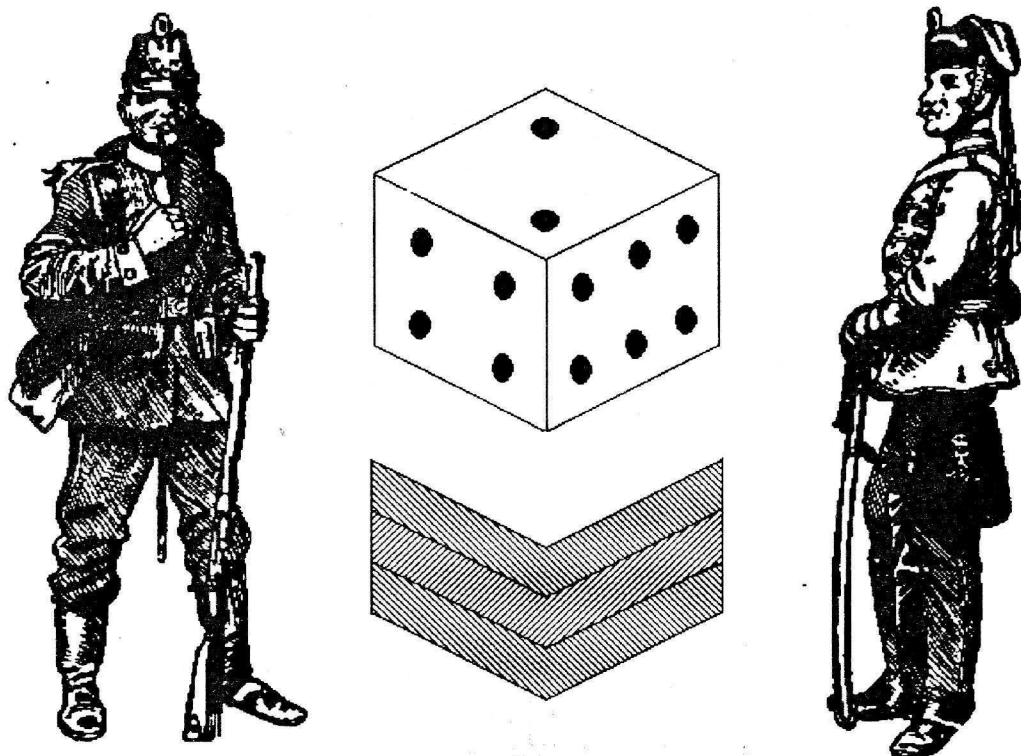


Rank and File



Journal of the Tunbridge Wells Wargames Society

Issue 93/5 - December 1993

DATES FOR YOUR DIARY

1994

2nd January

13th February **Please note the alteration in the date for this meeting.**

20th February OPEN DAY

6th March (Bring & Buy)

3rd April

1st May

5th June

3rd July

7th August

4th September

2nd October

6th November

4th December

EDITORIAL

Andrew Finch

Greetings, Gentles all.

For those not present at the last meeting in November, the club has elected a new committee, even holding an election for the members, though the officers' bribes obviously had the right effect, as they were elected unopposed as usual. The new committee is shown above.

Other news: There was a good turnout for SELWG again this year, and I must say that the venue was an excellent choice. There was plenty of space, easy parking, and reasonably priced catering. As usual I spent more money than I should have, but that is what the hobby is for.

George and myself went to the Gravesham military

modelling show in Gravesend again this year. Taking our previous experience there as a **guide, we went** equipped for "time-filling" and as part of our club display we took along a DBA participation game, French vs. English 100 years war. The final score was English 6: French 3. I think we managed to interest a few people in the hobby, and those who played enjoyed themselves immensely. Incidentally we are the only wargames club to go there.

We ran the club SF day, reported on elsewhere in the magazine. We had 10 people turn up on the day, and although the game was a bit experimental we all enjoyed ourselves. For the next game, I will revise the "numbers".

IMPORTANT NOTICE

Club DBA Championship

This will be held at the hall from 10.00 on Sunday 12th December. Prizes for the winners and losers alike.

SECOND IMPORTANT NOTICE

February 1994 meeting

St Thomas Church is receiving a visitation from the Bishop on the first Sunday in February. They have asked if we can finish by 18.00 on that day, as they need the hall for the evening. We have decided to opt for the alternative of postponing our February meeting by 1 week to:

Sunday 13th February

PLANETFALL ON VAILAVENU, A REPORT

Andrew Finch

Introduction

The idea behind this game was the desire to play a one-day campaign with the SF players at the Tunbridge Wells Wargames Society. We had long wanted to try a planetary invasion game, and have created a set of fast play land rules which owe much to John Tuffley's Dirtsides 1, and some of what we created has gone into Dirtsides 2.

For the space game, we decided to make use of John's Full Thrust, with a number of "house rules" some of which have been created by ourselves to fill in gaps in the rules, some of them based on suggestions which have appeared in Ragnarok, the SFSFW society journal. It was an opportunity to try these all out together. Following the game, some modifications to the "house rules" have been made, in the light of experience.

The Scenario

The Planet of Vailavenu (a popular destination for the warring tribes of Tunbridge Wells), has been in the sphere of influence of Alpha Centauri for many centuries. This has been the cause of much anger in the realm of Beta Ophiuchi, who took advantage of a sudden opportunity offered by lax controls by the Galactic Federation to land in force on Vailavenu. Our Scenario commences with the Betan forces making a final assault on the key location of the Star Port on the planet. Very late in the day, the Alphan High Command has mustered a relief fleet which must traverse space through an FTL jump line to bring transports with reinforcements to Vailavenu.

