Colorado Military Historians

Newsletter

LII, No. 11 Nov 2026



Blücher statue, Kaub, Germany

News and Views

Message from CMH Secretary
Eric Elder

Thank you to John Brown and Alex Garcia for your articles this month. We will see new articles from John Carter in upcoming newsletters.



This month is our Veterans Wars convention. We have a good selection of games and still have room for a few games if you want to host a game. Saturday afternoon has slots available. Contact Greg Skelly (gjskelly@comcast.net) if you have a game you would like to run.

Also this month, we have our first luncheon and talk on November 21. See details later in this newsletter.

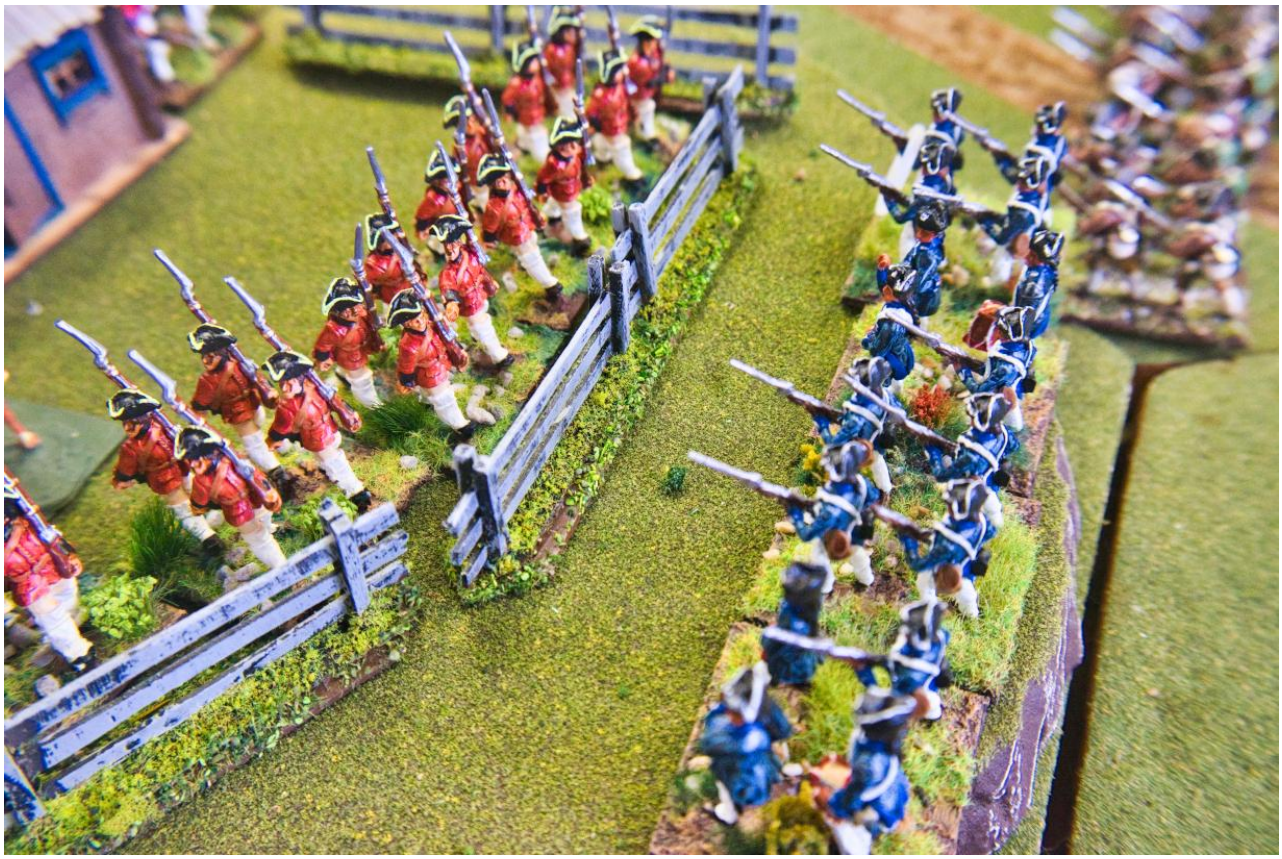


October
Unit of the Month
Sponsored by Tom Dye

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
NO ENTRIES				

Winner in RED



Veterans Wars 2025

NOVEMBER 7

9AM – 1PM

EYLAU – FEBRUARY 8, 1807

- THE RUSSIAN ARMY UNDER BENNIGSEN AND THE FRENCH ARMY UNDER NAPOLEON SLUG IT OUT.
- RULES: COMMANDS AND COLORS, EPIC NAPOLEONIC
- SCALE: BLOCKS
- PLAYERS: 4
- GM: MATT VIGIL

