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# All Guns Blazing!

## Newsletter of the Naval Wargames Society

### No. 283 – MAY 2018

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#### Editorial

NWS Members in Europe will have probably heard about the General Data Protection Regulation (GDPR) which aims to strengthen data protection for people in the EU. The NWS is subject to the law and we are looking at what the change means exactly. I hold Members email addresses and would never pass details on without the prior, explicit consent of any Member. Your email address will continue to be held for the purpose of distributing “All Guns Blazing”, items of interest to Members and “Battlefleet”.

A reminder to all to let Simon and I know if you change your email address so that we do not lose touch.

Somewhere in the world the sun is over the yardarm.

Norman Bell

Good news from Dave Sharp.

I can now confirm that the UK Naval Wargames Weekend will take place at the Fleet Air Arm Museum Yeovilton on the 30th June and 1st July.

As last year we will need to charge members attending to cover costs. This will be £5 for one day, £7.50 for both as last year. Attendees will be able to access the museum without charge (normally £13 if booked online).

Please could you let me know if you are able to put on a game. Please give an indication of the theme and the number of tables you will require. The space available is ample but I will need to ensure enough tables are provided.

[dave\\_sharp@talktalk.net](mailto:dave_sharp@talktalk.net)

Many thanks,  
Dave

My understanding is that the function room is a large room beside the restaurant, in front of the museum. What a day. Coupled with entry to the Museum – can't be bad.

For the last three Sundays, I have enjoyed the documentary, “Britain’s Biggest Warship”, on BBC2. It was all about HMS QUEEN ELIZABETH, a warts and all programme with interviews from the sailor who dealt with the ship’s rubbish up-to the Captain. The camera went everywhere and it was not a glossy PR exercise but told it like it is. I recommend it to anyone who missed it. Get on catch up or call back or when it is repeated.

Norman Bell



The Battle of Jutland was fought near the coast of Denmark on 31 May and 1 June 1916 and involved about 250 ships. Here, HMS Lion is shelled and HMS Queen Mary is blown up by German shells during the battle. B/W Pictures are from the Getty Collection.



Nassau class battleship.



SMS SEYDLITZ after the Battle.



HMS CAROLINE, then and now. She is being restored.



Further to Phil Dunn's list, in April's AGB, I have the WW1 equivalents.

There are seven books and one booklet. The "Warships of World War One" is a combined copy of the first five parts/booklets, the "Battleships of Other Nations" being part 6 of this series.

Whilst the six of them, and the booklet, are all matched in size and style, the one on British Ships, by Dittmar and Colledge, is larger and to a slightly different design.

Stephen Millar

Good luck with the Sea Quiz 70. Rob Morgan.

A few oddities, all bar one from late 1953 this time. Not too hard...

1. What became of *Cavendish*?
2. Which warship was described by, "The Times", as "an impregnable battery?"
3. What was the main purpose in war, of the ram *HMS POLYPHEMUS*?
4. Where in the 1890s would you find, "Batman"?
5. What were the, *Dunkerque* and *Strasbourg* built in answer to?

See below for the answers.

Rob Morgan sent to me an interesting press cutting about the sale at auction of the replica Golden Hind. The 120 foot wooden ship is an exact remake with two masts, each with a crow's nest, five decks and six cannon. Built in 1988, it is the second replica that has graced Brixham Harbour, Devon since 1954. The real Golden Hind had a crew of 80 and was named Pelican. She was renamed by Sir Francis Drake during the three year circumnavigation in honour of his benefactor, Christopher Hatton whose crest was a golden hind. The Golden Hind was declared a maritime museum by Elizabeth the First and it was 100 years before she fell into disrepair and was broken up.

<http://www.wartimememoriesproject.com/greatwar/ships/>

Websites of interest.

<http://www.telegraph.co.uk/history/world-war-two/11590601/On-VE-Day-anniversary-a-symbol-of-Britains-sacrifice-on-display-in-Washington.html>

## EARLY DAYS Part 6

We have moved on from 1967 to 69', and a proposed WW1 campaign is progressing full steam ahead. The intention is to fight the war from start in August 1914 to finish. My late brother David, then President of the society was going to run Germany, and other members the rest of the warring nations as they entered the fray. Dave for example would start with the fleet that existed in August 14' and as new ships were completed, these would enter on the dates they were ready to join their squadron. I was not involved in any of this, having left the society the previous year, but was fully aware of everything that was going on. It was intended to fight the land campaign utilising the board games produced by the likes of Avalon Hill and various others

The members were busy purchasing the 1-1250 scale models required. Most of these were imported from Germany. but less detailed, but acceptable ones could be obtained via a stockist here, known as the 'Superior' range, of USA manufacture. Smaller scale ship models were not around in 1969 that were known of! The campaign was being planned in great detail, even to the level of transferring light guns from warships to merchant vessels, as that did happen of course, There was much more besides, For minor encounters, this was to be resolved by postal moves, but for larger actions, all members would attend at the hall to take part. At first the problems of plotting the movements of thousands of merchant ships seemed a daunting one to achieve, but John Hammond (later founded 'Skytrex') came up with a rather clever solution.

