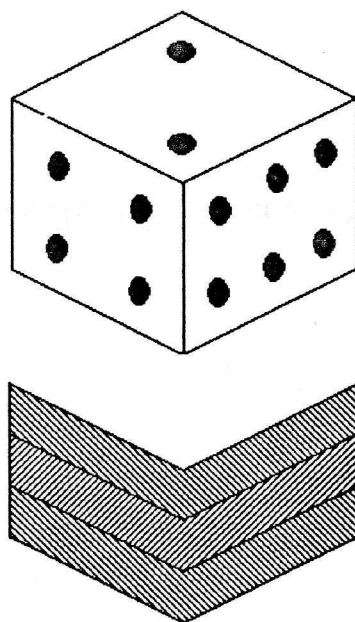


Alan

Rank and File



Journal of the Tunbridge Wells Wargames Society

Issue 93/3 - June 1993

DATES FOR YOUR DIARY

1993

4th July

29th July COMMITTEE MEETING

1st August

5th September

3rd October (Bring & Buy)

7th November

5th December (Painting Competition, AGM)

1994

2nd January

6th February

20th February OPEN DAY

6th March

3rd April

1st May

5th June

EDITORIAL

Andrew Finch

This edition sees the continuation of George's excellent article on the smaller armies of World War Two. There are two more instalments to follow. I believe this series is well worth a wider audience than just our journal. Perhaps George would agree that I prepare a separate booklet. We should do much more to promote the products which we have created within the club. There are numerous sets of rules being produced (as I know myself), and these should be catalogued, a list prepared, and we should seriously consider selling them from our club stand at the open day, with the authors getting their normal price. I do not believe that these products should go from the bring and buy stand. We should actually be thinking along the lines of a TWWS "products" stand for the next open day. This could be used to sell Rules, Ian's buildings, painted figures (if of good enough quality), and other wargaming equipment. We have enough expertise to do this I believe.

On the subject of rules, I recently saw John Hurst had produced a set of interesting pre-dreadnought naval rules, which was being played at a Tuesday game. These are the sort of things which we ought to give more time to, and I would like to suggest that we form a rules development group. There are so many sets of rules which we like, but which have glitches (the artillery system in the original Command Decision being one of them). Other rules are dice heavy, some with ambiguities. With some care, we could probably produce some interesting sets, which allow for fast play, with a clear decision at the end.

This last point is the most important of all in any set of rules: How do you define the winner. Those of us who developed Laserzone and are working on Starburn (both SF - shock, horror, burning crucifixes etc.) decided it was actually cleaner to define who had lost. This works very well in game terms, and serves to temper the more daring player who charges forward with great élan across a minefield.

SECRETARY'S REPORT

George Gush

A good attendance of 31, including two or three prospective new members, one of whom, Alex Miller, had some nicely-painted figures with him and is interested in doing some painting commercially.

The hall saw several "continuing series" games, such as Tim, Ian and Kevin's 1/76th "Command Decision" World War 2, the Shermans' Dark Ages conflict, and Clive and Malcolm trying out the new Wargames Research Group DBM rules with yet further different armies. These are based on the simple "DBA" rules which give a rather chess-like small game, but are extended to fight full-scale Ancient battles, and look distinctly promising. Malcolm and Clive are planning a one day DBA championship at the hall in the near future - all members welcome, and probably an army as a prize.

Russell Hanson was continuing the saga of Ballsacre of Tobruk with Operation Ramrod, subtitled "a port too far"; a Western Desert game in 1/76th in which a besieged 8th Army force had to hold off Axis troops until, relieved. Incidentally, in the course of this game Russell pointed out to me a glitch in the Gush WW2 rules; it is in the AA fire section, where the last sentence does not make sense and should be disregarded - an earlier method was replaced but I forgot to remove a sentence referring to it!

Games in the hall were completed by a large English Civil War game to WRG rules, in which Mark Summers was trying out a new army bought at the Open Day. His personal figure was unfortunately shot down at the head of his troops on turn one, whereupon all the A class Cavaliers naturally rushed headlong at the enemy and were slaughtered, but then that sort of thing always happens when you proudly try out a new army or unit on the wargames table! (*Shades of my huge SP gun which misfired and exploded when first ever used in Laserzone, and a subsequent explosion of a plasma cannon when first ever used in Starburn - Ed*)

Some of those present thought that Mark's cavalry had a pretty good idea of what their commander would have done with them anyway, Mark being of the

"There are your enemy ! There are the guns ! CHARGE !" school of generalship. This was possibly confirmed at a later stage in the battle, when Mark's wing had been reduced to a small and bedraggled group of gunners, bereft of their guns. He attempted to hurl them into the cavalry, and was only restrained from doing so by the rules !

The royalists did manage to defeat the other wing of the Parliamentary forces, made up of Graham Charles' superb Scots army. A conversation heard in this connection:

Graham (indignantly): "These troops you gave me, Dennis - they've all run away !"

Dennis: "Is that my fault ?"

