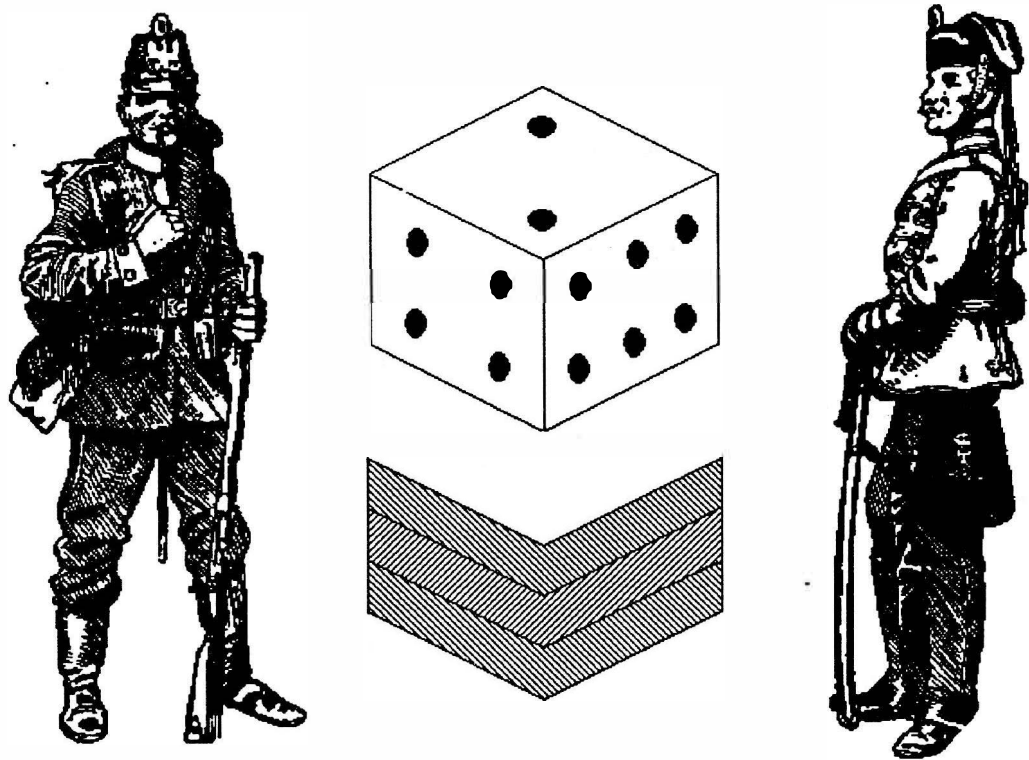


# Rank and File



**Journal of the Tunbridge Wells Wargames Society**

**Issue 93/4 - September 1993**

## DATES FOR YOUR DIARY

### 1993

5th September  
3rd October (**Bring & Buy**)  
7th October COMMITTEE MEETING  
October 17th **SELWG, Crystal Palace**  
October 31st **SF Theme Day**  
7th November **Club Elections**  
**DBA One day Championship in November or December. Details will follow**  
5th December (**Painting Competition, AGM**)

### 1994

2nd January  
6th February  
~~20~~th February **OPEN DAY**  
6th March (**Bring & Buy**)  
3rd April  
1st May  
5th June  
3rd July  
7th August

## EDITORIAL

### Andrew Finch

Since I last put finger to keyboard for this illustrious journal, there have been a number of developments on the Club front.

I would firstly like to join with all the members in expressing our sympathy for the family of Dennis Love, who died as a result of an accident in the early summer. Let us remember him as a keen member, who also did much to help the younger members of the Club to get into wargaming. He will be sorely missed.

At a recent committee meeting there were some significant decisions made. The Club Stand will be on the stage this year, and there will be a Club Display game in front of the stage. This will be organised by myself, and we agreed that our SF Wargame "Into the Laserzone" would be an attractive demo game.

The Bring and Buy will probably be in a different

place this year, and the organisers of this stand will need volunteers to help out at the start. Details of this will be made known nearer the time.

The Tuesday meetings may be changed, due to the retirement of the current licensee at the Imperial. There are rumoured to be plans by the brewery for a change in the Pub's style, so a new venue is being sought. This may be the Hall, another Pub, or somewhere else. The Committee are looking at these possibilities. A move to non-licensed premises may open the meeting to our younger members, and the Hall would offer more tables and all our equipment. The table problem at the Imperial has already caused some regular Tuesday players to go elsewhere, and whatever venue is found **MUST** have enough.

You will have seen from the date above that there are two new events planned for the end of this year.

One is the idea of a "theme day" where the hall will be opened for an extra day, where only one particular period or subject is played. The first will be an SF theme day, where SF games of all sorts will be permitted. Contact Andrew Finch for details.

The second will be the long awaited DBA one day games, which will be a sort of championship. This is being organised by Malcolm Dove and Clive McLeod for November or December.

The future pattern of how we run the normal Sunday meetings was also subject to debate. There has been a proposal to open the hall earlier (say 10.30) and finish earlier. In the winter months this may be an advantage, and in any case may be more reassuring for the parents of the younger members. We also discussed more Sunday meetings as well. Would you support an extra Sunday Meeting for say 6 months of the year? These questions should be thought about by you, as a member, for discussion at the AGM in December.

This leads to the question of the AGM. There are two points here. Firstly, the Elections for the Club Officers for 1994 will take place in NOVEMBER. The nominations should be made before that date and passed to the Secretary. We will have the usual notice board sheet beforehand as well. The results of the election will be announced at the AGM in December.

## **A DAY AT THE SEASIDE**

**Andrew Finch**

In accordance with the Regulations set out by the Third United Federation of Corporate Systems, 2093, I must from the outset declare a vested interest, as a major shareholder in the Grimbergen Mining Corporation.

It had become clear that the planet Terra in the Sol System was in need of Corporate Support, and Grimbergen Mining Corporation (GMC) sent our team of Marketing Executives to sound out the local Executive Council of the chances of a merger. They reported back that Aurora Resource Development, a branch of the Avery Corporation, had also received overtures from Terra about their form of Corporate Support.

