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## **INTRO**

As you have perhaps already discerned from the slimmer feel and lower price I have decided to go bi-monthly. (That's one issue every two months, not two issues each month!) I did hint at this possibility in the intro to WW4 – if anyone tip-toed far enough through the typos to read that bit! The theory is that this slightly eases my workload(!) – by spreading it, if not reducing it.

Also last month I said we'd like to be a bit more international. Well, we haven't gone too far along that path yet, although a few "foreign correspondents" are lined up for future issues. We do have in this issue an Australian, currently resident in the U.K., who compares the scene in the two countries, and an American – Raymond Levesque – who considers the Battle of Apache Pass, a geographic location not too far from his doorstep!

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Lots of you have asked about these – starting just a few days after issue #1 was published. They are on order – see advert in the next issue.

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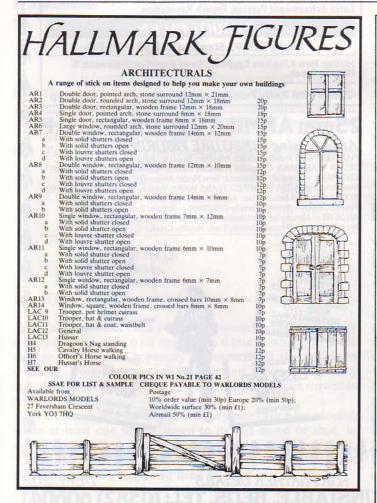
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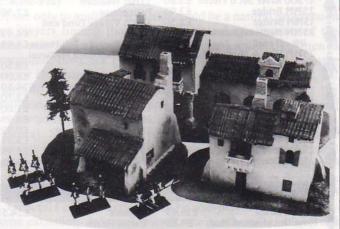
Front cover photo- French and Indian War action from Bill Gaskin's wargames room. Figures are a mix of one-offs by Bill, Surens and Staddens. Wagon is Q.T. Models. Sometimes it's a chore taking the photos for the mag, and sometimes it's a pleasure. Bill's figures definitely fall into the latter category.

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# For The Honour Of The Regiment

Two colonial role-playing scenarios c.1879

by Ted Brown

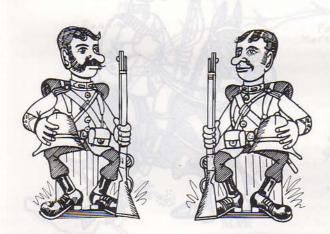
## INTRODUCTION

On 22nd January 1879, in mid afternoon the defence of the British encampment below the crag of Isandlwana collapsed in a welter of gunfire, smoke, curses and blood. Amidst the frenzied confusion little groups of soldiers fought with hopeless fury, and battle-mad Zulu warriors threw the bodies of dead comrades at the redcoats before rushing in with cold, glittering assegais.

In the middle of this vision of hell Lt-Col. Henry Pulleine handed the Queen's Colour of the 1/24th to Adjutant Lt. Teignmouth Melvill and ordered him to carry it to a place of safety...

The battle of Isandlwana has been much written about and has inspired many a colonial wargamer. The action can make an interesting refight with a good set of rules. However, this article will suggest two role playing games based on the bloody ending of the fight. To play out the scenarios requires two or more players, an umpire, normal six-sided dice, rule and of course, wargames table and figures.

The two scenarios are divided into a number of sections for the main characters and only the umpire should read the whole article before the game. The umpire should read out the relevant sections to the players.



## FIX BAYONETS AND DIE LIKE BRITISH SOLDIERS DO

In this scenario the players – one for each character if possible – try to recreate one of the last stands at Isandlwana made after the fully organized defence had ended. Players will receive points for each turn they survive and for each Zulu they dispatch. Officer and NCO characters will also gain points if they keep their men following their orders, and the men will also gain points for obeying orders. The competition then is between the character players, but in order to gain extra points and survive for longer against the overwhelming numbers of the enemy they must also co-operate. This makes for a nice tension. The Zulu player must try to wipe out the character players quickly, but without losing too many warriors.

## CHARACTER BRIEFINGS

**Col. Anthony William Durnford**. Aged 49. Fit, but left arm useless due to old injury. Weapons: Six shot revolver, hunting knife. Six spare rounds.

You have seen the camp overrun and know death and defeat are now certain. You feel in large part responsible for the disaster since you disobeyed orders to 'defend the camp' and instead took your men out looking for Zulu: You found them. Now you are trying to keep as many warriors occupied as you can, hoping this will give the fugitives more chance of escape. You seek an honourable death.

Lt. Charles D'Aquilar Pope. Aged 29. Fit. Weapons: Six shot revolver & sword. Two spare rounds.

You and your company have fought your way to the saddle area from hundreds of yards out on the plain. Many good 'G' company soldiers are already dead and the rest soon will be. You intend setting an example to your remaining men and will take a few warriors with you.

Lt. Frederick Godwin-Austin. Age 25. Fit, but a flesh wound on the head is causing you some pain. Weapons: Six shot revolver. Four spare rounds.

Your head hurts from a hit by a thrown assegai and blood keeps running into your eyes. You feel dizzy and are mad at the Zulus for ending your career just a few weeks before your 26th birthday.

The Honourable Standish William Prendergast Vereker. Age 25. Fit. Weapons: Six shot revolver and hunting knife. Six spare rounds.

You are an honourable man in more than just name: You gave a horse you had just mounted to a native who said it was his, choosing death before a dishonourable act. You will do your duty.



**Sergeant Thomas Cooper**. Age 29. Fit. Weapons: Martini-Henry and bayonet. Ten rounds.

A long service, professional soldier you are fighting hard. Death is not something you have time to think of, only fighting and killing the enemy: You will show these b———ds what a soldier is . . .



**Trooper Pearce**. Age 24. Leg wound that means you can no longer run, Weapons: Martini-Henry carbine, hunting knife. 6 rounds.

A Natal Mounted Policeman, you left your friend Trooper Sparks to find a new bit for your horse, now you don't think you're going to need it. Because of your wound you have joined this group and wonder how long until the end?

**Private Ashley Goatham**. Aged 24. Fit. Weapons: Martini-Henry and bayonet. Eight rounds.

Your mother told you not to go for a soldier. Why the hell did you not listen? You had never believed it might end like this, bloody Zululand, bloody army . . .