Graham: "Well, the troops I lent you are doing really well"

(Graham rests his case)

In the back room were a 15mm Renaissance, again to WRG rules, but involving Turks versus Swedes, a fantasy game with a basically Goody garrison (elves and such) attacked by Baddies of various types, and two SF games; both using rather interesting "terrain" - Dave Cooke had a field of asteroids made very simply and convincingly from ragged lumps of plastic foam; Andrew Finch and others, play-testing another set of rules, were using the by now familiar black cloth (representing pace) but with rather imposing planets of various sizes supported above it on stands.

The April meeting sees one of our twice-yearly Bring-and-Buys, which was quite well supported; as usual much of the money made was instantly spent - certainly so with me when I saw several of Tim Freeman's super tank conversions at very reasonable prices.

SALUTE 1993

George Gush

A few impressions of the biggest London meeting there were several Tunbridge Wells people there apart from me - I met Chris Avery, Alan Butler, Simon Elwen and Kevin O'Sullivan, and Clive McLeod and Bernard Garaty (I'm not sure he is still a TWWS member) were there doing a demonstration for West Kent Wargamers club (an interesting action set in North Africa in 1943, with Vichy French forces fighting off Americans).

For the first time I succumbed to the advertising and bought a "Queue Buster" badge in advance -

needless to say for the first time ever I found no queue at all, and the others recounted similar experiences !

This did not mean, however, that the meeting was less crowded than usual - it was very full and some areas, particularly of the main hall, were well nigh impassable; it was very difficult, again as usual, to get anywhere near any trade stands, and I largely confined myself to getting up-to-date catalogues, which will be on display at Sunday meetings (you can usually reach over the mass of people who block up every stall to get a catalogue, but ordering particular figures would be

nearly impossible). I must confess to one or two particular hates in this connection - number one is the wargamer who carries a large zip bag or pack with which he hits all those packed around him in the stomach, knees, etc., - at Salute I heard an army had been stolen from such a bag and could not feel quite as disapproving as I should have - another is the gaggle who stop you buying what you want by standing chatting for hours in front of a trade stand, without buying anything themselves - but enough of this embittered stuff!

There seemed to be slightly more demonstrations this year, and rather fewer trade stands - some regulars like Keep Wargaming were absent. The meeting is spreading further and further through Kensington Town Hall, which has the advantage that there are uncrowded demonstrations and even places to sit down for a bit, if you can find them; the disadvantage is that you can easily miss things; this year I only realised afterwards that there were several trade stands beneath the stage, which I had entirely failed to find! My fault as you get not only a free carrier bag for your purchases (badly needed in my case) but also a good guide which shows all the areas and stands, but which I failed to study closely enough at the time.

The new products which caught my eye (and purse) this year were mostly for World War II: Skytrex had their new Italian and French 1/76th items, among which is a Skoda 100mm Howitzer which can be used for numerous lesser armies of W.W.II (see articles currently appearing in R&F); Platoon 20 had new US

Marines, Japanese and Italians (these are a bit larger and in a rather different style to their existing rather squatly though attractive range of W.W.II "gnomes"); Figures:Armour:Artillery are also rapidly expanding their newly-designed range of W.W.II figures and had US Marines, Japanese and 1940 French on show. An odd feature of most of these ranges is that Japanese infantry tend to be particularly large (as with Ravenhorpe too) instead of smaller than Europeans as they should be!

I'm sure others will have spotted other items of interest, and hope they may drop a line to the magazine to spread the word. (*Hear hear!*).

I don't think I shall go to Salute on my own again, as the car park under the Town Hall charged me seven pounds for a bit over three hours' parking - it wouldn't be so bad for a car full.

For an even such as Salute or SELWG in the Autumn, both of which are relatively close to us, we should seriously consider the following options:

Either hire of a minivan and collect all club members en route,

Or go as groups of people, with petrol and more importantly car parking paid for by the club,

Or for individuals to get rail/tube/bus fares paid for by the club.

If members put on a demonstration then all their costs should be paid for (such as lunch etc.), on the proviso that at the same time they advertise our club.

NAPOLEON'S BATTLES

Grand Tactical Rules for 15mm Napoleonic Warfare

Produced by Avalon Hill

Written by S Craig Taylor Jr. and Robert Coggins, of the Historical Miniatures Gaming Society of USA

Review by Alan Butler

I had seen these rules advertised some time ago, but only recently found them for sale in Virgin Games. Avalon Hill have ventured into the field of tabletop

rules, and the presentation is their usual bookcase box. When you purchase these rules, the box has a satisfying weight, so, what do you get in the box?

- General introduction to Napoleonic warfare booklet, with army organisation of the major nations and information on painting, basing and organising the figures.

- A Scenario booklet containing descriptions and orders of battle of 2 introductory battles and 6 historical battles: Marengo 1800, Auerstadt 1806, Eylau 1807, Talavera 1809, Borodino 1812, Waterloo 1815. Also explained is how to design your own scenarios using the points values given and structured army charts, with "Command Ratings" for virtually every commander in the wars - there are over 800 entries!

- The tabletop rules booklet. The actual rules cover 14 pages, with 3 of advanced rules and another 7 of optional advanced rules.

- 12 A4 data cards with combat factors for each troop type and nation involved. Some troop types have multiple entries as the troop quality changes over the years, notably French Line infantry who have 6 different sets of factors.