SMALL CRAFT IN THE MED

- SMALL CRAFT BATTLE IT OUT FOR CONTROL OF THE SHIPPING ROUTES IN WWII.
- RULES: NARROW SEAS
- SCALE: 1:600
- PLAYERS: 8
- GM: DOUG WILDFONG

WHAT IF WWII

- WHAT IF THE LOCKHEED P-80 WAS DEPLOYED TO EUROPE BEFORE THE GERMAN SURRENDER?
- RULES: FLY, FIGHT, WIN
- SCALE: 1:144
- PLAYERS: 8
- GM: JEFF LAMBERT

STOLBERG CORRIDOR

- STOLBERG CORRIDOR SEPTEMBER 1944. STANDS ARE BATTALIONS.
- RULES: BREAKTHROUGH (A FRANK CHADWICK PLAYTEST VERSION)
- SCALE: 15MM
- PLAYERS: 6
- GM: MICHAEL BROWN

GAME 5

- DESCRIPTION
- RULES: NAME
- SCALE:
- PLAYERS: #
- GM: NAME

2PM – 6PM

FIRST NAVAL BATTLE OF GUADALCANAL

- A DESPERATE FIGHT TO KEEP IJN BATTLESHIPS FROM BOMBARDING HENDERSON FIELD. BATTLE OCCURRED FRIDAY NOVEMBER 13, 1942.
- RULES: GENERAL QUARTERS III
- SCALE: 1:2400
- PLAYERS: 6
- GM: JOHN CARTER

BATTLE OF ALGARCIA

- THE BRITISH ARMY IS RETREATING BACK INTO PORTUGAL AS MULTIPLE FRENCH CORPS CONVERGE IN AN ATTEMPT TO CUT IT OFF. THE SPANISH ARMY OF ESTREMADURA IS DEPLOYED NEAR THE TOWN OF ALGARCIA, DEFENDING THE ENGLISH ESCAPE ROUTE OVER A FORD IN THE RIVER TAGUS.

- RULES: BLUCHER (NAPOLEONIC)
- SCALE: 15MM
- PLAYERS: 6
- GM: ALEX GARCIA

ICE AGE MAMMOTH HUNT

- IT'S HUNTING TIME WITH YOUR STATE OF THE ART FLUTED STONE POINT SPEARS.
- RULES: HOMEGROWN
- SCALE: 28MM
- PLAYERS: 6
- GM: STEVE WOOSTER

GAME 4

- DESCRIPTION
- RULES: NAME
- SCALE:
- PLAYERS: #
- GM: NAME
-

GAME 5

- DESCRIPTION
- RULES: NAME
- SCALE:
- PLAYERS: #
- GM: NAME
-

NOVEMBER 8

9AM – 11:30AM

SWAP AND SELL MEET

12PM – ~1:00PM

CLUB MEETING

~1:00PM – 5:00PM

ADLG VIKING AGE TOURNAMENT

- THE THEME FOR THE VETERANS WARS ADLG TOURNAMENT IS "ARMIES AND ENEMIES OF THE VIKINGS AND RUS". FOR OUR PURPOSES WE DEFINE THE "VIKING AGE" AS EXTENDING FROM THE RAID ON LINDISFARNE IN 793 A.D. TO THE DEATH OF MAGNUS OLAFSSON IN 1103 A.D. ARMY LIST IN OCTOBER CMH NEWSLETTER.
- RULES: ADLG
- SCALE: 15MM
- PLAYERS: 12
- GM: JOHN BROWN, JIM RAIRDON

NIGHT ACTION OFF CAPE MATADAN

- AUGUST 6TH-7TH, 1914. BRITISH AMD CRUISER SQUADRON IF ORDERED TO ENGAGE THE SMS GOEBEN. ORDERS ARE TO SINK OR DAMAGE AT ALL COSTS.
- RULES: FLEET ACTION IMMINENT
- SCALE: 1:1200
- PLAYERS: 4
- GM: JOHN OWEN

ZOMBICIDE

- FAST PLAYING MODULAR BOARD GAME WHERE PLAYERS FIGHT TO CLEAR

THE AREA OF ZOMBIES. A SUICIDAL EFFORT? MAYBE THAT'S WHY IT'S CALLED ZOMBICIDE.