In accordance with Directive 3 of the UFCS code of conduct it was arranged that we should demonstrate to the Terran envoys the relative advantages of GMC and ARD co-operation.

The Terrans proposed that the coastal town of East Born should be used for the demonstration, having a useful conference centre where the delegates could observe the demonstration in comfort. Both teams were given a clear warning that casualties within the conference centre (of envoys at least) would not be tolerated, and that UFCS monitors would automatically pass the merger contract to the non-violating party.

With their usual trickery, ARD were showing off their top of the range Anti-Grav vehicles, with some

Nominations or volunteers are required for the following posts:

Chairman

Secretary

Treasurer

Up to eight committee members, who have the following responsibilities: Open Day, Recruitment, Editorship of Magazine, Publicity.

PLEASE REMEMBER THAT PERSONS YOU NOMINATE SHOULD ALSO BE WILLING TO STAND, SO PLEASE ASK THEM FIRST.

The second item is that the AGM will take place at 14.00 at the Sunday meeting. The AGM will take no more than 30 to 40 minutes; the hall will be set up beforehand for the committee meeting, so you will only need to take your seat when you get there and we can start.

Game set-up will start at 14.45. We have adopted this method to avoid a situation where we are all wanting to get back to our games, and not really concentrating on the needs of the Club as a whole. If you decide not to attend the AGM and just arrive at 14.45 you are free to do so, but remember that you will not have used your chance to speak up on matters which might be worrying you.

close in Air Support. GMC were relying on our trusted Mining Walkers to get a result.

Due to what was clearly bribery, the ARD forces were allowed to deploy on the seaward side, so GMC had to start from the hilly ground overlooking the town.

GMC had two detachments of walkers and two of assault troops, ARD two of tanks, 1 of infantry, and 1 of Air Support. GMC was clearly at a disadvantage from the manoeuvrability point of view, but has always relied on heavier armour.

This was a slow hard slog of a fight. GMC split its forces one to each side of the central ridge, while ARD zoomed forward to catch the heavy walkers from the sides or rear, successfully in some cases. The Air Support proved to be quite effective and took out two elements in each detachment of walkers, before finally being shot down by some very lucky fire (someone had tampered with GMC fire control).

GMC advanced to nearly the town itself when the final shots were fired, breaking one of the ARD tank detachments, at which time the Monitors ruled a halt and a very close win for GMC.

The Monitors also ruled that it appeared that the GMC optics had been tampered with, so a re-run was required. Both sides then summoned fresh troops from their orbiting fleets, and the demonstration re-started.

This time GMC had learned from its mistakes, or so it thought, and put the walkers into run mode and

dashed forward towards the conference centre. This quite unnerved the opponents from ARD who had to rush their Air Support forward to try and stop the attack. This in its turn made one of the GMC commanders run into a wood for cover, but again surprised the ARD troops by coming out of the other side and continuing forward.

Rather unwisely, the ARD commander placed one of his detachments in the open, and with a stroke of genius, a GMC walker leader close assaulted the unit, which had been weakened by fire, and gave it a REAL GOOD KICKING, to good effect.

In a short time, the ARD infantry unit had abandoned its APCs and fled into the Conference centre, at least onto the roof. While the remaining GMC walkers stomped the APCs into the ground, their Assault troops used their jet packs to get into close combat with the infantry, eventually killing or capturing them all.

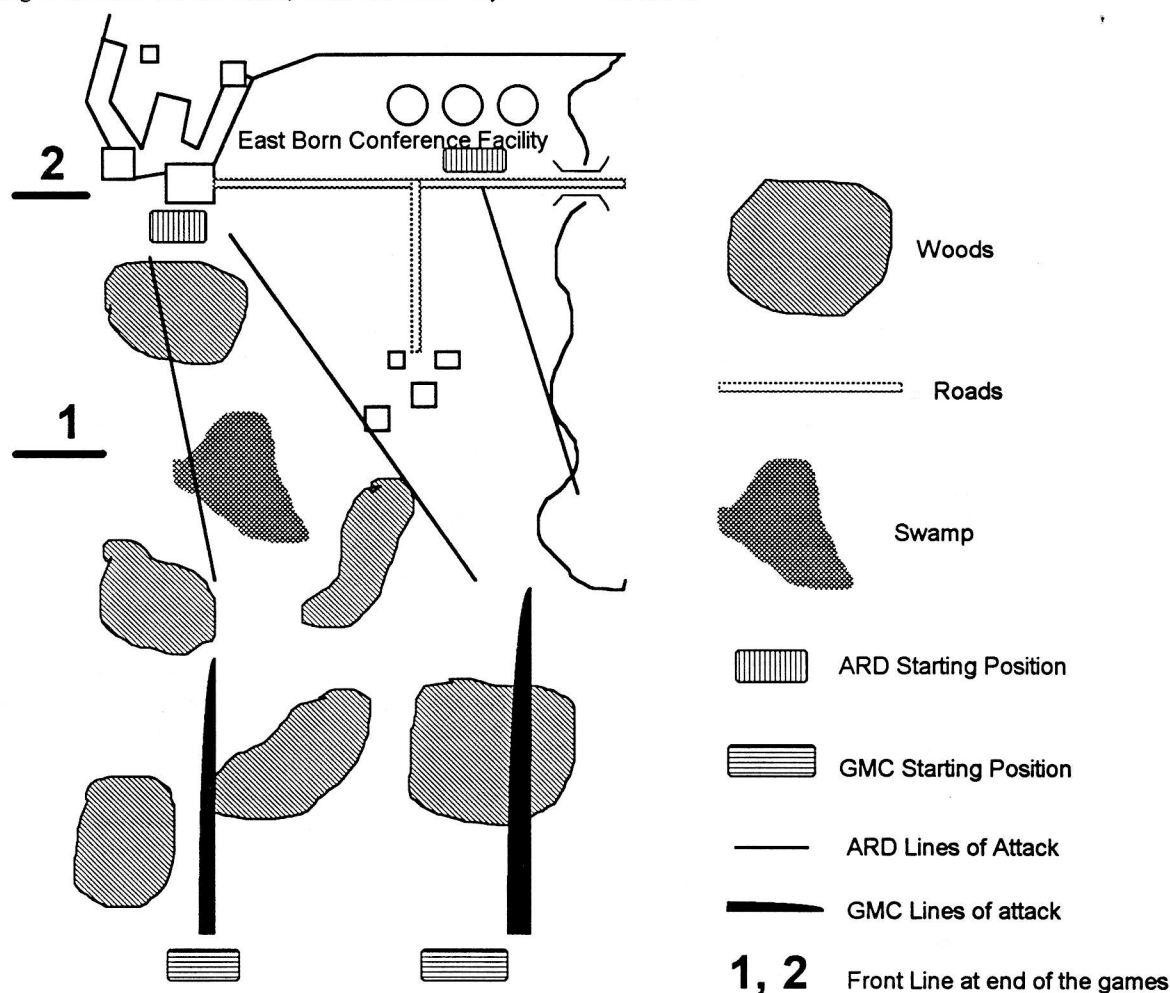
The last signs of ARD units were two tanks high-tailing it towards the far shore, with the GMC boys

