



Colorado Military Historians

Newsletter

LII, No. 7

July 2026



Dave Manley's Kings Mountain game in action at Historicon

News and Views

*Message from CMH Secretary
Eric Elder*

At our July meeting we got to see how the Baker renovations looked. The floor, walls and ceiling are new and the bathrooms redone. Unfortunately, there were no blinds on the windows, and the HVAC was doing nothing on that mid-ninety's day. It was a hot meeting. They have limited 8' tables and could use more 6' tables. They also have new chairs.



Dave Manley has taken orders for new dice trays with CMH logo via our Groups.io site and at the club meeting in July. They should be available to pick up at the August meeting. Bring your \$20 for each tray you ordered.

Thank you to John Owen and John Brown for your articles this month.

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	Tabletop Flights	Korea 1950	F-82s, F4U

Winner in **RED**

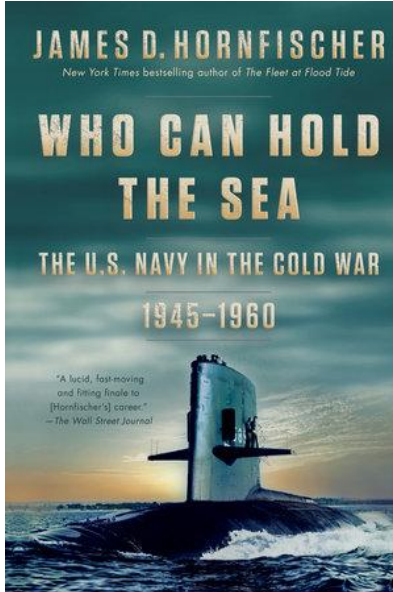


Who Can Hold the Sea

by James D. Hornfischer

Book Review by CMH Member

John Owen



This, unfortunately, is the author's last book (he died in 2021). It covers the post WWII period from 1945-1960. The title of the book is a quote from Athenian naval strategist Themistocles: "Whosoever can hold the sea has command of everything." A previous reviewer called it a "dizzying sweep", which is not entirely a compliment. Readers expecting a reprise of Hornfischer's superb rendition in his Pacific War volumes may be disappointed. As might be expected given the scope of the volume, it comes across as somewhat disjointed, jumping both chronologically and by subject matter. Of necessity, the subject covers very diverse topics, such as U.S. defense budgets, technological innovations, interservice rivalries and disputes, operational deployments, and international politics. Considerable emphasis is given to certain key personalities, particularly George Kennan, Secretary of Defense James Forrestal, Admiral Hyman Rickover, and Chief of Naval Operations Arleigh Burke (who uncharacteristically served two terms in the position).

The Navy and Marines involvement in the Korean War is of necessity given considerable space. If Hornfischer pulls no punches regarding MacArthur's direction of the conflict, he's backed up by evidence and eyewitness summaries.

One area of concentration is the development of naval aviation during the time frame, tracing the progression of carrier aircraft and that of the Sidewinder air-to-air missile. Another is that of the nuclear submarine and associated SLBMs (sea launched ballistic missiles). The voyage of the USS Nautilus reaching the North Pole submerged (August 1958) is accorded its own chapter. Hornfischer, as usual, has done meticulous research and provides the reader with a wealth of previously obscure details regarding technical achievements, international intrigue, as well as the many personalities featured.

It may be that the author envisioned a second volume say, from 1960-1975, though his early death precluded that possibility (this volume was published posthumously by his estate in 2022). In any event, *Who Can Hold the Sea* is worth a read just for the historical nuances that escape the standard treatments, and especially for readers interested in the Navy's transition into the post-WWII era.

