

RANK AND FILE

The Newsletter of the Tunbridge Wells Wargames Society

June 2000

EDITORIAL

This second issue under my editorship is entirely due to the members who have responded to my plea for articles. Many thanks to them, and now we have got the newsletter going again, please keep up the contributions. I have got a small reserve now, but more are needed.

For Contributors: I can and will type things out, so handwritten material is welcome, and we should be able to scan and use maps, drawings and photos. Of course typed material is easier to use and thus likely to appear sooner, and an e-mail attachment or 3.5 disc with the contribution as a Word document or as text only would be ideal, hugely reducing the labour involved for the editor (I should be able to handle WordPerfect documents too).

SUNDAY MEETINGS

April 2nd 2000

The main games included an American Civil War Naval action between Alan Butler and Andrew Finch, and a big Warhammer fantasy game between Paul Hookway and Eric Hall. The Munros had a 1940 encounter between the BEF and the Germans, resulting in the destruction of an attack by British Matildas. Rules used were 'Rapid Fire'. I ran another 1940 game, using my WW2 rules which are closely related to 'Rapid Fire', since both have evolved from an original set by the late Bish Iswazko, a regular visitor and demonstrator at our earlier Open Days. The game featured an Italian fort on the Libyan border being attacked by the Western Desert Force, while an Italian motorised relief force attempted to come to the rescue. A new member making his first visit, Michael Page, led a rugged Italian defence of a supply dump, while the Fort Commander, Generale Testarossa, gave a historically valid impression of throwing in the towel. He had some reason as on this front the British Matildas were well-nigh invincible against the ill-armed Blackshirt garrison. Philip Morton was awarded the DSO for the skilful use of his light force of armoured cars and carriers, totally defeating the Italian relief force under your editor. The British, however, only achieved a winning draw, as the scenario was one where, historically, the Italians could not actually beat the British; victory points reflected this, the British needing an overwhelming victory to count as winning, whereas the Italians could score by a good if ultimately unsuccessful defence.

May 7th 2000

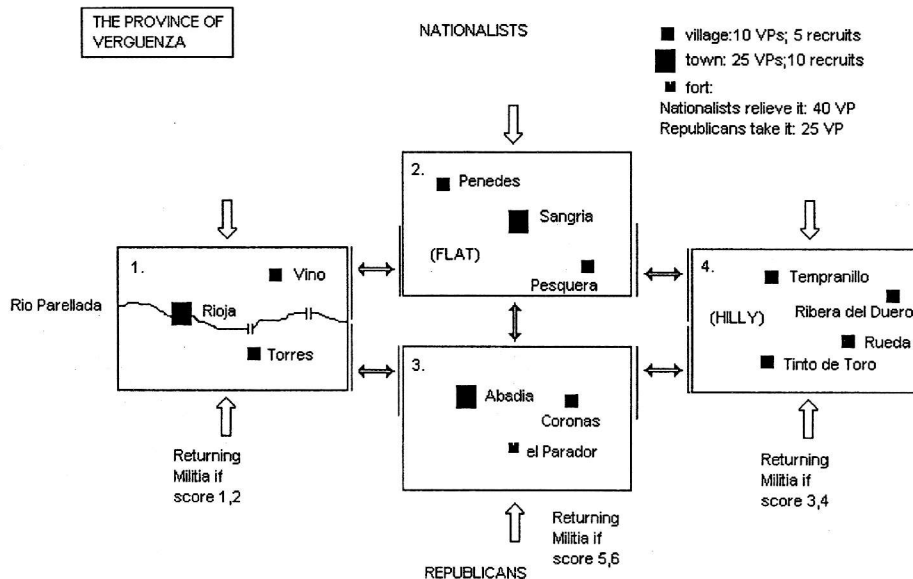
About 20 members present, with no less than eight games being played.