Between the jump line and the planet's atmosphere the Betan forces were deployed with a forward screen of ships near an asteroid field, with the major fleet deployed in the outer planetary space zone.

The Alphans have the advantage of a functioning star base in geostationary orbit above the Star Port, and this controls the atmosphere. At the start of the game, it has just launched its fighter squadrons to make a strike and fade attack on the Betan fleet.

The Game in Space

The first Alphan ships to appear through the FTL line are two transports escorted by some small frigates, the transports moving to the flanks while the escorts charge towards a waiting battleship. The Betans were puzzled, and fired mainly at the transports, which they deemed were the greater risk, as they carried the reinforcements needed by Alpha on the ground. A lucky shot by a Betan ship wrecked one of the transports, while the other tried to limp forwards. The frigates were engaged at close quarters by one of the Betan destroyers, and a shot triggered the detonation charge on board, with interesting consequences for the unlucky destroyer! The device created by the Kra'Vak proved its worth.

The next step was to bring on a couple of light cruisers, which the Betans observed, then lost when the cruisers cloaked. These ships loitered round the jump point for some time, while the Betans wondered what was happening. Heavier ships then jumped into the battle. A Super dreadnought appeared with a small escort, and faced off against the Betan Battleship. A heavy exchange of fire caused mutual damage of a large degree, and an Alphan destroyer moved in to kill the Betan battleship in short order. A force of cruisers and frigates came through next and soon finished off the rest of the screen, not before another pair of transports had appeared and taken some damage.

There was a deal of skirmishing and soon the main fleet was engaged by the Alphan relief battle force of Super dreadnought, two Battle dreadnoughts, and support vessels. Some more suicide frigates charged into close combat but most were annihilated before they could get close enough to do any real damage. They did prove to be a great nuisance to the Betans, who had to allow some of the guns to cover these, some to cover the transports, and some to plug at the heavy ships as well. The most significant event was when the two light cruisers which had been lurking at the back of the game came forward. The Betans pondered even more about these, one of whom was heard to say, "don't bother with that, it's much too small..." just before it released its plasma bolt which fried away half of the Betan Super dreadnought. One

of the previous shots from these devices had missed and the crew had not realised the damage potential of this device.

The transports had now been jumped in a large number, and it was now very difficult for the Betan forces to hold them off, despite large numbers of fighters which held control of space. Alphan fighters were almost always shot to pieces by superior fighters from the Betan carriers. Right at the very end of the game, Alpha managed to get one transport through, which released its drop ships bringing the needed relief force into play.

The Game on Land

Well, this could also have been called "A tile too far" (the game was played on TSS flocked tiles).

Alpha had strong defences round the star port and a force of 6000 points deployed on most of the table apart from the two tiles nearest the Betan entry point. Beta fielded equally strong forces and had the advantage of regular reinforcements every turn. These points were made up with conventional forces for the Alphan player, and with Grav powered forces for Beta. The points values and weapons used are broadly similar to those in Dirtside. Reinforcement credits could be stored up.

Beta launched a strong attack along the coastline, which penetrated quite a long way towards the objective, despite heavy losses in manpower and material. Because of the flank attack, the land forces deployed by Alpha had to be relocated from one flank to the next, through some difficult country, which slowed them down.

The minefield round the objective was cleared in a couple of places by Fuel Air Explosive rounds and an assault by Beta also knocked out the inner defence bunker on that flank, so they could launch a close assault on the Star Port fairly quickly. Unfortunately, despite better than good odds, Beta just failed to win the first assault, so the fight round the Star Port became a bloody affair lasting for some time, until finally the Betans were cleared out.

Beta reformed with another strong assault force, but by this time, they had no longer got the advantage they had at the start. The arrival of the reinforcements

meant that the Alphans could hold the Star Port until further transports could be massed at Alpha Centauri, and the invaders repulsed.

Some incidents of note spotted by your roving reporter:

Early in the game all the players were puzzled by the alarm klaxons blaring in the vehicles of both sides and a little red dust covered light flashing. When the grime was wiped clear, the legend read "D.U.C.K. !" (translated this means "Debris, under cover KWIK !") The reason was soon apparent as the first (crippled) transport broke up in the atmosphere and impacted on the planet making a rather big bang on the beach. This was to happen a number of times during the day, in one case crashing right onto the top of a close combat, though I think that only one casualty was actually caused by this. It did create some new terrain features.

