

All Guns Blazing!

Newsletter of the Naval Wargames Society

No. 254 – DECEMBER 2015

VIEW FROM THE BRIDGE

December 2015

With the festive season looming, some news to bring some festive cheer. A big Battle of Jutland refight is being planned for the 100th anniversary in the Royal Navy Museum in June. The annual NWS weekend in Portsmouth is confirmed as the first week in July. And I'm leading a trip to the Croatian island of Vis (Lissa) in July for the 150th anniversary of the Austro-Hungarian victory. Following my requests and visits to Austria, Hai models now make all the models in 1/1250, which can be ordered via me. Whilst on the island we'll have the chance to see British forts constructed after the first Battle of Lissa, and German remains from the Third Battle of Lissa!! Contact me for more info .2016 is going to be a great year! I'm reluctantly paying off my large 1/600 WW2 coastal fleets dating back 30 years (anyone remember SDD?) and selling them on eBay. To find just enter 1/600 in search, select auction only. For 1/1200 models, do likewise. This way you'll automatically search wargames, models and collectables. It is my hope that most of these stay within the membership. Prices from a £1!

Full Steam Ahead!

Stuart Barnes-Watson
Chairman

A date for your new diaries.

July 2/3rd 2016 for the Naval Wargames Weekend at Explosion Museum, Gosport.

David Manley.

The War Times Journal website includes free wargame rules. The models available are in different scales – resin or pewter. Worth a look with Christmas coming. Treat yourself or drop a hint to someone else.

Website of interest for Naval War Gamers: <http://www.wtj.com/store/index.html>



In response to Rob's article on German seaplane carriers can I also recommend the Shapeways model of the German KM Catapult Ship Bussard & Falke.

<https://www.shapeways.com/product/FBB8FATBQ/german-km-catapult-ship-bussard-falke-1-2400?optionId=58120453>

They also have some proposed ships like the German Dräger Kleinflugzeugträger-Project (Escort Carrier).

<https://www.shapeways.com/product/X78NBVSAX/german-drager-kleinflugzeugtrager-project-1-2400?li=user-profile&optionId=58059528>

I have purchased a number of Shapeways 3D-printed ships in the past - although not these - and have been very pleased.

Todd Kauderer

WARSHIPS; INTERNATIONAL FLEET REVIEW

A complete run of *Warships; IFR* from Issue 1 (Spring 1998) until December 2011 is available, free. You can collect, or pay postage only. Contact Andy Field at andy1805@echointernet.net

FLEET ADMIRAL II: JUTLAND

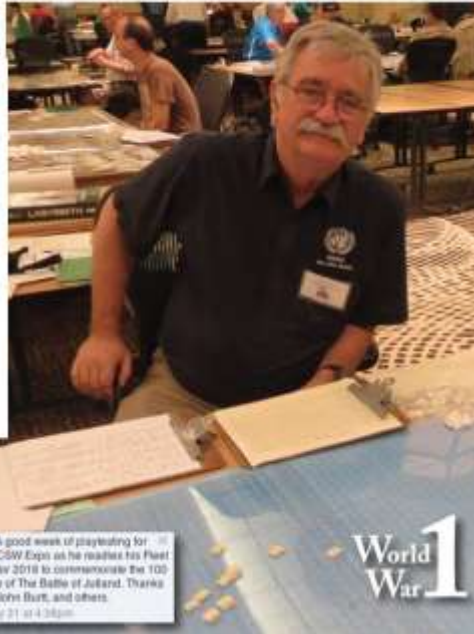


Planned for 2016 Release

Project Update: FLEET ADMIRAL II: JUTLAND. Okay, folks, we are doubling-down (quite literally) on this project.
What I mean by that, is besides providing the standard side silhouettes for the 3/4" wide naval counters, is that we will also provide a "matching set" of naval counters sporting a top-down (with shadow effect) view as well! So regardless of which perspective you want, you can choose from either!
Here's a sample counter (artwork still being developed) for the top down view of the Iron Duke BB, compliments of our graphic designer, Ian Wedge. Enjoy!



