

THE JOURNAL

The Society of 20th Century Wargamers



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Subscription 14 – issue 5

Front Cover: LGM-30G Minuteman III test launch at Vandenberg AFB, California

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General information:

The Society and the Journal are run voluntarily in spare time, with all members of the Team in alternative full time employment. The Editor invites members to submit articles, letters, reviews, artwork and inquiries for publication.

We will endeavour to publish all submitted articles. Membership details are held electronically and can be sent to Traders to prove eligibility for discounts.

A submissions guide can be found on the website sotcw.co.uk

Advertising

Advertising in The Journal is free for all traders who provide wargames services for the 20th and 21st Centuries.

Traders are invited to send adverts to the Editor.

Subscription period no.14:

The Journal is the magazine of “The Society of Twentieth Century Wargamers” and is produced quarterly. The new subscription period covers Journals 83 to 88, and is £22.00 UK/BFPO, £30.00 Europe, £35.00 Rest Of The World. Back issues are not currently available. All non United Kingdom/BFPO subs should go to Mark Wheeler as cheques in £ sterling payable to ‘M Wheeler’. UK/BFPO subscriptions should go to Mark Wheeler in pounds sterling. Cheques should be made payable to ‘SOTCW’. Alternatively cash can be sent at senders risk. Cheque payments not made in £ sterling will be accepted in local currency but must be payable to “M Wheeler” and include an equivalent extra of £6.00 to cover bank charges. All non United Kingdom current subscription Journals will be sent air mail; back issues and Compendium will be sent surface/economy.

A digital subscription is available for £12: www.sotcw.co.uk/pdf

All these items including membership can be purchased via Paypal through the Society website shopping cart.

Back Issues:

PDF back issues are available from Wargames Vault for issues 59 - 82

Visit the website at: <http://www.sotcw.co.uk/> or
Chat to other members on the Forum: <http://forum.sotcw.co.uk/>

Editorial

Welcome to the penultimate issue of Subscription 14.

Russ Phillips has completed the digitisation of Subscription 10 (issues 59-64), so if you would like them in PDF format use the link at the bottom of this page to get them at substantial member discount.

Once again there is a wide variety of articles in this issue of *The Journal*. There are a couple of Cold War articles (Warsaw Pact river crossings and the Warsaw Pact Plan for a nuclear war in Europe).

Also we have the usual scenarios, articles and reviews, so you should find something to interest you. We also have an article on how to create a Shadouf well, so hopefully this will inspire you to get modelling.

Don't forget to come and join in the discussions on our forum or our facebook page, check out the links on the Society website.

There is one more issue of this Subscription and in the next *Journal* there will be further news on the next subscription.

We are interested in any feedback on the Society or The Journal so please send it to the editor at:
petejones.wrexham@gmail.com.

This issue of the *Journal* contains 38,812 words, 37 images and 10 maps.

Journal Back Issues

Members receive substantial discounts on back issues in PDF format at \$1.50 for six issues.

Use the following links to get your discount:

Sub 10: Issues 59 – 64 <http://tinyurl.com/hkmoa3t>
 Sub 11: Issues 65 – 70 <http://tinyurl.com/ohaosek>
 Sub 12: Issues 71 – 76 <http://tinyurl.com/q316m3g>
 Sub 13: Issues 77 – 82 <http://tinyurl.com/plwz6tu>