**Private J. Bray**. Age 19. Weapons: Martini-Henry and bayonet. Seven rounds.

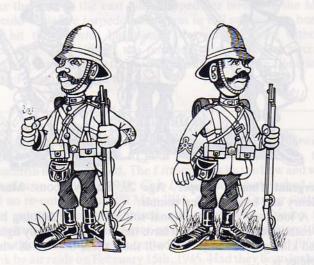
You cannot think about being killed, it is just too awful, so you block it out by following your orders.

**Private E. Edwards**. Age 27. Fit. Weapons: Martini-Henry and bayonet. Twelve rounds.

You are battle mad, you want only to kill as many of the enemy as you can.

**Private W. Molloway**. Age 23. Fit. Weapons: Martini-Henry and bayonet. Nine rounds.

You wish you had kept to your old life in civvy street, if only you had not taken that girl into the barn . . . You still hope to come out of this somehow and are watching for a chance to get higher up the hill.



## **UMPIRES BRIEFING**

Give the Zulu player 40 warrior figures, 10 of them with muskets. At some point in the fight – early on – Lt. Godwin-Austen, dizzy and half blinded by blood should let off his revolver at Durnford with a 50% chance of a hit. Toss a coin to decide, the Durnford player to call.

One revolver and one rifle will jam during the action, you choose which characters and give them a 50% chance of clearing them on the move after the jam, again toss a coin and get the player to call. One character must also find he has lost two rounds at some stage in the fight. Another character finds five rounds during the action, again you pick the character and inform them when this happens.

Should the Zulu player run short of warriors give him a further twenty. Make sure this player bears in mind that while brave, his warriors know the battle is won and are not so keen to die now.

#### Terrair

A grass covered hillside, strewn with boulders and one or two trees.

#### **Points**

For each move a character survives, five points. For each Zulu killed, three points. For each order an officer gives that is followed, three points. For each order other characters obey, two points to those characters.



## SAVE THE COLOURS

Our second scenario concerns the attempt to save the Queen's Colour by Lieutenants Melvill and Coghill. In this game only two character players are needed and the umpire will control the other fugitives, who are in effect 'non-player characters'. Up to four players can control the Zulu warriors.

## CHARACTER BRIEFINGS

Lt. Teignmouth Melvill. Age 36. Fit. Weapons: Six-shot revolver and sword. Six spare rounds.

You, as adjutant of your battalion, have been given the duty of saving the Queen's Colour. You are a fine horseman and will die rather than fail. You intend to try and ride around trouble, only fighting if you really must.

Lt. Nevill Joseph Aylmer Coghill. Age 26. Fit, but an injury you received to your leg while chasing a chicken for the pot means you can only just walk. Weapons: Six-shot revolver and sword. No spare rounds.

You are orderly officer to Col. Glyn, but because of your injury were left in camp when Glyn marched out with Chelmsford. Your main interest is escape, but you are very ready to help your comrades and retain the honour of the regiment.



## **UMPIRES BRIEFING**

Melvill does not yet know it, but the revolver he has lacks its cylinder, which fell out while the weapon was being reloaded. Tell him this when he first tries to use it.

On each turn get each of the two character players to roll two normal six-sided dice, if they come up 2 between them that player has fallen. Roll another normal dice: Score 1 or 2 horse is injured. If horse is not injured roll another normal dice: Score 3, 4, 5 or 6, character has remounted. If not they may try again next turn.

Play this game lengthways along the table. The two, three or four Zulu players can place their figures – 10 each – anywhere along the first two thirds of the table. Colour code the base of figures so the Zulu players can sort out which player has which figure. Zulu players must mark the positions of their figures first on a map. Place the figures on the table in accordance with the maps. Zulu players get 2 points for each non-player character they dispatch and 5 points for each character. They lose one point for each warrior killed. Up to 20% of the Zulu figures can have muskets.



## TERRAIN

Very rough undulating country, covered in boulders, scrub and thorn trees. If you want to be accurate, see reading list at the end of the article.

#### Rules for use in the two scenarios.

You can use more or less any small scale skirmish rules, such as *The Colonial Skirmish Rules* or *The Sword & The Flame*, or why not write your own?



## CONCLUSION

I hope readers will find these scenarios as interesting as I did. The interaction between the players can be fascinating to watch and being umpire – and head of the 'dirty tricks' department – is great fun!

I'm sure most people can think of variations on the game. The scenarios could also be used for other campaigns: how about Maiwand in the Second Afghan War or Majuba hill?

## READING LIST/MAJOR SOURCES

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#### Acknowledgement

This article was inspired by meeting Miss Anne Melvill, last surviving descendant of the gallant Lt. Teignmouth Melvill, VC.







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Wespe SP150mm
Hummel Sp150mm
Hummel Sp150mm
Sturmoarse IV Brummbar G523 rummel So150mm Sturmpanzer IV Bru Sdktz 251/16 Hano Opel bilitz II

USA

MA4 Sherman

M3 H1

M3 H1 with pulpit Mg

M3 75mm GMC (7-12)

M4 MMC B time Mortar

M24 Chaffe light tank

M15 AA H1

Studebacker 2½ ton truck

stop)