Game Designer
Jack Greene



Consim Press: A good week of playtesting for Jack Greene @ C3iW Expo as he readies his Fleet Admiral II game for 2016 to commemorate the 100 Year Anniversary of The Battle of Jutland. Thanks to John Gurtan, John Burt, and others.
Like Reply May 21 at 4:38pm

World War 1

Here is a sneak peek of sample counters for JUTLAND: FLEET ADMIRAL II. This is the plan view for select German counters, Kaiser Class and Koenig class.

König BB 5-5-4 I	Großer Kurfürst BB 5-5-4 I	Markgraf BB 5-5-4 I
Kronprinz BB 5-5-4 I	Kaiser BB 5-5-4 I	Friedrich der Große BB 5-5-4 I
Kaiserin BB 5-5-4 I	Prinzregent Luitpold BB 5-4-4 I	König Albert BB 5-5-4 I

Artwork by Ian Wedge

Note we will also be providing side profile views of all ships as well, as picture below.



October's AGB included, "Early Days Part 1". Here is Part 2 from Phil Dunn.

The Battle of Pralle Fleet Action. NWS Naval Wargame from 1967. (Back in the days when a set of NWS Rules cost 5 shillings or 1 Dollar (US) and 16 shillings or 12 Dollars (US) for 12 issues of Battlefleet). (N.B. For you younger members, there used to be 20 shillings in a £1 before decimalisation Ed.)

This huge fracas may amuse present day gamers because of its scale and the mix of multi-national ships needed to create NLF (North London Fleet) v SONA (Southern Oceans Naval Alliance) fleets of around 700,000 tons each. Only the casualty list remains which indicates that someone had to have the ships concerned in 1/1250 scale. The number of Destroyers present is unknown but 59 are listed as sunk or damaged.

NLF LOSSES

14 Battleships present. USA and Japan.

5 sunk and 3 crippled.

10 Cruisers. Australian, France, UK, Japan and Italy. 8 sunk and 1 crippled.

32 Destroyers sunk and 5 damaged.

SONA LOSSES

15 Battleships present. UK, USA, Japan. 7 sunk, 1 crippled

7 Cruisers. UK, German and Dutch.

1 sunk, the rest undamaged.

16 Destroyers sunk and 6 damaged.

This type of game would not even be considered now but 1967 was the early period of all wargaming and naval wargaming was something of a novelty; especially large scale participation. The Society did move on to more serious stuff later.

Many of these early campaigns were long running and included air and land combat with huge numbers involved. For example, a somewhat fanciful Pacific campaign UK and Commonwealth v Japan involved 2 million troops each side, every ship built between 1939 and 1945, heavy bomber raids on enemy bases, factories, steel production, shipyards, supply depots, fuel and army supplies and so on. The Japanese were allowed 300 submarines and the Allies 250! Huge maps were imported from France to stage what now appears a freakish campaign but didn't back then. No squadron of any aircraft type could get airborne unless 10 tons of fuel was available. Finally each side had a million tons of merchant shipping available. This campaign was played over many monthly meetings at Chessington.

PROJECT REVIVAL

Some years ago, I completed all 47 large ships and the many destroyers present at the Battle of Tsushima 1905 and yesterday all the 16 ships and destroyers that fought at the Yellow Sea encounter, all in 1/900 scale, with the idea of a multi-player refight in the old style as carried out by NWS until the year 2000 when large scale meetings ceased. In order for this to succeed, at least 12 players would be needed but many more than that could be accommodated. So this is an appeal for enthusiasts within driving distance of the Greater London area to come along, take part and help create regular monthly meetings once again; starting with the epic Russia v Japan fleet encounter mentioned. To avoid the historical Russian disaster, we assume the hapless Roshestvenski has been replaced with Vice Admiral Makarov, their best Admiral by far, capable of matching Tojo in skill, as Vitgeft did during the Yellow Sea fracas. As anyone who has experienced such games will know, the atmosphere when so many of a kindred interest are gathered

together is something not to be missed and the battles can provide real excitement and entertainment if things go right. The rules would be the proven, popular and fast playing, "Fire When Ready", Set; originally created for the 1/900 scale, later greatly adapted and expanded by Dave Manley who has commercially published them. I am sure that if at the dawn of popular wargaming 49 years ago we could get 15 to 25 players to take part, it should be possible in these times.

If the idea appeals, don't let distance to the venue deter. I faced a 236 round trip to the Mortimer meetings and other members came much further – from Cardiff to London and from Scotland to the Mortimer Halls. If you are keen, you will get there!