- Templates for troop manoeuvre and artillery fire.

- 2 quick play cards

- Various card cut out pictures of hills, woods and buildings in 15mm scale

- Card counters for most of the troop types needed, and enough to play the introductory material straight out of the box.

These rules are designed specifically for 15mm figures, but they could be used with virtually any scale, at a pinch. The object of Napoleon's Battles is to provide the player with the ability to recreate the grand sweep of Napoleonic battlefields on a small table in a reasonable time, whilst maintaining the visual panorama. The scales chosen are 1 inch equals 100 yards and one infantry figure represents 120 soldiers, with the average tactical unit being a Brigade of 20 - 24 infantry figures, 12-16 mounted or an artillery battery. The time scale is one move represents 1/2 hour. The players are intended to be corps commanders. Your job is to determine the basic deployment and attack directions to give your units the best chance of winning, and direct the flow of units to exploit or plug gaps.

When looking at the appearance and performance of the units, one should bear in mind that the usual WRG scale, which we are used to seeing, is 5 times bigger. Because of this, much of the low level action, skirmishing, supporting artillery fire and so on, is factored into a unit's combat factor.

There are no combat results tables, nor are there any fire, melee or morale tables to consult. Instead, both players roll D10s and the modified difference gives the results. This is similar in many ways to DBA and "Fire and Fury". The non-moving side always fires artillery and skirmishers first and the results are applied immediately. This is followed by close combat, which represents infantry volleys and melee. Players dice until one side is beaten off, although cavalry which is defeated by infantry can normally lose no more than one casualty and bounces out of combat. Combats are not simultaneous, but are resolved in an order decided by the attacking player. This can be important when cavalry are involved, and gives the players the gaming ploy of sequencing combats in what they consider to be the most advantageous order, whilst eliminating the problems of simultaneous events.

An alternate sequence of move/fire is used, but there is a good deal of interaction since a player can place cavalry on "React", holding it for later

movement in the same or the opponent's turn. In fact it is possible for cavalry to move several times in a turn if they both win combats and remain in control. Also, there is a separate step for attacking with Guard or grenadier units, which gives a period feel.

Command control and the quality of a nation's officers is an important foundation of these rules. Command is traced from an army commander through the upper echelon command of wing and corps generals to the divisional generals, and finally to the combat units. Each general has a "command span" in inches that is a rating of the general and his staff's ability to control the units under them. The corps and army commanders, representing the players, have to maintain a chain of command across the battlefield. When a general can't keep everybody in command, a decision has to be made as to which units are more important, which is when the players really start to sweat. As a rule, French and British generals have a greater command span than Russian or Austrian, and in the scenarios the French have more generals and hence greater tactical flexibility.

So, does it all work? This depends on what you want out of a game, but if you like lots of action with a system where it is easy to learn the tactical nuances, then I would say yes. The system plays much closer to DBA or "Fire and Fury", so if you like lots of low level decision making and gritty detail then this probably isn't for you. On the down side, the price of £20 may seem high, and the card counters for troops and terrain are the weakest items in the box and show the boardgame roots. Whilst they are well made, the experienced gamer doesn't need them. In fact, you don't really need anything more than the rules booklet and the scenarios booklet, so I think Avalon Hill have missed marketing these parts with colour covers and pictures similar to "Fire and Fury" or "They Died for Glory". Avalon Hill will sell game components separately, so there may be a way of buying just these. However, for me, they have rekindled an interest in Napoleonic, especially 15mm. If anyone is interested in reading the rules, I am prepared to lend them, or even lay on trial games.

THE DERBY WORLD CHAMPIONSHIPS 1992

Clive McLeod

These took place in the first weekend of October 1992. I have participated in this for several years playing WRG 7th edition Ancients. For 1992, however, I decided to play Renaissance using our Secretary's WRG rules. This was less of an advantage than it might have been as they had some very strange interpretations of the rules.

The format of the Derby Championship involves teams of three players competing individually and adding their scores to get the team's overall score. The highest scoring team becomes the "World Champions". Mainland UK players have to play in a 2 game preliminary round at Milton Keynes or Derby to qualify for the finals.

The finals consist of 4 rounds with a Swiss system. First round opponents are decided by a draw. After this the player with the highest score plays the player with the second highest, third highest plays fourth, etc. The only exceptions are:-

1. You never play anyone in your team.
2. You never play anyone twice at the finals.

Scoring is simple. Each player scores the points losses he inflicts on his opponent, to a maximum of 600. In addition the winner gets the difference between the players scores up to 600.

My first problem was to find two team-mates. Fortunately two members of the Wimbledon club (Bun Shop), Paul Stovell and Joe Connolly, needed a third player for the Bun Shop "Extra B" team. Both of them are very good players and I jumped at the chance. Bun Shop also had a "B" team, which is their first team. Superstition has led to Bun Shop refusing to have an "A" team. (*But why Bun Shop...?*)

We negotiated the preliminary round mainly due to Joe almost scoring the maximum 2400 points. I was using my newly painted French Catholics. I won my first game against Kerry Piggott, a novice player, using Spanish, but played badly and only picked up about 800 points. My second game was against Neil Parsons, a good player. He was using Poles and beat me convincingly. The terrain was slightly in his favour but I can only really blame my poor performance for losing this one.

