12" normally, or 6" if it is an officer action.

Units can end in whatever facing or orientation they want, as long as no stand goes over 12"

If a unit enters any terrain, roll a d6 and subtract that many inches off the move. Roll only once.

Friendly units count as terrain for moving. You can only contact an enemy unit in close combat.

Officers can move up to 18" one time at any point in their turn, plus they can accompany a friendly unit during its move for free.

### Firing

Units which take a fire action may shoot up to 12" in an arc of 45 degrees, firing one die/stand.

If the target has any kind of cover, subtract one die from the total roll.

The target number is 5+. Each roll of 5 or higher causes a hit to the target, track hits with skulls.

Normally a unit fires with one d8 per stand. An officer can order the unit to roll d10s instead.

If the unit is holding a fire action, they may shoot the enemy as soon as they move into range.

### Close Combat

Only an officer can order a unit to charge into close combat. No unit can do it themselves.

Standard move of up to 12" into contact, minus any terrain rolls. Any contact is enough to fight.

Attackers fight with a d8/stand, or a d10 if the officer orders it.

Defenders fight back with a d8/stand. (Militia can't fight back—they will probably lose!)

Fighting is simultaneous. Roll the appropriate dice, a 5+ is a hit, just like firing.

The unit which took the most hits retreats 2d6" and increases their Chicken level by one.  
Tied on the hits? Both sides retreat 1d6", but no extra Chicken level.  
The winner WILL take the ground of the loser and MUST occupy their ground.  
If the winner is status Yellow Chicken due to hits, it will NOT retreat this turn. They won!

### **Morale**

Units take hits from fire and close combat.

If the number of hits equals the number of stands, they increase their morale level in step 2.  
Good order units go Yellow Chicken. Yellow Chicken units go to **Status Red Chicken**.  
Units can rally off hits by using an action. They roll a d8 and the target is 5+ to remove a hit.  
Units cannot rally off a Chicken. Only an officer may do that, rolling a d10 with a 5+ target.

### **Unit Special Rules**

**British and Continental Regulars:** no special rules, the game is based on them.

**Hessian Regulars:** move 9" instead of 12". Otherwise, they act like British Regulars.

### **Militia**

- Can't charge into close combat, ever.
- Can't fight in close combat, even with held fire actions.
- Can't hold a fire action unless ordered to do so by an officer.
- May only ever fire with d8s, even an officer can't raise it to a d10.

### **Light Infantry**

- Does not suffer any movement reduction due to terrain.
- Can try to rally off hits with a d10 instead of a d8.

### **Grenadiers**

- Always fight in close combat with d10s, both on attack and defence, no need for an officer to order this bonus.
- Can try to rally off hits with a d10 instead of a d8.