I don't have email but can be contacted by telephone or letter. I would keep anyone who is keen on the idea informed of progress.

Phil Dunn,
15 Christchurch Road,
Folkestone,
Kent,
CT20 2SJ

Telephone: 01303 241 562

Topside Miniatures; a Personal Review



Although I've been naval wargaming, on and off, since my teens, (many many years ago!), I've never had a fleet of miniatures, apart from way back when I used to make ships out of balsa wood. Once I went to college, and then started travelling around, I couldn't keep the fleets I wanted, (or on some occasions, even afford them), so instead I turned to Avalon Hill's *Jutland* and then naval boardgames, most recently Avalanche Press' *Great War at Sea* and *Second World War at Sea* series. I can see that 2016 is going to be different though.

I've just got back from visiting family in the US. Whilst there I bought a book by Seth Owen, *Fatal Choices*. It's an interesting book, worth a review in its own right, but basically it looks at the Battles of Coronel and the Falkland Islands in 1914 and contains scenarios for the naval wargamer, using rules adapted from both Gary Graber's *NavTac* (published by Gary through his Minden Games) and Larry Bond's *Fear God and Dread Nought* (published by Clash of Arms Games). Of course, you

can use different rules, but you get the option of a simpler, or more complex game. Intriguingly, you can also get counters for the game, either by sending off to Seth, in which case you get some good, laser cut counters designed by Gary, or by visiting the Topside Miniatures website, www.topsideminis.com.

I did both, and I want to briefly review the Topside Miniatures products, which I think are superb. Topside Miniatures is the brainchild of two cousins, John Czarzasty and John Giacchino, who felt that the high costs in building up large wargaming fleets was off-putting. Topside Miniatures was the result. You can see the image of USS *Saratoga* above. I think that it's pretty high quality, and I'm a fan! That particular counter would cost you \$2.20, plus postage. I bought the complete World War 1 Battle set and that cost \$12.50, and supplemented it with some extra WW1 ships to enable me to fight the scenarios in Seth's book as well as some others I made up myself. The WW1 range isn't very extensive, as yet, but there are plans to produce both Jutland fleets.

The WW2 sets are much more comprehensive though. All of the major navies are covered, as well as some minor navies. You can buy the ships individually, in national fleets, or in battle sets, for various prices. Shipping is always the bugbear, but an order of \$8 would cost around \$12.00 to ship to the UK, whilst an order of \$17 - \$25 would cost around \$20, for example.

When you receive your order, this is what you get; a sheet of top-down illustrations of the ships' you ordered, printed on self-adhesive paper and some laser cut, wooden bases. Ships have bow waves and wakes, some have wisps of smoke coming from their funnels, and sister ships have minor differences of colour scheme, or even guns trained to port or starboard, to distinguish them. (I believe that you can even request different names to be printed if the ship you want isn't currently on their product list, but I've not tried that yet). Each ship has to be carefully cut from the sheet, and then mounted on an appropriate base (there are detailed instructions to guide you with this, on the website). And that's basically it!



For what I consider to be a relatively small outlay you can quickly build up what I consider to be an impressive wargaming fleet. That's what I intend to do in the New Year. The illustration below gives you an idea of the size of the counters. Unlike those from boardgames, which all tend to be the same size, you can see that these are scaled to represent the different sizes of the ships. It does mean that I will need a larger space to play my future naval games, hence my previous query about terrain mats. I reckon on a space about 6' x 4' to start off with, though.



I'm definitely a fan of these counters. No, they're not miniatures, but they will allow me to build up wargaming fleets that I can use almost immediately and easily store, quickly. I'd recommend members visit their website and see for themselves.

Andy Field

[All illustrations are from the *Topside Miniatures* website, www.topsideminis.com]

“Nothing, nothing in the world, nothing that you may think of, or dream of, or anyone else may tell you; no arguments however seductive, must lead you to abandon that naval supremacy on which the life of our country depends.”

Winston Churchill, 1918.