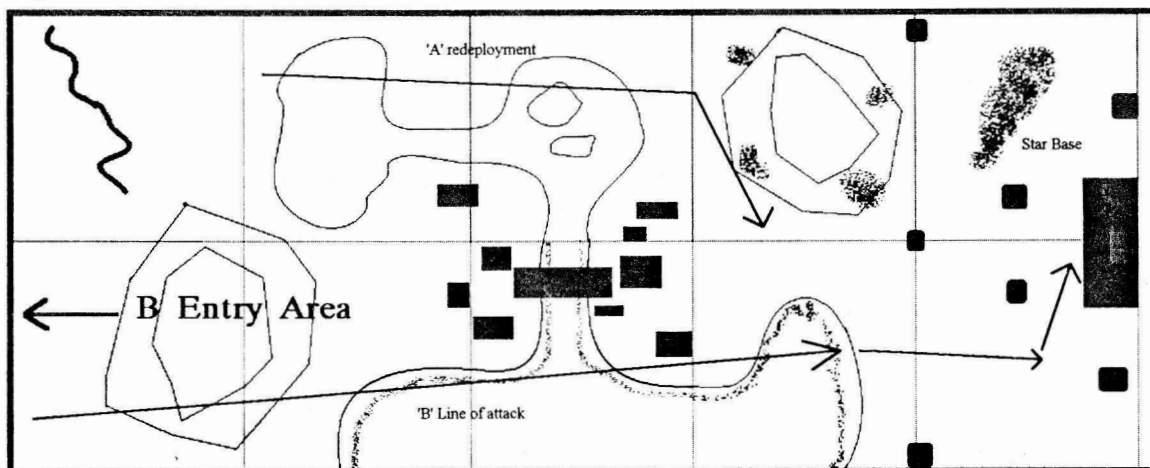
Post Bellum

I think all the participants enjoyed the game, which was an interesting experiment. The ground troops were exhorting the space fleet to get through, or to keep them away. By and large the space fleet action succeeded in keeping the reinforcements away from the planet, but the first drop ships carried enough to tip the balance.

The lesson learned for the next game is to make the table shorter by a pair of tiles, and to give the attackers more reinforcements. The initial points values work out all right, but giving Beta 1000 points per turn and Alpha 1D6 x 100 points per turn would have put more pressure on the Alphans. In the next game we will give the Betans an initial bombardment rather like "El Alamein"

In space the area to be transited was quite long, but it made the Alphan and Betan player sweat. Alpha could jump in at any speed he wanted, but the fast ships could not deploy drop ships in the initial rules concept, and would burn up in the atmosphere as well, so some case was needed with their orders.

We tested a number of new weapons such as fighters, bombers, missiles, plasma bolt, cloaking devices, armour, and self destruct charges. We are discussing these with John Tuffley for incorporation the next Full Thrust.



Alphan Forces:

Space:

Starbase
1 Super dreadnought
2 Battle dreadnoughts
2 Battleships
5 Heavy Cruisers
4 Escort Cruisers
2 Light Cruisers
4 Destroyers
6 Frigates
12 Transports

Planet:

Star Base Control Tower
3 Outer Defence Bunkers
4 Inner Defence Bunkers
Minefield
250 HQ Plt
500 Mechanised Infantry Plt
500 Guided Weapons Plt
250 Assault Plt
1000 Super heavy tank Plt
2000 4 x Tank Plt
2000 4 x Hvy Missile Plt
500 AA detachment (Medusa)
2000 4 x Gunships
800 2 Gunboats (if deployed as reinforcements
these appear at the edge of the water)
6000 points may be deployed from these forces at the
start.

Betan Forces

Space:

1 Super dreadnought
1 Battle dreadnought
2 Battleships
1 Fleet Carrier
1 Light Carrier
2 Heavy Cruisers
2 Escort Cruisers
4 Light Cruisers
3 Torpedo Boats
4 Destroyers
4 Ion Frigates
3 Corvettes

Planet:

2400 3 Pegasus Infantry Plt
3900 7 Griffin Tank Plt
1000 2 AA Detachments
2000 4 Air Attack vehicles
6000 points must be deployed at the start in elements
or support.

TUNBRIDGE WELLS TACTICAL PRECEPTS

A bumper crop

"At least we are initiating our own deaths."

(Dennis, of himself)

"Blowing up a convent is fun..."

(Andrew *I deny it*)

"...Do you want the nuns to paint a bullseye on the roof?"

(John, in response to the above)

"Shooting up Armoured Cruisers with a battleship is rather like grouse shooting..."

(John)

"...except that grouse don't shoot back..."

(Alan)

"...yet !"

(Andrew)

NEW AND JUNIOR MEMBERS - A FREE OFFER

Are you new to the hobby, or a junior member who is interested in games that you have seen at the club, but for which you have either no figures or no opponent ? If so, this may be your chance. What is being proposed is that if approached we, the committee, will endeavour to set up a game of your choice, where all you have to do is turn up. If for example you have always wanted to play one of those excellent American Civil War, Renaissance, Sci-Fi games, or any other period, come and talk to us.

So come on, it is in your hands. If you don't come and talk to us we cannot help. You'll never know whether that period you've always fancied is as good to play as it is attractive to watch.

CLUB DISCOUNTS

by Andrew Finch

I was asked by the committee to pursue this matter on your behalf. I approached a number of local and London-based traders with I must say a very disappointing response. The only trader to respond was Ballards in Tunbridge Wells, who have offered the deal shown elsewhere in the magazine.

Tonbridge Model Centre said they would be interested, but have failed to respond formally, as did Virgin Games Centre in Oxford Street. The others who did not respond at all were:

E & M Models in Camden Road

Orcs Nest near Cambridge Circus in London

We have also received a letter from Eagle Miniatures offering a discount, and I am aware that Grenadier also offer a discount to wargames clubs.

I shall pursue the matter further myself, but would ask you, the customers, to put pressure on those who have not responded. We should support our local traders, of course, but they should support us as well.

OPERATION KRAP

Russell Hanson

Location: Northwest Malaya, 1941

Narrative: The GOC, General Featherhead, has issued the following operation order:

(i) Information

The Japs, as is well known, are an inferior oriental race, undernourished due to the diet of rice and saki, hardly able to walk, let alone run, practically blind due to their slit eyes. In Malaya - assuming they can even find their way here - they will probably keep running into trees. So be on your guard. A banging on a tree probably means a Jap ! Naturally they can't fly aeroplanes effectively, and there are well authenticated reports of Jap pilots trying to land on clouds. In any case their aeroplanes, like the rest of their equipment, are of inferior manufacture and quite likely to fall to pieces.