toasting their victory, and the incorporation of Terra into the assets of the corporation, with high quality champagne-type fizzy-beverage substitute.

This game was played by myself, Chris Avery and Alan Butler at the Eastbourne Wargames Club open day at the Eastbourne Fort Military Museum. We used our "Into the Laserzone" Rules, which are available to club members if you contact us.

The venue is excellent for an open day with all sorts of military displays. It is unfortunate that it is not better patronised, given that they have plenty of advertising. It is, I suspect, due to the time of year, early summer, that numbers are low.

We were particularly pleased that we got such interest, and the one comment which sticks in our minds is that of a young German visitor, that he "...was very pleased to see a different Wargame, which did not rely on old enmities being kept going, and which looked to how things may well be in future (or you could say are already) with large corporations running the show."



## SECRETARY'S REPORT

### Results of June's Painting Competition

#### **Class 1 Fantasy**

- 1st Alan Butler - Tyranids
- 2nd Chris Blackman - Elves
- 3rd Hugh Munro - Goblin Leader

#### **Class 2 Wargames Unit**

- 1st Gabriel Copus - Cuirassiers, C 18th
- 2nd Alan Butler - Austrian Napoleonic Cuirassiers
- 3rd Russell Hanson - Camel Corps

#### **Class 3 Vehicles etc.**

- 1st George Gush - Napoleonic Fleet
- 2nd Tim Freeman - StuG III
- 3rd Simon Elwen

## THE BATTLE OF DONAUWOERTH, SUNDAY 7TH MARCH 1809 (1993)

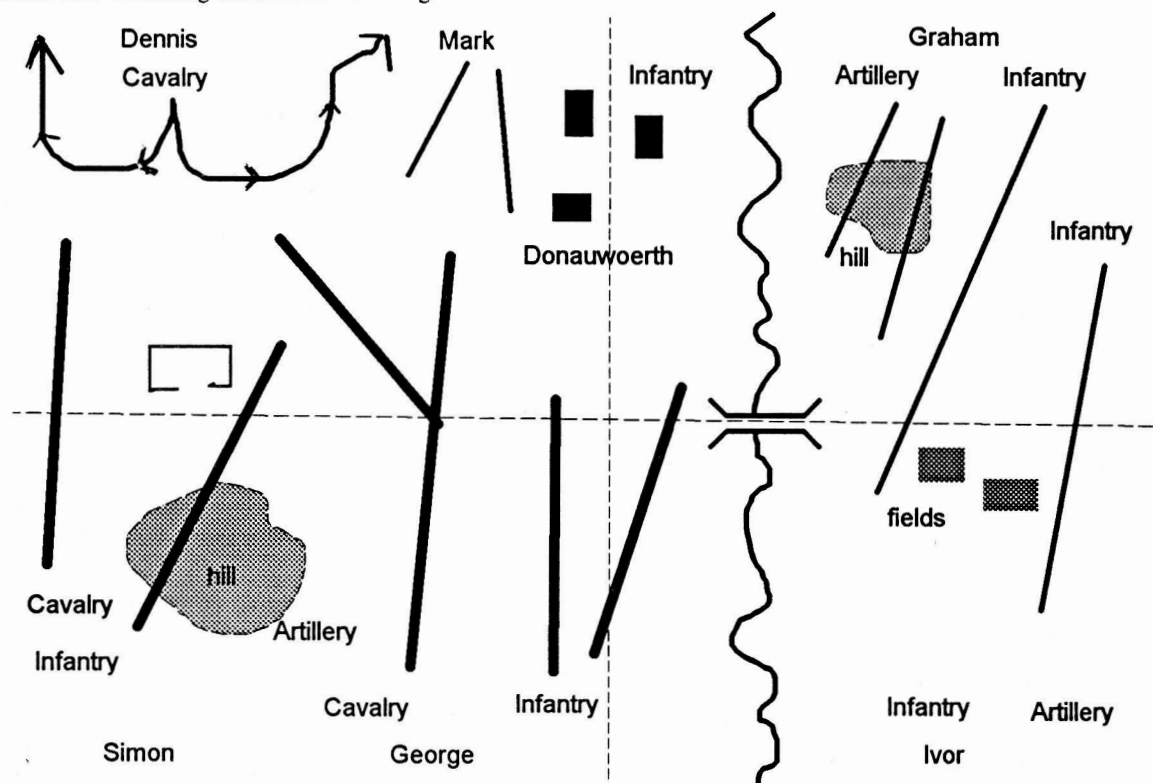
by Simon Elwen

The Austrian attacked in Bavaria, and both they and the French advanced into contact, so the next few hours would be decisive !