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
TIM PARKER	28mm	Blood & Bayonets	French vs Spanish & British
Eric Elder	15mm	Bloody Big Battles	Battle of Solferino

Winner in **RED**



Early Achaemenids Win West Wars ADLG Tournament

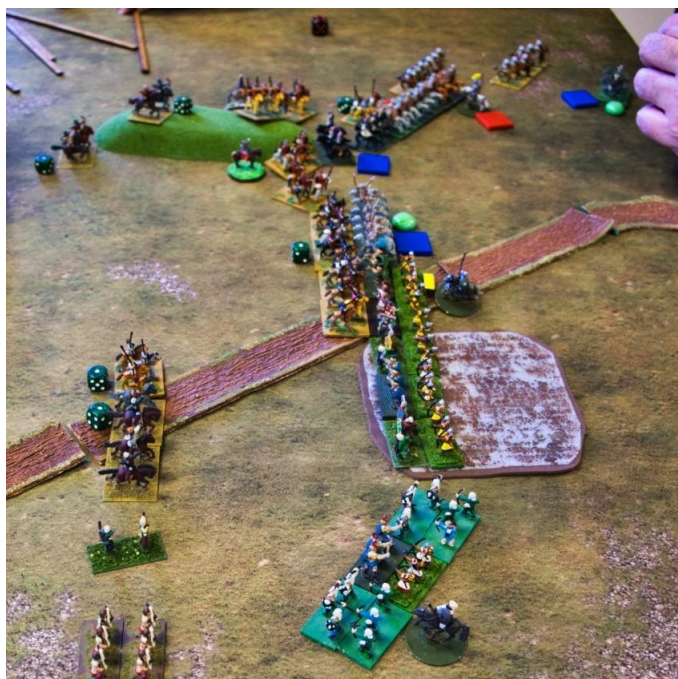
Scythians Capture Second

Article by CMH Member

John Brown

The West Wars Spring *L'Art de la Guerre* (ADLG) tournament went into its second round at the July CMH monthly meeting and its final round on July 24th. The theme was “Armies and Enemies of the Achaemenid Persians”. In the semi-finals Richard Kasten’s Early Achaemenids (List 64) fought against Greg Rold’s Scythians (List 76) while John Brown’s Early Achaemenids (List 64) battled Pat Harvey’s Alexandrian Macedonians (List 39).

Greg Rold’s Scythians featured two large commands of horse archers (mostly medium, but with a few heavy and light) and a small command consisting largely of light and medium missile infantry. Richard Kasten’s Early Achaemenids were also an army in which every unit could shoot. He fielded six elite armored horse archers, ten Immortals or *Sparabara* (mixed medium swords and bows), two bow armed medium camels, a light horse archer, and a light bow. Both armies featured awesome firepower! One side of the board (the Achaemenid left) featured rough fields, but the rest was open.



Scythians and Achaemenids Mix it Up

The Achaemenid cavalry command on the open flank became embroiled in a swirling battle with the heaviest of the Scythian mounted commands. Outnumbered and overlapped, the elite Achaemenid cavalry was eventually worn down and annihilated after inflicting heavy casualties. In the Achaemenid center and left the *Sparabara* and Immortals exploited the fields to deter mounted attacks while pummeling the Scythians with archery fire. However, not all the foot fit into the fields. Some were caught in the open and overrun. The camels came up to help them but were eliminated in turn. Losses were heavy on both sides, but the Scythians overwhelmed one flank and achieved a stalemate elsewhere. Both sides came close to breaking; the Achaemenids broke first.

John Brown's Early Achaemenids featured a command of six armored and two light horse archers; a command of five *Sparabara* (mixed medium swords and bows); and a command of three Immortals (elite mixed medium swords and bows) and four heavy spearmen supported by two war wagons. Pat Harvey's Macedonians faced these with a command dominated by phalanxes; a largely mounted command with Companion elite heavy impact cavalry, Thessalian heavy cavalry, and Thracian peltasts; and a mixed command with Hypaspist medium spearmen, Thracian peltasts, javelinmen; and *Prodomoi* light impact cavalry. A series of fields (rough) arched from the Macedonian left through the Achaemenid right and center. The other flank was open terrain.



Macedonians and Achaemenids Threaten Each Other's Left Flanks

The Achaemenid Sparabara and Immortals took up a position just inside the lip of the fields in their center. From here they could fire without much risk of being attacked by cavalry or pike. The Achaemenid war wagons and spearmen stretched across the open ground on their left flank. Using suppressive fires and maneuver, the Achaemenid cavalry threaded its way through the fields on their right flank to come online in the open terrain beyond them. In the center, the Macedonian phalanxes halted under fire rather than attack into rough terrain. On the Macedonian left the mixed command, now caught by cavalry in the open, suffered heavily from fires and melee. The Macedonians attempted an assault on their right against the war wagons and spearmen, but this went badly. Losses mounted, the Immortals opened a gap and turned an internal flank, and the Macedonians broke.

