



Colorado Military Historians

Newsletter

LI, No. 10

Oct 2025



The Italian CV-35, considered by some as the smallest tank in WWII.



**The same tank sold by the 3mm miniature company Pico Armor.
(Picture not to scale)**

News and Views

*Message from CMH Secretary
Eric Elder*

Thank you to Don and John for their articles this month. We have an ADLG report and a Pico Armor 3mm miniatures review. Also, I now have a backlog of articles which will appear in upcoming newsletters. Thank you to those who submitted the articles. Soon there will be a special club newsletter issue with Jim Rairdon's article on Red Cloud's War.



Our next club convention (Veterans Wars) is coming up fast (Nov 8-9). Please contact Greg Skelly (see contact information on last page of this newsletter) to submit a game for Saturday morning, afternoon, or Sunday afternoon. Here is the information that we need to post your game for the convention:

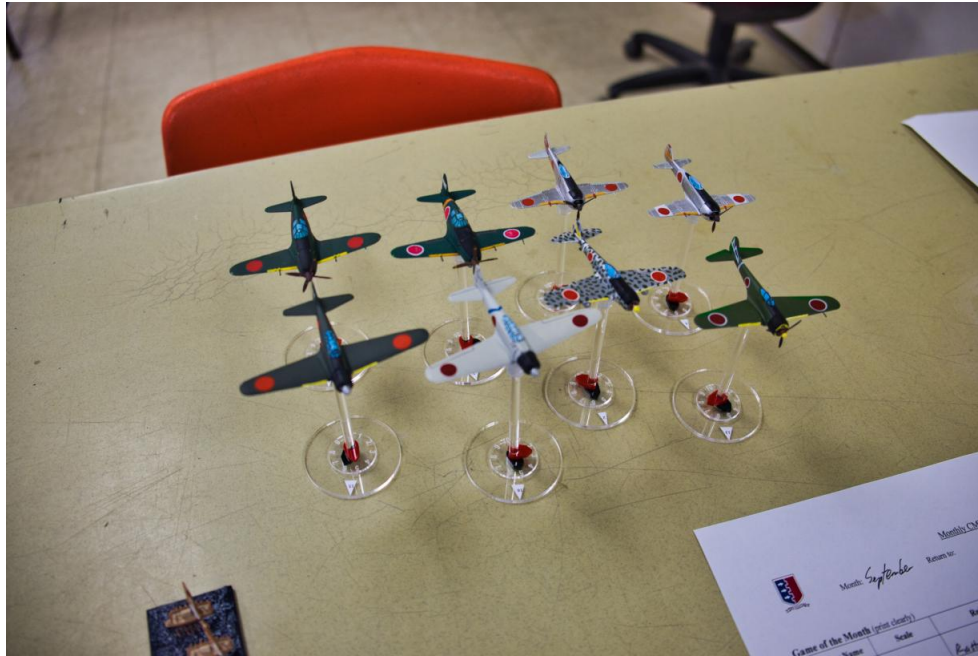
Title
Description
Rules
Scale
Max # Players
GM Name
Requested time slot (Sat 9-1, Sat 2-6, or Sun 1-5)
Needed tables (6' or 8')

Once games are received and confirmed, they will be added to our web site convention event list page (<https://cmhweb.org/cmhconvention/>).

September

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 |
|---------------------|--------|---------------|---------|-------------------------|
| Eric Elder | 1:1200 | Tumbling Dice | Samurai | Japanese Bune |
| JEFF LAMBERT | 1:144 | Various | WWII | Zeke, Jack, Oscar, Tojo |
| Greg Skelly | 28mm | | | Buildings |

Winner in **RED**



Let's Get Small

Pico Armor

CMH Member

Don Cygan



Back in the late 1970s, comedian Steve Martin had a bit he did called “Let’s get small.” It was sort of his humorous take on the way young people would say “Let’s get high.”

Well, this article has nothing to do with Steve Martin or cannabis, but I thought that was an excellent title when discussing my recent fascination with Pico Armor’s 3mm miniatures. Pico Armor is the U.S. distributor for Polish company Oddzial Osmy’s line of wargaming minis.