### **Artillery**

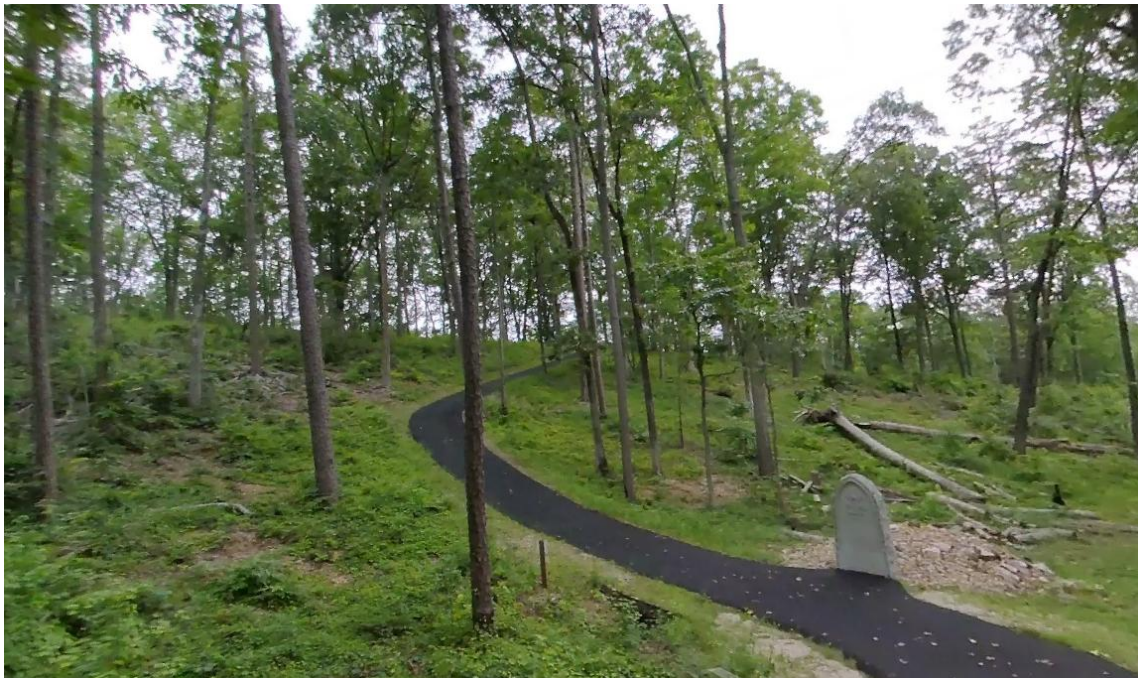
- Uses an action to limber or unlimber. They can only move while limbered, and only fire while unlimbered.
- They can fire out to 12" with two d8s, or out to 24" with one d8

## **Historic Location of the Month** *Kings Mountain National Military Park* *Blacksburg, South Carolina*

On October 7, 1780, a battle took place between Patriots and Loyalists in South Carolina during the American War of Independence. The Patriots won the battle and captured 668 of the 1125 Loyalists.



British Major Patrick Ferguson killed in the battle.



Ferguson grave marker on the battlefield.

# Options for Scholarly Presentations

*Article by CMH Member*

*John Carter*

Lately there have been proposals to resume scholarly presentations by the Military Historians. The fact is that we have an enormous amount of information stored in the heads of our membership. It would be interesting to hear. Here are some ideas on how to do it. These are thoughts, only, points for discussion.

1. Originally, we met for dinner and a program, at a restaurant with a liquor license. So, the sequence was, Cocktail hour while we gathered, Dinner, Business meeting, the Program, and last, General's Corner. In that, each member could hold forth for five minutes on any subject he wished to share. Some really good stuff came out at that time. And some humor.
2. A regular meeting used for presentation of a program, or a collection of programs, given that 45 minutes is about what people can hold still for.
3. Meeting at a time other than the Sunday dates. Possibly at a restaurant with meeting space. Based on experience with other groups this involves a reservation and at least one assigned server.
4. Or a meeting place where food is not served. Perhaps made available by someone connected to a member.

Originally, the Vice President was the program coordinator. He set up who was doing what in what month. Later, when we switched to being a Wargame group, he coordinated a Game of the Month. Of course, there were always other smaller games.

I'm more interested in finding a way to do this, rather than doing it in a particular way.

What are your thoughts?

# ADLG(F) Armies Go for Another Round

## Varied Species Show Up

*After Action Report by CMH Member  
John Brown*

Warmed up by the multi-player ADLG(F) Ice Queen scenario on February 8<sup>th</sup>, the CMH ADLG enthusiasts went for another round of ADLG(F) at the March 8<sup>th</sup> meeting. This time we paired off and fought with 240 AP armies on 80cm by 120cm mats. The array of armies was notable for the number of different species involved – 23 by my count!