You may well ask whether such a despicable foe is worthy of us British. But do not despair, our Government, wishing to give the little Nips a chance, has cleverly arranged that all British and Gurkha troops, having been trained and equipped for the Western Desert before opening months on a troop ship and being rushed to NW Malaya without being acclimatised, as classified as poor. The Japs, having had lots of fighting experience in neighbouring countries, are classified as elite.

NW Malaya, it may surprise you to know, is not all jungle. Our area consists of rolling green hills not unlike England. The Sungei (river) Stengah is wide but shallow and everywhere fordable by everything at half speed.

You may ask why we are in Malaya at all. The reason is that the Fortress of Singapore must be held as a base for the fleet. The fact that Singapore is not a fortress and there is no fleet need not concern you. The plan is to protect Singapore with the Air Force operating from strategic airfields in northern Malaya. The Army's task is to protect the airfields. The fact that we have hardly any Air Force, and not a single modern fighter is none of your business either.

(ii) Intention

KRAPFORCE (17th. Bn. Tunbridge Wells Highlanders, 22nd Princess Diana's Own 101st Gurkha Rifles and supporting services) will protect the Strategic airfield, RAF KRAP.

(iii) Method

17th TWH will hold the line of the Sungei Stengah. The bridge will be prepared for demolition but not blown until 'A' Coy. returns from its participation in OPERATION PICADORE which was cancelled. They are at present in all the Bn's carriers on the wrong side of the bridge. The remainder of the Bn will dig trenches for everyone behind the river.

22/101 GR are travelling North and are expected to arrive sometime during the day.

Rules

Gush 1930-45, 1988 Edition, modified as follows:

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

(ii) AA Fire. Throw a single dice and read off the result on the following table:

Points firing	Abort	Damaged	Destroyed
1, 2, 3	5	6	
4, 5, 6	4	5	6
7, 8, 9	4	4, 5	6
10, 11, 12	2	3, 4, 5	6
13, 14, 15	1	2, 3, 4	5, 6
16, 17, 18	1	2, 3	4, 5, 6

(iii) Bridge Demolition. British throw a dice at the beginning of each move. Sappers blow up the bridge on a throw of 6. Otherwise they fire charges as ordered.

(iv) Casualties. All Jap casualties are killed. They may be reincarnated and returned to the battlefield in groups of not less than 10.

TWWS CLUB ELECTION SENSATION

Committee elected

Is this the end of democracy as we know it ?

The Club elected the following committee members at the November meeting:

Chairman: Ian Foster (unopposed)

Treasurer: Malcolm Dove (unopposed)

Secretary: George Gush (unopposed)

Committee of 6 was elected with the following ballot results:

Chris Avery 18; Alan Butler: 16; Simon Elwen: 11 (not elected);

Andrew Finch: 19; Clive McLeod: 13; Ivor Metcalf: 18; Kevin O'Sullivan: 18.

BRITISH MALAYAN VICTORY SENSATION !

Japs smashed on the Sungei Stengah

A special report by Sebastian Jingo, correspondent of the Daily Blah.

As the sun sinks in the East in a red ball of fire, so the ambition of Japan has sunk without trace beneath the now silent waters of the Sungei Stengah.

First Blood to KRAPFORCE

At dawn today the situation looked very different. 'A' Coy of the soon to be famous 17th Bn Tunbridge Wells Highlanders were withdrawing in carriers across the river bridge, fearful that nervous sappers might fire the demolition charges prematurely. Thankfully the sappers' nerve held, but 'A' Coy were rather disconcerted to find that a Jap convoy of lorried infantry and tanks had tagged on behind them. Happily no one opened fire - as if by some unwritten compact - and a mutual massacre was avoided. 'A' Coy's carriers cleared the bridge in a final spurt, the charges were fired in text book fashion, the bridge erupted in an immense cloud of smoke and the leading Jap lorry disappeared into oblivion.

Triumph of the Buffalo Boys

But then Nippon's vaunted Zero fighters came zooming out of the sun as a pathetic flight of under powered Brewster Buffalos took off in an heroic gesture of self-sacrifice from the strategic airfield of RAF KRAP.

General Featherhead could not bear to look and went on stolidly eating his breakfast in the headquarters bungalow, gazing fixedly at his newspaper as if to find escape in the written word from the disaster he felt impended in reality. When a Chinese cook rushed in shouting "Zello number 10 - Buffalo number wun - flee Breetish jeers," Featherhead momentarily sensed mutiny. But then the telephone rang on the direct line from RAF KRAP. "Thought I'd just give you the gen. on the blower, sir," came the cheerful, moustachioed voice of Squadron-Leader 'Sandy' Muggins. "Piece of cake really - wizard prang - the Buffalo Boys have got their tails up and everything is tickety boo."

And so it was. Amazingly, the Buffalos had taken on successive waves of Zeroes and at the end of the day had downed three for certain and damaged at least five,