In this article, I would like to champion the use of 3mm miniatures for wargaming and explain a variety of reasons for why I think this scale is superior. At the same time, I want to start with a caveat: Yes, I realize they are really tiny figures, and many people will stop right there. Especially when it comes to painting or handling. I get that. They are probably not for everyone.

Also, though I really love these minis, by no means is this the only scale I use in wargaming. Obviously, using 3mm for skirmish gaming, or anything at the higher level (squad-platoon level) is sort of ridiculous. I also collect 10mm, 15mm, and 28mm minis, but I use those for different-scaled games.

I know some people will balk at the idea of painting anything this small. “They’re microscopic! What’s the point?” But I have found there are several excellent tutorials online on how to paint up these minis so they are both visible and historical. At this scale, obviously, you do not have to be extremely detailed. That alone presents a really fun challenge: how to make them visible and somewhat realistic-looking from the tabletop, without overdoing it one way or the other. Too much detail and real colors, and it is a lot of work for nothing that could be seen without a magnifying glass. Too much color and contrast, and your 3mm minis look like a sloppy circus of neon. It is a balance.

So, why do I like this scale so much? There are so many personal reasons. Let us look at them, and keep in mind that you may or may not agree, but I find them my “match made in heaven” for wargaming.



1. Painting: Sure, on occasion, I do like the fine painting challenge of a 28mm mini, or the camouflage pattern and decals of a 10mm or 15mm vehicle or aircraft, no doubt. However, even with speed-painting methods, I find that painting, say, a group of ten 28mm Napoleonic Hussars will take me several days with my schedule, and in the end, I still only have ten Napoleonic Hussars. With 3mm, I can paint an ENTIRE SQUADRON of horsemen or a full company of tanks and base them in about 40 minutes.

2. Material: Some criticize Pico’s use of a very stiff and brittle metal alloy. Yes, it can be diamond-hard, but that is one of the reasons their metal minis are so rugged. It takes a while to get use to the fact that cutting or filing them can be almost impossible, but there is usually no reason to do this. I find “flash” rare on these minis. And the tank gun barrels are almost indestructible. Compared to GHQ’s soft pewter gun barrels that bend into pasta after one or two handlings, I prefer the harder material. Pico has just started switching over much of their catalog to resin. I sort of wish they did not. True, the level of detail (see my comparison of their old M1A1 Abrams in metal with their new version in resin) is stunning, but they can be awfully fragile.



3. Cost: Once again, compared to other micro armor companies (in 6mm), Pico is a bargain. I can purchase 15 vehicles (a complete tank company) for \$7! Typically, I can purchase eight WWII fighter aircraft or eight modern jet aircraft for the same. As a matter of fact, their prices are remarkably consistent at \$7, with only a bit more for larger minis or packs. Just to purchase one platoon’s worth of M4A3 Sherman tanks from GHQ at 6mm scale costs me double that price and I only get five tanks.

4. Diversity: Pico's 3mm line offers almost everything from WWII, WWI, Modern, as well as some Napoleonic, American Civil War, Ancients, Seven Years War, Samurai, and Sci-Fi. The WWII and Modern lines are incredibly diverse, with the typical German, Russian, U.S., and U.K. offerings, but also Chinese, Hungarian, Polish, French, etc., vehicles and aircraft. Honestly, you can get about anything. The 3mm lines are supported by buildings, bridges, some terrain, flight stands, decals, etc. Their website has painting tutorials and recommendations on basing and rulesets. They even have a smattering of 15mm options.

5. Customer service and support: Pico's website must be one of the best out there as far as ease of ordering, finding that specific product, and customer support. They package their shipments in custom-insulated and protected little boxes and each pack is labeled and numbered to correspond with your website order. John Gibbon at Pico always e-mails a confirmation after you place an order, and always e-mails you a Thank You when they ship -- imagine that! The best part, as far as I am concerned, is the turn-around. I am a bit of a spoiled brat when it comes to ordering my minis. I hate waiting. I also have been frustrated with companies (even in the U.S.) that take over a month to ship. Pico is located in Wisconsin, and I swear I have never had to wait more than one week to receive my shipment. Actually, the average is about 3-4 days! I have also never had a mess-up on my order, though they apparently have a standard return/exchange policy as evidenced on their website.