- RULES: ZOMBIECIDE
- SCALE: 25MM
- PLAYERS: 6
- GM: DOUG WILDFONG

BATTLE OF MAIDA

- FRENCH VS. BRITISH IN ITALY 1806
- RULES: SOLDIERS OF NAPOLEON
- SCALE: 18MM FLATS
- PLAYERS: 4
- GM: JEFF LAMBERT

SUPPORT YOUR LOCAL GAME CLUB

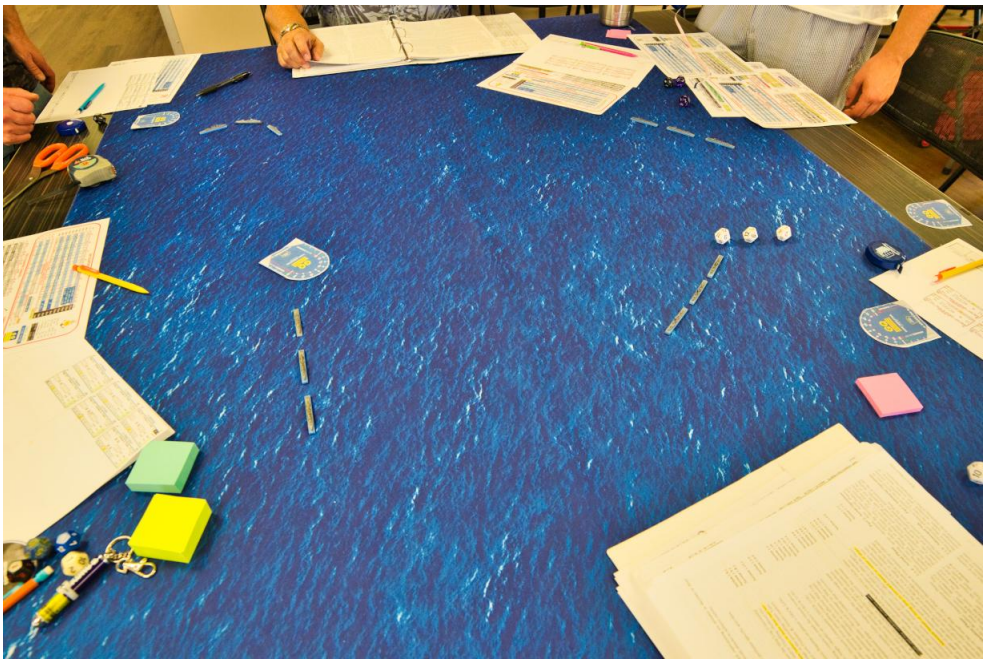
- COMPETING SALOON OWNERS ARE INSTALLING GAMING PARLORS. THEY VIE FOR SUPPLIES, TERRITORY AND CUSTOMERS. WHO HIRED WHO AS GUNSLINGER FOR MUSCLE. IT'S ALL FUN AND GAMES UNTIL SOMEONE DRAWS ACES AND EIGHTS.
- RULES: FIST FULL OF LEAD
- SCALE: 28MM
- PLAYERS: 6
- GM: GREG SKELLY



Zulu War action at Veterans Wars 2025

- **November 7**

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
JOHN CARTER	1:2400	GQIII	Battle of Vella Lella
Greg Cornell	28mm	Scourge of Princes	French vs Italian, Early Renaissance
John Brown	15mm	ADLG	Vikings vs Normans 1069
Doug Wildfong	28mm	Rank and File	1776

Winner in RED

Vikings and Normans Fight to a Draw
300 AP ADLG Scenario Ends Razor-Close

Article by CMH Member
John Brown

The October 11 CMH meeting featured a 300 AP L'Art de la Guerre (ADLG) scenario pitting the Vikings with Scots allies against Normans with Breton allies. The setting was in 1069 A.D. as William the Conqueror consolidated his gains after the Battle of Hastings. Taking advantage of the Anglo-Saxon collapse, the Vikings invaded Northumberland seeking captives, loot, and perhaps a lasting enclave. William, accompanied by his customary Breton allies, marched north to eject them while rapacious and unruly Scots joined the Vikings. The orders of battle for our scenario were as follows:

