

All Guns Blazing!

Newsletter of the Naval Wargames Society

No. 317 – MARCH 2021

EDITORIAL

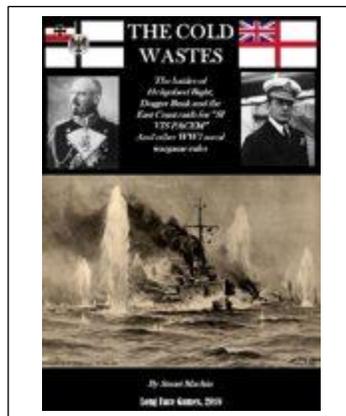
Conflicting news stories – are the lockdown restrictions being eased just as new variants of Covid-19 appear to be spreading. In the bigger world picture, no games conventions, no wargame club nights, no wargame evenings with friends are all only minor inconveniences. Frustrating but minor. It is not too early to begin planning what you will be doing for International Naval Wargames Day, 6th August. A Friday this year, so you have Friday, Saturday and Sunday to fight it out on the high seas. Write an AAR for AGB or Battlefleet.

“Tomorrow will be a good day”. Capt Sir Tom Moore 1920 – 2021.

Details of a few games available are included below. During lockdown have you played any? What are your thoughts?

Norman Bell

Efforts to repair the last flying Sea Vixen have proved too expensive. The airframe was damaged by a wheels up landing in 2017. “Foxy Lady” was one of 145 Sea Vixens built for the Royal Navy and with its distinctive twin boom, was a crowd pleaser at flying displays before the accident. She will be a static exhibit at the RNAS Museum at Yeovilton.

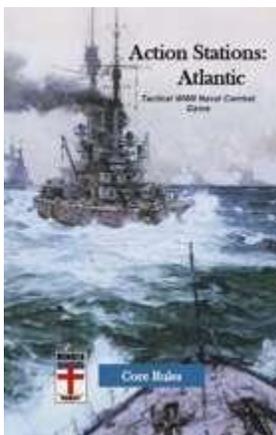
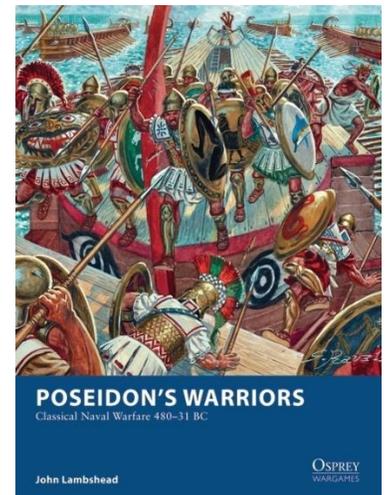


"Find, Fix and Strike" was the motto of the Royal Navy's Fleet Air Arm.

The Cold wastes provides the naval wargamer with everything they need to fight the early war battles of Dogger Bank, Heligoland Bight and the Scarborough raid.

Both of the above are available on Wargame Vault. Long Face Games have several naval games in their catalogue.

Osprey Publishing's wargame rules for large-scale naval actions between fleets of Classical galleys from the Greek and Persian clash at the battle of Salamis to the battle of Actium that decided the fate of Rome. They were first issued in 2016. All you will need is some ship models and a playing surface.



Available from Minden Games and Wargame Vault.
<https://www.wargamevault.com/product/346793/Action-Stations-Atlantic--Core-Rules?src=hottest>
http://minden_games.homestead.com/Naval.html

[ACTION STATIONS: ATLANTIC --CORE RULES](#) is a tactical naval wargame rules system set in the World War II era. Individual warships (presented on counters at approx. 1/4500 scale) are rated in a variety of offensive and defensive categories. Scenarios recreate several naval encounters, such as River Plate, the Rawalpindi incident, Denmark Strait, and others, involving German and British and French fleets. *Action Stations: Atlantic* is a complete introductory level game that simulates naval combat in the World War II era, using a slightly modified *Battleship Captain 3rd ed.* standard rules game system.

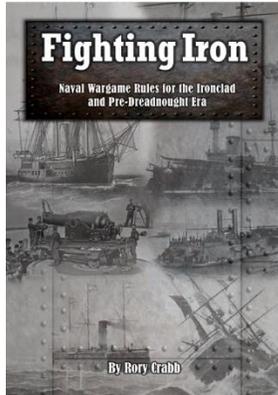
Warships (battleships, battlecruisers, pocket battleships, heavy cruisers, light cruisers, destroyers, destroyer escorts, frigates, corvettes, torpedo boats, armed merchants, merchants) are provided. Playability and historicity are emphasized, with small or large battles playable to completion in an evening. Each game turn represents 10 minutes, and one inch on your floor or tabletop represents 500 yards.

Standard rules and all game tables are included in the 48-page illustrated rule book, along with game tables, dozens of ship counters and game markers, designer's notes and historical commentary. This is a complete rules system, and does not require anything else (apart from dice and playing space) to play. Also included are a set of four *ACTION STATIONS: ATLANTIC* ship counter sheets (#1 through #4) containing over 75 ships, 172 game markers, and reference card presented in a convenient format.