- 9½ ton truck (canvas top)
M3 Half track with 37mm
AT gun US12/ RS2 Fench Romait AMC 35 light tenk Renault AMR 33-m light tank Renault 135 light tank Renault 135 light tank Renault ADK truck (open log) Renault ADK truck (open log) Renault ADK truck (open log) Somué 3-35 medium tank Chenilette lorraine type 371 supply carrier Penhard AMD 178 AIC Moralms authier 405 FS1 FS2 FS3 FS4 FS5 FS6 FS7 FS8 FS9 PI PI PI PI PI PI PI P6 P1 FS10 FS11 spanese
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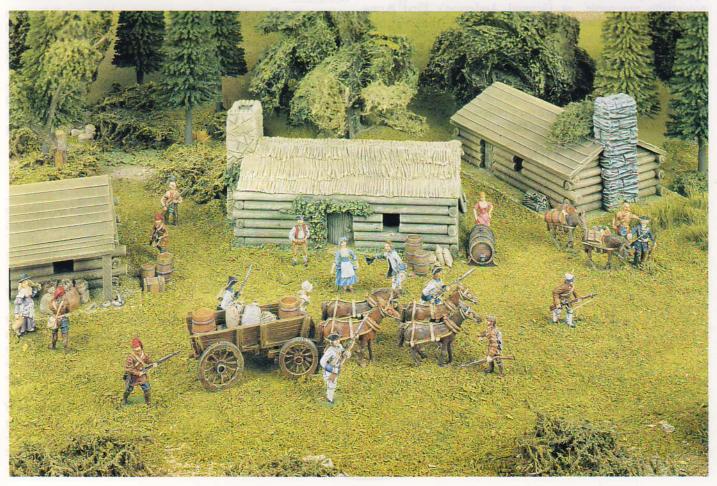
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Two photos of some of Bill Gaskin's new French and Indian Wars collection. Bill is using a mixture of 'Willie' figures by Ted Suren, and a few Staddens, but mostly his own 30/35mm creations. The French regiment is Royal Roussillon. The buildings in the lower shot are by Hales Models, from the editor's collection. The Q.T. Models wagon loading up here is ambushed on the front cover!



# INTO THE VOID WITH CORK FORCE

## A solo or 'one-sided' campaign for Tunisia, 1943

by Richard Marsh

We solo wargamers are awkward coves. The very fact that we lurk alone in converted garrets and engage in the wargaming equivalent of schizophrenia, means that we tend to think upon very individualistic lines and shun the trends and fashions of the 'real' world.

One of the chief advantages of belonging to this strange sect is that the soloist has complete control over his hobby (apart from minor distractions like a family, work, overdrafts etc.) and can tailor it to suit his needs and circumstances. In my case this has meant a 'total' approach to each chosen period, with rules, figures, terrain and accessories being produced as a compatible whole.

When I awkwardly decided to embark on the little-gamed Tunisian Campaign of WWII, I decided to take this concept a stage further, and devise a re-usable campaign system that would – like a boxed game – give me a steady supply of interesting games with the minimum of preparation.

Stimulated by an excellent article by David Orchard in *Lone Warrior* and by the well-known 'Pony Wars' rules, I concocted the mini-campaign described below. It *is* individualistic and absolutely packed with personal preferences, but as an example of a custom-built game system for solo or 'one-sided' group play, I feel it may stir a few imaginations, or at least provide entertainment for some like-minded clone.

## HISTORICAL BACKGROUND

By February 1943 the Axis position in Tunisia was stable but potentially untenable, as General Anderson's First Army advanced from the west and Montgomery's Eighth began to probe from the south.

Rommel decided to strike at the southern flank of First Army – launching the 10th and veteran 21st panzer divisions at what he considered to be the weak link in the Allied line: the Americans. He reasoned that by giving First Army a 'bloody nose' he would win time to turn on and defeat his old adversary, and snatch victory from the jaws of defeat.

## CRISIS AT KASSERINE

The multi-pronged assault succeeded. The Americans bravely, but blindly, counter-attacked into anti-tank ambushes and began to retreat. Confusion reigned and some units panicked. The pathway to the Allied rear, and a massive victory, lay through the Kasserine Pass, a mile wide gap that was hastily plugged by a motley of U.S. infantry, engineers and artillery, and a few French and British troops.

German reconnaissance troops attempted to rush the pass, but this, and a subsequent assault by tanks and panzergrenadiers, was beaten off. However, as night fell the experienced Axis troops took possession of the surrounding heights and began to infiltrate the defenders' positions.

At this juncture the First Army commander, realising the danger threatening his key bases, directed Brigadier Dunphie's 26th Armoured Brigade and part of 6th Armoured Division towards Kasserine to stabilise the situation.

Dunphie was so alarmed by reports flooding back from the embattled defenders that he asked for permission to advance into the pass with his whole command. This was denied. Instead, his superiors sanctioned the despatch of what amounted to a small 'battlegroup' under Colonel Gore.

Gore's force consisted of a weak tank squadron (four Crusaders and seven Valentines – both regarded as obsolete); a company of motorised infantry in 15 cwt trucks; four 6 pdr anti-tank guns, and a battery of 25 pdr field guns. These meagre reinforcements drove into the pass amid great confusion and, for the sacrifice of all eleven tanks and numerous casualties, managed to buy time for the Allied units behind them to concentrate and prepare their defences.

Rommel's offensive was ultimately thwarted and the role of Colonel Gore's men in stemming the flood was highly praised – not least by the American troops whom they had so valiantly assisted.

## THE CORK FORCE CAMPAIGN

I had decided that the actions and units described above were to provide an authentic 'back-drop' to my mini-campaign, as the game envisaged was intended to be a tense exercise in problem-solving rather than a meticulous historical re-fight.

As a result, the trials and tribulations of Cork Force take place a few kilometres to the south west of Kasserine, near the village of Raiville, which gives its name to a much narrower pass that lacks the strategic importance of its better-known neighbour. This pass is also defended by a mixed bag of Allied units and as the Battle of Kasserine rages, reports of Axis probing attacks are received from the Raiville garrison. Rommel is clearly exploring the possibility of outflanking the Kasserine bottleneck!

Brigadier Dunphie is ordered to assemble a small force to aggressively bolster the defence of the Raiville gap and discourage Axis probes. With the need to conserve his fighting strength uppermost in the Brigadier's mind this improvised unit is even smaller than the one despatched to Kasserine.

Under the command of Major R.T. Cork of the Rifle Brigade 'Cork Force' has just six tanks and a platoon of motorised infantry, supported by a solitary 3" mortar, two 6 pdr anti-tank guns and a pair of 25 pdr field guns. A section of Royal Engineers is also attached as something of an after-thought.

## THE BRIEFING

I usually play solo, so at this stage I would automatically take on the mantle of Major Cork. However, in a multi-player situation I would suggest that the Major Cork character reads the 'sit-rep' below and then decides how much his subordinates (the other players) need to know.

'Intelligence Report - Raiville Pass - 24.00hrs 19th February 1943.