Vikings (List 155) 1069 AD (300 AP)
Terrain: Plain, Forest

Combat Command Hardrada	
CG (+3)	10 Pts
2 Berserkers (Medium Swords, Impetuous, Elite)	16 Pts
9 Viking Warriors (Medium Swords, Impetuous)	54 Pts
4 Bowmen	28 Pts
Combat Command Sword	
DCG (+1)	3 Pts
1 Berserkers (Medium Swords, Impetuous, Elite)	8 Pts
7 Viking Warriors (Medium Swords, Impetuous)	42 Pts
Combat Command Battleaxe	
DCG (+1)	3 Pts
8 Huscarls (Heavy 2 HW Swordsmen, Elite)	88 Pts
2 LI Bow	8 Pts
Combat Command Farquharson (Scots)	
Allied DCG (+1)	0 Pts
2 Heavy Cavalry	18 Pts
2 Medium Cavalry	14 Pts
2 Light Cavalry Javelin (Mediocre)	8 Pts



Vikings: Fresh off the Boat

Norman (List 179), 1069 AD (300 AP)
Terrain: Plain, Forest

Combat Command Guillame	
CG (+1)	3 Pts
5 Elite Medium Knights, Impetuous	60 Pts
3 LI Bow	12 Pts
Combat Command Alan Rufus	
DCG (+0) embedded in Medium Knights, Impetuous	7 Pts
4 Medium Knights, Impetuous	40 Pts
2 LI Crossbow	8 Pts
1 LI Bow	4 Pts
Combat Command Eustace	
DCG (+0)	0 Pts
5 Heavy Spearmen with Armor	50 Pts
1 Medium Spearmen	7 Pts
Combat Command Odo	
DCG (+0)	0 Pts
6 Heavy Spearmen	48 Pts
Combat Command Breton	
Allied DCG (+1)	0 Pts
3 Light Cavalry Javelin	18 Pts
3 Medium Spearmen	21 Pts
3 LI Javelin	12 Pts
2 LI Bow	8 Pts



The Battlefield, from the Viking Side

The battlefield was partially forested. The Norman right and Viking left were heavily forested, with one patch of rough or difficult terrain after another running along that side of the mat. The Norman center and left were largely open, although a string of impassable ponds cut through the middle of the Norman left. The Viking right was masked by a patch of marsh with open terrain on either side of it.

The two Norman knight commands (Guillame and Alan Rufus) advanced on either side of the ponds, eager to get a charge in. However, the Viking Huscarls (Battleaxe) capped the point where they would

have wanted to converge after passing the ponds while Viking medium swordmen (Sword) took up positions in the marsh and Scots cavalry covered the Huscarls' other flank. This artful positioning precluded the knights from charging without being at an undue disadvantage – at least until their spearmen (Eustance and Odo) came up to support them. The knights were impetuous, so these commands were held out of charge range until this help could arrive. Stalemate ensued.



Norman Knights, Ready to Charge but Bottled Up

On the other flank a single Viking command (Hardrada) now faced the Bretons, Odo, and most of Eustance. Their impetuous Berserkers charged but overshot and ended up too far in front engaging Norman spearmen while outnumbered and at a disadvantage. The Bretons, nimble in difficult terrain, began working around the Viking's wooded flank. A fierce battle ensued, with the Normans having the advantage on Hardrada's flanks but the Viking breaking through in Hardrada's center with a ferocious charge.

Meanwhile some of the Norman knights had finally gotten into play. Other knights faced Vikings who wouldn't come out of a marsh while they wouldn't go into it. The Norman left remained stalemated while their center and right were in fierce combat. When the clock ran out the Normans had inflicted 24 losses and the Vikings 22 – too close of a result to consider the battle decided. It was far from clear who would ultimately triumph!



The Scrum on the Norman Right

John Brown and Richard Kasten played the Normans whereas Pat Harvey, Jim Riardon and Greg Rold played the Vikings. All agreed it was an exciting and well-balanced game, another fine example of how much fun ADLG can be. Each side had its own version of what would have happened next – and how soon!

The Theme for the Veterans Wars ADLG Tournament, beginning November 8, will be “Armies and Enemies of the Vikings and Rus”. Some of the fine troops we saw in this scenario will undoubtedly be in play again. For our purposes we define the "Viking Age" as extending from the raid on Lindisfarne in 793 A.D. to the death of Magnus Olafsson in 1103 A.D. A list of eligible armies appeared in the last CMH Newsletter. Loaner armies will be available. If you would like to play, please contact John Brown or Jim Rairdon.



