



All Guns Blazing!

Newsletter of the Naval Wargames Society

No. 205 –May 2011

EDITORIAL

Gentlemen,

Before I commence my monthly meanderings, I need to clear up a little 'house work', as it were. Last month I received a couple of those 'Delivery Status Notification (Failure)' automatic emails for David Cooke, david.cook@fleetsoftwar.co.uk, and for spenlii@imail.losrios.edu. If any of you know or know of these Honourable Members, would you please ask them to get in touch with me, as I would hate them to think they had been left out in the cold.

I think the word is 'serendipity': when you come across something fascinating that you weren't actually looking for. Well, I had an exemplary case of it myself a few weeks ago. Those of you with elephantine memories may remember my plug for a fantastic article on Jellicoe's deployment options at Jutland that appeared in the 2010 volume of *Warship*. Written by American historian Steve McLaughlin, it was undoubtedly one the highlights, if not *the* highlight, of my entire year's reading, and I seem to recall that I couldn't recommend it highly enough. Well, some weeks ago I was browsing around Bill Madison's Russo-Japanese War website (www.russojapanesewar.com and well worth a look, by the way) for some information on Admiral Kamimura, when I noticed the short officer biographies were by a certain (yes, you guessed it!) S. McLaughlin esquire. Not only that, his email address was provided for comments and further information! Needing no further encouragement I banged off an 'Are you by any chance the same man,' etc, and '*lo and behold*', to quote the Good Book, I received a reply the very next day in the affirmative! Since then, we have swapped many an email on the tactical handling of the Grand Fleet, and, boy, does he know his subject! Emails are all very well in their way, of course, but this is man I would definitely like to share a couple of pints with!

Reading a new rule-set is always an interesting and, let's be honest, sometimes also a daunting task; sometimes it seems far easier to stay with the comfortable 'slippers' we are accustomed to. Before Christmas I bought a copy of Mark Campbell's *Close Action* (published by *Clash of Arms*) and after a preliminary skim through, sort of put them on one side. They seemed to be designed primarily for huge multi-player games, where if possible each player controls just one ship; and from what I've read about these games they must be incredible, but they aren't something I'd be able to attend very easily, let alone organise myself. However, while enduring one of my many train journeys back and forth to London, I decided to have another peek, and perhaps owing to my over-exposure to other complex and slow-ish rules systems such as *Fear God & Dreadnought* and *Seekrieg 5*, I thought I could really get into them—they don't *have* to be 'one man one ship'. As I write my thoughts are purely in the theoretical stage, as I have yet to find some time and space to lay out a couple of trial games; therefore, dear members, I appeal to the collective wisdom of the *NWS* to give your humble editor the benefit of your valuable experience!

This month's *AGB* is once again the 'Simon and Rob Show'. Rob has provided a QF rule-set for WWI gunboat actions, along with some information on the redoubtable *Society of Nautical Research* and a few other bits-and bobs, while Simon has despatched a thrilling, and beautifully illustrated, account of the Society's *Salute* game. My personal thanks to both for their continuing hard work in helping me complete *AGB* month in, month out.

Well my long 'run' in London comes to a close at the end of this month, so hopefully from June's issue I should be able to put a little more care and thought into your favourite journal—and who knows, maybe even get to play a game! Where did I leave my dice?

Up Spirits!

Richard Wimpenny

wimpenny@talktalk.net

'The Mariner's Mirror'- 100 Years Old.

By Rob Morgan

In a period where the publication of journals and newsletters by a host of historical and research societies is threatened by cost and lack of support, the consistency of this the quarterly journal of the *Society for Nautical Research* must be admired. The centenary edition, Volume 97 No. 1 for 2011 (publication was actually suspended for a time during the Great War) has just arrived on my doormat. If there is one thing that *SNR* does well, it is produce 'The Mariner's Mirror', and this is the second commemorative issue in five years. The 'Trafalgar 200' publication had to be seen to be believed, and the following centenary issue is no less powerful, sumptuous might be a better term.

The *SNR* of course is more than a naval society, though the major thrust of the articles in the 'Mirror' has long been war at sea, at least in my own opinion. To celebrate 100 years, sees 400 pages, almost a book, brimming with articles of significant use to any with a serious naval interest. This 'book' is divided into a number of sections; for me the 'medieval' section, with articles by Susan Rose, Sean McGrail and Ian Friel is of immense value, but for other *NWS* members the section on Pirates by David Starkey, and the substantial three article section on the sailing navies with sound work by A.D.Lambert and Roger Knight will be of greater value, I suspect.