For each German submarine on patrol in 1914 (one third of the total at any one time), 4,000 tons of shipping per month would be sunk, 6000 tons in 1915, 9,000 tons in 1916 Subs moved as normal on the maps, but could be sunk, but only by ramming or gunfire in 1914-15. Odds of sighting a sub 20% and sinking or damaging it 25%. 1,200,000 tons of shipping in 1914 plus 900,000 tons of captured German vessels. If the 1914 total is reduced by 50% at any stage, Britain must sue for peace There were special rules for unrestricted submarine warfare and surface raiders too.

This grand project was tackled with huge enthusiasm, but was plainly going to take a long time to have everthing thoroughly organised and ready to go. Then, late in November 1970, my brother lost his life in a motor accident at work, and this shock seemed to have a traumatic effect. The main umpire who was also co-ordinating the input resigned, formed his own club, the 1-1250 society, and held his wargaming events at the same venue, but on different Sundays! A strange affair indeed, but his venture was fairly short lived. The NWS continued to pursue the campaign idea, but it would appear the enthusiasm was now lacking somewhat, despite the appointment of a replacement chief umpire. Would the project have seen the light of day if Dave had lived on? I do think so, and would have demonstrated just what naval wargaming was capable of achieving. Anyway, that was the end of it all. A pity, and which of us today would not like to be involved in something as grand I wonder?!

A note on the 1-1250 scale. Although the models posed range and distance problems, which had to be scaled right down unless played on a football pitch...they were far more visually impressive than the little 1-3000 type that started being produced (in plastic at first) during 1971. Yes, these were far more practical, but I know what ones were much more satisfying to see on the hall floor!

Phil Dunn



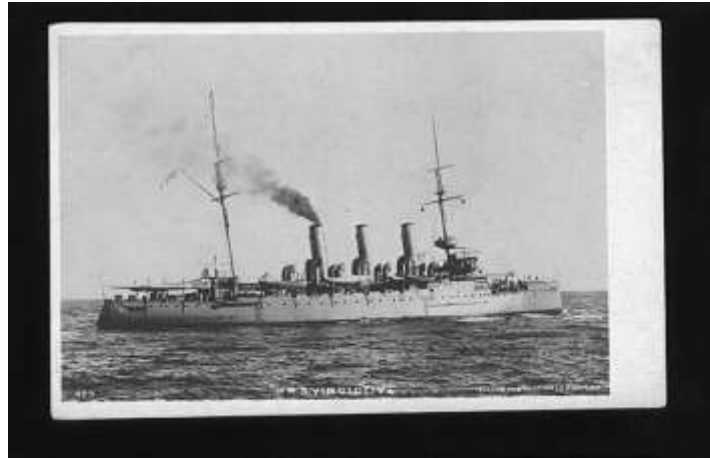
The Zeebrugge participation game was run at the RN Museum on Sunday 22<sup>nd</sup> April. Just one day short of 100 years after the actual raid. After a shaky start which saw HMS VINDICTIVE immediately holed at the waterline and with hits to the engines as she emerged through the smoke screen, she could only proceed at greatly reduced speed; she managed to sweep the Mole with flamethrowers and start landing the commandoes. This diversion running late failed to divert attention from the block ships which sped through the smoke screen and took some punishment from the shore batteries before hitting the lock gates and scuttling in the harbour. The submarine C3 took several hits from the shore batteries and with inoperable steering and hits to the bridge failed to ram the viaduct but hit the adjacent concrete wall instead. The game will be run again at the wargames weekend at Yeovilton and at "Colours". Come along see how well you can do.

The Maidstone Wargames Club also presented a participation game at the Museum which concentrated on the VINDICTIVE's part in the raid. An impressive model ship, its two parts bolted together was alongside the Mole, the troops disembarked and, in this replay managed to destroy their three objectives.