'The situation is fluid in the extreme. Some reports suggest that American units have panicked, others that some stubborn defenders are still holding out. Contact has been lost with the British reconnaissance troops (Derbyshire Yeomanry) acting as liaison, and radio intercepts suggest that a senior U.S. officer has entered the pass to rally his troops.

'It is considered feasible that Axis troops may have utilised the network of miners' tracks that intersect the surrounding highland to bypass the defenders. These troops could consequently be active to the rear of any prepared defensive positions.

'Some American and French armour was earlier reported to be active in the area but it has proved impossible to ascertain details of type or strength.'

Armed with this rather disconcerting knowledge Major Cork can now inspect his troops. He has been ordered to:

'Advance towards Raiville village. Inflict maximum delay on the enemy units encountered.'

Now he can try to reconcile the demands placed upon him with the resources at his disposal to carry them out.

## **CORK FORCE**

The astute will already have tumbled to the fact that Cork Force bears a startling resemblance to a scaled-down version of Colonel Gore's command. I play with 20mm vehicles and troops and blithely switch from 1:1 to 1:3 troop ratios as the mood takes me (achieved by the addition or subtraction of a few key command figures and a quick change of unit titles!). Players who opt for the smaller scales could just as easily field exact replicas of Gore's unit - the vital point being that all the other units generated during the course of the campaign (with the exception of personalities) must be increased by the same proportion.

Fig.1 shows Cork Force's order of battle. I have included the names of the good Major's key subordinates to assist non-solo players, or solo players who are secretly gregarious.

Fig.1 CORK FORCE - ORDER OF BATTLE H.Q. C.O. Major R.T. Cork

> A/C Lt. Reynolds Humber scout car 15cwt wireless

M/c despatch rider

A Squadron 17th/21st Lancers H.Q. Capt. M. Coutes-Ferris

Crusaders mk III (6pdr) Crusaders close support (3" how.)

Troop 2 × Valentine mk II (2pdr) 2 × Valentine mk II (2pdr)

> C Company 10th Rifle Brigade H.Q. Capt. G.K. Livesey

> > Bren carrier 15cwt wireless M/c despatch rider

Platoon Platoon 15cwt truck 15cwt truck

Platoon 15cwt truck

Carrier Platoon Lt. Green 3 carriers 2 L.M.G. 12" mortar

1 Boyes A.T. rifle

R.E. section

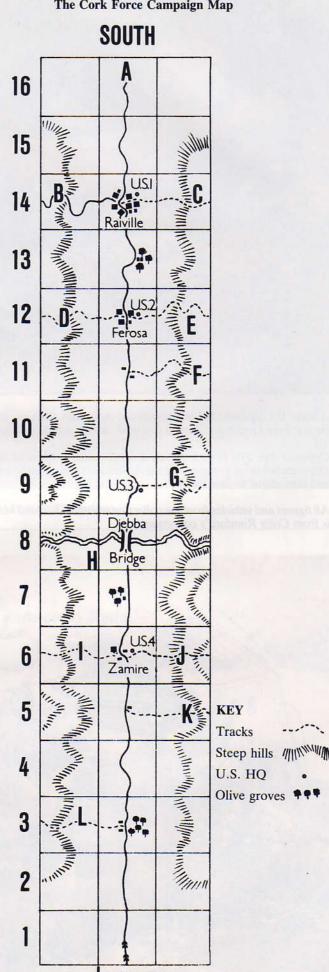
1 15cwt

M.G.section Mortar section 1 15cwt 1 Carrier 13" mortar 1 M.M.G.

> Anti-tank platoon Lt. Norris 2 Carriers 2 6pdr A.T. guns

R.A.S.C. plt. Tp. of Batt. 12th R.H.A. 1 3 ton truck Lt. Hartford

Carrier O.P. 15cwt wireless 3 Quads + limbers 2 25lber field gun/howitzers The Cork Force Campaign Map





Above: the captured M3 bursts into the American position. (See figure 3 – but try not to throw successive sixes!)

Below: Free French and French Colonial troops debussing (literally!) behind the reassuring (?) support of an FT17. (Throw a 7 on table 3!)

Opposite top: The French occupy a small ruined settlement and deploy their artillery.

Opposite below: A group of retiring Americans (generated by a throw of 8) meet up with a bit of armour support – and get a chance to rally and turn about to face the foe!

All figures and vehicles from the collection of author Richard Marsh. The terrain – which has been Somaliland before it became Tunisia! – is from Colin Rumford's collection.







## THE CAMPAIGN MAP

Each square of the gridded campaign map represents a two foot square terrain section, but more flexibility in the positions of road junctions and other terrain features could be achieved by the players who prefers the 'green table cloth' approach.

The map is long and thin, as this campaign is all about linear movement in a restricted space (sounds painful!). It also facilitates an easy transfer to the table-top when the situation dictates, for the map width is also the table width.

Major Cork can now examine the terrain he is about to fight over. He will doubtless ponder on the mismatched characteristics of his armour. (Will the Crusaders break down before they can get into action? Would it be prudent to restrict the speed of his column to the crawl of the Valentines?) His mind may also stray onto the possibility of a change of orders. Whatever else, he will certainly be preoccupied with one question: the strength and whereabouts of his adversaries.

## IT'S ALL IN THE CARDS . . .

In solo or 'one-sided' games the use of chance or event cards is very popular, as it introduces the vital elements of surprise and suspense. (If you don't believe me, watch 'The Cincinatti Kid'!).

In 'Cork Force', the cards – 50 of them to be exact – not only generate a number of unforseen 'events', but also exert a powerful influence on the actions of the opposing forces. One card is drawn at the beginning of each map move by the resilient Major Cork and, as the information they bear relates to all that follows, I have decided to reveal their secrets below.

Each card should measure at least 3" × 2" for ease of handling. Twenty cards will be marked and thirty will be blank. The marked cards will be headed either:

### INTELLIGENCE

- representing reports from recce. troops, aircraft or Arab informers.

#### ORDERS

- which are strictly speaking changes of orders received by wireless or despatch rider.

## or INCIDENT

which present a variety of likely problems to be overcome.

They should be marked as follows.