No less so, the shall we say, slightly more contentious section dealing in three articles with the Royal Navy and the US Navy in the 20th century and beyond. Notes well worth reading for any modern wargamer, some may find NAM, Rodger's proposition of the RN being 'fit for purpose' in two world wars interesting, possibly disturbing, to say the least. While the notes on the preservation of historic ships and warships in particular, provide thought, this is an issue which recognises that a turning point has been reached in many ways; the accepted views of naval history, perspectives for the future, the outlook for finance, funding and even attitude. It takes little to imagine the naval world into which the 'Mirror' emerged a century ago, less than a decade after Tsushima, and a few years from *Dreadnought*, in the middle of the naval race with Imperial Germany, and at a time when the US Navy's fleet had not long circumnavigated the globe. Times have changed! This is a journal to read.

Membership brings four consistently well produced, and wide ranging issues of the journal (normally 110 pages in length) and four detailed newsletters, at a cost of £34 per annum (\$70 US). I recognise that many of the members of the *NWS* across the world will be *SNR* members as well, but for those who are not, membership details are as follows:

M.P.J.Garvey, Membership Secretary, *SNR*, 'The Lodge', The Drive, Hellingly, Hailsham, East Sussex, BN27 4EP.

Salute Show Report

Tarigo Convoy Participation Game

By Simon Stokes

Introduction

After a bit of debate on the NWS Yahoo Group (sign up at www.yahoo.com/groups) we settled upon running the Tarigo convoy action from WW2 as a participation game for our offering at *Salute* this year, not least because it happened to be its 70th anniversary on the actual day of the *Salute* show! The action also had the advantage that it was a relatively small, short and bloody affair, and so lent itself nicely as a participation game using larger scale models, which is always a help when attracting interest in a game from show-goers. We did however find ourselves out of sync with this year's *Salute* show theme, which was ACW, since last year we ran the attack on Fort Sumter as our game. There were at least plenty of ACW naval games for us to take a look at, but more on that later.

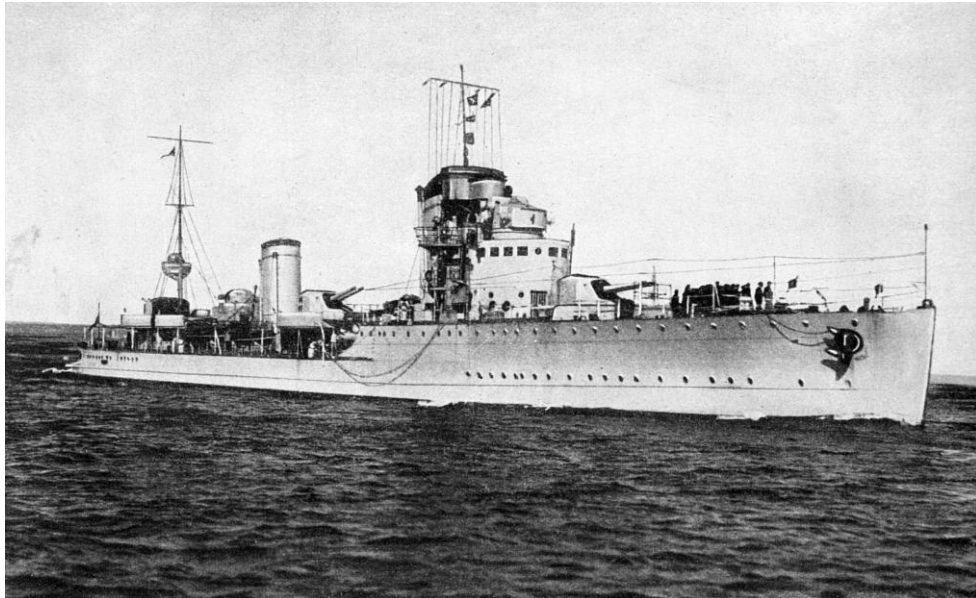
Background

The Battle for the Tarigo Convoy (sometimes referred to as 'the Action off Sfax') was fought on 16th April 1941 between British and Italian destroyers. The encounter took place at night as the Italian convoy manoeuvred around the shallow waters surrounding the Kerkennah Islands off the Tunisian coast.