Greg Rold marched his mostly Orcian Green Meanies to face Steve Van Dyke's Late Imperial Romans who were supported by a Unicorn-Mounted Sorceress and Hippogriffs. The Green Meanies featured a command of speedy light Wolf Riders; a heavy command with an Ogre, a Troll, and heavy and medium swordsmen; a command with masses of medium swordsmen and three predator packs; and two Ents. The Romans had a heavy command of Legionaries supported by light artillery, a mounted command including heavy horse and cataphracts, and a mixed command with medium foot and the Fantasy types.

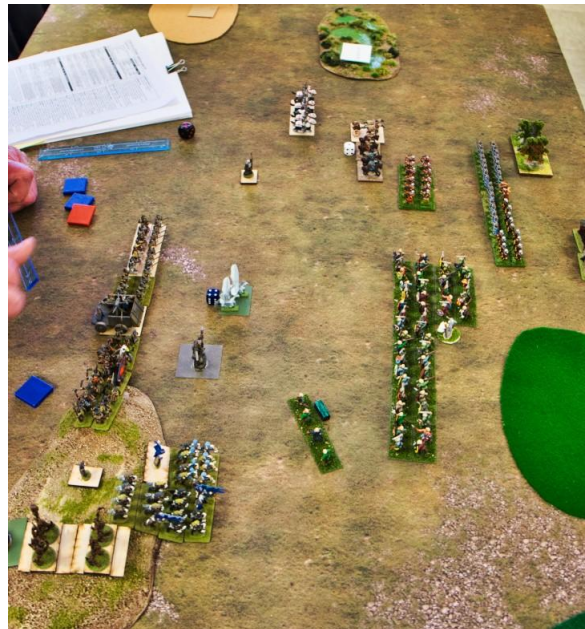


*Green Meanies take on Late Imperial Romans*

The Green Meanies had fields on their left flank and a plantation to their rear, but the rest of the battlefield was mostly open. Their Wolf Riders flank marched to their right, their predators hid in ambush to their left, and their Ents hid in ambush in the plantation. The Roman Legionaries attacked in the center and badly punished the Medium Swordsmen facing them there. They refused their medium foot on their right and swept around their left with their cavalry command. All seemed to be going well for Rome until the Green Meanies sprang their predator pack and Ent ambushes and landed their flank march. This turned both Roman flanks and put them at an unrecoverable disadvantage.

Pat Harvey led a Tripartite Alliance of Humans, Dwarves, and Elves against Lester Stuart's Late Imperial Romans reinforced by two Ents and a Druid mage. Pat's Humans included light horse, medium knights, mixed spear/crossbow infantry and an Elite Mage. His Dwarves featured heavy 2HW infantry, medium

artillery, crossbows, a Battle Bear and a Pegasus. His Elves included medium swordmen with longbows, Tree Kin, an Ent, and an Elite Mage. The Late Imperial Romans fielded a heavy command of Legionaries supported by bowmen, a Druid-led mass of impetuous Gallic medium swordmen, and a cavalry command that included heavy horse and cataphracts. His Ents deployed independently.



*Alliance of Humans, Dwarves, and Elves takes on Late Imperial Romans*

The Tripartite Alliance deployed in open terrain between a gentle hill on their right and a swamp on their left. Humans were on the left, Dwarves in the Center, and Elves on the right. The Romans sent their cavalry command on a flank march to their right while pushing the Legionaries forward in the center and the Gauls on the left. The Dwarves and Elves ganged up on the Gauls, inflicting considerable damage with their superior firepower. The Humans and Legionaries faced each other without much contact while the Romans awaited the arrival of their flank march. When it came in it was met with a massive Wall of Fire, further delaying it. Power Bolts took out the flank march commander, deepening the disruption. The Tripartite Alliance was at a considerable advantage when time ran out.

Richard Kasten led his Dinosaur Lords Army against John Brown's High Plains Pleistocene Amazons. The Dinosaur Lords had a command integrating Hadrosaurid, light horse, and heavy horse cavalry; one with pike, bow-armed Triceratines, and light infantry; and one featuring pike, mixed spear and crossbow, and light infantry. The Pleistocenes had a command featuring artillery bearing Mammoths, pike, medium swordmen with longbows, and light infantry; a command with Rhino Riders, medium cavalry, light cavalry, and Daeodon stampedes; and a command of *Sparabara* (bowmen mixed with swordsmen or spearmen). The Pleistocenes also had two elite Mages as leaders.