However we qualified. On the way home we decided to all use the same type of army. We decided on Huguenot (French Protestants). The combination of firepower, lots of controlled EHC, and reasonable skirmish cavalry makes this a well-balanced and powerful army.

At the finals my first battle was against Keith Wilkinson. He was using Poles with the full 30 Winged Hussars. I did not know him and, although I suspected he was a poor player, took no chances. I sacrificed a couple of cheap Reiter units to absorb some of his Hussars and hit them in the rear while

they were pursuing madly. The rest of my forces concentrated on chopping up his foot which was composed of light musketeers. I won comfortably picking up about 900 points.

My team-mates had also done well which put us in second place at that stage.

Second round. This saw me tangling once again with Neil Parsons' Polish army. This time it was a happier story. Having outscouted Neil, I deployed second. I anchored my right on a wood, and threw the bulk of my shock troops at his, outnumbered, right, shattering it. Another comfortable win.

By the end of the first day we had accumulated enough points to take the lead.

Sunday morning saw me facing one of the Bun Shop "B" players, Mike Ulrich, using 100 Years War English. Again I outscouted the opposition. Mike had to deploy his army on each side of a large wood. My plan involved using my skirmishers to hold up his right flank and destroy his left with the bulk of my army.

By the third move it was looking good. I had engineered 6 melees in which I had better factors, or more figures, or both. I didn't win a single one of them! My dice were all below average, and his were all average or above. I didn't lose any units as a result, but my holding force was sacrificed in vain. Particularly galling was the failure of my Gendarme unit to defeat a smaller unit of less well armoured, lower class dross.

I lost this one and only picked up about 250 points. I was not too dispirited however as I felt I had played well, and the team was still in the lead.

Last game. The draw paired me with a second "B" teamer, Jenny Klaka, again using 100 Years War English. Jenny and I have played each other many times and the games have always been close. This promised to be no exception. It was a fast, furious game with units charging everywhere. My Gendarmes redeemed themselves breaking a unit of knights first round, and then luckily, breaking a second unit while pursuing. At the end of the game I had won by 900 points.

Now came the wait while the scores came in for the final round games. Both Paul and Joe had won by big margins, so we were pretty confident that we had won it. And so we had. Paul had also gained second place in the individual competition.

All in all a very good weekend. For 1993 the umpire has decided to drop the funny interpretations, which will make the competition even better, in my view. One advantage of being champions is that you automatically qualify for the finals. So if any of you people fancy a crack at being World Champions in 1993, I'll see you in Derby.

ARMY LISTS

Milton Keynes Play Off

Early French Catholic - Army 25
(1599 points)

- 1 General (100)
- 6 Gendarmes A EHC L,Pi Order (130)
- 6 Gendarmes A EHC L,Pi Order (130)
- 6 Gendarmes A EHC L,Pi Order (130)
- 8 Reiters C EHC 2Pi Close (130)
- 8 Reiters C EHC 2Pi Close (130)
- 6 Stradiots D HC(C) L,Ax,Shd Open (106)
- 6 Arquebusiers C HC(C) Arq,Pi Open (100)
- 6 Chevauxleger A HC(C) L,Pi Order (118)
- 12 French Foot C ½HI ½LI Pike Close (70)
- 10 French Foot C MI Arq Order (65)
- 6 French Foot C LI Arq Open (35)
- 12 French Foot C ½HI ½LI Pike Close (70)
- 10 French Foot C MI Arq Order (65)
- 6 French Foot C LI Arq Open (35)
- 12 French Foot C ½HI ½LI Pike Close (70)
- 10 French Foot C MI Arq Order (65)
- 8 Landsknechts M LI Musket Order (50)

Final

French Wars of Religion Huguenot - Army 2
(1599 points)

- 1 General (100)
- 1 Sub-General (50)
- 5 Millers B EHC 2Pi,Ax Order (110)
- 5 Millers B EHC 2Pi,Ax Order (110)
- 5 Millers B EHC 2Pi,Ax Order (110)
- 6 Gendarmes A EHC L,Pi Order (130)
- 6 Reiters C EHC 2Pi Order (112)
- 6 Reiters C EHC 2Pi Close Order (100)
- 6 Reiters C EHC 2Pi Close Order (100)
- 6 Arquebusiers C HC(C) Arq Open Order (88)
- 6 Arquebusiers C MC Arq Open Order (76)
- 5 Dragoons C MImtd Arq Open Order (50)
- 5 Dragoons C MImtd Arq Open Order (50)
- 12 French Foot B HI Pike Close Order (94)
- 6 French Foot B MI Mus Salvo Order (59)
- 6 French Foot B MI Mus Salvo Order (59)
- 8 French Foot B LI Mus Salvo Order (74)
- 10 French Foot C 7MI,3LI Arq Order (67)
- 9 French Foot D LI Arq Open Order (46)

Scouting 31

HOW I WON THE BATTLE OF GETTYSBURG

General Sickles aka Russell Hanson

I believe there has been a certain amount of ill-judged criticism from those ignorant of the finer points of the military art about my handling of my Corps ion this battle. It is totally unjustified.