General the Archduke Gushwitz, Crown Prince Ivor of Hungary and Duke Simon of Vienna formulated a daring plan that would bamboozle the French and bring victory. *The plan was without doubt put together over copious amounts of Kaffee and Kuchen in one of the many Coffee Houses.* Crown Prince Ivor had the difficult task of holding the French on the right flank.

The ground was broken so Ivor took a Light Brigade with 2 battalions of Light Infantry and one of Landwehr, with a supporting battery, a small force for a large task. Archduke Gushwitz took the centre with one Infantry Division and the Heavy Cavalry brigade. Duke Simon took one Infantry Division and 1 Light Cavalry division.

So the plan boiled down to "hold on the right, advance in the centre and left."



Our initial deployment worked well and Crown Prince Ivor found himself facing odds of over 2 to 1 in infantry, 3 to 1 in artillery and 9 cavalry regiments too ! Half the French infantry were elite too, but fortunately for us they were commanded by Marshal G. Charles. The French centre was commanded by General Mark who had recently moved from a cavalry command and consisted of massed columns of infantry. Marshal Denis Rougetete commanded the French right with a cavalry division.

Battle commenced with a large series of cavalry fights on the left flank. Duke Simon's light cavalry were defeated quite quickly but they did knock out one dragoon regiment before routing away. Archduke Gushwitz' heavy cavalry brigade advanced against the French lancers who got destroyed in a series of combats which weakened the Austrian cavalry.

In the centre Gushwitz' infantry advanced on the French supported by one cavalry regiment, which turned General Mark into a bag of indecision which temporarily halted his advance with a charge of the Austrian cavalry. It was repulsed but the French advance in the centre ground to a halt.

Meanwhile Marshal Charles' forces advanced slowly against Ivor's outnumbered force, who were beginning to exact a heavy toll amongst the French columns. Marshal Charles' artillery got into position to fire over the stream into Gushwitz' troops, who now came under pressure from Mark's renewed advance and the French reserve which came onto the table promptly.

With the last of Rougetete's cavalry gone, Duke Simon's troops began their march to the centre of the French line.

Archduke Gushwitz' troops came under heavy pressure and the Austrian centre looked weak and some battalions were falling back when, at last, the Austrian reserves were seen marching to the battlefield.

Prince Ivor's troops were finally reached by the French columns who charged in and defeated the brave defenders. However, the French casualty list was long as Ivor took another swathe of losses.

Marshal Rougetete called up some reserves but it was too late now that the French cavalry had gone. Duke Simon's troops had charged one battalion and routed them so the French right flank would rapidly dissolve leaving the French artillery and village free to be captured.

Unfortunately the sun was setting behind the hills before the Austrian victory could be called decisive. The Emperor still called for a day of rejoicing with church bells ringing and promotions for all ! The French commanders will be attending a Court of Enquiry. Could they explain how a larger army with more elite troops was defeated to Napoleon *and get away with it*.

*This result clearly proves that Kaffee and Kuchen are a GOOD THING, with none of this namby-pamby wine and stale baguette culture being forced on Europe by the so-called Empereur - Ed.*

## Helmets, Iraqi, The Retention of...

### (Anon) a.k.a. Dennis Redhead and I've got the handwriting experts to prove it.

There are many ways to win an Iraqi helmet (*other than by joining Madman Hussein's Army*). The current holder achieved immortality by "imploding" his empire in George's City States game. Over the course of two hours, a series of ever more improbable attacks on powerful neighbours reduced this particular empire to the imperial equivalent of a Black Hole. It shrunk into an ever more constricted area at the speed of light, and eventually disappeared altogether. Nothing except a faint whiff of tobacco smoke marked the spot where previously a neat and respectable little empire had sat.

But the world has moved on, and new opportunities arise, and a powerful bid not to gain, but to retain the Iraqi helmet was put in by the holder on Tuesday 26th January.

This is how he made his bid.

Given a powerful advance guard of Prussians, in a sector of a large Franco-Prussian battle (ca. 1870) he shrewdly assessed his strengths and weaknesses.

He had three large cavalry regiments: one regiment

of infantry, and two field guns. Opposing this was a French force of four infantry regiments, a field gun and a Mitrailleuse - an early machine gun.

His strength was his artillery: excellent Krupp guns, they could outrange and out-hit anything the French had. His weakness was his infantry. Good troops, but armed with a rifle that was distinctly inferior in its range to that of their French opponents.

Now you, or I, would set up **our** guns in a safe place. **We** would bombard "der Franzose" at a range entirely comfortable to ourselves and at extreme range for the enemy's guns (and all together out of range of the enemy's Mitrailleuse and rifles). Thus deployed **we** would inflict stinging wounds on the enemy to goad them into a forced and ill considered attack...

But in so doing, **you** or **I** would not have even sniffed the heady fragrance of an Iraqi helmet. To submit his candidacy for that, the Prussian commander galloped his two guns forward, fully limbered, far ahead of his own troops, and ascended a little hill with

them. He had found the one place where **EVERY** French soldier, in all the four regiments could have a shot at the guns, as could the otherwise outraged French artillery.

Overjoyed, the French fired en masse. When the smoke cleared, 80% of the Prussian artillery men were dead. The survivors fled for their lives, their guns abandoned and their morale in tatters.

This coup of itself would qualify for a **possible** Iraqi helmet. But to underline the claim, this Prussian Commander then launched a series of desperate cavalry attacks, against the massed French firepower. Men and horses melted away like snow, in all except one case not even reaching their intended targets before the devastating firepower annihilated them.

The full force of this claim - nay, demand, for the Iraqi helmet became evident some three hours after that first doomed artillery move. By 10.00 p.m. every solitary soldier, every artillery man, and every horse from that ill-fated advance guard was either dead, or had fled the field. No one was left alive.

It is not every day that the True Spirit of the Iraqi Helmet is so graphically defined. Those present, as the last Prussians from this force fled from the field, were in awe, knowing that as at Agincourt or Waterloo they were witnessing history being made. It reminded them of the words of a French general in the Crimea, some years earlier:

"C'est la guerre - mais ce n'est pas magnifique."