A Wall of Spears

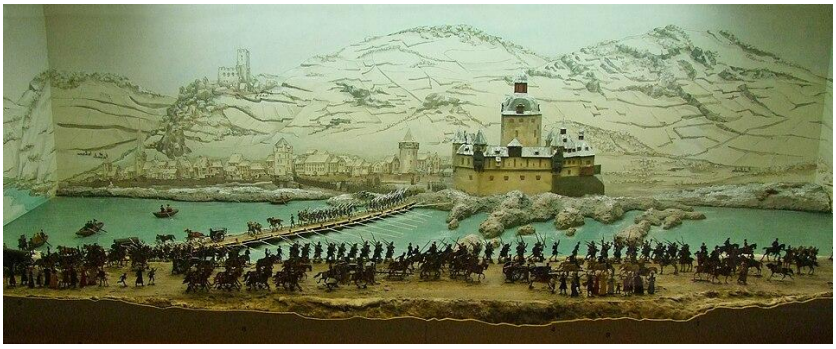
Historic Location of the Month

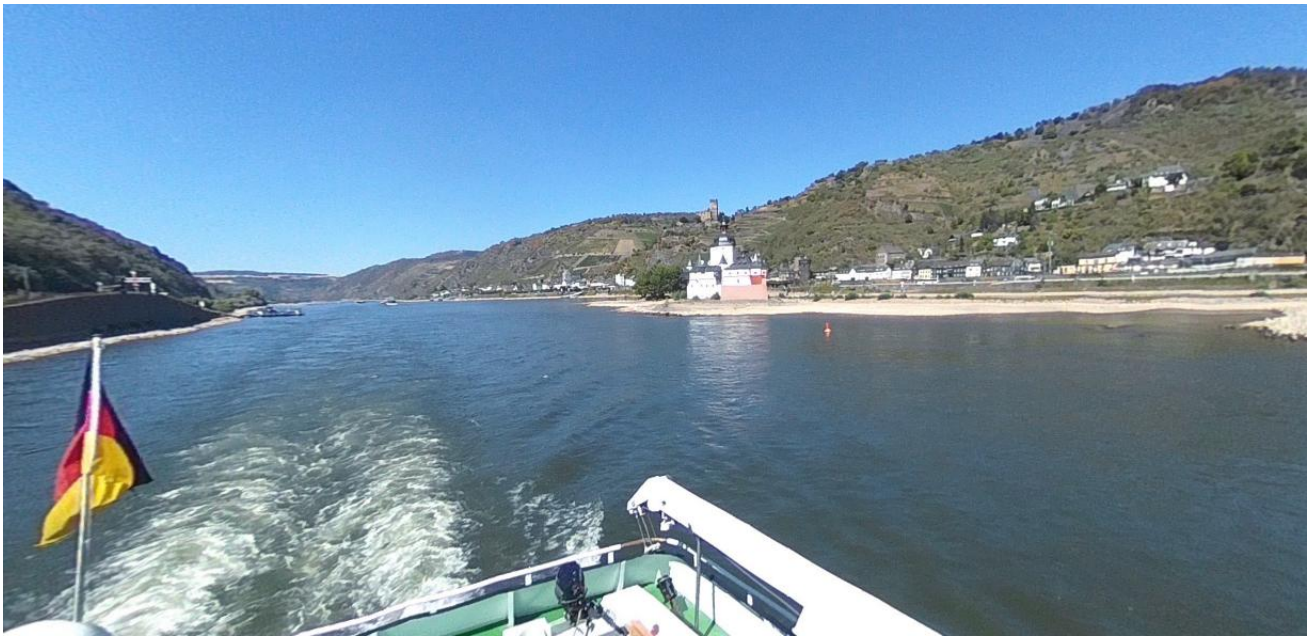
Blücher Statue

Kaub, Germany

The monument to Marshal Gebhard von Blücher was erected to mark the crossing of the Rhine River, December 31, 1813, by Blücher's army of 50,000 soldiers and 182 artillery pieces. Statue was unveiled in 1894.