### DETAILS OF CARDS

		AILS OF CARDS
	Heading	Information Troop movement reported. Consult INTELLIGENCE table.
1	ORDERS	Advance to Raiville and destroy the ammo. dump. (Engineers will take 1 dice × number of moves to accomplish. Others +2 moves.)
1	ORDERS	Move to the Djebba Bridge and hold until further orders.
1	ORDERS	Destroy the Djebba Bridge. (Engineers only. 1 dice for moves to prepare. Blows for 3,4,5,6.)
1	ORDERS	Move to Ferosa and defend road junction.
1	ORDERS	Move to and defend Zamire.
1	ORDERS	Rendezvous with General Ferdinhall's H.Q. (for location consult the INTELLIGENCE table) and protect its withdrawal.

1	INCIDENT	Crusader tank breakdown. Dice: 1,2 - H.Q. tank 3,4,5,6 - C.S. tank Repairs: 1,2 - one move 3,4 - two moves 5,6 - three moves
1	INCIDENT	Air attack! Set up on table.  Dice: 1,2 - one ME log 3,4 - two ME 109 5,6 - two Stukes (2 dice thrown. Vehicle in this position in the column - counted from the front is centre of aim for air attack 'spider').
1	INCIDENT	American Aid Post. Despatch one vehicle to evacuate wounded to your start-line.
1	INCIDENT	Road mined!  Dice: 1 – lead vehicle destroyed

2 – lead vehicle immobilised permanently

3 – as above but for 2 moves.

4 – as above but for 1 move.

5,6 – mines spotted. One move delay for eng. to clear. (2 moves for others.)

#### Notes

- 1. All place names refer to locations on the campaign map.
- 2. The role of General Walt K. Ferdinhall can be expanded. See the notes on 'Role-Play' at the end of this article.
- 3. If your handwriting is on the large side place the longer instructions carried on the INCIDENT cards on a separate piece of paper.

## USING YOUR INTELLIGENCE . . .

All the INTELLIGENCE cards refer to unspecified troop movements. To discover where these troops are first reported follow this procedure:

- 1. On the campaign map find the position of Cork Force's most advanced element.
- 2. Look to the left of the map and note which numbered 'zone' this unit is in.
- 3. Turn to the INTELLIGENCE table (fig.2) and find this number in the far left-hand column. Roll one ordinary die. Now cross refer the zone number with your score and read off the location letter.
- 4. Find this letter on the campaign map.

Troops appearing south of Cork Force (above on the map) will head northwards at a cautious 2 squares per map move. Troops appearing to the north (below on the map) will:

move north for a throw of 1, 2 or 3 on an ordinary die,

OR

move south (towards Cork Force) for a throw of 4, 5 or 6.

The former are assumed to be retreating friends withdrawing from the highlands surrounding the pass; the latter are enemy units attempting to attack Cork Force's rear.

Before moving on to the procedure for differentiating friend from foe, I think a few words on map movement would be appropriate.

## MAP MOVEMENT

It is vital, before the player(s) embark on any map movement, that a record is made and kept up-to-date of Cork Force's order of march. This should also include the intervals between units.

Fig.2			I	NTE	LLI	GENCE	
				1	DIC	E	
Your							
Zone	1	2	3	4	5	6	Ferdinhall At
1	K	J	I	H	G	F	U.S.1
2	J	L	K	G	H	I	U.S.1
2 3	K	J	I	F	H	G	U.S.2
4 5	I	K	G	F	G	H	U.S.2
5	I	J	H	E	L	G	U.S.2
6	H	G	F	D	E	В	U.S.3
7	G	H	K	F	D	E	U.S.3
8	H	G	F	I	E	D	U.S.3
9	G	F	D	E	C	В	U.S.3
10	F	J	F	C	D	A	U.S.4
11	D	J	В	C	H	A	U.S.4
12	В	J	G	C	A	D	U.S.4
13	F	I	C	В	K	A	U.S.4
14	D	G	A	A	H	G	U.S.4
15	A	A	A	D	G	I	U.S.4
16	A	A	A	A	D	F	U.S.4

Being a simple soul, I decided that the map moves in this campaign had to be kept very straightforward and the information below may well seem extremely basic. Nevertheless, the timescale and rates of movement work perfectly well with my table-top rules and can easily be modified, adapted or totally replaced to suit the reader's fancy.

Each map square represents a  $2' \times 2'$  terrrain section. Each map move equals one hour of real time.

Dawn is at 6 a.m., darkness has fallen by 6 p.m.

#### Maximum movement rates

All unidentified troops	2 squares
Very slow armour (Valentine/FT 17)	
All other vehicles	4 squares
Men on foot/all night moves	1 square
Visibility	
Normal visibility	2 squares
Night visibility	0.25 squares

This assumes all movement to be on roads or tracks – compulsory for all but tactical table-top movement due to the unfavourable terrain. Incidentally, in defence of my penal rates of trundle, the roads in Tunisia were notorious for their cloying winter mud. Visibility was similarly hampered by rain, low cloud and sandstorms!

## HALT! WHO GOES THERE . . .

When the movement of unidentified troops has been determined and their present location identified, they are moved (on the map) in the prescribed direction until they come within visual range of the nearest Cork Force unit. This is when you discover which national anthem they are whistling!

Roll one ordinary die:

1, 2, 3 and 4 mean Cork Force faces an enemy unit.

5 or 6 mean the unit is friendly and retreating.

I'm afraid the dice throwing must continue, for now we need to identify – or rather generate – the unit in question.

To start with our retreating friends; two ordinary dice are thrown and the result – read from the ALLIES table (fig.3) – gives the nature and possible effect of the new arrival.

Of course, apart from the British recce. unit (who are self-contained and able to fall back in control), these troops

represent fragments of much larger formations and are retreating in some disorder. One more ordinary die roll decides how they react when they physically reach Cork Force.

Fig.3	ALLIES		
Dice Score		Valu	e or Expect
2	U.S. field kitchen	+1 on mo	orale if it stops
3	1 × M3 Stuart	Potential	reinforcement
4	1 × M4 Sherman	"	"
5	1 × French tank (Somua, FT 17)	"	"
6	1 × M3 half-track (full of U.S. inf.)	"	<b>"#</b>
7	1 × commandeered bus (with 2 sections of French infantry)	"	"
8	A U.S. recce. troop (1 × Greyhound A/C and 2 × jeeps)	n	n
9	$2 \times U.S.$ 105mm how.	"	"
10	1 × Daimler and 1 × Humber A/C of the Derbys. Yeomanry	Immediat	e reinforcement
11	French staff car + officer		ou that nearest vement is <b>friendly</b>
12	1 × U.S. ambulance		ed to evacuate (+2 on morale.)