## **TUNBRIDGE WELLS TACTICAL PRECEPTS, AN OCCASIONAL SERIES**

**Both the following overheard at the Imperial on 24th August**

"The most effective way to use cavalry is to dismount them."

(Anon)

"...has all the d--lo--tic skills of Saddam Hussein"

(Also anon, referring to a fellow club member)

### **STOP PRESS**

**Courtesy of Dennis Redhead**

Recent researches in the archives in Berlin have discovered the very Christmas card which Mussolini sent to Hitler in 1940 ! We reproduce the text below, as an exclusive to the Rank and File.

HAPPY CHRISTMAS 1940

From Benito to Adolf

Dear Adolf,

We're really sorry to hear that the English have smashed your Luftwaffe to pieces over Kent. All Italy is, Adolf - you know that, don't you. Please send our regrets to Hermann, too - we know how much he liked his aeroplanes.

You probably haven't heard yet, but WE have routed the English in Egypt, wiped out most of their armour and captured thousands of funny little brown men called Gherkins. We knew you would be pleased.

The English were silly enough to try to attack my glorious Italian army in its heroic forward bases. They attacked us from the air - we shot them down - mention that to Hermann, would you. They poured armour in, but we met it head on, held it and then nobly counter-attacked, Adolf, with our own tanks and artillery. They went up like a Dornier, as we understand the expression to be from our English P.O.W.s.

They tried commandos, artillery, everything: but Adolf, they never got close to hurting us. What we have captured will be enough to make up our losses this summer - when you helped me seize France.

We all hope next year is a better one for you, Adolf - and as promised, am sending volunteers to you, to show the Wehrmacht how to really fight the English.

Pip Pip

Benito



## LETTERS TO THE EDITOR

### **Ballsaker**

*from Mr Russell Hanson*

Sir,

...

Concerning the June Issue; Colonel Ballsaker wishes to point out the correct modern spelling of his name. It was never "Ballsacre". The name in fact is Norman in origin. Simon de Boolsacre came across with The Conqueror - he's the one with the funny hat in the Bayeux Tapestry.

General Sickles is concerned that he is reported as saying "I find battles rather boring". What he meant to say was "I find defensive battles rather boring". He is quite enthusiastic about offensive battles - particularly when fought by other people - as his advice to the High Command indicates.

...

Yours

Russell Hanson

Prop. "Dunfyin"

Rest Home for the Militarily Insane

Tunbridge Wells

India

## OPERATION RAMROD

### **Russell Hanson**

#### 1. Location

Somewhere in the Western Desert in the '40s.

#### 2. Narrative

The Axis forces have been driven back by the British advance spearheaded by a Brigade Group commanded by Brigadier Cavendish-Whimble. By a masterstroke, the 5th Bn, Tunbridge Wells Highlanders (Lt.-Col. K. St. G. Ballsaker DSO, UFO) with supporting armour and artillery, have been landed by the Navy to occupy the small port of El Ghoul ahead of the advance.

But it may be a port too far. The Axis are counter-attacking, aiming to destroy BALLSAKER FORCE before the main British Advance can catch up.

#### 3. Situation at First Light

BALLSAKER FORCE have dug in during the night and occupied existing field defences, but mine-laying and wiring is incomplete. Now they are standing to as the Axis forces come storming back along the coast road. The Luftwaffe rules the skies and it will be some time before the Desert Air Force is established far enough forward to intervene. Cavendish-Whimble is advancing as fast as he can. But the Axis forces are commanded by the redoubtable General Erik von Klotz, known, not for nothing as "Blitzen" (Lightning) Klotz. It is a race against time.

#### 4. Rules

Gush 1930 - 1945, 1988 Edition, modified as

follows:

(i) Aimed fire. Each side may fire in both their own and their opponent's turn.

(ii) Aircraft. As the Luftwaffe has nearer bases than the British its aircraft have a maximum endurance over the table of 6 moves, the British 3.

The Blenheim is a level bomber and drops 2 bombs per attack; the Stuka drops all its bombs together so dice twice for effect.

Disregard turning limitations.

Axis aircraft may return 4 moves after leaving the table, the British 6.

(iii) Sand Dunes. Impassable to wheeled vehicles but may be crossed by tracked/half-tracked vehicles at half speed on a dice throw of 1 - 3 and by troops on foot at half speed.

#### 5. Move On

The Axis have first move and may move on to the table as many ground forces and aircraft as they wish.

British reinforcements arrive in their move 6 plus a dice throw.

#### The Battle

The initial dispositions of BALLSAKER FORCE are shown on the attached sketch map.

Basically, A and B Coy 5TWH were dug in to guard the approach to El Ghoul along the coast road from the East, while C Coy covered the Southern flank



and provided a reserve. MMGs were sited to enfilade the wire, A/Tk guns, Valentine tanks and "Z" Tp RHA were deployed in an anti-tank role facing East and the AA guns were on the Western side of the town which was mostly in ruins. Only the Bofors had an anti-tank capability. The 3" mortars were sited in the centre of the town and HQ BALLSAKER FORCE on the western outskirts.

The Axis attack began with a heavy air strike by two Stukas and a Me 109 fighter on the position of "Z" Tp. While one Stuka was damaged by AA fire, "Z" Tp suffered heavily. German armour then approached along the coast road from the East. A heavy fire fight developed with the remaining gun of "Z" Tp, the A/Tk guns and Valentines. Eventually the German armour was brought virtually to a standstill, but not without heavy casualties to the defenders. A German infantry attack across the open desert was decimated by small arms and mortar fire.