Colorado Military Historians Quarterly Luncheon

CMH Members and Guests are invited

November 21, 2026

Wash Park Social
1096 South Gaylord Street
Denver, CO

Schedule:

11:30	Arrive, Socialize
12:00	Eat Lunch
12:30	Program
1:30	Clean up

Program:
Red Cloud's War.
Treaties Made, Gold Discovered, Treaties Broken - War
By Professor James L. Rairdon, DM, FLMI, KSG

This presentation examines **Red Cloud's War (1866–1868)**, a conflict initiated by gold discoveries that violated the 1851 Fort Laramie Treaty. Following the 1864 **Sand Creek Massacre**, which extinguished hopes for peace, the Lakota (Sioux), Cheyenne, and Arapaho united against the "invaders" using the unauthorized Bozeman Trail.

The program analyzes the strategic failures and tactical shifts of the U.S. Army. It explores why the Army ignored **Jim Bridger's** warnings to use the safer Bridger Trail. A central focus is the technological evolution from the **Fetterman Fight**, where 81 men died using muzzle-loading rifles, to the **Wagon Box and Hayfield Fights**, where new breech-loading Springfield rifles changed the tactical outcome.

We will be limited to the first 25 who RSVP. Please indicate that you will attend and how many are in your party. Please RSVP to Jim Rairdon at rairdon8071@comcast.net, by November 14, 2026.

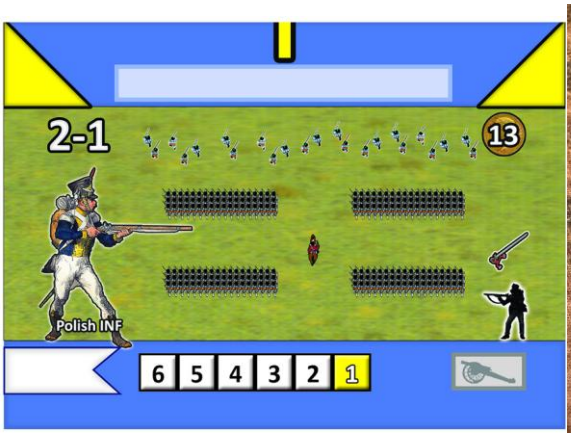
Introduction to Blücher

Sam Mustafa's Rules for Napoleonics

Article by CMH Member
Alex Garcia

At this month's Veterans' Wars weekend I plan to run a game of *Blücher* and figured some CMH members would be interested in learning about this unique set of rules for Napoleonics. The rule's author, Sam Mustafa, is a prolific game designer with rule sets available for a variety of eras (see https://sammustafa.com/). In fact he's published two Napoleonics rule sets, *Lasalle* for division scale battles with battalions and *Blücher* for corps scale battles with brigades.

Blücher has several interesting features, starting with the fact that you can play it without miniatures. Mustafa sells decks of 3"x2" cards that can be used in place of miniatures. For example, below on the left is the playing card for a Polish infantry brigade. However, my preferred way to play the game is with 15mm miniatures; on the right is a similar French infantry brigade. Both brigades have a strength (Elan) of 6; units break when they take casualties (called Fatigue in the rules) equal to their Elan.

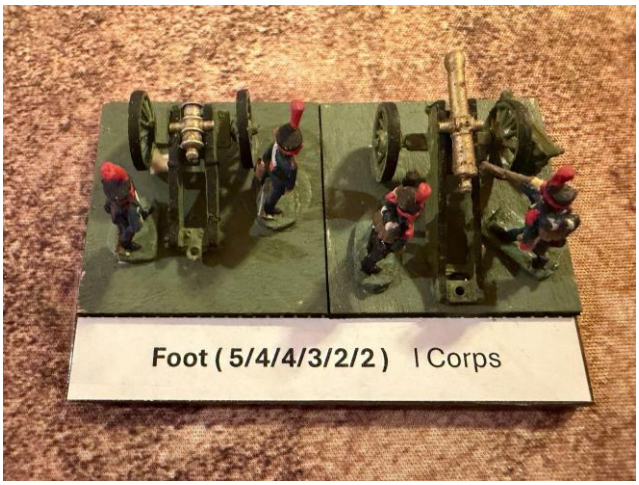




Another interesting feature of *Blücher* is that all distances are measured in Base Widths (BWs). For example, musket range is 1 BW, skirmish and canister range is 2 BW, artillery range is 8 BW. The default for 15mm miniatures is a Base Width of 3 inches, which works well if you want a battle with about 20-30 units per side on a 6'x4' table. My units are on stands of dimensions used by *Napoleon's Battles* and *Age of Eagles*. They have magnetic bottoms so for *Blücher* they sit on 3"x2" steel bases. An alternative scale would use bases with a width of 2 inches if you want a compact game that can fit several Corps on a 4'x3' table.