During 1941 control of the sea between Italy and Libya was heavily disputed as both sides sought to safeguard their own convoys while interdicting those of their opponent. Axis convoys to North Africa were critical to the resupply and reinforcing of the German and Italian armies. British naval and air forces tasked with interdicting those convoys were based on Malta, itself dependent upon convoys for its own supplies.

In mid-April, 1941, a five ship convoy sailed from Naples, en route to Tripoli. It consisted of four German troopships and an Italian ammunition ship, carrying between them 3,000 troops, 3,500 tons of military stores and 300 vehicles of Rommel's DAK. The convoy was escorted by a 'Navigatori' class destroyer, *Luca Tarigo* (flagship) and two 'Folgore' class destroyers, *Baleno* and *Lampo*, and was commanded by Captain Pietro de Cristofaro. They were delayed by bad weather.



Luca Tarigo

The British had been forewarned of their passage by intercepted messages and, on the 15th, the convoy was sighted and shadowed by a British reconnaissance plane. Two Italian SM.79s that were to provide air cover did not arrive, due to the bad weather. So on the night of the 16th the convoy was being hunted by the British 14th Destroyer Flotilla - HMS *Jervis* (flagship), HMS *Janus*, HMS *Nubian* and HMS *Mohawk* - commanded by Captain P J Mack. Initially known as the 'Malta Strike Force', this force was later better known as 'Force K'.

Previously the British had had several frustrated attempts to intercept the German/Italian troop convoys they knew to be at sea. The Strike Force arrived on the convoy's track off of the Kerkenah Bank at night. Turning north to intercept, Mack was unable to locate the convoy, so he swung inshore and headed south, his destroyers in line ahead following *Jervis*. At about 02:00 the enemy came into sight, silhouetted against the rising moon to seaward. The British closed with the convoy and eventually opened fire, at point blank range on the *Baleno*, which was the nearest escort on the convoy's starboard quarter.

Janus's first shells instantly killed Capitano di Corvetta Arnaud and his officers. The other British destroyers laid their guns on the merchantmen, as Cristafaro turned *Luca Tarigo* and *Lampo* back from the head of the convoy to engage its assailants. *Jervis's* gunnery officer recovered his weapons from over enthusiastic local control just in time to co-ordinate them and discharge a broadside into *Lampo* as *Jervis* raced past at full speed, launching her torpedoes as the British shells tore *Lampo* apart.

Mohawk delivered a broadside into *Luca Tarigo* which mauled one of Cristafaro's legs, mortally wounding him, but he gallantly continued to direct his ship, loosing torpedoes at *Jervis* and *Mohawk*. One passed beneath the former, another hit *Mohawk's* stern, disabling her after gun and magazine. Still under fire from the British destroyers, the merchant ships in the convoy took matters into their own hands, boldly attempting to ram the British warships. Both *Jervis* and *Nubian* only narrowly avoided being struck, using rapid acceleration and violent helm movements.



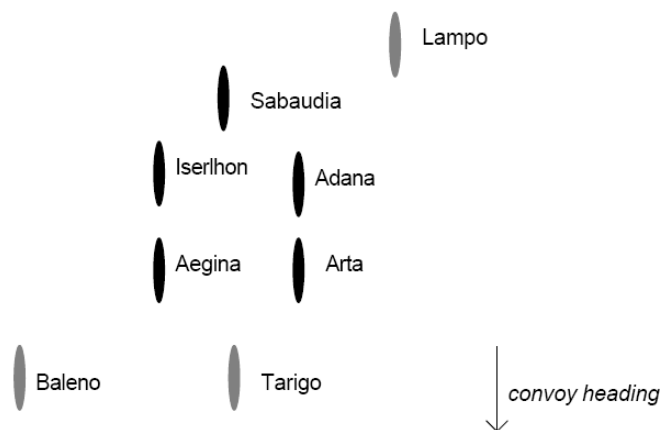
Despite the wreckage aft, *Mohawk's* shafts continued to turn until a second torpedo from *Luca Tarigo*, fired a few moments before the Italian destroyer sank, struck her in the boiler room. Slowly the British destroyer rolled over and *Nubian* moved in to pick up survivors as the action died away, guided in the darkness by the familiar strains of the popular song "roll out the barrel"

Not one of the enemy remained unscathed. The Italian escorts were all sunk or disabled, those ships still afloat were on fire and *Sabaudia's* cargo now blew up. At 04:00, having recovered as many of *Mohawk's* crew as he could find, Mack withdrew his force, leaving the shattered remnants of the convoy behind. Italian torpedo boats and hospital ships managed to rescue 1,248 men and *Lampo* was eventually salvaged, but the action was a serious setback for the Axis.