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Contents

Issue 87 – Spring 2016

Articles

Darsa Kobba <i>Rif War, Morocco, 24 June - 6 July 1924</i>	Page 2
Warsaw Pact River Crossing in the Cold War <i>Tactics and vehicles used</i>	Page 5
A Modelling Guide To Creating a Shadouf Well <i>A step by step guide with photos</i>	Page 8
Wargaming with Young Children <i>Introducing children to Wargaming</i>	Page 10
Meet The Members <i>Assistant Editor Andrew Rolph</i>	Page 11
A River Crossing Summer 1941 <i>A Regiment/Brigade level scenario for Spearhead</i>	Page 12
Notes on the Great War <i>Rob Morgan's series continues</i>	Page 14
“The American Front” in the Great War <i>Wargaming an alternative WW1 history</i>	Page 18
Taking Lyon on the Ninth Day <i>The 1964 Warsaw Pact Plan for a Nuclear War in Europe</i>	Page 19
Operation Konrad I – January 1945 <i>The Relief of Budapest</i>	Page 23
The Kosovan Liberation Army <i>Ushtria Clirimatre E Kosoves or the KLA in the 90s</i>	Page 26
Nachtjäger <i>German infrared equipment in WW2</i>	Page 29
Drive on Smolensk – a replay <i>An After Action Report</i>	Page 31
Charlie Foxtrot <i>Modern squad rules for 20mm</i>	Page 41
Regulars	
The Armoury	Page 44
Big Boys Toys	Page 46
Microscene	Page 47
Rules of War	Page 49
Little Warriors	Page 51
Bookshelf	Page 54
Rob's Rearguard	Page 56

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Operation Konrad I – January 1945

The Relief of Budapest by John Dowman

Outline

As a part of Operation *Konrad I* the 5th SS Panzer Division *Wiking*, part of IV SS PanzerKorps, was committed to action on 1 January 1945, fighting alongside the 3rd SS Panzer Division *Totenkopf*. Near Tata the advance columns of *Wiking* attacked the 4th Guards Army. A heavy battle ensued with *Wiking* and *Totenkopf* seeing many of the Red Army tanks destroyed. In three days the two formations had driven 45 kilometres over rugged terrain, over half the distance from their start point to Budapest. The Soviets manoeuvred forces to block the advance and they barely managed to halt the Germans at Bicske, only 28 kilometres from Budapest.

The game is played on a 12 foot by 6 foot table.

We used the Battlegroup ruleset with the following changes –

- No reserve move
- Artillery burst circle is 6 inch radius instead of 10
- Fully enclosed AFV has a cover save of 6 in the open, 5 in soft cover and 4 dug in/hull down (please note this applies to “Fully enclosed AFV” ONLY)
- Small arms and MGs have no area fire effect versus “Fully enclosed AFVs”
- Morale check result of 1 for “Fully enclosed AFV” (as opposed to “Vehicle”) is now “Withdraw 1 full move to nearest cover occupied by, or closest to friendly units, and then pinned” (instead of “Abandon”). All exceptions apply e.g. Abandon if already pinned, immobilised, enemy infantry within 10” and no friendly...” etc.

Forces used from BG Overlord lists (or Fall of the Reich [FotR] lists for the Russians and certain armour units).

German Situation Report

Player One - Elements of 5th SS Panzer Division *Totenkopf*, 718pts/42BR/3 Officers

1st Btn SS Pz Grenadier Regiment 5 comprising -
 One Forward HQ - 28 pts, 3 r BR
 One Pz Gren Platoon (and 5 lorries) -116 pts, 11 r BR
 Three upgrades to MG42 – 12 pts (4 pts each)
 Three Panzerfausts – 15 pts (5 pts each)
 One MMG Team – 21 pts, 1v BR
 One Medium Mortar - 24 pts, 1 r BR
 One PaK 40 and truck - 42 pts, 2 r BR
 One PzSchreck Team - 24 pts, 1 v BR

s.Pz.Abt. 509 comprising –
 Two Kingtigers - 242 pts, 10 v BR
 One Armoured Supply carrier - 10 pts, 1 i BR
 One Forward Observer Team and Kubelwagen - 16 pts, 1 r BR
 One Forward Signals Unit and truck - 18 pts, 1 r BR

SS StuG Abt. 3 comprising -
 Three StuG IIIGs (1 Platoon) - 120 pts, 9 r BR

SS Flak Abt. 5 comprising -
 One SdKfz 251 Drilling - 30 pts, 1 r BR

Deploy as indicated on the map. Use the left hand deployment area.