- 1,2 They come directly under British command, but with low morale. (I suggest —1 off most charts.)
- 3,4 They are capable of a static defensive role only. This should be at the nearest key point. They must be 'stiffened' with at least one British vehicle or three figures.
- 5,6 They carry on their retreat. Cork Force deducts 1 square from its next map move to account for the congestion.

Just to throw one more spanner in the works, if you were unfortunate enough to throw a 6 during the 'generation' phase (the M3 half-track), wait until this vehicle is in the same map square as the observing element. Throw one ordinary die:

5,6 Sorry! This is a captured M3 full of panzergrenadiers. 2 enemy tanks and 1 half-track appear 2 squares behind it!

## Notes

+1 on die for an accompanying artillery observer (only zones 16-10 incl.)

Which brings us very neatly to the more likely event of a showdown with the enemy, who are generated by rolling one ordinary die (buy at least three, in case one wears out!) and referring to the AXIS table (fig.4).

CORK FORCE Continues on Page 48



'Old Glory' figures designed by Dave Allsop of Hotspur Miniatures. These large 25mm ACW figures are currently only available in the U.S.A. from Old Glory American Military Miniatures, P.O. Box 20, Acme, Pa. 15610. Their main strength is the vast number of variants within the many poses. It is possible to build up vast model armies without ever duplicating a figure. The resin buildings here are available from 'The Drum' – see their advert elsewhere in this issue.

# The Bascom Affair: BATTLE OF APACHE PASS

by Captain Raymond W. Levesque

One hundred and twenty-seven years ago, an Irish-immigrant doctor serving in the U.S. Army earned his adopted country's first Medal Of Honor in what is now Cochise County, Arizona.

On February 9, 1861, Army Assistant Surgeon Bernard J.D. Irwin led 14 mule-mounted infantrymen out into a snowstorm to relieve another Army column besieged by Cochise in the Chiricahua Mountains. He relieved the trapped soldiers, earning the Medal of Honor, and participated in a key incident that sent Cochise on the warpath for 11 years, and stopped the development of southeastern Arizona at the same time.

It began in October 1860 when a band of Apaches raided a ranch on the Sonoita River. Besides taking a herd of cattle, the Indians kidnapped the son of a rancher's common-law wife. The rancher trailed the Apaches east to the San Pedro River, and, convinced that the herd and boy had been taken by Cochise and his Chiricahua Apaches, he rode to Fort Buchanan for help.

After a three month delay, possibly due to a lack of men, the commander at Fort Buchanan dispatched Lieutenant George

N. Bascom and 54 men to the Chiricahuas with orders to use force if needed to get the cattle and the boy.

The column stopped near the Overland Mail Station in Apache Pass, near present-day Fort Bowie, on February 3, 1861. The next day Cochise, generally at peace with the Americans, came into Bascom's camp.

Through an interpreter, Bascom demanded that Cochise release the boy and cattle. Cochise denied that he had taken them and in return Bascom threatened to use force. When Cochise, "scoffed at the idea of force," Bascom told Cochise that he and his escort would be held until the boy and cattle were returned.

According to one account, as the interpreter finished Cochise drew his knife, "and with the spring of a tiger, had slashed the tent wall and leaped through into the midst of the soldiers, who were so astonished they had not the wit to stop him." Cochise's escort was captured. Almost immediately soldiers and Indians began firing at each other.

From that point on Apache Pass became a valley of violence as Cochise took vengeance upon unlucky travellers entering the pass, unaware of the trouble.

That night the Apaches captured an unsuspecting wagon train. The five wagons were burned with eight Mexicans lashed to the wheels. Irwin, who later found the remains, wrote that the "unfortunate and unsuspecting victims having been captured were stripped and tied to the vehicles and then slowly tortured to death by the burning of their outfit!"

The Apaches also carried off two Americans from the wagon train, hoping to trade them for Bascom's hostages.

Cochise added these two hostages to an American he captured at the mail station on February 5th. Under a flag of truce, Apaches approached the mail station to talk. Lieutenant Bascom and a few soldiers went out, but stopped after becoming suspicious of the Indians true intentions. According to Bascom the station attendants went ahead and despite his warning James Wallace was captured. Immediately another firefight broke out between the soldiers and Indians.

On the afternoon of February 6th, a group of Chiricahuas and Wallace appeared on the hill opposite the station. Wallace, with his hands tied behind his back, was allowed to walk partway down the hill. He said Cochise would set him free if the Indian hostages were released. Bascom said he would, if the kidnapped boy were included. Cochise refused and Wallace was taken away.

The following night, Apaches ambushed the Overland Mail-coach from California. As the coach entered the western end of Apache Pass, Indians opened fire killing one of the lead mules and shattering the driver's leg.

Leaping from the coach, the passengers cut the dead mule loose while William Buckley, the mail line superintendent, "whipped the remaining mules onward through a hail of bullets."

As if written for a movie, the coach plunged towards a bridge the Indians had partially demolished. Without slowing, the

## FIRST FOOT COMPANY

Figures painted to order by DOUG MASON

as seen regularly in many of the colour photos in this magazine

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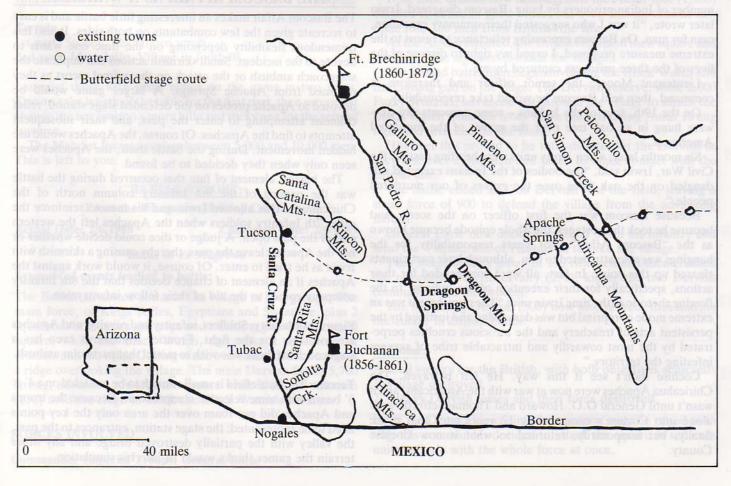
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coach jumped the gap and raced on to the mail station, now occupied by soldiers. Reaching the station, one of the wheel mules fell dead and another passenger was found with a bullet in his chest.