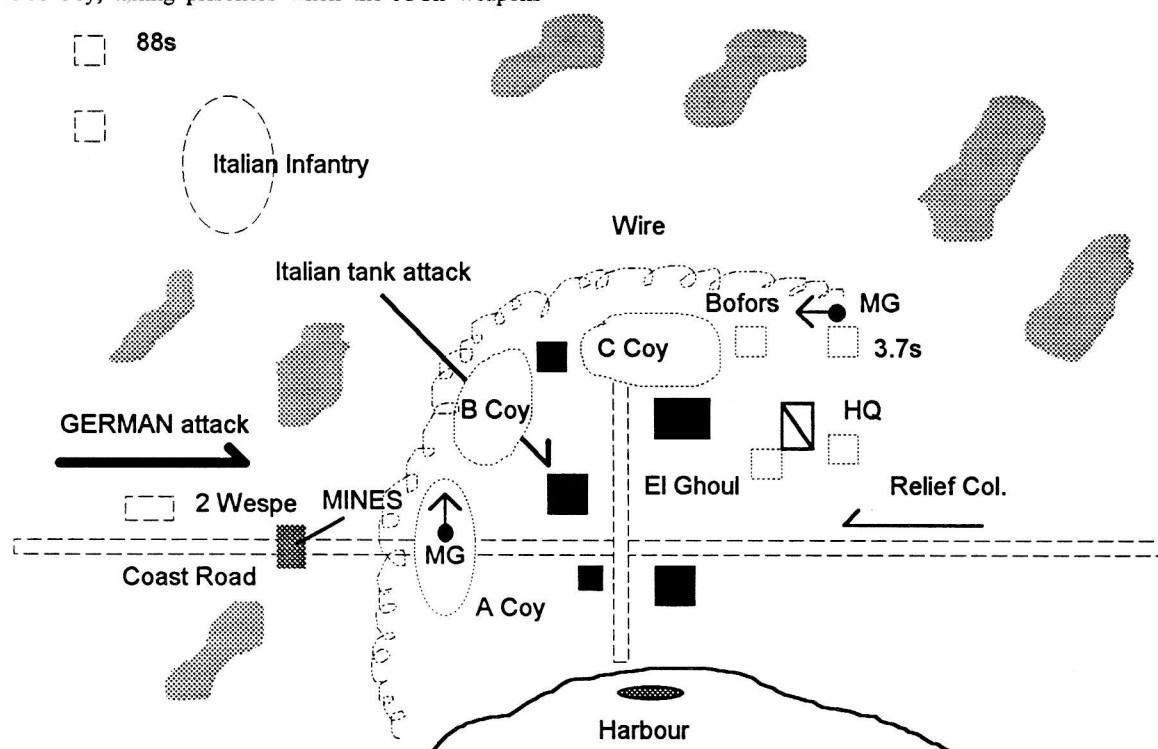
The Italians, meanwhile, had approached out of the desert to the South East. Two Medium M 42 tanks and four light M 13s pressed home a fanatical attack until only one tank remained, in the heart of the position, exchanging fire with the last remaining Bofors gun.

The Italian tanks had overrun much of the infantry of B Coy, and a renewed German attack led by two self-propelled "Wespe" (105mm) accounted for much of A Coy, taking prisoners when the A/Tk weapons

were silenced. (Colonel Ballsaker freely admits that it was a mistake to have stored the infantry's A/Tk rifles. These will now be re-issued. Which only goes to show the greatness of the man - ninety-nine percent right as usual, a one percent failure is surely allowable.)

By the time the relief column was sighted - and what a splendid sight they were, the Matildas thundering along the coast road, the Ghurkas swooping across the desert in their carriers while Colonel Ballsaker's personal piper played a stirring reel while standing on the roof of the HQ - the momentum of the Axis attack was virtually spent. The Italian infantry had hung back, alternately lying on their bellies and standing up while well out of range (was this physical jerks ordered by some demented PT instructor ?) and consequently they could not "mop up" the infantry the tanks had overrun. The two pill boxes were still holding out. C Coy was virtually intact. 5TWH suffered approximately 40% casualties, so Ballsaker was able to claim that the defence of El Ghoul was 60% successful.

The Desert Air Force had now asserted itself and was strafing the Axis gun positions. Things were looking up. Cavendish-Whimble and Ballsaker scented promotion rather than court martial. Now, thankfully, a khamsin blew out of Africa and obscured the battlefield, thus ending this narrative.



## THE 1993 EUROPEAN CHAMPIONSHIPS

### Clive McLeod

Paris in the Spring ! Sunshine, and romance ? The reality was far from this for the hundred or so wargamers standing out in the rain waiting for the 1993 Coupe d'Europe to open its portals.

I had been to this Championship on three previous occasions in 1989, 1990 and 1991 playing Ancients to the WRG 7th Edition. This year I decided to play Renaissance using George Gush's WRG rules. The figure scale was 15mm and I chose to use my newly finished French Huguenot army. This is a well balanced army combining shock cavalry and firepower, with some useful skirmishers. I chose to have a large number of small cavalry units for flexibility and psychological effect. Nine units of Extra Heavy Cavalry have a very inhibiting effect on most opponents. Also the army's morale is very solid with only my one "A" class Gendarme unit being unpredictable. The competition is run to the now almost universal "Swiss Chess" system.

As usual I travelled with a group from the Pinner club comprised of Keith Smith, Wayne Dare, Russell Ball, and Graham Evans. Russell was also playing Renaissance and was favourite, the rest played in the 7th Ed. Ancients.

My first game was a defeat at the hand of last years champion Monsieur Bravo. He had a Moldavian army with Polish allies. After getting some points I chased too hard with my cavalry and got out of reach of my supports. He then turned about and hit me. Three sixes in the ensuing melee routed 2 of my best units and saved a disordered unit of his. Oh well, *que sera, sera*

Having picked up a miserable 9 points out of a possible 35 left me well down the table for the afternoon game. This was against Monsieur Braoult's Cossacks. This can be a very hard army to beat as it can have lots of reliable light horse, which could outrun my cavalry and ride over my foot. However, M. Braoult had left all of his troops as unreliable "D" class except for four units upgraded to "A" which cannot evade. The result was not in doubt. My heavily armoured squadrons tore his cavalry to pieces while my foot entertained his in a shooting match. Eventually the routes of his cavalry wrecked the morale of his foot and he conceded with losses of over 1000 points. This gave me 35 points and brought me to mid-table.