The Game

In our game players each took command of one of the British destroyers as they attempted to close with and sink capture or destroy the convoy. The models were a mixture of Skytrex and Airfix 1/600th scale and converted Tamiya plastic kits, these later standing in for the Italian destroyers. The seascape was from Terrain Matt. The rules were written specifically for this game and with a bit of luck will appear in a future issue of Battle Fleet.

The game started with the position of the convoy laid out as blank markers in the centre of the playing area, indicating indistinct radar returns, and the players had to decide between them from what direction they would approach.



Event cards were drawn by each player at the beginning of each turn and served to add a distinct note of variety for each game. We ran the game 3 times during the day, though in truth we could have easily fitted another game in had we had sufficient players when the show opened (our first game didn't kick off till 11:30), so initially we instead busied ourselves with posed shots for photographers and general chit chat with visitors.



OK all we need now are some players.....



Example player's laminated ship data sheet and model for HMS Jervis

When we did kick off, however, the games played out quickly and bloodily. In all three runs the Italian convoy was severely mauled. *Lampo* was sunk on all three occasions and the ammunition ship *Sabaudia* exploded twice over. However the British didn't get away Scott free either, much to Jeff's distress as his old ship's namesake, *Mohawk*, was sunk twice.



One of the earlier games in full flow

The trick it became clear was, as Mack had done in real life, to approach to within the limit of visual range (5" in our game) before opening fire, and then to sink as many of the enemy ships in as short a time as possible before the convoy escorts could home in on the attackers. The most advantageous approach was from the rear of the convoy though often event cards conspired to make this more difficult to achieve than might at first be supposed. What not to do was to get your own ship illuminated whilst there were any convoy escorts within line of sight, though often this too was easier said than done as escorts had their own searchlights with which they could illuminate the British ships and any shell hit had the potential to start a fire on board thus revealing your ship's position.



Close up of the British mauling the German troop ships.

In the background the pall of smoke marks the demise of the ammunition ship which has just exploded.

Torpedoes proved to be a double edged sword, as on one occasion Nubian was sunk by a torpedo launched by one of the other British players. On balance however they were more dangerous to the convoy than to the attackers.



Mohawk passes to starboard of the flaming wreckage of Sabaudia which has once again exploded, whilst Nubian puts a torpedo into a German troop ship just as she comes under fire from Luca Tarigo which is just entering the top left of shot.

Conclusions

Our game played out well in the end and gave some fun and realistic outcomes. Although still lacking in some of the immediate visual appeal of many of the other great games at the show, the larger scale worked well and 4 players per game was about the right number. We were never in line for a gong for our game, but as always the main benefit of attending a show like *Salute* is simply in raising the profile of the society with both show goers and the wider wargames fraternity.

Speaking of which, there were some cracking naval themed games at this year's show: first amongst which for me was the "Clad in Iron - The Royal Navy attacks New York City 1864" participation game, staged by Wolverhampton University Department of War Studies (Stand GB18). This was an ACW "what if" in 1/1200th scale based on the premise of *Warrior* versus *Monitor*, as Britain intervenes in the American Civil War. The game was devised and run by the period costumed and top hat wearing Dr.



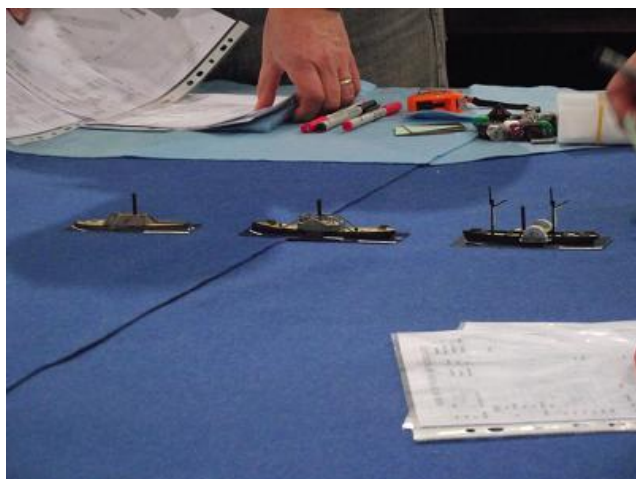
Howard J. Fuller, author of "Clad in Iron: The American Civil War and the Challenge of British Naval Power" [2008], off whom Rob purchased a signed copy of his book. This game deservedly won a gong for most completely created game.