Available for purchase separately is the *ACTION STATIONS: CONVOY* module that contains additional scenarios, 12 counter sheets (over 470 ships), and which is fully

compatible with *Action Stations: Atlantic --Core Rules*. Available in booklet and PDF format. *Designer: Gary Graber. Publisher: Minden Games.*

https://www.wargamevault.com/product/347340/Fighting-Iron--Naval-Wargame-Rules-for-the-Ironclad-and-Pre-Dreadnought-Eras?fbclid=IwAR2I_YoY4CWVqcTL_gYty61wgO1rXYHaNmNNZLKrNrBToWdJ9LXeMQq5Pog



Fighting Iron is a set of wargame rules for recreating naval battles during the era of Ironclads and Pre-Dreadnought battleships covering the time period of 1860 (the launch of the first ironclad) to 1906 (the launch of the first modern big gun, steam turbine driven battleships, HMS Dreadnought) including the American Civil War.

“Empire at Sunrise” is a boxed game from Hollandspiele which covers the control of Pacific sea lanes during the opening 5 months of the Great War. From India to the coast of South America and some land combat around Tsingtau. Japan, Australia, New Zealand, Britain, France and Russia against the German East Asia Squadron, led by Adm Graf von Spee. There is a time limit for the allies to win, then it is an automatic German victory. Will the allies be able to protect the Australian Troop Convoy sailing to Colombo? Will the Battle of Coronel happen this time?



SIGNAL PAD!

Sweden is increasing its defence spending in response to Russia’s military activity in the Arctic Circle, Baltic, and the north Atlantic. The Swedish Navy will upgrade the Gotland Class submarines, add two Blekinge Class submarines and obtain several Globaleye AEW aircraft. Present day and near future wargamers take note.

China is the most, “comprehensive, long term threat”, to America and its allies of any world power the US military has claimed. 60% of USN combat ships are deployed in the Indo-Pacific region. China is building up its number of warships and possibly has agreed with Papua New Guinea, the building of a “fishing complex” on Daru Island in the Torres Strait, north of Queensland. At the very least fish stocks in the region are threatened.

Lt L Phillips RN is the first naval aviator to qualify on the newish Texan F1 trainer. The Texan replaces the similar Tucano training aircraft for the last 30 years. The Texan has an all glass digital cockpit. Lt Phillips is on an exchange programme with the USN and will be flying the Goshawk T45 before taking the controls of the F18 Super Hornet.

The pbem game, “First battle of Narvik” has taken a couple of interesting turns. The RN appears to have out manoeuvred the German destroyers and targeted the freighters at anchor. Is this a mistake? As the RN Destroyers now find themselves with the German Destroyers between them and the open sea.

The main air to ground missile for the RN’s F35 Lightning aircraft will be the SPEAR 3. (Select Precision Effects At Range).

The pandemic meant that the commemoration of the Arctic Convoys was muted this time. Wreaths were laid at Liverpool, Orkney and HMS Belfast. A belated 75th anniversary event is planned for Loch Ewe in May.

“Sea of Death (The Baltic 1945)” by Swedish historian Claes-Goran Wetterholm tells the story of Operation Hannibal, the evacuation of possibly as many as 2.5 million people ahead of the advancing Red Army. Nobody knows how many were on board the “Gustloff” when she was torpedoed; it could have been as many as 9,000. The Soviet submarine S-13 also ended the journey of the “General von Steuben”. Death toll 3,000 to 4,500. There were no records of the refugees and soldiers crammed aboard the vessels pressed into service. History Press ISBN 978-07509-95078 £20. Known facts and figures make the Titanic and Dunkirk look like a walk in the park.

The fifth Astute Class submarine HMS ANSON has had a bottle of cider smashed against the hull in the Devonshire Dock Hall, at the UK’s submarine construction complex at Barrow. The previous “Anson” was the King George V Class Battleship. Admiral George Anson won an impressive victory over the French at Cape Finisterre in 1747.

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, 2021

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)

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

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 • 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

THE NAVAL WARGAMES SOCIETY <http://www.navalwargamessociety.org> (Victorian Division "Cerberus") Email: nws.victoria.au@gmail.com Membership by e-Subscription to NWS BATTLEFLEET magazine.

NWS Scapa Flow – Orkney

Lindsay Bailey (Chair, Orkney Wargames Club) E-mail: OrkneyTGC@gmx.com

Facebook: <https://www.facebook.com/groups/248206695192960/>

Also see www.orkneywargames.com

Orkney Wargames Club meets each Thursday evening from 6pm and caters for all kinds of wargames. Naval games are popular, with at least one game run each month. We also host an annual wargaming event, **Northern Invasion**, involving other clubs from the North of Scotland.

- Popular periods: The Age of Fighting Sail, Pre-Dreadnought, WW1, WW2 and WW2 Coastal.