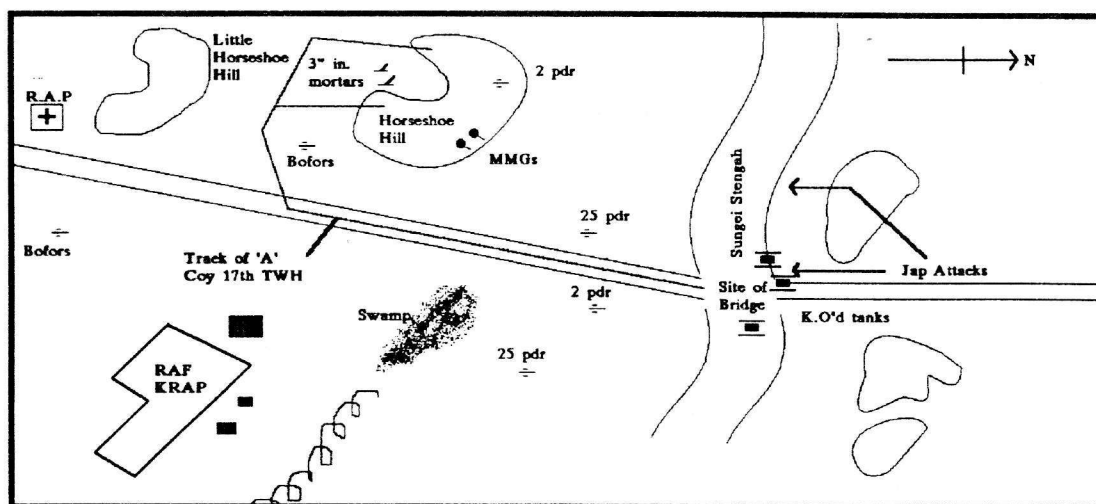
without loss to themselves, the score being kept on the runway to the fury of the Japs. The two Bofors guns undoubtedly contributed to this triumph, the steady thump thump of the guns like music in the ears of all who heard it.

Jap land force smashed

The infamous sons of Nippon, denied the air superiority their blood-crazed leaders had promised, now made a headlong suicide attack across the river, aiming at Horseshoe Hill, which was initially only thinly defended. But 'A' Coy, rushing up in their carriers, rapidly deployed there, the 3" mortars came into action and the Japanese were slaughtered as they attempted to cross the river. All three of their tanks were knocked out by the fire of an anti-tank gun, the 25 pounders firing over open sights and a direct hit with a bomb from our solitary Blenheim bomber. The Jap attack visibly wilted as fanatical waves were scythed down by our fire; not a single little yellow man made it to the far bank of the river. In vain did their mortars attempt to cover the crossing with smoke. Without artillery - they had been relying on air superiority - they were finished. It is reliably reported that their commander committed hara-kiri upon receiving Tojo's disgusted comment, "You couldn't even infiltrate their flanks and butcher the wounded you useless little slant-eyed git," or words to that effect.

Churchill War Strategy vindicated

Now the Japs have really had it. It is expected that there will be a rapid expansion of the British Empire all over the East. General Featherhead has returned home to receive a Knighthood and embark on a lecture tour. Once again the genius of Winston Churchill has lured our enemies to defeat. Only a genius would have taken the risk of pretending our defences were so weak. Who needs a Navy when we have 'Sandy' Muggins' Buffalo Boys and the 17th Bn Tunbridge Wells Highlanders to save the Empire. In the event the Gurkhas were not called upon and were able to devote themselves to practising Trooping the Colour in anticipation of our occupation of Japan.



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

PART FOUR THE ROMANIAN ARMY

George Gush

UNIFORMS AND PERSONAL EQUIPMENT

Like the other armies covered, the Romanians wore khaki, in their case of a similar shade to the British army of the period, though summer tunics were a sort of khaki drill which could fade to a very light colour, contrasting sharply with the trousers. They were dressed basically in tunic and trousers, the latter being worn either with short leather anklets or with puttees. Mountain troops added white ankle socks with the top turned over just above the boot, to the puttees, which they always wore, along with rather baggier trousers than ordinary infantry. Cavalry wore riding breeches with the inner part of brown leather, while their officers sometimes affected cream-coloured breeches. Boots were generally brown, though officers and cavalry wore black riding boots, in the case of cavalry with a small gold badge on the upper front edge. Tank crews wore infantry uniform, or khaki or yellow ochre coloured overalls.

In the latter stages of the war, a white hooded winter camouflage cape was issued.

Headgear included the ubiquitous sidecap, with rather raised points at both ends. This was replaced in 1942-43 by a peaked field cap rather similar to the German one, though with higher, peaked front and rear to the crown. As these peaks were often tucked down, a German one would look all right in 1/76th scale.

As with most such caps, both of these had sides and rear which could be let down to cover the ears and neck and could be buttoned under the chin, and in the cold of the Eastern front this was often done. The cold also led to the issue of various fur caps, of sheepskin, mainly in white, though brown, black or grey also appeared. These could be of a simple, tall, slightly pointed shape; a tall cylindrical cone tapering slightly toward a flat top, or a version similar to the Russian fur caps, having a rounded crown of sheepskin with the wool inside, and a peak and neck and side flaps which could be tied over

the crown. When up, the peak and flaps had the wool on the outside. In 1/76th, Russian heads or figures in fur caps would serve very well, and the more shapeless versions could easily be added from Milliput or similar (on plastic figures, such additions can be produced quite effectively in ordinary plasticene, though it needs to be hardened with banana oil, dope or varnish and is best stuck to the figure with UHU or a similar glue).

Berets were worn by tank and mountain troops, in black and khaki respectively, and officers of all branches could wear the British-style peaked cap.

Possibly the most characteristic feature of Romanian uniform was the steel helmet, which was the Dutch model, an unusual, very wide, rather shallow shape with the edge dipping toward the rear to protect the neck (see sketch). These seem to be still in use today and could be seen on TV during the uprising in Rumania. The helmets seem to have been painted khaki, though some sources show a very light stone colour, possibly the result of fading under hot sun, and occasionally a blackish metallic colour is shown. Black and white photographs show a considerable variation in shade. In 1941, the helmet had a large badge at the front, best represented in 1/76 by a dot of greenish paint, but later this seemed largely to disappear. Nets and camouflage cloth covers for helmets seem to have been common in the later stages of the war. The French 'Adrian' steel helmet had been worn earlier, and although not common in photographs, some were still in use in 1941, while in 1944 some cavalry and mountain troops briefly appeared in German helmets.