I know I advanced to the Peach Orchard while the rest of the army remained on Cemetery Ridge. I know that in this position my Corps stood out like a sore thumb, isolated and unsupported. No one was more surprised than I at this exposure when the morning mist cleared and revealed the true position. I have this to say. All ridges look much alike, and when OUR GREAT GENERAL (whose name escapes me) flourished his sword and says, "Line that ridge", it is not for a mere Corps Commander to enquire, "which ridge?" Anyway, anyone with half a brain knows that a Peach Orchard is a very desirable military objective, and defending a feature called "Cemetery Ridge" must be bad for morale.

So there I stood with my two divisions, assailed it seemed by the entire Confederate Army. What was I to do? For a Sickles there could only be one answer. Attack! Unfortunately the rebel guns were making such a noise that no one could hear my order. There was dust and smoke everywhere and the most

unpleasant, ill-bred people. So I rode back to a feature called Little Round Top, which is at the end of Cemetery Ridge, and which I immediately saw was the key to the whole position of the Army.

I could hear myself think now. In the distance I could see my Corps struggling heroically against impossible odds. Obviously I had to bring them back to Little Round Top, but how was this withdrawal to a prepared position (I told everyone in sight to build defences) to be effected?

I was still considering this problem when a clap of thunder made me look skyward, and the next thing I knew my Corps was taking post beside me. Clearly the Almighty had taken a hand and I knew then for a certainty, what I had always suspected, that I was one of God's Chosen. Unfortunately, one of my Brigades had completely disappeared. Whether this was due to Divine Intervention I am not sure, but as I commented to OUR GREAT GENERAL, "That certainly tidies up the Battlefield".

By now it was mid-afternoon and my Corps had born the brunt of the Rebel onslaught for many hours. They had been ejected from The Devil's Den after a gallant fight. They were bloodied but unbowed. I find

battles rather boring so I rode off to see what was happening elsewhere. The Rebels were attacking the other end of Cemetery Ridge now - it was nice to see some other Corps in our Army taking part in the battle - but in the centre both sides were thin on the ground. One entire Rebel Division which had locked horns with my Corps was standing exhausted in the distance. Three or four fresh Divisions of our Army were coming up. I immediately saw what should be done and urged OUR GREAT GENERAL to use them to launch a massive attack in the centre supported by the Reserve Artillery which was parked nearby.

But he preferred to feed them in piecemeal to plug gaps in the line in all directions. Some forward movement was attempted in the centre, but only on a minor scale by exhausted troops and consequently ineffectual. Defensive thinking had triumphed. OUR

GREAT GENERAL refused to rise to the occasion. If only The Duke had been there! He determined to be just another little general, a mere footnote in history (which is probably why I can't remember his name). A massive attack in the centre would have taken the Confederate in flank and probably destroyed their whole Army and won the war at a stroke. At the very least he would have gone down in history as The First Union General to Lose the Battle of Gettysburg. Either way lay glory. A grand gesture and immortality. I rest my case.

Anyway, we were adjudged to have won the battle on points, which was entirely due to Sickles Stand.

Wargaming Note: The rules should provide for limited manhandling of guns.

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

PART TWO - THE HUNGARIAN ARMY

George Gush

UNIFORMS AND PERSONAL EQUIPMENT:

Hungarian troops wore a darkish khaki-brown shade. Like most European armies they wore a tunic, but had distinctive trousers, shaped rather like riding breeches; the top baggy, the lower part buttoned tightly to the leg. These trouser-breeches were supplemented or replaced by trousers with puttees to just below the knee. Both were worn with black ankle-boots. Cavalry and officers wore riding breeches and black riding boots with a small gilt badge at the top front; officers had a top rising to a point at the front and edged in gold. Belt, pouches and straps were brown leather, back pack brown cowhide with a greyish-khaki blanket worn round it in a horseshoe shape. Haversack on hip was light canvas with a canvas strap. Shirts were a very light khaki drill colour. Later war pictures often show items of German equipment being worn, including jackboots.

Headgear included the ubiquitous sidecap. In the Hungarian case this had a high front, and a rather large hidden peak that when lowered made it look similar to the cap worn by German mountain troops and others. A national roundel (red over white over green) was worn on the top front of this cap.

An upright plume of dark green cock tail feathers was worn over a badge on the left of the cap by Gendarmerie and Light Infantry (gold badge) and Mountain Infantry (silver Edelweiss badge). Cavalry (all Hussars, of course), and perhaps some other units, wore a long eagle feather (white tipped black) on the left of the sidecap. Officers wore a British-style peaked cap. Helmets were German, originally the 1915 model, later gradually replaced by the 1935 WW2 model, and seem to have been painted a slightly darker shade of brown than the uniform.

Tank crews generally looked very Italian, with Italian-style black leather helmet with neck-flap and leather coat, but could also wear khaki overalls and

sidecap, sometimes with a red-brown leather sleeveless jerkin very similar to the British army item.