Late on the evening of the 7th both Bascom and Buckley sent men for help. Slipping out of the pass over the steep hills, the soldier and stageman rode west to Fort Buchanan and Tucson respectively.

While the messengers made their way across the desert, water for the remaining animals at the station became critical. Bascom sent half of the herd, under escort, to the springs 600 yards away. As they were returning, Apaches ambushed the party. One stage employee was killed, and another employee and a soldier were wounded in the ensuing gunfight. The stock were stampeded and the Apaches drove them off.

The soldiers at Fort Buchanan were the first to leave. On February 9th, Assistant Surgeon Irwin led the relief column of fourteen soldiers and a civilian guide into the face of a snowstorm towards Apache Pass.



The next day, in the valley west of the pass, Irwin came across a group of Apaches returning from a raid with a stolen herd of horses and cattle. In a running battle over seven miles, the column captured 30 horses and 40 head of cattle, and three of the Indians.

Irwin knew the besieged soldiers would probably need food, so he drove the herd ahead of his men. This also would provide some protection in the event of an ambush.

However, fate allowed Irwin to enter unmolested. The Apaches guarding the west end of the pass had seen a company of the 8th Infantry twelve miles north, en route to El Paso. The Indians left the western entrance to the pass unguarded while they followed the infantrymen, who they suspected were circling around to attack from the east. The company passed by, not learning until later that fellow soldiers of the 7th Infantry were trapped in Apache Pass.

Irwin slipped into the pass and reached the mail station during those few crucial hours. This Irish native's action earned

him this country's first Medal of Honor.

On the 14th, 70 cavalrymen of companies D and G, 1st Dragoons, under First Lieutenant Isaiah N. Moore arrived. Faced with reinforcements, and true to their guerrilla tactics, Cochise and his Apaches disappeared.

After a day's rest, Moore led his cavalrymen and forty of Bascom's infantry into the hills to find the Apaches. On the 17th or 18th they found Cochise's hastily abandoned camp and

burned it.

The column also spotted vultures drifting over a spot one and a half miles west of the station. There they found the mutilated bodies of the Apache's prisoners. They were so riddled with lance holes that Wallace's body could only be identified by the gold in his teeth.

Now came a crucial development. Not counting those killed in the fighting, Cochise was now responsible for the murder of

eight Mexicans and four Americans.

Considering only the Americans, Irwin insisted that an equal number of Indian prisoners by hung. Bascom disagreed. Irwin later wrote, "it was I who suggested their summary execution, man for man. On Bascom expressing reluctance to resort to the extreme measure proposed, I urged my right to dispose of the lives of the three prisoners captured by me."

Lieutenant Moore, the senior officer and therefore in command, then told Bascom he would take responsibility.

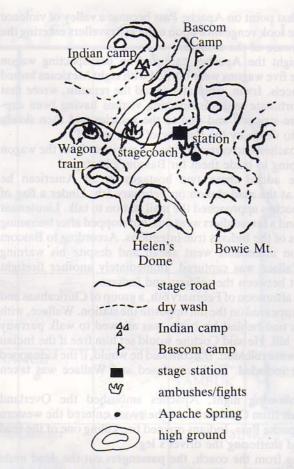
On the 19th, four of the Indians – some accounts say six – were hung in an oak tree over the graves of the murdered Americans.

Six months later, when Army units were heading east for the Civil War, Irwin said, "the bodies of the Indians executed still dangled on the oak trees over the graves of our murdered

people."

Because Bascom was the first officer on the scene, and because he took the hostages, the whole episode became known as the "Bascom Affair". For years responsibility for the hangings was also attributed to him, although later participants cleared up this point. In fact, all were commended for their actions, specifically for their execution of the Indians. In the flowing rhetoric of the time Irwin said: "The punishment was an extreme mode of reprisal but was demanded and justified by the persistent acts of treachery and the atrocious cruelties perpetrated by the most cowardly and intractable tribe of savages infesting the territory."

Cochise didn't see it this way. He felt betrayed. The Chiricahua Apaches were now at war with the Americans, and it wasn't until General O.O. Howard and Thomas Jeffords went alone into Cochise's camp nearly 12 years later that peace finally, but temporarily, returned to what is now Cochise County.



As for the kidnapped boy? He was never recovered, but turned up years later as an Apache scout in the U.S. Army's final campaign against Geronimo.

## THE BASCOM AFFAIR AS A WARGAME

The Bascom Affair makes an interesting little battle and is easy to recreate given the few combatants on both sides. It also has tremendous flexibility depending on the time one wants to devote to the incident. Small skirmish actions can duplicate the stagecoach ambush or the attack on the animal escort as they returned from Apache Springs. A larger game would be devoted to Apache probes on the defended stage station, relief columns attempting to enter the pass, and their subsequent attempts to find the Apaches. Of course, the Apaches would use hidden movement. During the battle itself, the Apaches were seen only when they decided to be found.

The biggest element of fate that occurred during the battle was the passing of the 8th Infantry column north of the Chiricahuas. This allowed Irwin and his men to reinforce the other 7th Infantry soldiers when the Apaches left the western end of the pass open. A judge or dice could decide whether or not the Apaches leave the pass, thereby causing a skirmish with Irwin as he tried to enter. Of course, it would work against the Apaches if an element of chance decides that the 8th Infantry company comes to the aid of their fellow infantrymen.

Figure Availability: Soldiers, infantry and cavalry, and Apaches are available for the fight. Frontier Miniatures even has a stagecoach for those who wish to model that particular ambush.