Obviously, I am in love with this company and a big, gushing, fan-boy. Another important personal consideration has to do with aging. As I get older, space considerations for my miniatures will be very important. To think that I can store more minis, terrain, etc., in a smaller closet or shelf area and still be able to play on a small table is optimal. My eyes do not cooperate with painting, so that is why I am trying to paint and collect as much now for the future. Downsizing, which is almost inevitable for us all, will probably require me to sell my larger scale stuff, and yet, I will still be able to keep my massive armies in 3mm. I imagine that will only take up a single shelf in a closet.

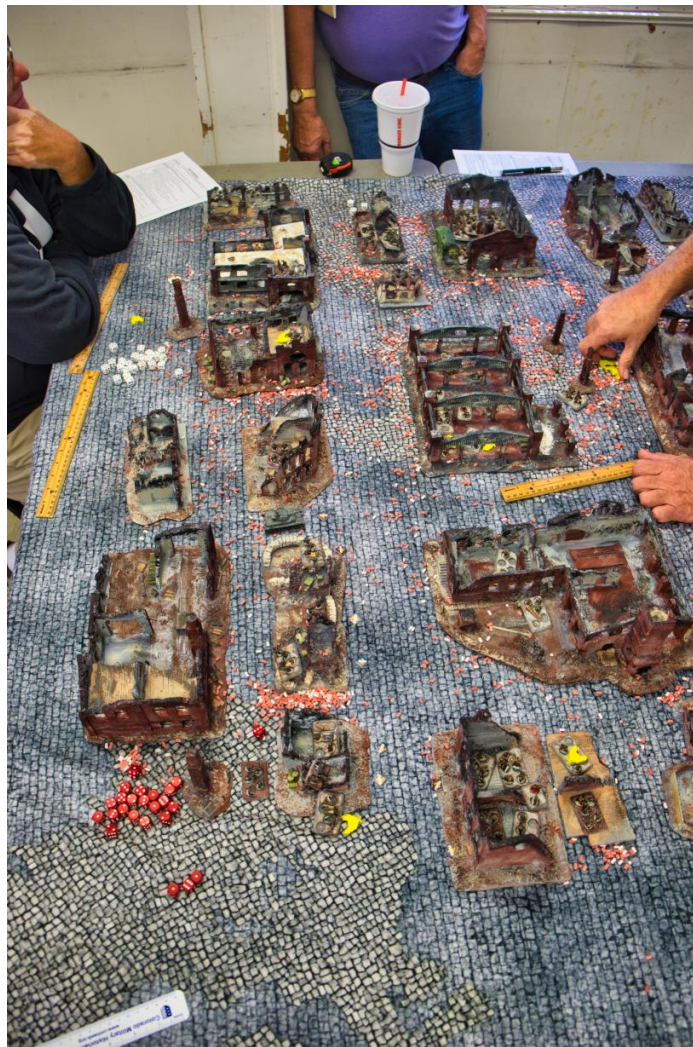
The only big down-side I can find to my small obsession is rulesets. The scale begs for grand tactical stuff, but most of the micro armor rules to go with ultra-minis I have not been fond of. Perhaps I will create my own. Rules written specifically for a line of figures!? That's certainly not unheard of in our hobby.



September

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 NEWPORT | 15mm | Rattenkrieg | Stalingrad |
| Doug Wildfong | 1:1200 | Fighting Instructions | Napoleonic |
| Deborah Schouten | 15mm | Nap Battles 4 th ed. | Battle of Lanstruct, 1809 |
| John Brown | 15mm | ADLG | Various matchups |

Winner in **RED**

Historic Location of the Month

Kobarid, Slovenia

The Battle of Caporetto took place in October-November 1917. This was a battle fought between the Central Powers and Italy. This was a Central Powers offensive that devastated the Italian army and resulted in a 70 mile retreat.



The Kobarid museum is dedicated to the WWI battles in the area.

Roman Civil Wars

CMH ADLG Fall Theme

Article by CMH Member

John Brown

Greg Skelly has announced “Civil Wars” as CMH’s Fall Theme. We ADLG enthusiasts have eagerly embraced the idea by picking Roman civil wars as themes for a multi-player scenario in October and for the customary Veterans’ War ADLG Tournament in November. Players are already warming up. At the September meeting we saw a fistful of Roman armies hammering away at their adversaries on the field of battle.