The bow of HMS VINDICTIVE is preserved at Ostend as a monument to the raids on Zeebrugge and Ostend in April and May 1918.

*Photograph of HMS Vindictive by Marc Ryckaert and licensed under Creative Commons.*



**ZEEBRUGGE and FIRST OSTEND RAID - 22nd/23rd April 1918, SECOND OSTEND RAID - 10th May 1918**



Charles John De Lacy - HMS 'Vindictive' at Zeebrugge, 23 April 1918.

### IMPERIAL ROMAN WARSHIPS 193-565AD.

This is Osprey's New Vanguard 244, by the Italian scholar Raffaele D'Amato, illustrated by Guiseppe Rava. A very good Osprey indeed, though at the new price of £10.99. I haven't bought either of the preceding titles, by the same author- well, I didn't buy this one. It was a gift, and one I find interesting. I do have some Roman warship models, old now, from the 1970's and 1980's, and rarely used. A photo or two shown here, in the hope that someone with better Roman ship models (and photography skills!) will add something more! A few Carthaginian

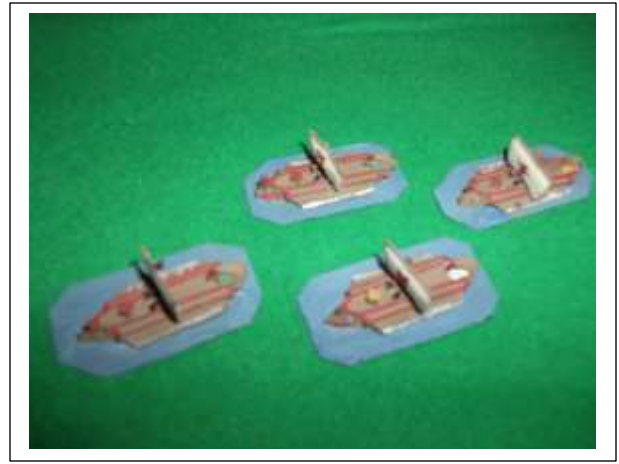
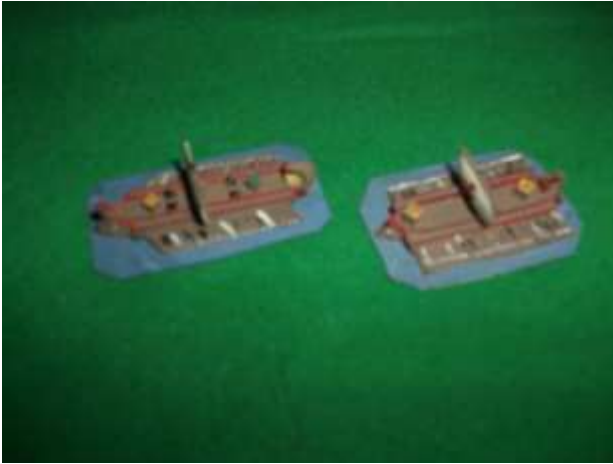
ships in the box too. I always thought the problem was, Carthage aside, and some of the Greeks, if you wanted to use your Roman naval forces, it was Civil War which gave the best scenario. Others may disagree, of course.

Anyway, this book deals with Rome in decline, freefall at the end, and the story is fascinating. D'Amato gives a chronology which leads from the First Gothic War in the mid third century AD through a surprising number of naval campaigns, on rivers and seas, against a host of enemies, including themselves! It ends in 551AD, with the Ostrogoths victorious. There's substantial information on the organization often inadequate, of the late Imperial Roman Navy, the Provincial fleets, and the final fleets of Justinian the Great, large in number, but often many were just auxiliaries. The description of the ships begins with the *Classis Britannica*, one of the best known late Roman warships, and neatly illustrated, goes on to examine a host of others. The *Pentekonteris*, *Triakonteris*, and... I thought this was most valuable, the emergence of the Dromon, which became the finest of all Early Medieval Warships (and the best armed). The author spends a deal of text looking at the other ships of the fleet, those which carried troops, defended rivers and showed the flag. There were many simple patrol craft, naturally. Some of these vessels, for wargames purposes look easily converted, the *Camara*, a 4<sup>th</sup> century horse transport, with a distinct Norse look about it. I was taken by the illustrations of Plate E, the *Navis Lusoria*, great potential for a river vessel, and the Proto-Dromon, which could with little effort be made from the 1/1200<sup>th</sup> Navwar model (AGS 17) , or from one or two of the Tumbling Dice models. I'm still thinking about the *Navis*, of course.