Player Two - Elements of 5th SS Panzer Division *Wiking*, 700pts/35BR/3 Officers

2nd Btn SS Pz Grenadier Regiment 10 comprising -
 One Forward HQ Panther - 90 pts, 3 r BR
 One Forward HQ - 28 pts, 3 r BR
 One Pz Gren Platoon (and 5 lorries) -116 pts, 11 r BR
 Three upgrades to MG42 – 12 pts (4 pts each)
 Three Panzerfausts – 15 pts (5 pts each)
 One MMG Team – 21 pts, 1v BR
 One Medium Mortar - 24 pts, 1 r BR
 One Combat Medic - 8 pts, 0 r BR
 One PzSchreck Team - 24 pts, 1 v BR

SS Panzerjäger Regiment 5 comprising -
 Four JagdPzIV L/70(V) (1 platoon) - 248 pts, 9 r BR
 One Supply Truck - 8 pts, 1 i BR

SS Flak Abt. 5 comprising -
 One Wirbelwind - 48 pts, 2 r BR

Special additions comprising -
 One SdKfz 251/8 Ambulance - 20 pts, 2 i BR
 One SdKfz 9 Famo ARV - 18 pts, 1 r BR
 One Panzer Ace - 20 pts, 0 BR

Deploy as indicated on the map. Use the right hand deployment area.

Soviet Situation Report

As a part of Stalin’s response to Operation *Konrad I*, the 62nd Guards Rifle Division, part of the 20th Guards Rifle Corps, was committed to action on 1 January 1945, fighting alongside the 4th Guards Tank Corps. Forces available to you from FotR orbits.

Player One - Elements of 62nd Guards Rifle Division and 4th Guards Tank Corps, 726pts/56BR/3 Officers

One Forward HQ and White S/Car - 33 pts, 3 r BR
One Motor Rifle Platoon, four Trucks and one Jeep
- 106 pts, 9 r BR
One T34/85 Company - 475 pts, 30 r BR
Seven Tank Riders – 112 pts 14 r BR (16 pts each)

Deploy as indicated on the map. Use the left hand deployment area.

Player Two - Elements of 62nd Guards Rifle Division and 4th Guards Tank Corps, 765pts/36BR/3 Officers

One Forward HQ and White S/Car - 33 pts, 3 r BR
One Pioneer Assault Platoon and Trucks/Gaz AAA - 196 pts, 10 v BR
Three Panzerfausts - 15 pts
Three Maxim MMGs - 57 pts, 3 v BR
Two A/T gun 76mm L/54 and Tows - 62 pts, 2 v BR
One JS 2 Platoon - 362 pts, 15 r BR
One T34/76 - 40 pts, 3 r BR

Deploy as indicated on the map. Use the right hand deployment area.

Victory Conditions and Objectives

The game is objective based and victory or defeat will be decided according to which side has the most objectives at game end. There is no 'all objectives gained' victory.

There are ten objectives in total - the buildings marked on the maps. Control of these gives effective control of the road and its junctions and either denies or enables the Germans to continue their advance to Budapest.

The buildings are weighted in their VP value, i.e. the further they are away from your start line the more valuable they are. The nearest to your starting board edge is worth 1VP, the second is worth 2VP etc. The furthest away will therefore be worth 10VP.

To control an objective you must either be occupying it or be the last to occupy it and there are no effective enemy forces within 6 inches of it at game end.

Additionally 1VP will be awarded for each enemy player who exceeds his BR and 1VP deducted for each of your own players who exceed their BR.

Battle Rating

If a player's force exceeds its BR it will continue to function but will count as an objective gained for the other side. In addition its surviving Officers will no longer count when establishing its orders for a turn. Any additional BR counters taken by a force that has exceeded its BR will be randomly allocated to another force on his side. There is no overall BR total for each side.

Counters

Use the standard Kursk/BGO counter set with the following changes:

Air attack – Soviet Air attacks are subject to the normal rules the German rolls a die and on 1,2 receives an air attack as normal. On 3+ he receives one supply module which immediately re-supplies one out of ammo AFV/Gun.

Ammo Low – Soviets are as normal whilst the German player immediately re-supplies one out of ammo unit.

Orders

Each player will command a force of approx 750 pts or less and each player will roll 2D6 per turn for orders. Officers will count as normal, unless the players force has exceeded its BR.

Orders cannot be swapped or combined etc.

Ammunition

There will be no ammo counting during the game (too much bookkeeping for a large game). However in reality the offensive petered out due to fatigue and lack of supplies (and some Russian opposition)! To take this into account any German AFV or A/T gun/Artillery piece rolling a 1 on a to hit die roll will reroll 1D6 and a further result of a 1 will mean that it is out of ammo. It can be resupplied as normal.