Roman Legionnaires Closing In

The October multi-player scenario will recreate the Battle of the Milvian Bridge in 312 AD. Here Constantine overcame stiff resistance from Maxentius to seize Rome and, eventually, become Emperor of the Roman Empire as a whole. This was the battle of in hoc signo vinces fame that led to the Christianization of the Empire. We will be playing on a 4’ by 6’ mat with 360 AP armies on both sides. The army lists are as follows:

Constantine

Combat Command A

DCG with (+1) Leadership 3 Pts

4 Praetorians (Elite Armored Heavy Swords, Impact, Missile Support) 56 Pts

2 Symmacharii (LI Sling) 8 Pts

2 Integrated Ballista (Lt. Artillery) 14 Pts

Combat Command B

CG with (+2) Leadership 6 Pts

2 Legionaries (Armored Heavy Swords, Impact, Missile Support) 24 Pts

2 Legionaries (Armored Heavy Swords, Impact) 22 Pts

2 Auxilia Palatina (Medium Swords, Impact) 14 Pts

2 Auxiliaries Sagittarii (LMI Bowmen) 14 Pts

3 Light Infantry Javelin 12 Pts

Combat Command C

DCG with (+2) Leadership 6 Pts

4 Legionaries (Heavy Swords, Impact) 36 Pts

4 Auxilia Palatina (Medium Swords, Impact) 28 Pts

2 Light Infantry Bow 8 Pts

| | |
|--|--------|
| Combat Command D | |
| DCG (+0) Embedded in Clibanarii (Elite Heavy Impact Cavalry) | 9 Pts |
| 3 Clibanarii (Elite Heavy Impact Cavalry) | 36 Pts |
| Combat Command E | |
| DCG (+2) | 6 Pts |
| 4 Heavy Impact Cavalry | 40 Pts |
| 3 Equites Sagittarii (Light Cavalry, Bow) | 18 Pts |



Richard Kasten's and Pat Harvey's Late Romans Face Off

Maxentius

| | |
|---|--------|
| Combat Command I | |
| DCG (+0) Embedded in Praetorians (Elite Armd Hvy Swds, Imp, M Spt) | 11 Pts |
| 3 Praetorians (Elite Armored Heavy Swords, Impact, Missile Support) | 42 Pts |
| 2 Symmacharii (LI Sling) | 8 Pts |
| Combat Command II | |
| DCG with (+2) Leadership | 6 Pts |
| 6 Legionaries (Armored Heavy Swords, Impact, Missile Support) | 72 Pts |
| 3 Light Infantry Bow | 12 Pts |
| Combat Command III | |
| DCG with (+2) Leadership | 6 Pts |
| 6 Auxilia Palatina (Medium Swords, Impact) | 42 Pts |
| 4 Auxiliaries Sagittarii (LMI Bowmen) | 28 Pts |
| 2 Light Infantry Javelin | 8 Pts |
| Combat Command IV | |
| DCG (+0) Embedded in Elite Cataphracts | 11 Pts |
| 4 Cataphracts | 48 Pts |

Combat Command V

| | |
|--|--------|
| CG (+2) | 6 Pts |
| 4 Heavy Cavalry | 36 Pts |
| 2 Equites Sagittarii (Light Cavalry, Bow) | 12 Pts |
| 2 Equities Illyricani (Light Cavalry, Javelin) | 12 Pts |

The theme for November's Veterans' Wars ADLG Tournament is "Rome Unravels (395-476 AD)." This covers the period from just after Theodosius held the Roman Empire as a whole together for the last time until the fall of Romulus Augustulus in the West. Roman armies of the time and anyone who meddled in or took advantage of their infighting will be legitimate choices. Army Lists that fit the bill include 71,75,87,88,93,94,95,96,97,99,100,101,108,109,110, and 112, although we are open to other suggestions if you can make a case for them. We will be playing 200 AP armies on 120cm by 80cm mats. Loaner armies will be available. As mentioned, a number of players are already warming up their armies.

If you want to participate in or know more about either of these events, please contact John Brown or Jim Rairdon.



Brian Caskey's Saxons Meet Jim Rairdon's Late Romans

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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