The rest of our group had suffered mixed fortunes. Russell had won both games and was leading the renaissance pack, but the ancients players were not doing so well.

Sunday morning and it is still raining. My first opponent was M. Thommasson using Swiss. He rested his right flank on a wood but the other was "in the air" as the terrain was very open. To counter this he had deployed his cavalry in a second line behind his foot. I skirmished with his massed pikes and turned his left forcing his cavalry to come out and play with mine. As I outnumbered him in this arm I was able to secure another maximum win.

This left me in third place in the tournament.

Russell was first with an Irish player, Andy Cleghorn, in second. Both were using Huguenots. I was 14 points behind the leader so I had a small chance of winning if the top game was indecisive.

My last game was against a very pleasant young German, Holger Puttkammer, using Thirty Years War Swedish. This is a high morale army relying on firepower to overcome the lightness of its cavalry. Unfortunately Holger had included 16 dragoons in his army and upgraded them to their maximum points. As they cost 17 points each this left him short of other troops.

He deployed first having been outscouted. The bulk of his army was behind the wood which was the only major terrain feature, with the dragoons in the wood. I threw my foot Arquebusiers into the wood supported by one of the mounted arquebus units (dismounted) and back by 2 Reiter units in case he attacked my foot and came out of the wood. I sent the rest of the army round one side of the wood. The fighting in the wood went all my way. The mounted Arquebusiers routed one unit of dragoons at contact while the foot Arquebusiers exchanged shots with the other two. After rallying the mounted arquebusiers came back and routed a second unit and the third routed on morale, having been shot to pieces.

In the main battle outside the wood my opponent decided to keep his infantry's first shot bonus to close range hoping to intervene decisively in the inevitable cavalry clash. This cost him dearly as I opened fire 2 moves earlier and had inflicted serious casualties on his musketeers before he fired. In addition this forced most of his shot to return fire at my infantry as a priority target. With no firepower support his cavalry lost the melees and despite some desperate attacks by his foot on mine the game was in the bag. Another maximum.

Unfortunately Russell had won a fairly major victory and I fell 9 points short of his final score. Still I was second which was an improvement on 1991 when I came 28th out of 32. As my prize I carried off a large cup, two bottles of decent wine, a medal, and a substantial bag to carry it all home. A very good weekend. the competition was well run and the Paris club deserve congratulations for their efforts. I am looking forward to 1994 when I can perhaps go one better.

#### Army List

1 General  
2x5 Millers EHC "B" 2 pistols, axe  
1x5 Millers EHC "B" 2 pistols  
5x5 Reiters EHC "C" 2 pistols  
1x5 Gendarmes EHC "A" lance, 1 pistol  
2x5 Mounted Arquebusiers HC(C) arquebus  
2x10 Musketeers LI "B" musket, salvo  
1x20 Musketeers LI "C" musket  
2x6 Arquebusiers LI "C" arquebus  
1x8 Arquebusiers LI "C" arquebus

The mounted and foot Arquebusiers were in open order, the other troops in order.

## LESSER ARMIES OF THE SECOND WORLD WAR IN 1/76TH SCALE

### PART THREE THE SLOVAK ARMY OF 1941-44

George Gush

As a result of the German occupation of Czechoslovakia in 1939, Slovakia broke away to form an independent state, very much under Germany's thumb. Like the Hungarians and Rumanians, the Slovaks provided forces for Operation Barbarossa, Hitler's invasion of Russia in 1941, and fought on the Eastern Front until 1944, and like the Rumanians were to fight against Germany also, late in the war.

They provided two infantry divisions in 1941, which were part of a German Corps, and a partly motorised "Light Brigade" of one battalion each of tanks, motorised infantry, artillery and engineers. During 1941 their forces were reformed into a Mobile Division and a Security Division. The former fought in Russia up to 1943 and proved a very effective formation, which should be given high status in wargames morale or training, the latter operated against partisans in rear areas, a task for which a lot of Slovak and other "satellite" troops were employed by the Germans.

#### UNIFORMS AND PERSONAL EQUIPMENT

These were basically those of the Czechoslovakian Army. Khaki tunic and trousers (a similar shade to the British battledress of the time), brown leather belt, pouches and straps. A light coloured canvas haversack was slung on the left hip from its own strap over the right shoulder, and a brownish blanket worn horseshoe fashion around the back-pack.

Boots were black, and normally worn with puttees, though a couple of sources show a Slovak infantryman as wearing high black boots. This might possibly be a case of borrowed German equipment, though black riding boots were certainly worn by the Slovak cavalry (who formed part of the reconnaissance element of the Infantry divisions, and possibly that of the Mobile Division, as well as being used against partisans).

Head-dress was the ubiquitous sidecap, the Czechoslovak version being rather of the wide and low side and lacking the peaked ends affected in other armies. Officers could also wear the British-style peaked cap.

The Czech helmet, which was of a simple domed shape, was very widely worn. It was painted a similar khaki to that of the uniform, and in Slovak service carried special markings: the lower edge was painted with a light blue band, and the Slovak double cross was painted in white on both sides of the helmet. Presumably this would be to avoid confusion with the Russian troops, also khaki clad.

Tank crews wore the sidecap and Czech overalls, which were of a yellowish colour.

#### ARM OF SERVICE DISTINCTIONS

These followed the Central European norm of coloured patches on the collar front. They appear to have been worn in action, and were carried on greatcoat as well as tunic. The colours were as follows:

Staff and artillery: scarlet (staff collar patches had gold embroidery)

Infantry, armour and mountain troops: cherry red (a dark brownish shade)

Transport and cavalry: golden yellow

Engineers: dark brown

Signals: light brown

Motorised troops: dark green

#### RANK BADGES

These mainly took the form of one to three stars (for officers and some NCOs) or buttons (for NCOs) worn on the collar patch, which could also have a vertical bar at the front or an edging. They were also worn on the left side of the sidecap, behind a metal national badge near the front.