ARM OF SERVICE DISTINCTIONS:

These seem to have been worn on active service, and consisted of a coloured strip at the front of the collar on each side, pointed at the rear end, and a triangular cloth patch on the left of the sidecap in the same colour. The colours were:

Generals: red (also had red lapels on greatcoat)

Infantry and bicycle troops: grass green

Cavalry: light blue

Artillery: scarlet

Armour: dark blue

Medics: black

Technical troops: dark green

Transport: brown

Gendarmerie: red (also later wore German style metal gorget plate)

RANK BADGES:

Officers were most easily distinguished by wearing narrow gold shoulder-straps.

They also wore one to three short bars, one above the other on the left cuff of the khaki greatcoat, and cord edging to the collar patch, which carried one to three stars. NCOs had the same distinctions, but in silver.

All ranks had an inverted "V" on the front of the sidecap, three curved bars across the patch on its left side, and braid around the national cockade on the front. These were again in gold for officers and silver for NCOs and in brown for other ranks.

MODELS AVAILABLE:

TROOPS:

In plastic, men in breeches can be represented by German WW2 figures, the upper part of the boot being painted over to look like part of the trousers. Men in puttees can be made from Italian or Japanese WW2 infantry, either carved to have a sidecap or with a German helmet head pinned and glued on. The German peaked field cap is also a suitable head-dress.

In lead, the only specific Hungarian figures are by Raventhorpe, who make four figures in greatcoat and German helmet, three advancing with SMG, rifle and MG30 LMG respectively, the fourth with open hands as gun crew or for fitting separate weapons. Their separate-head Polish figures wearing puttees (officer, prone open-handed figure, and two riflemen) can also be used, with the addition of their heads in WW1 or WW2 German helmet, or in a sidecap. There is also a British peaked cap head which could be used for officers. A number of the previously mentioned "Universal" figures could also be used, with these heads. In addition, German WW2 infantry, which are produced by all the metal WW2 figure makers, can be used, as with plastics above.

The Hungarian Light Corps in 1941 had a cavalry brigade as well as two motorised ones, and throughout the war there were four Hussar Regiments ("Franz Josef", "Prince Arpad", "Count Nadasdy Ferenc", and "Count Hadik Andras"); in addition, each infantry division reconnaissance battalion had a mounted company. These horsemen could be produced by using their First World War German cavalry, available from Raventhorpe. Their W.W.I German helmet, sidecap or British officers' cap heads could be used. In plastic it would be a matter of converting Napoleonic figures.

"Motorised" infantry or cavalry appear often to have been cyclists, so bicycle troops ought to figure in a WW2 Hungarian army. Some plastic kits include bicycles, and the Airfix First World War French included cyclists who could be converted. Raventhorpe do a bike which can be used with their open-handed figures, but it is rather expensive.

Best figures for tank crew would be the ones out of the Esci Italian tank kits, but Raventhorpe do "universal" separate-head figures in leather jerkins which could also be used.

ANTI-TANK:

In 1941 the Hungarians had 37mm and 47mm anti-tank guns. The former were the widely-used German 3.7 Pak 35/36, which the Hungarians also upgraded by the fitting of a Bofors barrel. This gun is available in several plastic kits, and in lead from Skytrex. The 47mm was the Belgian Canon de 47 Antichars SA-FRC, not available as a model, but not hard to scratch-build. It had a simple "T" shaped flat shield, straight split trails and very plain disc wheels, probably with solid tyres.

By 1942 they had some German 5cm Pak 38 guns,

available from Skytrex, Model Figures and Hobbies and in some plastic kits. They also used anti-tank rifles, apparently the 20mm Solothurn type also used by the Italian army. Raventhorpe do an excellent little separate model of this (as it has its own base it isn't suitable for a standing figure to carry but requires a prone crew member). They were in company support rather than being a squad or platoon weapon.

MACHINE GUNS:

LMGs included the Madsen, which looked like a rather more spindly Bren gun. In this scale, a Bren would do, and these are available in lead from Raventhorpe and B&B Miniatures, and of course on lots of British lead and plastic figures which could be converted.

The Hungarians also used the Solothurn MG30. This was the gun the German MG34 and 43 were developed from, and looked so similar that the German MG would do in 1/76th scale. Separate lead versions of the German gun are available from Raventhorpe and B&B Miniatures, and again there are innumerable plastic and lead German figures carrying it. The MG30 was available as a light machine gun with a bipod, but presumably could also be used as a sustained-fire medium machine-gun on a tripod, like its descendants. Models in this form are available from Skytrex and Model Figures and Hobbies among others.

Another MMG used by Hungary was the Austrian Schwartzlose, also used by the Italian army. This would be a fairly easy conversion on a Vickers MMG, available from all makers in both lead and plastic. The Schwartzlose had no ribbing on the waterjacket round the barrel, and a rather shorter barrel with a large conical flash guard on the muzzle.

German SMGs (and possibly LMGs) were used in the later war years.

ANTI-AIRCRAFT:

For wargames purposes it is only worth listing the lighter weapons which might appear in forward battle areas.

Hungary, like Poland, used the ubiquitous Bofors 40mm (produced under licence), and the Madsen 20mm cannon (see remarks in Part I). They also used the Oerlikon 20mm cannon. For this, you might use the Italian Breda 20mm AA gun, produced in lead by Raventhorpe, perhaps removing some of the top-hammer to represent the rather simpler Oerlikon. See also the "Nimrod" under Fighting Vehicles, below.