Terrain

For movement purpose the terrain is described as 'rugged' and as such all vehicular movement off road requires a bog check. A score of 1 on 1D6 indicates that the vehicle is bogged down for that move (no movement possible). Movement on roads is unaffected. All movement on tracks (as opposed to roads) is at cross country rate, but no bog check needed. Woods are passable to all tracked vehicles with minus 1D6 score in inches per move starting, ending, or passing through a wooded area. The bog check still applies and a score of 1 OR 2 resulting in a bogged down vehicle.

The hatched areas on the map indicate areas of rough ground, rocks and sparse woods. All observation/LOS through or in them counts as obscured, but not blocked. Woods on the hills block LOS and count as soft cover.

Senior Commanding Officer - optional

If desired each side can have a third player who acts as the Senior CO. They are represented on table by either a figure group or a suitable AFV (e.g, Panther, T34/85 etc). They can be targeted and KIA'd as normal.

The SCO's effects are fourfold.

1. They can be attached to any unit at game start if desired or by moving to within 12 inches of another player's on table Forward CO during the game. He adds one order per turn to that player's orders if so attached.
2. The SCO for each side will roll 2D6 for orders at the start of each turn (as long as he is present on the table!) and this will be the number of orders he has to allocate to his players and/or fire the artillery, as he sees fit.
3. For the Germans only the SCO has three Ammo modules. These resupply one unit without needing a supply truck and can be allocated at maximum of one per move.
4. Only the Senior CO can order artillery fire. He can fire one module of his artillery without requiring orders but must spot it himself. He can fire the rest of his artillery using any CO group on his side but must allocate orders to them to do so from his orders generated at the start of each turn.

Artillery is available as follows -

German – Two Wespe and two Hummel. Enter on move one, move on at rear of table, no move orders required to do so.

Soviet – Two 152mm and two 122mm howitzers. Deployed on table rear at start.

If the SCO roles are not in use allocated one battery of artillery to each player.

Additional Players

If desired an additional player can be accommodated on each side, using the central deployment area, both arriving on Turn 3...

Third German Player - Elements of 5th SS Panzer Division *Wiking*, 751pts/48BR/4 Officers

1st Btn SS PzGrenadier Regiment 10 comprising
 One Forward HQ - 28 pts, 3 r BR
 One Arm'd PzGren Platoon -162 pts, 15 v BR
 Three upgrades to MG42 – 12 pts (4 pts each)
 Three Panzerfausts – 15 pts (5 pts each)
 One MMG Team – 21 pts, 1v BR
 One Medium Mortar - 24 pts, 1 r BR
 One PaK 40 and truck - 42 pts, 2 r BR
 One PzSchreck Team - 24 pts, 1 v BR

SS Panzerjäger Regiment 5 comprising -
 Three Hetzers (1 platoon) - 140 pts, 9 r BR
 One Bergehetzer - 24 pts, 1 r BR
 One Supply Truck - 8 pts, 1 i BR

SS StuG Abt. 5 comprising -
 Three StuG IIIGs (1 Platoon) - 120 pts, 9 r BR

SS Aufklärungs Btn 5 comprising –
 One SdKfz 234/1 - 22 pts, 1 r BR
 One SdKfz 234/2 - 28 pts, 1 r BR
 One SdKfz 234/4 - 43 pts, 1 r BR

SS Flak Abt. 5 comprising -
 One Möbelwagen - 38 pts, 2 r BR

Soviet Third Player - Elements of 62nd Guards Rifle Division and 4th Guards Tank Corps, 716pts/39BR/7 Officers

One Forward HQ and White S/Car - 33 pts, 3 r BR
 One Rifle Company - 188 pts, 16 i BR
 Three A/T gun 45mm L/66 - 78 pts, 3 i BR
 Three Maxim MMGs - 54 pts, 3 i BR
 Two Infantry Guns - 38 pts, 2 i BR
 Four SU-100 - 325 pts, 12 r BR

And finally...I know the s.Pz.Abt 509 were only present for Konrad III but I have used a little artistic licence with the ORBAT paintbrush...same goes for the JS2s.