These distinctions, and the actual buttons on the tunic and greatcoat, were gold for officers, silver for NCOs, and dull bronze for enlisted men.

#### MODELS AVAILABLE TROOPS

In plastic, any figures with puttees would look more or less right (Japanese, for example), and almost any head-dress can be carved into a sidecap. The distinctive Czechoslovak helmet isn't available, of course, but the distinctive and colourful Slovak markings would probably conceal the fact that the Japanese helmet isn't really quite the right shape; it isn't very far off. Should Airfix Italian infantry become available again, they also have a suitable uniform and a helmet of similar shape.

In metal, the only maker with a Slovak helmet available is Ravenhorpe, in their separate heads. Their Polish/Slovak figures in puttees are likewise the only ones actually intended to be used as Slovaks (an officer, two riflemen, and a prone figure with open hands for support weapons). The Slovak head, or their sidecap one, could also be used with their Italian and Universal range separate head figures to provide gun crew etc., and with their German/Turkish W.W.I cavalryman for cavalry. In lead, as in plastic, both Italian and Japanese figures would also do quite well for the Slovaks, and there are a very wide range of these. Ravenhorpe produce both; B&B Miniatures make a Japanese range; Wargames Foundry do three Japs, including an LMG, and six Italian figures, and Dixon also make some

Italians.

#### ANTI TANK

Slovaks presumably had the Czech 37 and 47mm anti-tank guns. There are no models available of them, but you could produce a fairly convincing Skoda 47mm one by converting the Italian 47mm available from Raventhorpe and Skytrex. A small rectangular shield would have to be fitted, and the gun tube itself mounted upside down, so that the recoil cylinder is above the barrel instead of below it. This gun was also used on a Pz Kw I chassis to form an early German anti-tank gun, so one (expensive !) method of getting the main part of it would be to rob one of the plastic kits of this (Esci do one).

Like Germany's other Eastern front allies, the Slovaks received some German anti-tank guns later in the campaign, and models of these are widely available both in plastic kits and in metal from Skytrex and Model Figures and Hobbies.

#### MACHINE GUNS

The Czech light machine gun, the ZB vz/26, was not unlike a Bren in general configuration, though with a straight rather than curved magazine. In plastic, figures with Bren or Japanese LMG would do; in lead, Brens could be modified, or Raventhorpe's separate French LMG would be a good likeness.

The medium machine gun was an air-cooled Breda. This is not available as a model, and about the nearest to it that would be is the French Hotchkiss or the similar Japanese model 92. The latter has appeared in some plastic sets, and is made by Raventhorpe, the former is available from BW Models.

#### ANTI-AIRCRAFT

No Czech guns are available as models, but the Germans may have supplied some, and there are several 2cm and 3.7cm FlaK available in plastic kits, and the later is made in lead by Skytrex.

#### MORTARS

The ubiquitous Brandt again, which you can get in lead from Raventhorpe and BW Models.

#### ARTILLERY

The Slovaks used Czech Skoda guns, including the 76.5 Model 05/08 which was also used by Italy, and the widely-used 100mm Howitzer model 14/19. This figured in the Hungarian, Polish, Greek, Yugoslav and Italian armies also. I wish someone would make it ! As pointed out in previous articles, the Raventhorpe "18 pounder" would be a reasonable substitute. Field guns were also supplied by the Germans.

#### TRANSPORT

This would also come mainly from the Czech army. The infantry divisions would have used mainly horse-drawn transport. Available models suitable for motor transport would include Raventhorpe's 2-ton Praga

truck. No other Czech trucks exist in model form. Fully tracked tractors as shown for the Romanian army may well also have been used.

#### FIGHTING VEHICLES

The Slovak Security Division had an armoured car platoon, later transferred to the Mobile Division. This was of Czech OA vz 30s, which are illustrated under the Romanian Army.

Tanks used by the Slovaks included:

CDK vz33 Tankette: They had 30 of these turretless vehicles, which mounted 2 machine guns. In the Czech army they had been turned over to the recce. elements of infantry divisions, so it seems likely that this is where the Slovaks used them.

Pz Kw 35t (German designation): They had 32 of these in 1941. Plastic kit is available from Esci.

Pz Kw 38t (German designation): The Slovaks had 30-odd of these in 1941, and were given a similar number by the Germans in 1943. Again there is an Esci kit available.

The Germans also provided in 1943:

Pz Kw IIIN: Only 7 ! Pz IIIs are available as plastic kits (usually later marks) and in lead from Skytrex and Dixon.

Pz IIIf: 16 of these. the Pz IIIf is available as a plastic kit, from Matchbox and Esci (and Nitto also used to make a Panzer II).

Sd Kfz 138 Marder: 18 of these self propelled guns, which consisted of a 7.5 cm PaK on a Pz Kw 38t chassis. There is a kit made by Esci.

Tank colours and Markings: The vehicles used in 1941 were in Czech camouflage, which was of olive drab (the base coat) with wavy patches of sand and red-brown. The patches were rather more vertical than horizontal. The later German-supplied vehicles were in panzer grey. The national sign, borne toward the front of the turret sides, was at first the Slovak double cross, but in 1942 this was replaced by a shield vertically striped (right to left) in white, light blue and red.

The vehicles also carried German-style three-figure numbers on the turret sides, and had black rectangular number plates front and rear. The 1941 vehicles carried numbers from 13-540 to 13-963, the later ones from V-3001 to V-3131.

#### AIRCRAFT

In 1941 the Slovaks took to Russia two fighter squadrons, of Avia B-534 biplane fighters, and a reconnaissance squadron of Letov S 326 biplanes. Both these aircraft are available in kits made by the Czech KP concern, which include Slovak markings. Slovak aircraft appear to have been light blue below, with all upper surfaces dark olive green, and their markings the Czech tricolour disk with the Slovak double cross superimposed on the blue section.