On the naval side, we had (on the stage, which seems to have become the usual venue for naval games) the Munros using John Hurst's Pre-Dreadnought rules in a mythical Japanese versus French confrontation, seen as taking place in about 1903. Some distance to leeward, Russell Hanson and John Hurst himself were wreathed in black smoke from the funnels of the First World War British and German battle-cruiser fleets as they battled through a North Sea gale. This game, to General Quarters rules, will probably be the start of a mini-campaign as the main battlefleets are drawn to the area. World War Two games, as usual, were the most popular; two were to Gush rules – a large US assault on a Pacific Atoll and an Eastern Front snow game between Philip Morton and Ross Ovenden featuring a Soviet attack on a German-held town, with a relief force intervening. The third WW2 game was also set on the Eastern Front, in 1941, involving Tim Freeman, Paul Hookway and Eric Hall, and was fought to the Command Decision rules. All were in 1/76 scale.

There was a wide variety of other games as well: 15mm Dervishes versus Italians in a Colonial game between Clive McLeod and Jim Powell, to the Principles of War rules; a future Earth Civil War SF game between Tony Wyatt and Stephen Churchill, using Full Thrust rules (I think it was Tony who said these sounded like a dubious Internet site !) and a 15mm Ancient game to DBM rules. This was between Ian Foster's Galatians and Terry Shoebridge's Thessalonian Greeks – a genuine historical confrontation. Ian claims his Galatians were the original Club 18/30 – these Gauls wore very few clothes and rampaged around the Mediterranean causing alarm and distress to the locals and getting involved in frequent punch-ups – he has a point!

THE CONQUEST OF VERGUENZA II

One day Spanish Civil War campaign., Sunday March 19th, 2000. The Commanders' versions of events ! I have repeated the map (below) to help readers make what sense they may of the gallant generals' outpourings, which follow.



First, the Nationalist commander, General Cabezaroja:

SPANISH NATIONALISTS SEIZE VERGUENZA !

Details of the crushing Nationalist triumphs in Verguenza are now flooding into London, along with thousands of Republican asylum-seekers. Under the leadership of Francisco Redhead Spain's most glorious rebel commanders – veterans like Diablo Dove, El Exocet Metcalf and others led their heroic Banderas to crushing victories over Red Government troops and their Anarchist allies.

The Nationalists faced tasks to daunt Titans, seeking to relieve El Parador, held by El Nino, heroic Son of Exocet. He, with a handful of Spain's finest volunteers held the remote castle for God and Justice. Besieging these heroes were a vast sea of pro Government Communists, militiamen, International Brigade mercenaries, and an armed rabble of Popular Front gunmen. Nationalist problems were worsened by a host of Red armour, tanks standing axle to axle to confront patriots who faced them with no more than bare chests and raw courage!

Diablo Dove ('General Paloma') led the Nationalists against the strategic village of Tinto de Toro. Red tanks mowed down his fighters in scores, but proud as lions their lines pressed on, courage rising as their losses mounted! Banderas hundreds strong melted like snow but fresh forces surged forward, over the enemies first positions, forcing back their Red defenders. Hero soldiers from the valiant Moors ran ahead, hurling grenades in showers amongst the Red armour. Two tanks exploded, devastating prepared Communist positions. The battle grew bloodier by the minute as Spain's finest young fighters fought through Tinto at bayonet point.

Lifted by the elan of Diablo's martyrs El Exocet himself vowed to lead his own troops through to his hero son, besieged far behind Red lines. The roar of Red artillery and anecdote barrages besieging El Parador could be clearly heard by El Exocet's fighters and drove them onwards, whilst overhead Divine Intervention granted El Exocet a never ending stream of tactical air support. A ceaseless hail of bombs and strafings crippled "Cigarillo" Cutiberti's Red troops in and around Pesquera, and his elite International Brigade mercenaries fell back in disorder. Shoulder to shoulder with El Exocet, Francisco Redhead's Carlist bodyguard troops poured into Sangria, and in bitter house to house fighting cleared the town at bayonet point. Elite Moors poured onwards towards Abadia, en route to El Parador's hard pressed heroes.

Away on the Nationalist right Santiago Somerville's troops found that there over-stretched Republicans had opted not to contest Rioja at all, deciding instead to defend the Parellada River and its bridges, and the village of Torres. Santiago was able to pour troops through Rioja, and from there

advanced to engage the Red and Anarchist troops holding the river line in a furious fire fights, both sides losing steadily in fierce attrition. Fresh units poured in, and inexorably the Nationalists supported there by a rare tank and numbers of other armoured vehicles forced the Reds into a diminishing enclave around Torres, assaulted from three separate sides.