The text goes on to deal with the armament, equipment and decoration of the fleets- some good sound information here. Then deals with naval tactics, and illustrates them by reference to a number of campaigns, the splendidly titled Gothic Wars, the last throw of the Empire, the Persian Campaigns along the Euphrates in 363 AD, and Justinian's final wars of the mid-6<sup>th</sup> century. A big finish to the empire! There are several line drawings, like that on page 43 of an *Oraria*, and the *Lusoria* on page 26, which lend to thoughts of model conversion, and best of all, Plate D, a splendid looking Dromon from 565AD, easily made from the Navwar larger Dromon AGS 18, in 1/1200<sup>th</sup> scale.

An interesting book, and a good introduction to the end of Rome's naval power, well worth the price.





My colour scheme comes from an old copy of a children's history book, but D'Amato's illustrator uses some lovely schemes. Look at the ships in Plate F, and G, and E.1.....

Question.... Anyone know of a model of a Dromon available in 1/600th or even 1/300th scale???

Rob Morgan.

### WARSHIP ACCESSORY PACKS.....

I was in the local model shop, and found two packs of 1/700<sup>th</sup> Hasegawa 'Water-Line' series accessories. I've long valued their 'Tugger' set of lovely, small vessels suitable for conversion as auxiliaries in many periods of naval warfare post 1875, one or two will even suit the ACW. The two packs were sold at a relatively cheap price, under five pounds, and so I bought one of each. They are worth some comment, and closer examination....

First there was 'Heavy Vessel Ordnance Set' No.517.....

This, also described as intended for 'Leviathan vessels' (so appropriately IJN!) contained two sprues of small, sometimes very small and fragile odds and ends, intended to upgrade and super detail Japanese heavy units in the Pacific in WWII. Thirty different items of equipment, ranging from three versions of the *Type 89 Twin 12.7cm AA gun*, to seaplanes, an '*Alf*', '*Dave*', '*Jake*' and a '*Pete*'. There are a couple of searchlights and signalling lamps, anchors and boat davits.

The sprues are well made, absolutely no flash as you'd expect from this first rate manufacturer, and the pack also contains eighteen ship's boats, from 12m motor boats to small cutters. The former are specifically Japanese, and would require some small trimming for use elsewhere, I thought of Manchukuo river patrol boats to escort junks, possibly.

The cutters almost universal. There's a mass of over 30 smaller triple and twin AA mg's, which can be used elsewhere of course, and a few other odd items which can

be cannibalised to use on other nation's warships in 1/700<sup>th</sup>, in 1/600<sup>th</sup> with little problem, and indeed a few of these small accessories have use aboard 1/300<sup>th</sup> models. The 12.7cm with the flat rounded anti-smoke shield I found use for in SF models, along with the *Type 94 Fire control system tower*. The other larger guns in shields could make shore batteries perhaps, or be added to Chinese Civil War craft. It's a very useful pack, as is 'Light Vessel Ordnance Set No.518'....

At first sight, I thought this was going to be very similar, but the differences are many. Four different seaplanes, a '*Glen*', '*Rufe*', '*Rex*', and a 'Special Attack Seiran'. The seaplanes are fiddly to construct but look good when completed. Each pack contains decals for the planes, by the way. Again, thirty items are provided, no fewer than fourteen triple and quadruple torpedo tubes, and the same number of 12.7cm guns in single and twin covered mounts. Along with a large number of AA weapons and anchors, and searchlights.

The 10 ship's boats and cutters are smaller, 7m versions and look better mounted on say 'Peter Pig' 1/600<sup>th</sup> ACW vessels or 'Tumbling Dice' WWII craft. I was very impressed with the 14 single guns, intended for IJN submarines, but tremendously useful for any warship of the modern or Ironclad period as ant-torpedo boat or light AA weapons. Two other deck pieces worth mentioning, four depth charge launchers, small but neat, and four minesweeping paravanes, which can easily be used elsewhere, on the 'Tumbling Dice' Drifter for example or the small escort trawlers. The reasoning behind the exact composition of these packs is lost on me, though probably some IJN buff among the members can explain where 10 of the *Type 90 Triple Torpedo Tube* mounts could be used! Again, I put my SF hat on, and thought of a new wonder weapon- the floating torpedo battery for harbour defence. However, there are many components with significant value, enough to make these packs a must.