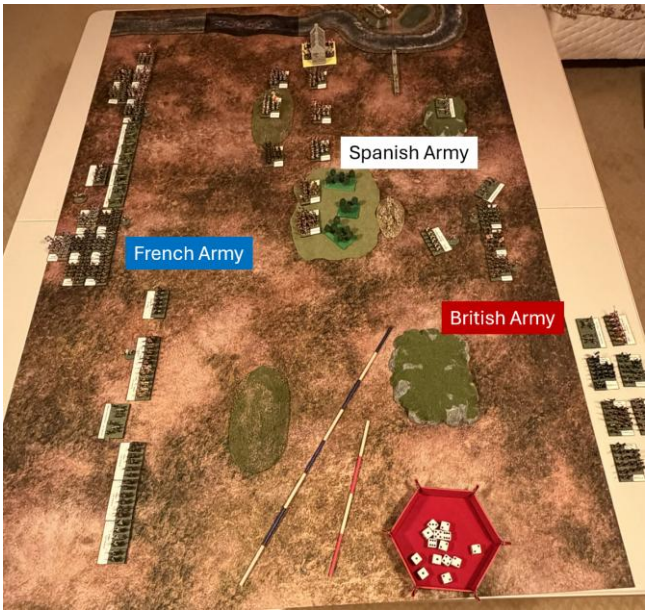
Unlike other rule sets in which units are in line, column, etc., there are no formations in *Blücher* with the sole exception that infantry may form square (which is called Prepared in the rules). This is similar to *Command & Colors: Napoleonic (C&C:N).* Also like *C&C:N*, artillery never limbers or unlimbers in *Blücher* but only horse artillery may fire if it moved.

Speaking of artillery, *Blücher* treats it very differently from other rule sets. The French artillery unit shown here starts with 5 Ammo. The first time it fires you roll 5 dice and each "6" is a hit. But every time the artillery unit fires it drops one level so, for example, after firing three times it is down to 3 Ammo. After firing six times the unit Retires (leaves play but is not considered Broken).



When an artillery unit receives casualties it does *not* lose Ammo. If it gets one casualty it retreats 2 BW; if it gets 2 or more it Retires. I'm sure some players won't like how *Blücher* treats artillery but it does speed play since you won't fire it every turn but rather save it for when you can accomplish a significant result.

The sequence of play in *Blücher* will be familiar to even novice wargamers. Units move, fire, and engage in melee combat if in contact. There are no "reaction" moves during the active player's turn, not even to form square (better plan ahead if enemy cavalry is nearby). The only element of play that is unusual is the method by which units are activated at the start of a player's turn based on Momentum points (MO). Personally, I find the unit activation rules overly complicated, especially for a club game, and plan to replace them with a simplified house rule.



The game that I'm planning to run is a hypothetical Peninsular War battle that takes place sometime after Talavera as the British are retreating back into Portugal. The Spanish Army of Estremadura sets up on the right half of the table, the French enter on the left and the British on the lower right side. Each side has about 25 units.

Near the top of the playing field is the fictional town of Algarcia, which is initially defended by its townfolks. Victory is decided by control of this strategic town at the end of the game. You can also win by routing the opposing armies.

The game can accommodate 2-6 players.

Finally, if you want to know more about *Blücher,* below is a summary of the official rules created by an AI bot (Google Gemini).

Overview & Game Concept
Blücher is a grand-tactical tabletop wargame covering Napoleonic battles. It scales flexibly from brigade level (default: 1 infantry unit = 2,000–3,000 men / 4–6 battalions; 1 cavalry unit = 1,000–2,000 men / 6–12 squadrons; 1 artillery unit = 18–24 guns / 2–4 batteries) up to divisional scale. Games are played using poker-sized unit cards or miniature figures across a table divided into a 2x3 grid (sections A1 through B3).

Measurements use Base Widths (BW). In the basic game with unit cards, 1 BW = 3 inches (75 mm). Maximum visibility is 8 BW.

Turn Structure & Core Mechanics
A game represents one day of battle divided into 30 turns (15 per player) using an alternating turn system.

1. Information Phase: Reveal discovered enemy units
2. Movement Phase: Activate units via Momentum (MO) until limit hit
3. Fire Phase: Unmoved units shoot at targets
4. Combat Phase: Resolve contact / charges
5. Status Phase: Check army morale; roll hidden MO dice for enemy

Information Phase
Concealed enemy units are discovered and revealed if they are within 4 BW of an active unit and visible to at least one active unit.