These words are part of the Forward for, “The Rise and Fall of the Royal Navy,” by Richard Humble. Published originally in the 1980s, delayed by the addition of a Falkland Island War Chapter. It is an interesting history lesson on the growth and mistimed reduction of the Royal Navy by Monarchs and

Governments since 1509. Richard is obviously a naval supporter and he explains the reasons and government policies behind the growth and all too many periods of reductions in Naval Ships. He is particularly scathing about the Labour Party's Defence White paper of 1966 which sounded the death knell for RN Fleet Carriers and he describes the period between 1966 and 1982 as, "the long bleed".

<http://www.amazon.co.uk/Rise-Fall-British-Richard-Humble/dp/0356122271>

The following description of the Battle of Cocos is a copy and paste from Wikipedia.

On the morning of 9 November 1914, the communications station at [Direction Island](#), in the [Cocos \(Keeling\) Islands](#) group, was captured by the German light cruiser [SMS Emden](#). Before capture, the station was able to transmit an SOS, which was received by the troop convoy, and *Sydney* was ordered to investigate. *Emden's* wireless operators had overheard the distress call and the orders to *Sydney*, and prepared to meet the Australian warship.

Sydney's first indication of *Emden's* location was when the German ship began to fire at a range of 6 nautical miles (11 km; 6.9 mi). The Australian warship was able to [fire for effect](#) after two salvos, destroying *Emden's* three funnels, foremast, wireless and steering gear, and setting the engine room on fire. The German ship beached herself on [North Keeling Island](#), and *Sydney* went after the supporting [collier Buresk](#), but the ship had already commenced [scuttling](#), and the Australian warship returned to *Emden*. The Germans were still flying their war ensign, but pulled it down after *Sydney* transmitted an instruction to surrender, then fired two salvos when no response was forthcoming.

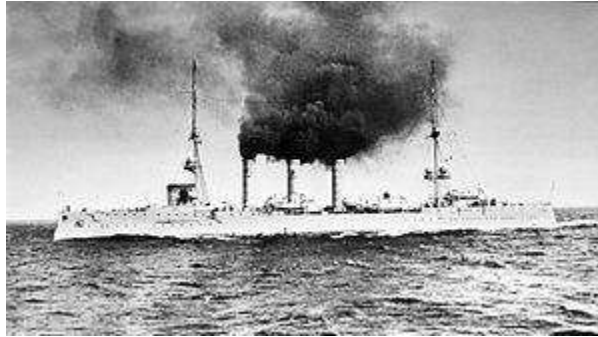
In the course of the engagement, *Sydney* had fired some 670 rounds of ammunition, with around 100 hits claimed. She had meanwhile been hit sixteen times; three of her crew were killed and thirteen were wounded. 134 German personnel were killed, with the rest of the ship's company were captured by *Sydney* (apart from a shore party, which commandeered the schooner *Ayasha* and escaped) and were delivered to British forces at [Valletta, Malta](#). After leaving Malta, the Australian cruiser proceeded to join the [North America and West Indies Station](#), arriving in Bermuda on 6 January 1915.



Postcard commemorating the naval victory of Australian light cruiser **HMAS Sydney** over the German light cruiser [Emden](#) at the [Battle of Cocos](#) in 1914.

The following refight used the Minden Games "Great War Salvo" 2nd Edition rules with several of the optional rules in play.

HMAS SYDNEY a *CHATHAM* class 5,400 tons light cruiser with 6 inch guns against the Seiner Majestat Schiff Kleiner Kreuzer EMDEN, a *DRESDEN* class 4,268 tons with 4.1 inch guns.



EMDEN underway in 1910.

Surely there can only be one outcome of any battle between these two ships? After die rolls for weather, initial range and initiative gives the starting position of: weather fair, initial range extreme but the SYDNEY is in the light while the Emden is still cloaked in the dark. The Emden escapes into the dark and over the horizon while the SYDNEY is blissfully un-aware of the EMDEN's presence. Three days later in fair weather, the SYDNEY spots the EMDEN dead ahead, broadside on and increases speed to close the gap.

Turn 1. Emden is caught and chooses to stand and fight as flight is not an option from the faster Sydney.

Turn 2. The Emden's broadside inflicts as much damage as the Sydney's forward guns. The damage to the Sydney is a bit of a shock which decides to not to continue to close the range.

Turn 3. An exchange of broadsides both miss.