Also putting on an impressive display was Staines Wargamers Participation Game – (stand GA19) with their Fleet Air Arm attack on the Italian fleet at Taranto. Six players at a time each took a 1/120th scale Swordfish and tried to weave through the flak and barrage balloons before dropping their torpedo's in an attempt to hit one of the Italian battleships.



There was also the Mid-Anglia Wargames (Stand GC09) 'Shot, Shell & Steam' participation game, which was an ACW Naval 1/600th using Jason Gorrings's "Smoke on the Water" rules to fight an action between Union and Confederate vessels based very loosely around the fighting in Mobile Bay.



Finally interest was sparked in developing a naval aspect for "A Very British Civil War" which is more a loose association and common background source than a gaming system, but there'll be more on that in future newsletters I'm sure.

My thanks go to the NWS team on the day; Jeff Crane, Rob Hutton, Dave Sharp and Drew Jarman.

Flag 5!...Enemy in Sight! Basic rules for WW1 gun boats

By Rob Morgan and Brian Richards

The original rules intended for 1/1200th scale, were written by myself and Brian Richards back in the mid-1980s. Originally, they were intended for a small scale naval wargame based around an East African lake with some German, British and Belgian converted barges, tugs, etc, all attempting to retain control of the towns around the lake. It made an interesting game and proved to be one that could be wargamed with as many or as few participants as were available. A good show game, but also one which could be gamed solo if needs be. By the late 1990s the scale used in early 20th century naval wargames seemed to have drifted into 1/2400th and 1/3000th which still seem ridiculously small and are rarely used by me at least, except for the odd (only 3 or 4 in history!) big fleet actions. We have adapted the rules to suit 1/600th scale simply by altering speed and ranges. Making the speed per knot 2cm and increasing the range of the guns, speaking of which if you do decide to increase ranges remember how wide your waterways are and also remember the effects of visibility, not just rain and mist but heat haze, etc.

The rules don't include details of sailing boats, but generally speaking about 3 knots laden is a good speed for say a Dhow or Junk and if you do venture the sailing craft, then wind direction and the problem of tacking - dhows sail best on long reaches, tacking is difficult, while junks seemed to be able to go just about anywhere with their odd sail suite - comes into play. I recognise these days, that some will say, well what about the CMBs and other fast torpedo craft? Well, the rules allow for gunboat actions and its really seemed to us then, as it still does, that any self-respecting CMB Sub-Lt is to say the least unlikely to launch his beloved torpedoes at another light craft!

We originally intended these to be simple and fast making for a game which could last an hour or so. They are freely copy-able and have been distributed regularly all over Wales and beyond in the past two decades, so some members reading this may have already encountered them. I should say that both Brian and I recognised an immense debt to Don Featherstone when we wrote them, since we took the "style" if not the content from his excellent book "Naval Wargames", which every single SOTCW member will surely have on the bookshelf.

The Rules

Speed

1cm per knot. Turning as per circle (use 10 degrees on a 360 degree school protractor for each knot)

Points value

Roughly 5 per ton

Guns

Whatever the specific or odd characteristics of individual Krupp, Vickers or whatever weapons, the guns on WMA steamers always come in three sizes: heavy, medium or light (nothing too heavy naturally).

Heavy guns (4.7's, 120mm, etc) Range: 50cms, 50pts of damage per hit

Medium guns (75's, 6pdrs, 3", etc) Range: 30cms, 25pts of damage per hit

Light guns (47mm, 3pdrs, etc) Range: 20cms, 20pts of damage per hit

Machine gun (8mm Maxim, 6.5 Colt, etc, literally any heavy MG)

Range: 10cm, 2 bursts per move per gun. Throw 1D6 for each burst for number of enemy hit - 1,2,3,4,5 = same number of hits, 6 + a miss

NBAny motorised vessel requires 3 crew to steam and steer; with less than 3 crew aboard the vessel remains on the same course at half speed.

