

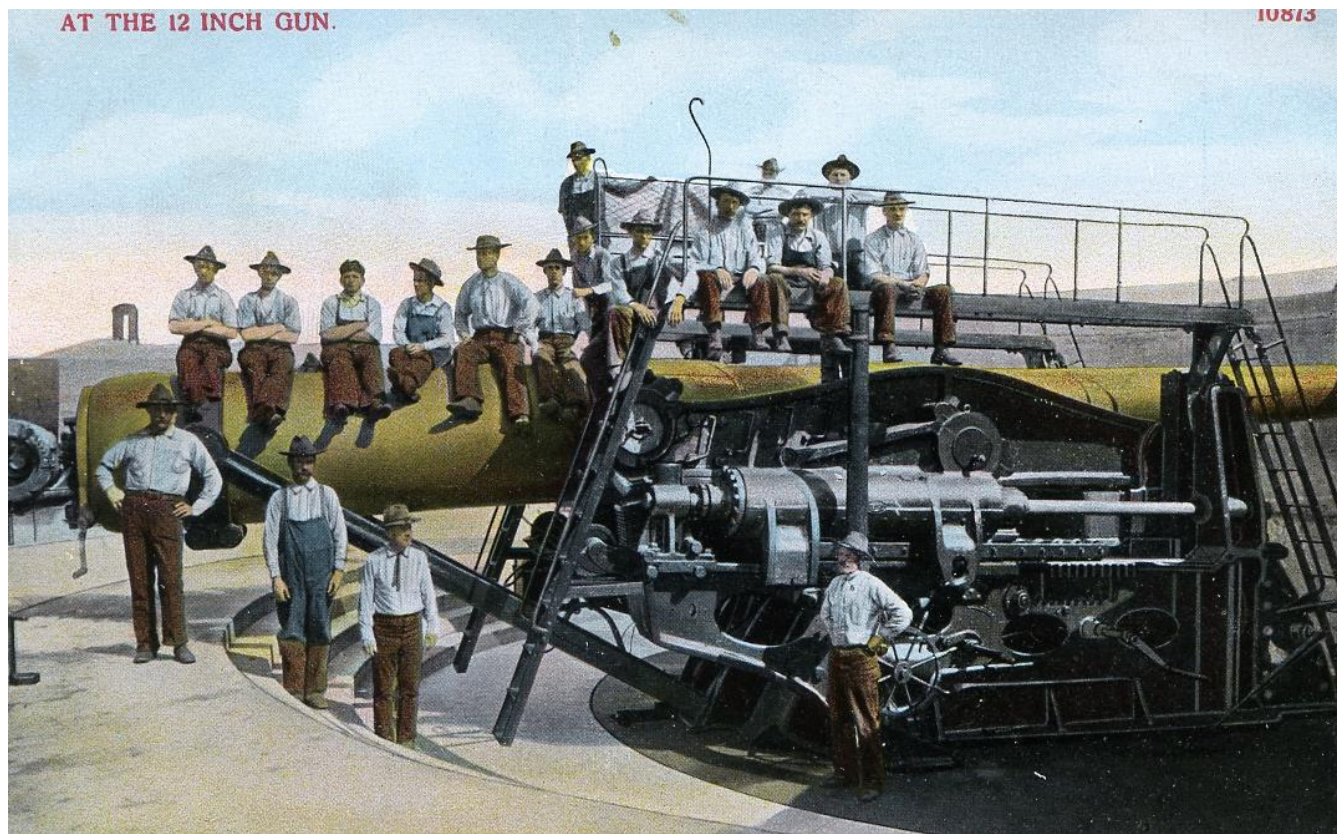


# Colorado Military Historians

Newsletter

LI, No. 3

Mar 2025



A typical 12" disappearing gun installed to protect key US ports c.1900.

# News and Views

*Message from CMH Secretary  
Eric Elder*

At our March monthly meeting, Ed Rossman is going to demo a Bolt Action: Third Edition game. Ed has shared with us, on page four, the main differences compared with the previous edition.

Our club still does not have a 2025 Baker contract. New employees at Hyland Hills Park & Recreation District are still working on it.



In May we will have our annual West Wars convention. Now is the time to be thinking of volunteering to run a game or join in some gaming. If you want to volunteer to be the coordinator, please contact a Board Member. Also, we have our annual Board Member election on Sunday at the convention. Please consider becoming President, Vice-President, Treasurer or Secretary. If you want details of any of the positions the current Board can pass along the information. West Wars will be at our regular Baker Community Center meeting location May 17-18. Remember May 11 is Mothers Day, so we shift our regular monthly meeting to the Sunday at West Wars.

Tom Dye has gifted our club six model kits for our Unit of the Month, Game of the Month, and now Article of the Month. The winners will get to choose a single model kit. I will bring the models to our March monthly meeting. Thank you Tom.

Bill has passed along information that the Doug Marston miniature collection has made its way to Mindtaker Miniatures (<https://www.mindtaker.org/>). I do not know how to recognize what on their site is from Doug's collection.