At El Parador the final defenders rallied around their hero-leader, Exocet the Younger. Two strong Banderas were there with him committing themselves to death or glory, and were stormed by at least ten times their numbers of Anarchist militiamen, armed factory workers, Reds and other social undesirables. The defenders fired until their gun barrels glowed red, until the heaps of Red casualties grew so high that fresh enemy Banderas were able to storm into the fortress across the piles of their own dead. And all around, scores of Republican gunners poured a ceaseless hurl of artillery fire into the ranks of the hero-defenders. High explosives, shrapnel and anecdotes rained down amongst the fierce defenders, but they flinched not. Like their Spartan forefathers at Thermoplae the brave young men of El Parador rallied around their latter day Leonidas, protecting him with their own lives against the barbarians!

The raw courage of the young Exocet aroused the wildest valour in the breasts of advancing Nationalists who, desperate to raise the siege and save his life threw caution to the winds. This proved unfortunate. One powerful Moorish Bandera, having battered its way clean through Cigarillo's men fought its way to the very outskirts of Abadia. Tragically, command there was taken by a grizzled old veteran of the Spanish American Wars, Jorge Ghush who overcome with emotion led these warriors recklessly on into a sea of Red criminals, bandit militiamen, Communists and Popular Front gunmen massing outside Abadia. An hour's bloody fighting and not one Moor was alive – nothing short of tragedy. Further calamity followed as Jorge Ghush, convinced that the Reds were weakening, led next an uprising of local loyalists in Abadia itself: a Nationalist fifth column. A Bandera was formed of local patriots, outraged at the massacre of the Moors close by, and appalled by rumours of atrocities at El Parador where the young Exocet, the Knight of El Parador had died with the last of his heroes, gun in hand. Led by local Royalists, Abadia's citizens rose in revolt and unwisely called on Jorge Ghush to lead them. Furious hand-to-hand fighting erupted in every street, alley and building as fierce Juan Carlos fighters hunted down the hated Reds. But despite their losses against the Moors, the regional Reds were still numerous and well armed there. Gradually the Government forces and their Red and Anarchist allies were able to rally, and then drive the valiant Carlists back into their strongholds around the Church.

This bitter fighting, the tragedy of the Moors, and the battles at El Parador had all ended in Republican successes, but at great cost. Ninety percent of Republicans in all of Verguena were now around Abadia and Coromes. Hard pressed by Diablo's repeated onslaughts, the Reds around Tinto had been utterly destroyed, losses which had not been replaced from reserve Red Banderas in Coromes and Abadia, as originally planned. Nationalist aircraft strafed and bombed Pesquera ceaselessly, and under this cover Diablo broke out! Red survivors retreated in disorder out of Tinto, allowing fresh nationalist Banderas to push south towards El Parador yet again – though only the ghosts of Young Exocet's martyrs remained there by now. A minor crisis, as Jorge Ghush, again with no troops to lead following the annihilation of the Carlists, offered his services to Diablo. He, fearing the balance Jorge seemed to strike between death and glory hesitated; but honour was satisfied. Jorge was given an armoured car.

Meanwhile El Exocet's Banderas pushed forward towards Pesquera, their artillery and air successes being countered to an extent by Cigarillo's numerous and aggressive tanks, although Red manpower was dwindling rapidly. In the centre Sangria fell to Carlists and Moors, but weakened by their losses they were ordered to dig in there and hold what they had won. In fierce clashes south of Sangria republican and nationalist armour exchanged losses in heavy exchanges, and fighting subsided: but Nationalist forces against Pesquera remained strong, and elite Banderas fought their way into the northern outskirts, from out of the surrounding forests.

A lone aircraft piloted by fanatic Soviets attacked one of Exocet's numerous artillery batteries, destroying a gun and killing several men. Other batteries continued to hammer Cigarillo though, and Nationalist aircraft soon drove off the impudent Red.