I'll end with a query. The IJN in WWII is not a speciality of mine by any means, and I wondered if anyone can answer a question. Hasegawa have side-lined, rather than permanently deleted two destroyer kits, *IJNS Momi* and *IJNS Wakatake*. These I know were old destroyers later downgraded to escort craft, but....each of the kits includes a small armed vessel, less than a quarter of the size of the destroyer. Can anyone tell me, please, what that little ship is?

Rob Morgan.



Answers to Sea Quiz 70. The answer to question 3 certainly surprised me! It gives an odd addition to a wargame but then torpedoes were not considered totally reliable back then. No serious discussion about these questions but a lot of readers had fond memories of the big French capital ships, they must have looked impressive. Fortunately for Langsdorff he only met up with a trio of cruisers.  
Rob Morgan.

1. No not the WWII destroyer but the Great War cruiser which in 1917 was converted into aircraft carrier HMS VINDICTIVE.
2. HMS WARRIOR.
3. She was known as a, “torpedo ram” but her main armament was 5 14in torpedo tubes and she carried 18 torpedoes in all. Her speed 18 knots, was intended to allow her to close effectively with her tubes, rather than ram.
4. She was a, “colonial gunboat”, operated by the Australian State of Victoria, armed with 1 6in BL and 2 QF guns. Originally a barge.
5. The Kriegsmarine’s Deutschland Class, in particular the 280mm/54 C28 guns which also featured in the Scharnhorst Class. An interesting wargame option here for an early WWII naval game. Anyone ever gamed it?

*With the Cold War over, Missouri decommissioned in March 1992. The cost of maintaining the battleships in service, which required large crews and specialized training, was simply too much for the Navy to bear. It was struck from the Navy List in 1995 in anticipation for conversion into a museum ship. Its sisters Wisconsin and Iowa remained on the Navy List until early 2006. The viability of returning the ships to service was debated for much of the 1990s and early 2000s. The Marine Corps argued that the battleships were necessary for the provision of amphibious gunfire support, a concern that the promise of the Zumwalt-class destroyers would only partially allay.*

The North Carolina– and South Dakota–class battleships were designed with the limits of the Washington Naval Treaty in mind. Although much more could be accomplished in

1938 with thirty-five thousand tons than in 1921, sacrifices still had to be made. As had been practice in the first round of battleship construction, U.S. Navy architects accepted a low speed in return for heavy armor and armament. Consequently, both the South Dakotas and the North Carolinas had speeds a knot or two slower than most foreign contemporaries. The Montanas, the final battleship design authorized by the US Navy, would also have had a twenty-eight-knot maximum speed. In any case, Japan's failure to ratify the 1936 London Naval Treaty bumped the maximum standard tonnage from thirty-five to forty-five thousand, giving the designers some extra space to work with. The result was the Iowa class, the most powerful and best-designed battleships ever built.

From "The National Interest" website.

### **SIGNAL PAD!**

Coming in June's AGB: Easy play rules for a Grand Fleet v High Seas Fleet encounter in January 1915 from Phil Dunn. Plus Ships in "The Works" Store, U47 in Scapa Flow and lots more.

### **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.navalwargamesociety.org](http://www.navalwargamesociety.org).

Membership secretary: [simonjohnstokes@aol.com](mailto:simonjohnstokes@aol.com)

## **NWS Events and Regional Contacts, 2018**

### **NWS Northern Fleet – Falkirk East Central Scotland**

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e-mail: [kenny.thomson@hotmail.com](mailto: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)

## **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](mailto:stuart_barnes_watson@hotmail.com)

3 Clovelly Apartments, Oxford Park, Ilfracombe, DEVON, EX34 9JS

Tel: 01271 866637

**Uruguay, SCOW: Southern Cone Orientales Wargamers** • Games erupt, inquire to set one off: Bill Owen US telephone is [217-619-0202](tel:217-619-0202), Uruguay 099 834 544 [WmOwen@aol.com](mailto:WmOwen@aol.com) • If Spanish speaking, email & I will get someone who speaks it better. • Soca, Canelones or in Montevideo we can arrange a "Graf Spee 3 Gun Salvo": see her 5.9" gun, anchor & rangefinder salvaged from the ship resting in the harbor, a Real English Tour conducted by British expat staff who were associated with the British Ambassador who won the post-battle diplomacy and subterfuge plus, of course, a GQ3 refight of the battle (fees for features like museum & tour). • Most of the Salvo can even be done during a cruise ship stop in MVD from a Round Cape Horn itinerary between Santiago<->Buenos Aires.

• [wargamecampaign.wordpress.com](http://wargamecampaign.wordpress.com)