# February Unit of the Month Not Sponsored



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
Eric Elder	28mm	Perry	1830s	Canadian Militia Cav, Br Inf
David Manley	15mm	AB	Nap	KGL Inf, Art, 1 <sup>st</sup> 2 <sup>nd</sup> Inf
Greg Skelly	28mm	Various	1918	German Civil War buildings etc
<b>BRAD THORNTON</b>	28mm	Tsuba	1918	German Civil War Freikorps
Scott Holder	28mm	Irregular	Anc/Med	Burmese Elephants

Winner in **RED**



# **Bolt Action: Third Edition changes**

*by Ed Rossman*

- Shape Charged Weapons (Bazookas, Piats, Panzerfaust) now have a 2" template. So now you can take out MMGs and snipers hiding in buildings Panzerfaust now cost 15 points. Totally agree 5 points was too cheap to kill a 250 tank.
- LMGs are 15 Platoon leaders are as cheap as 20 & 30 points. The main reason is for every section you add to your platoon has to have PL. Being that platoons look like companies; you might want to take a Company Commander and their only 50 points. I never took them unless it was for a historical battle, but I will for 50.
- US forces don't have combat maneuvers rule (the rule where they did add a movement penalty +1 when they shoot). Now for every 3 soldiers, you get 1 extra dice added for shooting. You have 9-man squad, you add 3 more dice to shooting
- If you kill the sniper (the one with the rifle) the observer next to him immediately becomes the sniper (which should have been the rule anyhow)
- Shooting: To hit is on a 4 or better. Here are the only modifiers added to shooting:
  - Firer is moving -1
  - Pinned -1
  - Inexperienced-1
  - And the new change: Point Blank -2
- No more figuring out terrain modifiers to your shooting. After you determine how many hits you made, you pick up the dice that hit, roll them for saves.
- Soft cover 5 or better, Hard cover 4 or better, and Down 5 (if you have no cover) or +2 modifier if their in cover. For example , unit is in soft cover that's a 5 to save, but is also down so you add the +2 modifier (combining the saves) and now a 3 or better saves.
- Fubar you now shoot at Friendly units on 1-3 when you roll D6.
- Tanks are a lot cheaper, so you can field more.
- Run off the table in Fubar when they panic
- 1 Roll for Rally
- No wound on 6 (no picking NCO)
- Max morale 11 and minimum is always 2.
- If you stay down and retain dice, in the next turn you lose all your pins
- You can move through friendly units, but you must move 1 inch away from all units
- Crew for squad weapons must be within 1 inch of the weapon, or suffer -1
- Platoon Commander cannot snap too if down
- Medics don't count to victory points, no weapon but will fight in close assault
- FAO cost less, can be used for spotter for indirect fire
- Bike rule
- Cavalry add +1 to save roll
- All cavalry can charge and be tough fighters
- Fanatics take morale check without pins as long as there is two men. Close Assault same rules, fight to wiped out or 1 man
- Green units only become regulars on a 6
- Snipers get +1 to hit modifier and +1 damage
- Sniper gets killed, spotter becomes sniper but -1 for no loader and -1 no leader
- Flamethrower

# February

## Game of the Month

### Not Sponsored



Each month CMH members host games at the monthly meeting. This award is for the effort put out by the host.

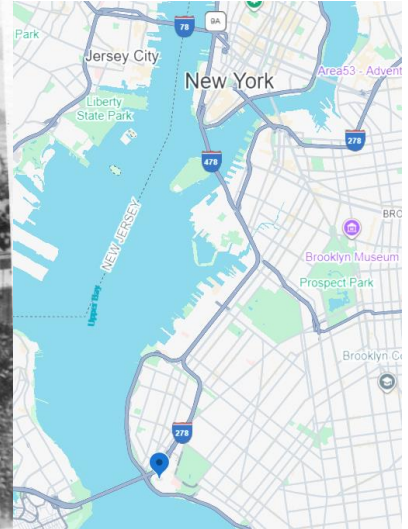
CMH Member	Scale	Rules	Description
Gary Stribling	1/144	Panzer	1944 Eastern Front Northern Command
Tom Dye	6mm	Cohesion	ACW
Jeff Lambert	-	Fire & Axe	Vikings
Matt Vigil	-	Command and Colors	Ancients
Jim Rairdon	15mm	ADLG (F)	
<b>Deb Schouten</b>	15mm	Napoleans Battles	Battle of Mousen

Winner in **RED**

## Historic Location of the Month

### *Fort Hamilton, NY*

I believe the postcard below is either Doubleday or Brown battery (showing a 12" disappearing gun) at Fort Hamilton, NY (blue marker on map). The island fort in the background is Fort Lafayette (1822-1946). Fort Lafayette was demolished in 1960 to make way for the Verrazzano-Narrows Bridge. Fort Hamilton is the only active DoD military post in New York City.



The Google Earth image below shows the view from Fort Hamilton today.





# 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:

Web Site: <https://cmhweb.org/>

Facebook: <https://www.facebook.com/groups/cmhgamers/>

Groups.io Group: <https://groups.io/g/cmhweb>

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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