

## MWS at MHWC Open Day

Maidstone Wargames Society was invited to put on a game at the Milton Hundred Wargames Society's Open Day on Saturday 15<sup>th</sup> September. After much debate we decided to take Phil's Lake Tanganyika game (WW1 Naval) first seen in 1996!

MWS was the only guest club in attendance, MHWC had been expecting two other clubs and a game designer to attend with a game, but they did not turn up on the day.

MHWC themselves put on a 25mm Ancients game using WRG 6th Edition rules(!); a 15mm SYW game, Austria vs Prussia using Black Powder; and a 28mm WW2 skirmish game using Operation Squad rules. Armourfast sponsored a tank "make and take" table with a variety of WW2 armour, this kept the younger (and some of the not so young) visitors occupied.

There were 23 visitors to the Open Day, including the Mayor of Swale, ranging in age from children to pensioners. We spoke to most if not all the visitors, including the Mayor of Swale, and several of the MHWC members. The chairman of MHWC wrote "Your game was great and your enthusiasm was picked up by all of our visitors, including the Mayor of Swale. She was impressed that two groups could work together and offer mutual support, something she felt more groups could do well to follow."

MHWC believe that they have 5 potential new members as a result of the Open Day; a couple of these happen to live closer to us than MHWC, one in particular had already seen our website and identified us a potential club to visit, so I think it a distinct possibility that we may get one or more of them turning up at our meetings in the not too distant future.

So, onto the game report.

Summary of ships each side:

German:

*Hedwig von Wissmann*. 95', 135 tons, max speed 9 kts. 2 x 6pdr (fwd), 1 x 3pdr (aft), 2 x MG (port & starboard)

Belgian:

*Ten-ton*. 45', 10 tons, max speed 6 kts. 1 x 6pdr (fwd), 1 x 3pdr (aft).

British

*Mimi & Toutou*. 40', 6 tons, max speed 15kts. 1 x 3pdr (fwd), 1 x MG (aft)

*Fifi*. 65', 45 tons, Max speed 7 kts. 1 x 12pdr (fwd), 1 x 6pdr (aft).

*Fifi* was formerly the German ship *Kingani*; a special rule applied to her 12pdr gun. This gun had been added by the British following her capture and was really too big for the size of the ship. Any attempt to fire it to port or starboard would result in her capsizing, so she could only fire it ahead.

Over the course of the day we ran the game 5 times. In each game one person took command of the *Hedwig von Wissmann*, one took *Mimi* and *Toutou* and one took *Ten-ton* and *Fifi*. Brian, Stephen and I took turns with each command. Despite our best efforts only one game, the last, had members of the public join in.

Game	Hedwig	Mimi + Toutou	Fifi + Ten-Ton
1	Brian	Andy	Steve
2	Andy	Brian	Steve
3	Steve	Andy	Brian
4	Brian	Steve	Andy
5	Andy	?	?

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### Game 1

The first game was a “dammed close run thing”, with victory going to the Germans. The *Hedwig von Wissmann* sank all the allied ships; but was dead in the water, having taken so much damage that she could not move and had lost one of her 6pdrs and the 3 pdr gun. *Mimi* & *Toutou* were each sunk by a single round, *Ten-ton* fired all her 6pdr ammo, but her 3 pdr jammed and she was sunk before it could be cleared. *Fifi* took progressive damage through the game; she lost her 3 pdr before it fired a single round, and expended all her 12 pdr ammo.

### Game 2

The allies drew level in the second game, the *Hedwig von Wissmann* took a couple of hits from *Fifi*'s 12 pdr, the first damaging the helm forcing her to turn right at maximum speed, the second sinking her. *Fifi* took some damage, and expended all but one of her 12 pdr shells, *Mimi* and *Toutou* were undamaged, but the Allies lost *Ten-ton*.

### Game 3

The allies edged ahead with a spectacular victory. *Hedwig von Wissmann*'s front 6pdr jammed after 2 rounds had been fired. *Ten-ton* scored a lucky hit with her 6 pdr, hitting the bunker and causing an explosion that brought the *Hedwig* to a dead stop, the next turn *Toutou* hit with a 3 pdr round, causing an explosion in the *Hedwig*'s magazine. All that was left was matchwood. Of the Allied ships only *Ten-ton* took any damage, and was only just afloat at the end of the game.

### Game 4

The allies tried different tactics this time; in earlier games *Mimi* and *Toutou* had sped ahead to engage the *Hedwig von Wissmann* with *Fifi* and *Ten-ton* closing as best they could. This time they all advanced together. *Fifi* held her fire until within effective range (she only had 5 rounds for the 12 pdr after all). *Mimi* and *Toutou* both had lucky escapes; both were hit by *Hedwig*'s 6pdr, on the damage roll anything but a 1 would sink them outright but the dice were favourable and a 1 came up each time. *Fifi* took some hull damage, *Ten-ton* was undamaged. The *Hedwig von Wissmann* eventually succumbed to fire from *Fifi* and *Ten-ton*.

### Game 5

This was the only game where members of the pubic, two young lads, took charge of the British and Belgian ships. *Ten-ton*, *Mimi* and *Toutou* were all sunk, *Fifi*'s 12 pdr jammed early on and the crew were unable to clear it. The game ended with *Hedwig von Wissmann* and *Fifi* both unable to engage the other. *Hedwig* had expended all her 6 and 3 pdr ammunition and was outside machine gun range. She had taken so much damage she wasn't able to make steerage way, so couldn't turn to close on the *Fifi*. Even if *Fifi* had cleared her jammed 12 pdr, she couldn't turn to bring it to bear as she also couldn't make steerage way, and firing the gun at anything over a few degrees off the bow would capsize the boat! Her 3 pdr still had ammo left, but it couldn't bear on the *Hedwig*.

Photos of the Open Day can be seen at:

<http://leofwinewargamerson.blogspot.co.uk/2012/09/mhwc-open-day.html>

and

<http://leofwinewargamerson.blogspot.co.uk/2012/09/some-new-pics-of-our-open-day.html>

Photos of the ships can be seen at

<http://www.brigademodels.co.uk/mws/ShowGames/Tanganyika/index.html>