Movement Phase & Momentum
Movement costs Momentum (MO). The passive player rolled 3 hidden MO dice under a cup during the previous status phase. The active player activates units, accumulating current MO, until reaching or exceeding that secret threshold.

- **Corps Activation:** Activates multiple units belonging to the same corps where each unit is within 1 BW of another in the group. Cost = 1 MO per unit.
- **Individual Unit Activation:** Activates a single unit anywhere on the board. Cost = 2 MO.
- **Command Activation:** The Commander-in-Chief (CinC) marker is placed within 2 BW of desired units. Activates any eligible units within 2 BW regardless of corps. **This immediately ends the Movement Phase.**

Movement Types

- **Simple Move:** Full movement allowance (Infantry/Artillery 2 BW, Cavalry 4 BW, Horse Artillery 3 BW). Straight line in open terrain only; free pivot at start.
- **Difficult Move:** Reduced movement allowance (Infantry/Artillery 1 BW, Cavalry 2 BW). Can move through difficult terrain or end facing a new direction. One pivot allowed before or after moving.
- **Reserve Move:** Concealed units only. Allows up to 12 BW movement along curved paths or roads, provided the unit never enters visibility within 4 BW of an enemy. The unit is revealed upon activation.
- **Charge:** Straight-line move to contact an enemy unit within full movement allowance. May pivot up to 45° at start. Must target the closest/most threatening legal target. Cannot be made by fatigued units (Elan 1).

- **Prepared Status:** Infantry may forgo movement to gain a Prepared marker, conferring tactical advantages in combat.

Fire Phase
Unmoved units (and units with the **Mobile** trait) may shoot.

- **Ranges:** Infantry = 2 BW (1 BW for Volley, 1–2 BW for Skirmish). Artillery = 8 BW max (within 2 BW is short-range/canister).
- **Mechanics:** Units roll dice equal to current Elan (Infantry) or remaining Ammo (Artillery). Each roll of 6 scores 1 hit.
- **Modifiers:**
  - *Penalties (halve dice):* Infantry skirmishing, firing at cavalry/artillery, or targeting crests; Artillery firing into cover, obstructed line of sight, or at enemy artillery.
  - *Bonuses (5s hit in addition to 6s):* Short-range artillery, Heavy Artillery at long range, Infantry with **Firepower** (at 1 BW) or **Skirmish** (at 1–2 BW).
- **Effects:** Each hit against Infantry/Cavalry inflicts 1 Fatigue, reducing current Elan. Hits on Artillery force retreats (1 hit) or retirement (2+ hits).

Combat Phase
Resolved when opposing units make contact following a charge.

- **Dice Pool:** Equal to current Elan (Infantry/Cavalry) or Ammo (Artillery), modified by unit traits and terrain (**Shock** +1 ATK, **Steady** +1 DEF, Difficult Terrain -1, Uphill Attack -1).
- **Resolution:** Attacker allocates dice among contacted defenders. Both sides calculate attack and defense scores. The side with the lower score takes Fatigue equal to the difference and must retreat; artillery and heavily demoralized units break or retire.

Status Phase & Victory

- **Army Morale:** Standard starting morale equals 1/3 of the starting total of Infantry and Cavalry units (rounded up).
- **Break Check:** Count total broken units (including Artillery). If broken units equal or exceed Army Morale, the army collapses and loses immediately.
- **End of Turn:** Roll 3 MO dice for the opponent's upcoming turn and conceal them under the MO cup.

Unit Traits Summary

Trait	Category	Game Effect
Shock	Combat	+1 combat die when attacking.
Steady	Combat	+1 combat die when defending.
Firepower	Firing	Rolls of 5 count as hits when volleying (within 1 BW) against infantry.
Skirmish	Firing	Rolls of 5 count as hits when skirmishing (1–2 BW) against infantry.
Impetuous	Firing/Combat	Halves shooting dice; must always advance after winning combat.
Conscript	Movement/Combat	-1 combat die vs. Cavalry; cannot charge if engaged by enemy Cavalry.
Heavy Artillery	Firing	Rolls of 5 count as hits at long range (2–8 BW).
Mobile	Movement	May move and shoot in the same turn (typically Horse Artillery).

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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Next Issue: December 2026

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