Away at Torres, the slowly advancing Nationalists were massing enormous firepower against the remaining Reds. There the government airforce was strong, frequently challenging the Nationalist rebel airforce, but on the ground the Red militia units, decimated by hours of bitter close quarters fighting were nearing the end. Red Banderas streamed away, fleeing south, abandoning their positions and the last of their armour. Nationalist forces, across the Parellada River now, linked up, and surged into Torres.

Anxious Government commanders assessed their positions. Most had no troops at all left – the Reds were even expelled from Coronas, and were digging in to hold Abadia. Pesquera was still

held by a handful of die-hard Red militiamen, but powerful nationalist forces under Diablo, and Francisco were converging in their rear. The Reds were holding only fragmentary pockets in the province.

By 4.00 p.m., afternoon, the guns were still, the long awaited silence fell, broken only by the sound of distant muted anecdotes. White flags replaced red, columns of Government troops emerged, hands high. Verguenza was free!

Now the Republican leader, General 'McLeod' (this was clearly a pseudonym, historians believe him to have been a Russian sent by Stalin):

THE PEOPLE'S FIGHT FOR VERGUENZA

I am writing to record the heroic resistance of the Spanish people to the treacherous attack on Verguenza by the Nationalists and their foreign allies. The truth must be told. All other accounts of the battle are merely the works of Fascist propagandists or traitors to our glorious Republic, and are lies.

We knew that the people's forces were massively outnumbered by the forces of reaction, and the revolutionary council therefore decided to limit our offensive to match our strength.

I personally was given the task of seizing the Fascist stronghold of El Parador, the town of Abadia and the village of Coronas. Coronel John Hurst, an Englishman, was ordered to hold the line of the Rio Parellada. Commissar Paoli Cutiberti was to defend the plains of Sangria, seizing the town if possible (he was under suspicion, having briefly flirted with joining the Fascists). The area of the Toro Mountains was entrusted to Cristoforo Averi, assisted by 'Tio Felipe' Mortono. It was here that we planned our main push.

Sadly, it was also here that the Nationalists made their main attack. No less than eleven banderas were committed to this front, commanded by one General Paloma (dove). It is rumoured that Paloma is in fact General Taube, a notorious German officer, suspected of war crimes in Belgium in 1914. Supported by massed tanks and dozens of aircraft, Paloma overcame our heroic forces after a prolonged struggle. There is, however, little doubt that treachery in high places was the main cause of our defeat here. Averi and Mortono have both been shot by the revolutionary council.

On the plains of Sangria, Cutiberti fought heroically against his former comrades. However, massed artillery and air power massacred his brave soldiers. They briefly took Sangria even so, but his International Brigaders were cut down to the last man and the gallant Cutiberti himself died like a hero in hand-to-hand combat. In this area, only the village of Pesquera remained in Republican hands.

All was not well along the Rio Parellada. The town of Rioja, with its vital bridge, was left uncontested through treachery, enabling the Nationalists to seize it without loss. Once again, the enemy superiority in the air was critical. Despite the heroic action of one of our pilots, who shot down eight enemy planes, Coronel Hurst's artillery was under constant bombardment from the air. Eventually the Nationalists even drove his men from Torres. The abandonment of Rioja was against the orders of the revolutionary council, and Hurst has been shot.

Where was our air force? The truth is that traitors and saboteurs prevented many of our planes from leaving the ground.

What of my own fight? I quickly captured Abadia and Coronas without opposition except from the enemy air force. I then sent a bandera to assist Cutiberti, and a tank to Averi.

The cowardly defenders of El Parador refused to come out and fight like men, but skulked behind their walls sniping at my militia. Eventually, however, heavy losses forced many of them to abandon the walls. I then hurled my few tanks into the fort, breaking down the gate and slaughtering the defenders. A few surrendered, but unfortunately were later shot, trying to escape. Shortly after the fall of the fort, a force of Moors launched a major attack in the vicinity of Abadia. They were speedily wiped out, despite the aid of a large force of Carlist Fifth Columnists in the town itself. These filth shot many of our men in the back before being driven from the town in rout.

Alas, these successes were not enough to save our cause. The revolutionary zeal of our men was insufficient to overcome the enemy's material advantages and the treason of some of their own commanders.