MORTARS:

The Hungarians had 81mm and 50mm mortars, probably the Brandt type.

ARTILLERY:

Hungary used the German 10.5cm leichte Feldhaubitze 18, which is available from Skytrex in lead. Other field howitzers included their own MAVAG M40 105mm, which was a simple model with a rectangular shield, cart wheels, and a box trail with a large cut-out in it. There was a Bofors howitzer too, but I don't know which one it was.

As inheritors of the Austro-Hungarian army, the Hungarians had a good many elderly Skoda guns, including the 75 Mountain gun produced in model form by Raventhorpe. Another was the Skoda 100mm Model 14/19, also produced by Italy. For those not too bothered by detailed accuracy, Raventhorpe used to produce an "18 pounder" with square shield, box trail derived from 25 pounder and cart wheels, intended for general 1930s use, Spanish Civil War etc., and if still available this would be a fair representation of the 14/19, and of the MAVAG.

TRANSPORT:

The Hungarians, like Germany and its other East Front allies, would have mainly used horse-drawn transport. So far as motor transport goes, Raventhorpe produce a Czech 2 ton Praga truck used by Hungary, and the Hungarians also built the light 6x4 Krupp Protze truck under licence. This was used for towing anti-tank guns etc., and is available in plastic kit form from Matchbox among others.

The Hungarian "Botond" 6x4 truck was a "cross-country" type rather similar to the Fiat "Dovunque" also available from Raventhorpe. It had a longer, rather square bonnet, an open cab, spare wheel mounted low on each side just behind the cab to prevent bellying and a small axle with metal wheels on it about where the front bumper should be, for crossing obstacles.

In addition, Hungary built Fiat trucks under licence, so some of the Italian vehicles available in resin or lead could be used. One certainly built was the Pavesi articulated gun-towing tractor, but unfortunately if you want this you will have to scratch-build it.

The Hungarians had German unarmoured half-tracks for gun-towing, at least of the 3-ton type which is available in a Matchbox kit.

As with the Poles, Russian Ford-type trucks and other elderly looking lorries would be suitable too.

FIGHTING VEHICLES:

Hungary had the largest armoured force of any of Germany's Eastern Front allies, and was the only one with substantial capacity for making their own tanks. The AFVs used by Hungary included:

Italian CV 35 Tankette: There were over 100 of these. The Italian version is available in lead from Skytrex.

Toldi Light Tank: In 1941, the three recce. battalions in the Hungarian Light Force each had 20

Toldi and 20 tankettes. This Hungarian licence-built version of the Swedish Landsverk L60B is available as a resin kit from Cromwell Models.

Nimrod Self-propelled Gun: This was being built by Hungary by 1941, and had a Bofors 40mm AA gun in a large open-topped armour turret on a Toldi chassis.

Weiss-Straussler Csaba Armoured Car: Again licence-built. There were 10 in each Recce. battalion, and they remained in use until 1944. Unfortunately they had a very complex shape and at present no-one makes them (see plan).

Turan Tank: This started as a licence-built Czech model (the one designated Pz 35t by the Germans). It had a reshaped turret and a simpler and better hull shape with some sloped plated, but the same suspension. The Turan I had a 40mm main gun, the Turan II a 75mm. Cromwell Models make both versions as resin kits, and Esci do a plastic kit of the Pz 35t, which could be converted. As far as I can discover, the Turans were not used before 1943.

Zrinyi Self-propelled Gun: Produced late in the war, this mounted a 105mm howitzer on a Turan chassis. Both the suspension and tracks and the box-like superstructure were very similar to the Italian Semovente da 75, available from Skytrex and as a plastic kit from Esci, and for wargames purposes this would do very well for the Zrinyi.

In 1942, the Hungarians received replacement tanks from the Germans; these included:

Czech Pz 38t: The majority type (102 supplied). Available as an Esci plastic kit.

Pz Kpfw IB: Only 8. The Pz IB is made in resin form by Milicast, and Nitto, Fujimi and Esci have produced plastic kits of the Pz 1s.

Pz IV D: 22 supplied. Suitable models in lead from Skytrex, and plastic kits from Esci and Airfix.

AFV Colours and Markings: Hungarian AFVs were painted a brownish olive, with camouflage consisting of large irregular curving patches of light ochre or tan and dark red-brown. They were identified by crosses of the types shown on sides and front (the tankettes also had the cross on top of the machine-gun mantlet), and some carried formation or tactical signs in white. Several of these are illustrated.

In the earlier war years number plates at front and rear were white, with "IH" in black, followed by a national shield in red, white and green as shown, then a three-digit number. later they lost the conspicuous white background, and were in black with a black outline.

AIR SUPPORT:

The Hungarians initially used mainly Italian aircraft: the Fiat CR42 biplane fighter (which used to be available from Revell); the Re 2000 monoplane fighter, and the Caproni Ca 135 bomber. Junkers 86 bombers were also used (there is or was an Italiieri kit of this). The Breda BA65 ground attack aircraft has been produced in a Vac-formed kit, but the easiest

Hungarian aircraft to obtain is the Heinkel He 170, one of the variants possible with the Matchbox He 70 kit (Hungarian markings are included).