Turn 4, 5, 6 and 7. With unbroken luck with initiative rolls, the Sydney out manoeuvres the Emden, keeps out of range of the Emden's smaller guns and gradually causes flooding, boiler room damage and turret damage leading to the Emden flooding the magazine, striking her colours and opening the seacocks.

Norman Bell.

The "Navy News" will be a fount of information about the exhibitions planned to mark 100 Years since the Battle of Jutland. Well worth a website visit or annual subscription for hard copy in the post.

<https://navynews.co.uk/archive/news/item/13635>

The RN Museum in Portsmouth, Explosion Museum in Gosport, the Fleet Air Arm Museum at Yeovilton, Scapa in the Orkney Islands, Navy Base DEVONPORT, and HMS CAROLINE in Belfast are all planning displays relating to the Battle of Jutland. From bits of ship armour plate, to accounts of VCs won (Boy Seaman Cornwall on HMS CHESTER and Major Francis Harvey RM whose last act was to order the flooding of the 13.5 inch shell magazine for Q Turret thereby saving HMS LION from the same fate as three other battlecruisers (and HMS HOOD in the Denmark Strait in 1941). Nick Hewitt in the RN Museum is having a busy time.

More than 130 men and women who were crammed into an oversized dinghy in the Mediterranean have been rescued by HMS Richmond.



The frigate came to the rescue during a day-long operation by European navies

[Picture: Crown Copyright]

For the third time in a fortnight, refugees were picked up by the Portsmouth-based warship and given food and medical assistance by her crew. The frigate came to the rescue during a day-long operation by European navies, which saw more than 500 people saved from a cluster of overcrowded and inadequate boats trying to cross the central Mediterranean from North Africa to Europe. Spanish and Luxembourgian reconnaissance aircraft sighted half a dozen craft, prompting an immediate response for forces mustered for the European Union's Operation Sophia. The operation's flagship, carrier ITS Cavour, directed Richmond, the Belgian frigate Leopold I and Slovenian patrol ship Trigam. The latter picked up 76 people, the Belgians 258, while Richmond cared for 134 people, ferried aboard the British frigate by her sea boats. The latest rescue brings the number of people rescued by Royal Navy ships in the Mediterranean since May – first by HMS Bulwark, then by survey ship HMS Enterprise, and now jointly by Richmond and Enterprise – to nearly 8,000.

SIGNAL PAD!

The Naval Wargames Society is run by Members who do it for the love and the fun of naval war gaming. Perhaps you could help in keeping the NWS at the forefront of naval wargaming. Having Members all over the world makes having the traditional AGM with the election of "officers" difficult. Perhaps you have "web talents" and could help with the updating of the NWS website. Other tasks are membership, treasurer, production of Battlefleet and AGB. If you feel you could help with any of these, send me an email.

Norman Bell
normanpivc@gmail.com

It will soon be 2016 and Wargame Shows are already in the pipeline. "VAPNARTAK" at York Racecourse. www.yorkwargames.org Sunday 7th February. "SALUTE", at the Excel Centre, London 16th April. www.salute.co.uk

Welcome to new Member Mike Maryon.

JOINING THE NAVAL WARGAMES SOCIETY

If you have been lent this newsletter and would like to join the Naval Wargames Society, please follow this link to join our Society:

www.navalwargamessociety.org.

Membership secretary: simonjohnstokes@aol.com

NWS Events and Regional Contacts, 2014

NWS Northern Fleet – Falkirk East Central Scotland

Kenny Thomson, 12 Craigs Way, Rumford Grange, Rumford, Stirlingshire, FK2 0EU

Tel: 01324 714248

e-mail: kenny.thomson@hotmail.com - *Website:* <http://falkirkwargamesclub.org.uk/>

Falkirk Wargames Club meets each Monday night at 7pm with a variety of games running each evening. Naval games are popular with 2 or 3 run each month. Campaign games sometimes feature in our monthly weekend sessions. Games tend to be organised week to week making a 3-month forecast here a waste of time. Please get in touch if you'd like to come along.

- Popular periods – Modern (Shipwreck), WW1 and 2 (GQ), WW2 Coastal (Action Stations), and Pre-dreadnought (P Dunn's rules)
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-

Devon and the West Country

Naval Wargames afternoon/evening/all day on a regular basis.

Contact Stuart Barnes Watson to arrange the details.

stuart_barnes_watson@hotmail.com

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