I can accept no blame for this defeat, despite the falsehoods being spread. I did my duty and more. The losses inflicted on the Fascist hordes will enable our glorious forces to counter attack soon and recover the province.

It is nearly dawn and they will be coming for me soon, so I can write no more. Viva la Republica !

A VISIT TO BRITANNIA

by PHILIP MORTON

Britannia Miniatures, based in Runcorn, Cheshire, is a well-known wargames miniatures supplier. About a year ago, when I went up to my grandparents' house in Birkenhead, I decided to go and buy some models. Because Runcorn was so near, we decided to drive there. Armed with the address of the company, we went round Runcorn, looking for a warehouse of some kind. After half an hour we gave up and asked a local for directions. We followed the directions that led us to a housing estate. Puzzled, we knocked on the door of the house with the address. They let us in and led us back to their garden where there was a shed the size of a normal garage. We went inside and there were shelves full of models, resin and metal machines, a computer and several people working away; wargamers' heaven! I bought some models and we left bemused by the sight we had just seen; no warehouse, just a shed!

BASING AND PAINTING SEA FOR SHIPS

by ANDREW FINCH

The editor asked me to pen some lines about how I base my ships. This has put me in a quandary because I have been soul-searching about this very question in recent weeks. There are several methods.

Method 1

Until now I have used mounting board. Milliput is put on this and is scraped with a pen knife or similar tool across the surface. This causes a sort of 'broken' surface, which actually looks quite good when it dries off and is painted. Make sure that you leave an area clear for a label if you want to use them.

The model is embedded in the sea before the Milliput dries, and is glued in place with Quick Epoxy. I sometimes paint the ship separately, having made an impression in the soft Milliput. This is actually easier to achieve than you might think, and allows you to paint the sea and ship separately, making for a better join in the end.

The base is sprayed black with Halfords matt black (as is the model). The first coat is a very dark and thinned navy blue. While this is still damp, I mix in some green and navy blue and this starts to give the sea tone. Keep the green in small amounts. To get the effects of light etc. brush on some light blue, while the other colour is still wet so it blends. This gives a quite nice effect. Try various combinations until you come up with something that you like. When it has dried completely, dry-brush with white to highlight the wave crests.

If you have painted the ship separately, paint the whole area where the ship will rest with white as well. This will then provide a white outline where the hull and water join. If you are careful, when painting the ships separately, paint the underside of the model dark red. This will, if done right, provide a very fine red outline along the waterline.

When the ship is fixed to the base, if you are going to label the model, do it now. I laser the label with about an 8 point font size, all in capitals. Stick this in the gap you left in the waves (you did remember to do that...?). Now paint over the water and label with clear gloss varnish (I use Humbrol). Use AT LEAST two coats, allowing each to dry before applying the next. This will give depth to the water. Take care not to put too much gloss varnish on the ship!

Method 2

Take your mounting board, take your pot of PVA glue and a big brush (house paintbrush will do). Apply gloop to mounting board, always applying in the same direction and ensuring that it is fairly thick and leaves a slightly rippled surface. I have applied the PVA diagonally so that the sea surface is not exactly perpendicular to the base.

Things to watch for. The mounting board will curve as it dries. When it is dry you will need to weigh it down to get it flat. This takes some time. I did an entire sheet at one go, which was easier in the long run.

When it is dry you will have a shiny surface with a hint of water's unevenness. With small scale models this is acceptable. Apply similar coats of paint as described above, but over larger areas with large brushes. When it has dried, cut out enough to mount the vessel on. The wake and the foaming

edge by the hull are both drybrushed in white. The label is attached as before. Two coats of varnish complete the job. It is in the end less work to make a big sheet of "water" then cut out what you want, than to use the Milliput version.

Options)

Add some silver paint (about one brushful) to the varnish before you start using it (and mark the pot to be safe). Give it a thorough shake up and when you apply the varnish the metal pigment will be in suspension and provide those little sparkles you get on the sea.

I have tried using Vallejo Gunmetal Blue on bases for Hallmark 1/6000 ships, wave crests drybrushed as usual. This is quite a good hue and I am going to experiment some more with it.