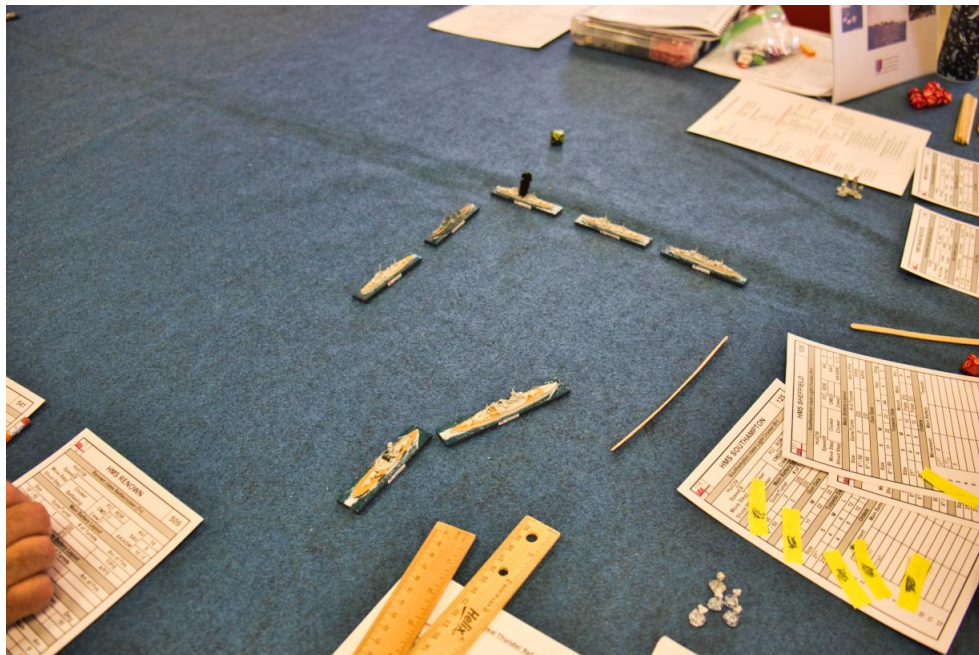
The Pleistocenes deployed with the *Sparabara* in rough terrain on their left, the Ballistic Behemoth command in the center, and their mounted command on the right. Pivoting on the *Sparabara*, their alignment positioned the Rhino riders and medium cavalry to envelop the enemy left. The Dinosaur Lords blocked this maneuver with a redeployment of their Triceratine cavalry from their center and pushed their Hadrosaurid-led command against the opposite flank. Firing from rough terrain, the *Sparabara* did considerable damage to the Dinosaur Lord mounted troops while power bolts destroyed one of the Hadrosaurs. As time ran out the battle remained undecided, although the Dinosaur Lords had taken considerably more punishment from Pleistocene firepower.



*Dinosaur Lords and Pleistocene Amazons Battle it Out*

ADLG(F) once again proved itself to be a great gaming experience. At the April 12<sup>th</sup> CMH meeting we will return to historical ADLG with a 200 AP open to which any army from any era is invited. Many of us will be testing out armies we want to play at the West Wars ADLG Tournament. The theme for that tournament is Armies and Enemies of the Achaemenid Persians. Contact John Brown if you have questions.