Anklets, belts, belt-pouches and all straps were in brown leather, generally of a rather light shade, though packs and haversacks could be greenish-khaki, and water-bottle covers grey or khaki. A blanket or tent sheet was often carried, again khaki or greenish, and this was often worn as a roll over the right shoulder, Russian-style. It could also be worn as a sort of poncho.

Cavalry harness etc. was in brown leather, with grey saddle-blanket, khaki blanket roll ahead of rider and cylindrical canvas pack behind.

ARM OF SERVICE DISTINCTIONS

These were arrow-shaped collar patches (see sketch) which were sometimes worn in action, and lend some interest to model soldiers. The colours were:

Infantry: dark blue;

Light Infantry: olive green;

Cavalry: crimson;

Artillery: black;

Engineers: black with red piping;

Tanks: grey.

In 1942 at least, some Romanian troops wore a wide yellow armband on the left to distinguish them from Russians.

RANK BADGES

Generals had red cap-band and collar tabs, with gold badge on peaked cap and gold braid on peak. Their greatcoats had red lapels and their breeches red stripes on the outer seams.

A captain had three gold bars fore-and-aft on his shoulder straps, lieutenants one or two; a major one across a longitudinal gold strip. Officers also wore an inverted gold chevron on the front of the sidecap, or a strip of braid above the peak of the field cap. Officers of mountain troops wore a green patch with a badge on it on the right-hand side of the beret.

NCOs also wore gold bars across their shoulder-straps; two for a sergeant, one for a corporal.

MODELS AVAILABLE

TROOPS

The main problem here is the Romanian helmet; without it your army won't look right, yet the only maker to produce it at present is Ravenshorpe, on a separate head. This can be used with their Polish/Slovak range of infantry, and also perhaps with some of their French figures, and you could also use their heads in French helmet, German field cap and sidecap, and British peaked cap. The 'universal' range has some gunner bodies with puttees which would be useful too, and the German/Turk WW1 cavalryman with a Romanian head would take care of that branch. It is possible also that the range of WW1 Turks made by B&B Miniatures could be used for Rumanians, the odd helmet-shaped cap worn by the Turks being vaguely similar to the Rumanian helmet. The French figures by various makers could be used for men in the 'Adrian' helmet, but you don't want a whole army of these.

Plastics present a bigger problem still; again a few WW1 French could be used, and you could modify Japanese figures in puttees; you can carve almost any headgear into a sidecap, and utilise German field cap heads from mountain troops etc., but that helmet could only be produced by some artistic work with Milliput, plasticene or similar. Not easy!

ANTI TANK

The Romanians themselves had trouble on this

score, lacking anti-tank rifles. Their place was taken by heroes using anti-tank mines and bundles of stick grenades (the Revell plastic set of German engineers contains figures with the latter, which could be converted).

They did have an anti-tank gun in 1941, though. This was the 47mm gun also used by the Italian army, and is available in lead from Ravenshorpe and Model figures and Hobbies, and I think from Skytrex too.

In 1942 and 1943 the Germans provided them with some 7.5cm Pak guns, available from Skytrex, and there was also a Romanian-built 75mm anti-tank gun of which I have no details.

MACHINE GUNS

The Romanians used Beretta sub-machine-guns, which are made as separate weapons by Ravenshorpe and B&B Miniatures, as well as found on convertible WW2 Italian figures. Plastic Japanese with SMG would look about right in this small scale. Late in the war they produced their own Orita SMG, which looked a little like an American carbine or a 1940 French SMG, either of which might offer a conversion possibility.

They had some French Chauchat LMGs, but the standard weapon was the ZB30, related to the Bren but with a straight rather than curved magazine and a finned barrel. The nearest to it in appearance would be the French LMG produced as a separate weapon by Ravenshorpe and B&B Miniatures, or with crewmen by Scotia and Wargames Foundry.

Medium machine guns include the Schwartzlose (see under Hungary), but the chief one, the air-cooled ZB54, while actually very similar to the British BESA, could be represented fairly well by a French Hotchkiss gun or the Jap Type 92; the former available from Ravenshorpe and BW Models, the latter also available in plastic. The mountain troops carried the ZB54 on pack horses.

ANTI-AIRCRAFT

The Romanians had the Vickers 75mm and a 90mm gun of their own. They also built a 37mm AA gun, but I have failed to discover any details.

MORTARS

They used the Brandt 81mm and 60mm mortars already discussed, and from 1941 produced a 120mm heavy mortar. The Russian/German 120mm mortars would surely do for this, and can be obtained in lead from Skytrex and BW Models.

ARTILLERY

Romanian field guns were mainly 75mm calibre, and included the French Model 1897, the Skoda 75mm Model 1928 and 76.2mm Model 17, the Russian 76.2mm Model 00/02p and the Krupp 7.5cm M03. The only one available in model form is the French 'Soixante Quinze' as mentioned earlier, though the Italian 75mm gun available from Skytrex would look roughly right. They also had the Skoda 100mm howitzer Model 14 (also used by the Italian army). The very effective mountain units used the Skoda 75mm mountain gun, available from Ravenshorpe.

TRANSPORT

Once again primarily horse-drawn (as were the artillery) but included the Praga 2-ton truck made by Raventhorpe, the Tatra T93 6x6 (a bit like an Opel Blitz with 6 wheels, so a conversion on one of the plastic kits of the Blitz might be possible), and an Austro-Daimler 6x6 rather similar to the Hungarian cross-country truck described earlier.