You can get Acrylic Artists Gel which is like PVA gloop and might actually be better to create the waves. I must try this out and let you know the results. Downside is that the Gel is quite expensive.

Finally, Faller produce a sheet of plastic water for model railways. It has just the right undulating surface and is probably OK. It is thin enough to cut with a craft knife, but also stable enough to serve as a base. I will experiment and report back on the results.

PAINTING COMPETITIONS

Letter to the Editor

Re: Painting Competition

I read with interest your comment about the need for new voting slips in the Newsletter. At the time of the AGM I was puzzled by the flyer that the Committee put out about the revised scheme, which, as you rightly point out, says that you vote for first, second and third.

I think that what should have been said is that you cast ONE vote per class, and in each class the votes will provide a first, second and third place, with 4, 3 and 2 points. Any other entry that did not get a "winning" place gets 1 point (which is also all that byes now get).

To have each person making three votes in each class is unworkable from a practical point of view and, from a vote counting aspect, would take the best part of half an hour to accomplish.

Apart from the above, I think that having winners at the end of the year in each class will be fairer on those who only have items suitable for one class. Previously they never stood a chance of getting into the top rank in the old league system, which favoured those who could blanket bomb all the classes every month.

Using the overall league table to "tie break" is fair.

For this reason, it would be better in the next mag to print a brief summary of the positions in each class, though I would not print it every month – it takes too much space – perhaps every quarter would be useful.

Of course, if there was a club notice board at the hall, we could pin the results up there.

Regards

Adolf "Gopher" Grimbergen, Keeper of the Paintpot

(Another problem relating to this system is that the adding of votes and writing down of results often has to be done by any person available, and it is easy for them to make errors with a new system. Could I remind anyone doing it that you must not only write down first, second and third in each class, but also ALL the other entries, as they now get a point each, and obviously won't get it unless recorded. Alternatively, the entry slips could be preserved, and passed on – to whom? I think Andrew Finch keeps the score, but would be glad of confirmation as there seems no official post. Editor.)

PAINTING COMPETITION RESULTS**APRIL 2000****Class 1**

1 st Rod Somerville	AWI British Cavalry
2 nd Paul Hookway	Prussian Hussars
3 rd Eric Hall	Seven Years War Highlanders etc.

Class 2

1 st Rod Somerville	British WW1
2 nd Hugh Munro	BEF 25mm Atk Battery
3 rd George Gush	SCW Republican Militia
Others:	
Clive McLeod	British 8 th Army Company
Philip Morton	Russian MG Section

Class 3

1 st Tony Wyatt	Spacemarine Assault Squad
2 nd Andrew Finch	Francian Strike Force

Class 4

1 st Rod Somerville	AWI American Generals
2 nd Tony Wyatt	Spacemarine commander
3 rd Andrew Finch	Aushun Command Group

Class 5

1 st Rod Somerville	AWI British Artillery
2 nd Tim Freeman	Nashorn
3 rd Russell Hanson	Task Force Pacific 1942
Others:	
George Gush	USN South Pacific WW2

May 2000**Class 1**

Bye: Eric Hall	25mm Napoleonic Chevauleger-Lanciers 1811
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Class 2

Bye: George Gush	20mm French Dragons a cheval 1940
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Class 3

1 st George Gush	15mm Lizardmen Magicians
2 nd Tony Wyatt	Sci Fi Foot

Class 4

1 st George Gush	15mm Lizardmen Behemoth General	
2 nd ?	Eldar Squad Leader	NB: not recorded; please give us name

Class 5

1 st Paul Hookway	Chaos Hero
2 nd Tim Freeman	Airborne 17pr; 1/76 th WW2
3 rd Tony Wyatt	Sci Fi Tank
Others:	
George Gush	1/72 nd Letov biplane, SCW

LESSER KNOWN ARMIES OF WORLD WAR TWO**By George Gush****CHINESE NATIONALIST ARMIES – PART TWO: HEAVIER WEAPONS AND AFVS****Heavier AA Guns:**

The universal Bofors 40mm (Airfix kit, several lead versions).

Vickers 2-pounder pom-pom.