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# West Wars 2026

Below is the event listing for West Wars as of March 28. To keep up to date with event changes up to the start of the convention, please check our West Wars web page:

<https://cmhweb.org/cmhconvention/>

**May 16**

**9am - 1pm**

- **Battle of Dogger Bank**
  - January 1915: The German Navy's battle cruiser squadron departs port to raid installations on the British coast. Unbeknownst to them, the Royal Navy code breaking department (Room 40) has decrypted German signals, and Admiral Beatty's RN battle cruiser squadron is deployed to intercept them. Can the British squadron engage the enemy and prevent them from escaping?
  - rules: General Quarters Fleet Action Imminent
  - scale: 1:2400
  - players: 6
  - GM: John Owen
- **Tom Kippur War**
  - They caught the Israelis after they got across the Suez canal, can they destroy them? The weather is clear air strikes will happen! It will include "tank to tank", "fighter bomber to tank", and "portable anti-tank weapons to tank" combat in the desert!
  - rules: Close and Destroy 1 and 2 (Tactical Air Force supplement)
  - scale: 1:285
  - players: 8
  - GM: Deborah Schouten and Jeff Tate
- **Fighting Seabees**
  - WWII Pacific: Skirmish level action between the Navy's construction battalion (CBs or SeaBees) and the Japanese.
  - rules: V for Victory?
  - scale: 28mm
  - players: 6
  - GM: John Owen
- **Game 4**
- **Game 5**

**May 16**

**2pm - 6pm**

- **Legend of Black and White Lions**
  - Victorian to Post Victorian Colonial Era: Exploring the Jungle? Intrigued by the Big Game Hunt? Safari Guide Bill Daniel will lead you on a expedition with roaring laughter. It might be roaring of Lions and laughter of hyenas.
  - rules: Modified The Lion Eats Tonight by Howard Whitehouse
  - scale: 28mm
  - players: 6
  - GM: Bill Daniel
- **Battle of Kings Mountain**
  - AWI - 1780 • 250th USA Celebration Themed game. Pits Patrick Ferguson's Loyalist Militia against the Patriot Militia in North Carolina.
  - rules: ?
  - scale: 28mm
  - players: 6
  - GM: Dave Manley
- **Battle of Borodino**
  - Alternate history, Napoleon has split his army; the Russians have done the same. The part commanded by Marshal Ney meets the part commanded by Russian General Barkley de Tolly in front of Moscow for a knock down drag out battle. Plenty of Infantry, Cavalry and artillery interaction!
  - rules: Napoleon's Battles 4th edition
  - scale: 15mm
  - players: 8
  - GM: Jeff Tate and Deborah Schouten
- **Game 4**
- **Game 5**

May 17

9am - 11:30am

- **Swap and Sell Meet**
- 

12pm - ~1:00pm

- **Club meeting**
- 

~1:00pm - 5:00pm

- **Battle of Kings Mountain**
  - AWI - 1780 • 250th USA Celebration Themed game. Pits Patrick Ferguson's Loyalist Militia against the Patriot Militia in North Carolina.
  - rules: ?
  - scale: 28mm
  - players: 6
  - GM: Dave Manley
- **Battle of the Hawaiian Islands**
  - It's a Sunday morning and Yamato's Battleships/cruisers/destroyer force covering Nagumo's carriers and his supply convoy run into an early morning training sortie of American battleships (Arizona and Oklahoma)/cruisers/destroyers and chaos ensues. The Japanese carrier strike aircraft are committed to the Pearl Harbor attack so are unavailable to attack the US ships!
  - rules: Seekrieg 4th edition
  - scale: 1:2400
  - players: 8
  - GM: Deborah Schouten
- **ADLG Tournament**
  - The Theme is Armies and Enemies of the Achaemenid Persians. Players can choose from Army Lists 4, 8, 17, 19, 28, 32, 39, 57, 59, 60, 63, 64 65, 66, 67, 68, 76, 79. Loaner armies can be made available; contact John Brown if you need a loaner.
  - rules: L'Art de la Guerre
  - scale: 15mm
  - players: 12
  - GM: John Brown
- **WWII Naval Battle**
  - Details to come.
  - rules: General Quarters III
  - scale: 1:2400
  - players: 6
  - GM: John Carter
- **Game 5**

# 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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