Some of the cavalry were motorised in French Somau half-tracks. I think this used to be available as a resin kit, but I am not sure who produced it. Model Transport do a 1/76th scale plan of it which could be used for scratch building. The Czech fully tracked gun-tractor T-IV was also used by Romania. They also had some French Chenillette infantry carriers, which were normally intended for transport rather than fighting.

Some German vehicles were used later in the war, including the Kubelwagen (available in a Matchbox kit among others, as well as from Skytrex) and the Horch personnel car, which was used for towing 47mm anti-tank guns. Miscellaneous early-looking trucks would doubtless fit in well.

FIGHTING VEHICLES

The Romanians had motor-cycle units made up by people bringing their own bikes, so anything would do here. BMWs were certainly used, so the German ones available from Skytrex or Raventhorpe would be suitable.

There were a few ex-Czech armoured cars, (OA vz 30), and in the later war years German armoured half-tracks were used, of both Sd Kfz 250 and Sd Kfz 251 series (including the 251/9 with short 7.5cm gun).

The Romanians used the following tanks:

French Renault FT: They had 70 of these before the war. Available in a Matchbox kit.

R-1 Light Tank: This was the Czech CDK firm's AK-IV turreted tankette, armed with machine guns only. It equipped the 1st Royal Cavalry Division (see drawings).

R-2 Light Tank: This was the Czech tank designated Pz 35t by the Germans, and is available as an Esci plastic kit. The Romanians had 126 of them in 1941.

Renault R35: The 70-odd Polish ones escaped into Romania and were pressed into service, though there were problems with spares etc., which may have prevented their use on the Eastern front.

Self-propelled 76.2mm Guns: A considerable number of these were built by the Romanians in 1942-43, using the Russian 76.2 field gun on both the R-2 (Pz 35t) and the captured Russian T-60 chassis. The gun was housed in a simple squarish structure, and this would be a fairly easy conversion on an Esci Pz 35 kit. The T-60 is available from Skytrex and Red Star and again could be converted, while Skytrex make the 76.2 gun used on the R-2 chassis also.

The Romanians were also supplied with some tanks by the Germans, as follows:

Pz Kpfw IV: 11 supplied in 1942, 129 in 1943. Several plastic kits including Airfix; in lead from Skytrex.

Pz Kpfw IIIN: 11 supplied in 1942. Plastic kits of Pz III from Matchbox among others; lead ones from Skytrex and Dixon.

StuG III: 114 supplied in 1943. Available in plastic from Airfix and Esci and in lead from Skytrex.

Pz Kpfw 38t: 50 supplied in 1943. Available in plastic from Esci.

Tank colours and Markings: The Romanian tanks were mostly left in the colours in which they had been received: The Renault R-35 in dark green, the R-1 and R-2 in Czech olive drab, the Pz 38ts in Panzer grey, and other German vehicles in overall dark sand with green and brown camouflage.

The tanks carried Michael's cross (see drawing): small white versions on the hull sides and a large yellow one with a blue dot surrounded by a red circle in the centre on the engine covers as an air recognition sign. This cross had a thin blue outline, with a wide white border outside it. Turrets bore German-style call sign numbers.

AIRCRAFT

Romania built the Polish P11 (Revell kit), and the P24 developed from this, which was their main fighter in 1941. The P24 could be converted from a P11 kit by fitting a deeper radial engine cowling (say from a Gladiator), wheel spats and an enclosed cockpit. They finally developed a fighter of their own from this, the I.A.R.80, not used until 1942. I think there is a vacuum kit of this.

Easier to get would be the Hurricane Mk I and Blenheim I (Airfix), which they used in 1941 (they had only 12 Hurricanes).

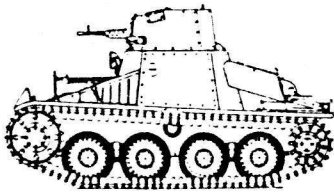
Romania also bought 24 Heinkel He 112b fighters, which would be interesting models to see over the tabletop. Heller produces or produced a plastic kit of this rather attractive aircraft. Other aircraft employed included the French Potez 633 reconnaissance plane (21) and the Bloch 210 bomber, as well as the Italian Savoia-Marchetti SM79, of which Romania built its own twin-engine version.

By 1942, Germany supplied the Messerschmidt Bf109E and Ju 87B Stuka, both obtainable in kit form. Romania also received 145 Bf 109Gs, and built this and the Heinkel He111 under licence.

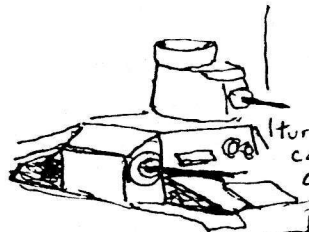
Some confiscated French Dewoitine D520s were received in 1943, but may have been used only as trainers.

Romanian aircraft wore a dark green and earth brown camouflage not unlike that used by the RAF in 1939-40, with a light blue underside. They carried the Michael's cross, as described for the upper surfaces of AFVs above, and tricoloured vertical stripes on the fin in red, yellow and blue (reading from the rear). On the Eastern front they also seem to have had yellow wing tips and a yellow band round the rear fuselage.

ROMANIA



Romanian
R1
Light
Tank
(Czech
CDKAH-IV)



1/76 scale

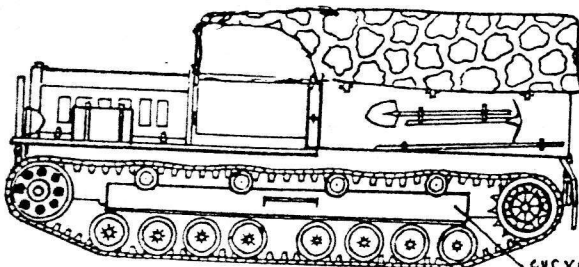
Turret on left: this is
commander's model with
cylindrical cupola: radio aerial
on opposite side to hull mg.