German aircraft were supplied later, starting with He III's in 1942, and including Messerschmidt Bf109's. Hungary actually manufactured the Bf109G in quantity.

Hungarian aircraft markings on the Matchbox kit are large triangles across fin and upper wings, base to rear. the triangle has a green inner section, a white

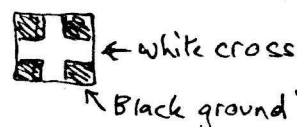
outer one and a narrow red edge. However, by 1942 at least some Hungarian aircraft had fin (and sometimes tailplane) striped equally in red, white and green (fin from top, tailplanes from inner edge) and carried markings similar to the late war tank crosses - a square white cross on a black square - on fuselage sides and upper wings. Camouflage of at least some aircraft overall sand mottled in olive, with light blue underside.

Hungarian Tank Crosses

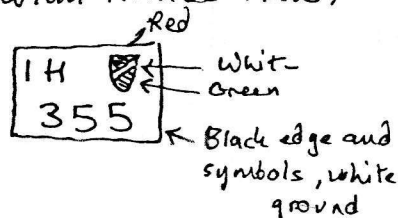
Early WWII



Late WWII



Hungarian Number Plate:-



Hungarian Formation Signs (white)



1st Cavalry Division



2nd Armoured Division

Hungarian Tactical Signs (white)



Light Tank Company



Medium Tank Company

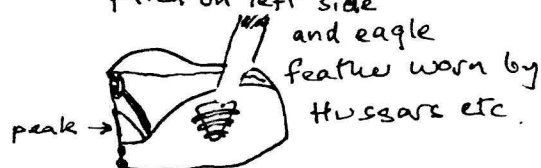


Heavy Tank Company

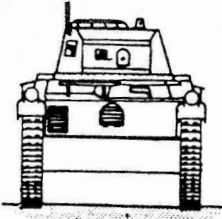
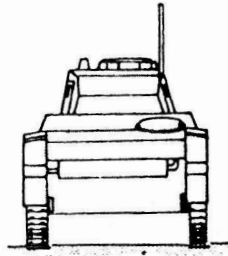
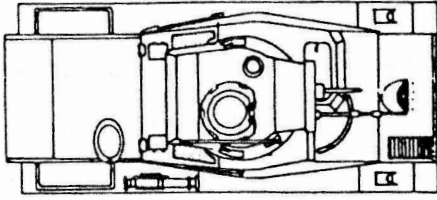
Cock feather plume on side cap



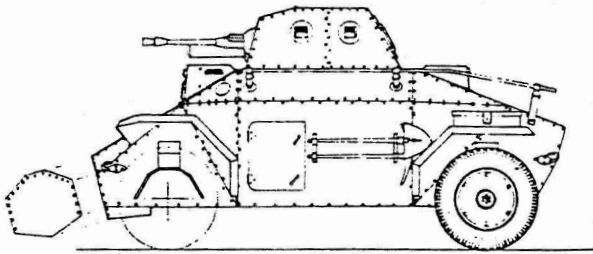
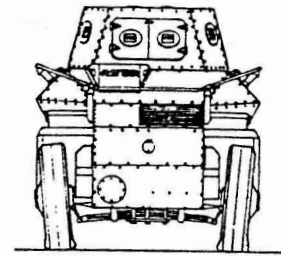
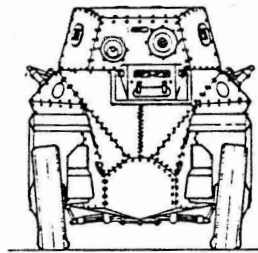
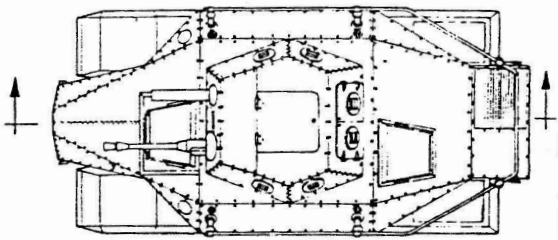
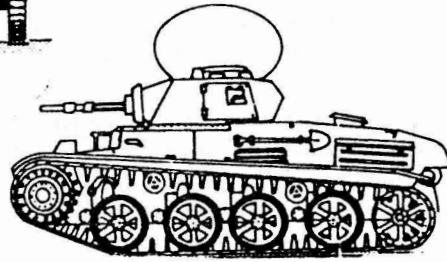
Side cap showing colour patch on left side



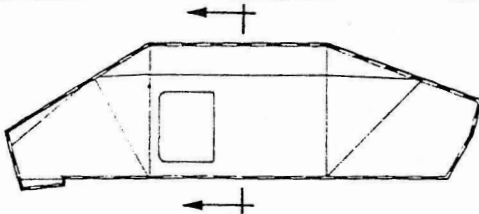
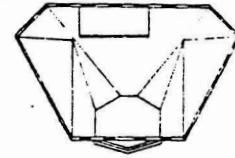
1/76 scale



Hungarian 'Toldi'
Light Tank



Hungarian
Weiss-Straussler
Armoured Car



Hungarian
Turan I
Tank