The semi-finals left John Brown's Early Achaemenids facing Greg Rold's Scythians for the final round. The terrain featured fields well forward in the Achaemenid right and center sectors and a marsh well forward in the Scythian right sector. The gaps of open terrain between these features were six to eight base widths wide.



Archery Duel Erupts Over Marsh (left). Sparabara and Scythians Face Off (right).

The Achaemenid cavalry tried to thread their way around the marsh and turn the Scythian right flank but instead became embroiled in an indecisive archery duel with the Scythian light infantry command. The *Sparabara* and Immortals moved to the front edge of the fields to their center and right with war wagons and spearmen stretched across the open ground between them. The Scythian cavalry commands stayed just out of bow range, daring the *Sparabara* to come into the open. After positioning cavalry and war wagons to flank a potential attack. The *Sparabara* did come forward. Rather than endure further pummeling by archery, the Scythians launched assaults on both the *Sparabara* and the spearmen. These inflicted heavy losses but suffered even more. The Scythians broke.



Achaemenid War Wagons and Spearmen Hold the Line

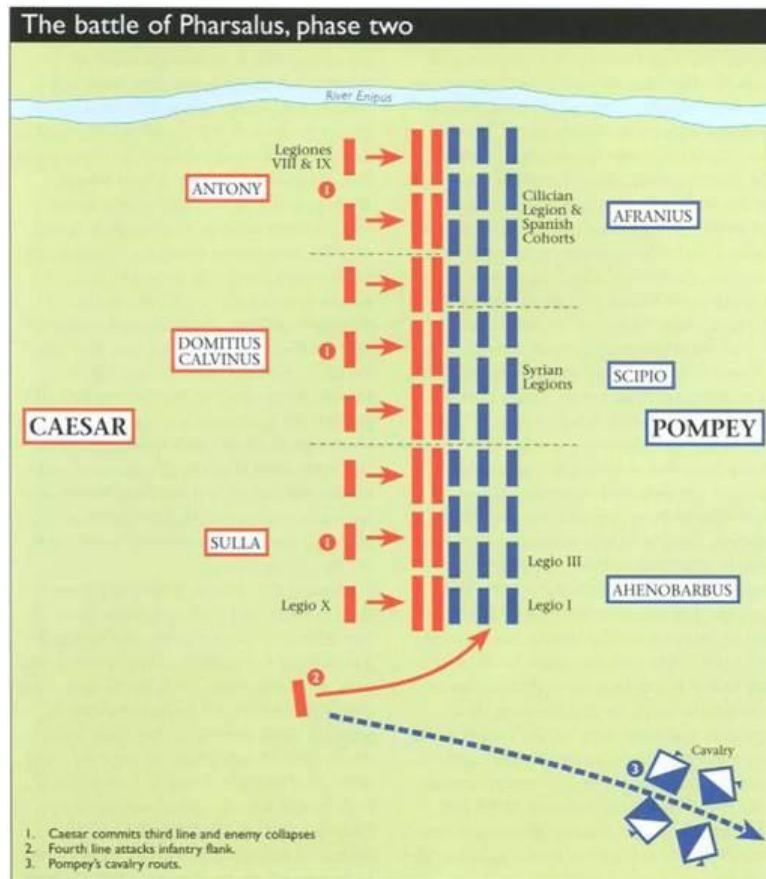
When the dust settled John Brown's Early Achaemenids had come in first and Greg Rold's Scythians second. The three-round tournament, stretched across three sessions, was fun for everyone involved. At the August meeting we will play a round of ADLG(F) fantasy, with Horus again battling Set for control of the Star Gate. In the Fall our historical focus will shift to "Armies and Enemies of the Vikings and Rus", which will be the theme for our Veteran's War ADLG Tournament. It's not too early to crew your long ships or put out your sentinels! Contact John Brown or Jim Rairdon if you have questions.

Historic Location of the Month

Battle of Pharsalus

Iperia, Greece

The Battle of Pharsalus was the decisive battle of Caesar's Civil War fought on 9 August 48 BC. This was a massive defeat of Pompey's army.



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 our groups.io site for the 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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