Detail of hull mg (on right)
Headlamps on superstructure front

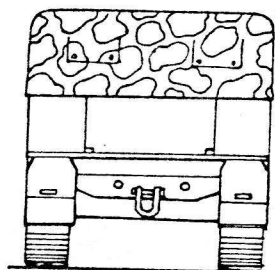
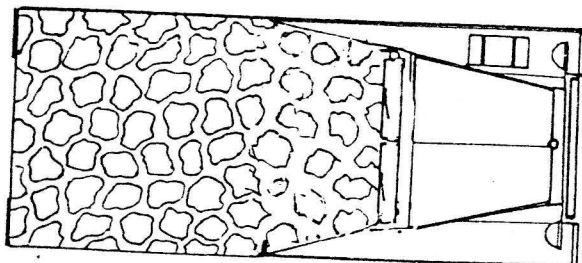
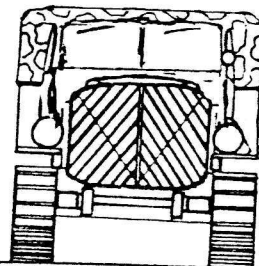
Romanian arm-of
service collar patch
shape



The Romanian
Dutch helmet



curved
plate



1/76
scale

Czech T-IV-R Heavy Gun Tractor, supplied
to Romania 1938. This is adapted from a
plan of a later vehicle and is probably too wide.

The article below appeared in the Airfix Magazine in 1978, and is reproduced as a Christmas Competition. How many people can you recognise from the past? You'd be surprised how many current members are to be found!



Tunbridge Wells wargames day



Report by **Graham Ringwood**
Photographs by **Ken Lazenbury**

SUNDAY, FEBRUARY 26 started out very wet and windy. The first sight I caught of Tunbridge Wells Wargames and Military Modelling Exhibition was about 8.30 am on the Tunbridge road where a very wet Terry was putting up the last direction sign to the Exhibition. On arrival at the centre I found it had already been set out with everyone's position well marked and the Treasurer, Hugh Taylor, ready on the door to take the entrance fee, a very reasonable 10p. Tim Freeman, organiser, and George Gush, Secretary, were marshalling to great effect.

There was a large contingent of wargam-

ers from various clubs such as Heston Parish, Skirmish, Ashford, South East Essex Military Society, South London Warlords, Meadway, Reigate, Halliford with myself and Ken Lazenbury representing the South East Essex Kit Spoilers Association. Trade stands were well represented with Warrior metal miniatures displaying and selling their new range of Star Wars and Asterix the Gaul figures, Games Workshop, Miniature Warfare, Leicester Micro Models, Westays with their full range of Airfix products and a special mention for John Piper accessories headed by Brian Morris, with their splendid range of trees and scenic effects and the new 'Flower' Class corvette kit* which, although it is a bit expensive at about £130, has such fantastic detail, even down to the gunsights, that it is well worth the money. I am told by Brian that a destroyer and light cruiser are to follow soon.

The day progressed well with South East Essex Military Society portraying the Battle of Monmouth in the American War of Independence, with which they won the trophy for the best wargame of the show. South London Warlords and Bill Brewer depicted

*See our review last month. Rumour strongly has it that one of the major plastic construction kit companies, whose name begins with an 'M', is tooling up for a 1:72 scale kit of a 'Flower' Class corvette... Ed.

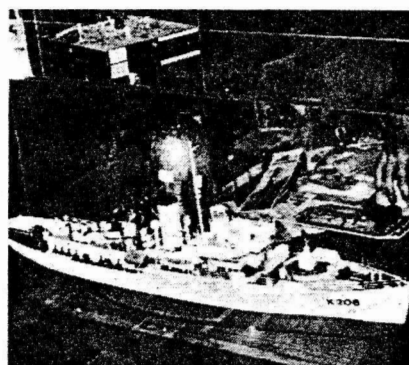
a skirmish wargame of the Renaissance period with beautifully constructed scenery and Meadway with a pirate skull and crossbones public participation wargame. Also putting on his usual gigantic wargame, Z. M. Iwazco with the battle for Arnhem, or as he said, 'a bridge too near'.

The range of wargames were very varied from Heston Parishes Macedonians in 25 mm to Hallifords 15 mm Napoleonic.

Special visitors to the show were Charles Grant, his usual friendly and helpful self, and John Sanders, both assisting in judging the very well entered painting competitions of which there were 25 classes covering all the aspects of modelling and wargaming including the controversial Fantasy class. I did find, however, whilst judging some of the classes that a few of the entries were painted by professionals and I think **something will have to be worked out with a special class for professionals to give we amateurs a chance.**

The prizes for the competitions were presented by Ken Lazenbury, in which he managed to get two firsts!, with a special presentation by Tunbridge Wells to George Gush for his six years unflinching devotion as Secretary.

The day drew to a close about 5 pm, a day which I had thoroughly enjoyed as had also the large crowd of the general public which passed through during the day, braving the weather. I must congratulate Tim Freeman and George Gush on a most enjoyable and well organised show and look forward to next year. □



Heading photo George Gush (centre, bearded) with Tim Freeman. Far left Charles Grant (right) examining one of the stands. Below left Members of the South East Essex Military Society with their American War of Independence battle. Below right Members of the Heston Parish club with their ancient battle. Above The John Piper 'Flower' Class corvette.