Hits

Long range, over 30cm: throw 1D6 - 4, 5,6 to hit

Medium range, 10-30cm: throw 1D6 - 3,4,5,6 to hit

Close range, up to 10cm: throw 1D6 - hit on anything except 1

Damage

Add damage points scored progressively. Ships below 50% points value = $\frac{1}{2}$ speed. Below 25% points value = 'Aspeed. Nil points value = dead in the water.

Special Damage Hits

1. No effect
2. Engine stops for 1 move
3. Maxim gun lost
4. Rudder hit, ship circles for 2 moves
5. Boiler damaged, withdraw from action
6. Captain and helmsman hit, same course for 3 moves
7. Forward gun jams, 1 move to clear
8. Forward gun lost
9. Boiler damaged - stop dead
10. Magazine hit, ship on fire, sinks in 3 moves unless a 1D6 saving throw of 5 or 6 is made in one of those 3 moves.

Ramming and boarding

Any ship may ram and board, throw 1D6 - 3, 4, 5, 6, to "grapple". Throw 1D10 x number of crew: highest score captures.

Grounding

Each vessel within 5cm of the shore throws 1D6 per move: 1 or 2 grounds the vessel. Throw 4, 5, Or 6 next or subsequent moves to refloat.

Mines

Where laid are 2cm apart. Any ship crossing a line of mines throws 1D6

1 or 2 - No damage

3 or 4 - Ship damaged. Withdraws from the action next move

5- ship sinks

6 - Whole line of mines explodes, ship sinks.

You can add rules almost at will, for minesweeping, for heavier or lighter guns, searchlights, night actions, etc. We wanted a simple and fast game suitable for competent naval wargamers and for those who don't normally want to get their feet wet. Back then we tended to use modified versions of Bill Gilpin's "Clydeside" 1/1200* range, now sadly defunct, but these days, especially in 1/600* and in 1/300¹ scale the model options are enormous.

SIGNAL FROM DAVID MANLEY!

Dear all,

Some of you will have received the "warning order" a few days ago, but after some discussions in Portsmouth the following is confirmed:

The Naval Wargames Society and the Explosion Museum of Naval Firepower are holding a weekend of naval wargaming at the museum in Gosport over the weekend of the August Bank Holiday, 27th – 28th 2011. Plenty of space and tables are available and there should be room for upwards of ten tables available of varying sizes. There is also a large outdoor area where it is hoped a WW2 surface action will be played out using 1/600 models and a 1/600 "ground

scale” for some of the weekend. Space is available in the museum grounds for camping over the weekend. Admission to the museum for the weekend will be free for those running games.

The aim of the event is to provide a forum where naval (and other) gamers can come together to run and/or play in each others’ games. Games can be as long or as short as you like, and the intention is to include a few participation games so that members of the public can join in too. The emphasis is on gaming and there is no formal trade element (not this year at least). However, if there are any traders who would like to attend they would be more than welcome – please contact Nick Hewitt for details of arrangements.

For more details, or to book a table for a game for all or part of the weekend please contact Nick Hewitt nh "at" pnbpt "dot" co "dot" uk or me, David Manley. Contact details for the Explosion Museum are as follows:

Explosion! Museum of Naval Firepower
Heritage Way
Priddy's Hard
Gosport
Hampshire
PO12 4LE
United Kingdom

THE NAVY LEAGUE QUIZ PART NINE

Once again Rob Morgan has put together an interesting array of questions to tickle your collective fancy, but as usual now, here are last month’s questions with the answers included.

1. Name twelve British warship names beginning with ‘Br...’?
(Fourteen answers were provided by the original compiler) ‘Brave’, ‘Bramble’, ‘Brisk’, ‘Britonaut’ (?), ‘Britannia’, ‘Bruce’, ‘Brazen’, ‘Brilliant’, ‘Briton’ and ‘Bryony’.
2. Which admiral was known to the fleet as ‘Rosie’?
‘Rosie’ was Sir Rosslyn Wemyss.
3. Which were the first steel-built Royal Navy cruisers?
‘Iris’ and ‘Mercury’ (1877-8).
4. Which old warship rammed HMS *Victory* on October 23 1903, while on her way to the breakers?
The ship which rammed ‘Victory’ was the old turret ship HMS Neptune; built originally as the Brazilian ‘Independencia’, and according to ‘Conway’s’, she didn’t have a ram, which was fortunate for ‘Victory’!
5. What did HMS *Bulwark*, HMS *Natal* and HMS *Vanguard* have in common?
All three were lost to an internal explosion.