Vickers 75mm (3inch available from Raventhorpe, but I think the 75 is on a two-wheel carriage).

Bofors 75mm. Not unlike a simplified version of the German 8.8cm Flak. A simple wargame

conversion would be to cut back the lower recuperator cylinder on an Airfix or Hasegawa 88, so both upper and lower cylinders are flat-ended and the same length. Cut 12mm out of barrel length, preferably from the rear, thicker, part, so that the front of this is just short of the forward ends of the recuperator cylinders. Finally, omit the shield.

Field Artillery

German World War I 7.7cm Feldkanone 16 (available in several lead versions).

British World War I 18-pounder (available in 15/20mm scale range from Irregular Miniatures, gun 3c. Raventhorpe also do a rather approximate version, and it is probably available in some of the new WWI ranges).

Skoda 75mm FG M5 (available in same Irregular Miniatures range, gun M5. Probably some still in service in WW2)

Krupp 75mm pack howitzer was fairly standard in the Chinese army in the early 20th Century and probably remained in service later, given the shortage of artillery.

In later WW2 some Lend-Lease American artillery, including:

US 155mm howitzer model 1918 (lead versions)

US 75mm Pack Howitzer (lead ones from Skytrex etc).

China manufactured field guns and pack howitzers, but I don't know of what models.

Transport:

Was almost non-existent. What vehicles there were mainly animal-drawn, but these and pack-animals were rare and human porters were normally used. This severely limited the amount of firepower of Chinese troops; even the low scale of support weapons provided were short of ammunition. As seen under organisation, some at least of these porters were soldiers, and these wore military uniform. Loads were usually slung from each end of a bamboo pole carried across the shoulder.

Armoured Cars:

Thornycroft 6-wheeler armoured cars of the 1930s, locally-built bodies with two conical MG turrets. German Sd Kfz 221 and the very similar 222 light armoured cars (the 222 is available in Matchbox and Fujimi plastic kits; and a Skytrex lead model).

Tanks:

US MA3 Stuart light tank (Skytrex lead model).

US M4A4 Sherman and possibly other models (A lot of Sherman kits and models which would do).

German Pz Kw I tank. (Fujimi kit and several lead models, I think).

Italian CV 33 Tankette (Skytrex and I think RAFM lead models).

Vickers 6-Ton Tank: version with single turret mounting short 47mm gun with co-axial MG. Some of the Chinese ones had a squarish armoured 'bustle' added to the rear of the turret to house a radio.

(SHQ do a Finnish 'T26E' which is really a Vickers 6-tonner with altered gun and could be used).

Vickers Light tank export model 1936: this had a six-sided conical turret. (Plan in Fletcher

'Encyclopaedia of the Tank'; models of the Belgian T15 have the right hull, so could be converted).

Vickers Amphibious light tank. (The SHQ model of the Russian T37, is the nearest available).

Russian T26B, including the radio models. (Skytrex and other lead models).

The American tanks were used in Burma, the Stuarts by the few American-equipped tank battalions from 1943, and the Shermans by the Provisional Armoured force there in 1945.

I don't know the numbers of each type used by the Chinese, but the Vickers light tanks of both types were supplied in substantial numbers.

AFV colours and markings

Chinese Nationalist AFVs carried a small version of the blue-and-white Kuomintang sun badge, as used on aircraft, located on the vehicle superstructure sides and/or rear. They also sometimes had a three-digit number, in white, on the superstructure front and/or rear. Many AFVs seem to have retained their original finish: German AFVs dark grey, Russian ones dark green and US olive drab, though at least one Sherman had the turret black with cat's eyes each side of the gun-barrel and ears at the upper corners of the mantlet, plus a large paw, claws extended, on the front plate opposite the mg mounting! At least one of the Vickers 6-tonners was finished in a complex three-colour camouflage similar to those used on French and Japanese tanks, and this may have applied to the other tanks from Vickers.

ADDITIONS TO CHINESE NATIONALIST ARTICLE IN LAST ISSUE:

Chinese SMGs:

I have discovered since writing the article that the Chinese, in addition to the types mentioned, manufactured their own version of the Thompson submachine gun (Tommy gun) from 1930 onwards.