And the new questions...

1. The name of the last British warship to carry sails.
2. Before WWI, aircraft were flown from three battleships and a cruiser. Name them.
3. What was the first British warship to have tripod masts?
4. Between 1878 and 1914 the Royal Navy took over a number of Turkish warships. How many? (Actually, the original question asks type, as well as the ships’ name in both services, but not the year of acquisition.)

5. What remarkable misfortune (apparently the first recorded of its type) befell the monitor HMS *Erebus* off the Belgian coast in WWI?

Good luck everyone. I'm sure that Rob will have summoned up another thought-provoking round of questions for next month's AGB!

SIGNAL PAD!

(All courtesy of Rob Morgan this month.)

I don't often buy Sea Breezes the World Ship magazine, but I do try to glance at the 'Naval Focus' pages when I'm in Smith's or the library. This month's has a note about the USN's 'Ticonderoga' class ship USS *Hue City*; and as I bought a 'HobbyBoss' 1/1250th model of the USS *Vincennes* recently, the comments interested me. The *Hue City*'s going in for a refit, with part of the work trying to deal with a 'renowned instability in heavy seas' from which the class suffers. Worth anyone noting in a wargame, perhaps?

A Floating Battery.

The delightful 1/2400th 'Armada c.1590' range from 'Tumbling Dice' is one of my favourites. Only in this compact yet attractive scale is it really possible to wargame the Armada with its fully intended 40-plus galley element, but of course the range linked to some of the 'Dice' 'Anglo-Dutch' ships, provides plenty of potential for the 80YW as well. But I was looking at a most unusual vessel from yet another of the company's 1/2400th models. In the ACW series, ASA 29 is the Confederate floating battery CSS *Memphis*, and a thought crossed my mind. This fits in with the 80YW. The model which comes with a strip of mortar rafts is 20mm long, 6mm wide, and sits on a sea base. It has a central circular 'tower', two small shelters, and 5-6 guns on each side. With a small pin 'mast' to bear a Dutch or Spanish flag drilled on top of the 'tower', sprayed matt earth and with touches of gunmetal and black, it looks perfect. Perfect that is as a 'blockhouse ship', to defend a bridge from an 'infernal machine' floating down on it, or from an attack by light craft or galleys, or simply as a deterrent to blockade running vessels trying to make it into a harbour under siege. A floating protected post which must be taken before an attack can be driven home, or a forward battery.

The same range has ASA 30, by the way, some mortar rafts again, but also two, good floating batteries of the more traditional kind, each 10mm long on a sea-base. One, with a 'covered' side, will also fit into 80YW period, as will the 'open' version, with perhaps a sliver of card as a protective roof. Very useful little vessel.

Current price, as I write is £2 a pack, but with the postage increase and VAT.....!

JOINING THE NAVAL WARGAMES SOCIETY

If you have been lent this newsletter and would like to join the Naval Wargames Society, please follow this link to join our Society:

www.navalwargamessociety.org.

NWS Events and Regional Contacts, 2009

NWS Northern Fleet – Falkirk East Central Scotland

Kenny Thomson, 1 Excise Lane, Kincardine, Fife, FK10 4LW, Tel: 01259 731091
e-mail: kenny.thomson@homecall.co.uk - Website: <http://falkirkwargamesclub.org.uk/>

Falkirk Wargames Club meets each Monday night at 7pm with a variety of games running each evening. Naval games are popular with 2 or 3 run each month. Campaign games sometimes feature in our monthly weekend sessions. Games tend to be organised week to week making a 3-month forecast here a waste of time. Please get in touch if you'd like to come along.

- Popular periods – Modern (Shipwreck), WW1 and 2 (GQ), WW2 Coastal (Action Stations), and Pre-dreadnought (P Dunn's rules)

NWS North Hants [Every 3rd Sunday]

Jeff Crane 31 Park Gardens, Black Dam, Basingstoke, Hants, 01256 427906
e-mail: gfc.crane@ntlworld.com

NWS Wessex [Bi-Monthly Meetings]

The Wessex Group has gone into (hopefully) temporary abeyance for the moment. If anyone living in the Bath / Bristol / Gloucester area (or further afield) would like to take on managing the group please contact myself or any of the other NWS officials.