**Terrain:** The battlefield is small enough to be modeled on a  $4' \times 3'$  board with some selective compression. Because the troops and Apaches did not roam over the area only the key points need to be represented: the stage station, entrances to the pass, the valley with the partially destroyed bridge and any other terrain the gamer thinks would fit into his simulation.

# **FURTHER EXPLOITS OF COCHRANE**

by Rod Langton (Langton Miniatures)

Lord Thomas Cochrane, a Lowland Scot, was one of the most daring and charismatic naval officers to fight in the Napoleonic wars. The reason that he is not as well known as for example, Nelson, is due primarily to the fact that he was what we would call today, an anti-establsihment figure. Upright and incorruptible himself, Cochrane fought as enthusiastically against the bureaucrats in the Admiralty as ever he did against the enemy.

Whilst in command of the tiny sloop of war 'Speedy' (see Wargames World 3), he had gained Britain over 50 Spanish vessels, his successful voyage only being terminated when 'Speedy' was attacked by overwhelming force and Cochrane taken prisoner by the

courteous Captain Pallière of the 'Dessaix'.

It was as a prisoner on board the 'Dessaix' that Cochrane became one of the few British captains to feel the weight of a British broadside . . . from the receiving end. This happened in the first part of the Battle of Algeciras when the British, under Admiral Saumarez, attacked the French ships moored in the bay. He was also at this time a spectator to the high drama of the capture of 'HMS Hannibal'. The French, unused to the procedure when taking prizes, had omitted to bring a tricolour with them. Under normal circumstances the captured vessel's flag would be hoisted beneath that of its conquerors. Instead, they hoisted the 'Hannibal's' ensign upside down. Unfortunately, in the Royal Navy, this signalled "I require assistance". Captain Dundas of the 14 gun British polacre sloop 'Calpe', seeing the upside down ensign, immediately sent all his boats, fully manned, to assist - but in fact into captivity.

Cochrane's own imprisonment was not to last long. He was soon exchanged for the 2nd captain of the Spanish ship of the line 'San Antonio', taken some days later in that same battle.

On the 18th July 1801, the 26-year-old Lord Cochrane faced the second court martial of his career. The proceedings took place aboard HMS Pompee in Rosia Bay.

He was to be tried for the loss of his ship Speedy. In the normal course of events, the loss of a ship could cause an officer to be broken. But on this occasion the loss of the 14 gun sloop Speedy to three mighty French ships of the line, rendered the proceedings something of a formality. In fact, once again Cochrane was hailed a hero . . . by the population at large that is, if not by their lordships of the Admiralty. Those worthies regarded him with the same dislike and distrust as before, his heroic deeds seeming an affront to their prejudiced view of him. A view engineered in large part by the First Lord of the Admiralty, St Vincent.

In consequence, his promotion - which was made inevitable by his fame - was delayed as long as their lordships dared in the face of public opinion. Eventually he was made Post Captain, but the loss of seniority which the delay caused was to gall him in years to come.

The young Scot's popularity and his daring deeds may have forced a reluctant Admiralty to promote him, but there was nothing to force them to give him a ship as well. This of course was infuriating, particularly to a young, active, patriotic and most importantly, impoverished Cochrane.

As things transpired the lack of a ship mattered less than it might have done, for in March 1802 the Treaty of Amiens was signed. England and France fell into an uneasy peace. Cochrane dropped his feud with the Admiralty and enrolled in Edinburgh College to complete his education.

This peaceful interlude was not to last for long for in May 1803 war was renewed with vigour on both sides. Cochrane's supporters began to petition the Admiralty to get him a ship. Time after time they were rebuffed. Eventually, Cochrane bearded St Vincent himself but even when face to face, St Vincent continued to refuse

to grant him a ship. Cochrane then played what seemed to him a winning card. Politely, he told the most powerful man in the Royal Navy: "As the Board is evidently of the opinion that my services are no longer required, it would be better for me to return to Edinburgh to continue my studies with a view to occupying myself in some other occupation." Bitterly aware of the popularity of the young man standing before him, and well able to imagine the public uproar if their hero was seen to have been effectively dismissed the service, St Vincent grudgingly gave in. "Well you shall have a ship," he said "go to Plymouth and await orders."

Cochrane left the Admiralty in a buoyant mood. Perhaps, had he seen the grim smile on the First Lord's lips as he left, his

happiness might have been less profound.

On first sighting his new command, Cochrane's heart sank. It is said his first comment was "she will sail like a haystack". HMS Arab was a 20 gun 6th rate, captured from the French in 1798. In the ensuing years she had been used, or perhaps more accurately, misused, as a collier. Battered and ill maintained she had become little better than a hulk. Then she had been spotted by the Georgian equivalent of a yuppie. He had come up with the splendid idea of leasing her to the Royal Navy for £400 a month. A few well greased official palms later and the deal was struck. Real enterprise culture stuff.

Arab had to be virtually rebuilt before she was even able to go to sea. After sea trials, which did nothing to boost his confidence, Cochrane was ordered to join the blockading force off Boulogne. Only then did he fully realise the extent of St Vicent's viciousness. The Arab was incapable of working to windward due to its design and therefore as a blockading vessel, hugging an enemy coast, she was a virtual death trap. Cochrane complained of this to his superiors though he knew it was to no avail. But something had to be done for he knew that as soon as there was a strong NE or NW wind he would be driven ashore, wrecked and either killed or taken

The ruse he devised to get himself out of the situation was as audacious as anything he had used against the enemy. He engineered an international incident. With a suitably arrogant manner he stopped and boarded the US merchant ship Chatham. He informed the master of a totally fictitious blockade which precluded the American vessel from going further. He also informed the reluctant master that if didn't return to port, he would be fired on. This last angered the American sufficiently to ensure that he complained forthwith to his ambassador, who in turn took the matter up with the Admiralty. Fearing an American war to add to their difficulties, the Admiralty hastily apologised.

Cochrane and the Arab were then quickly ordered to a less contentious area. Their new assignment was to protect the Scottish

fishing fleets north of the Orkneys.

When eventually, after over a year, their tedium was relieved and they returned to civilisation, it was to a completely new set of circumstances. The government had changed and St Vincent had been replaced by Viscount Melville.

Melville was in fact only First Sea Lord for a very short time, but long enough for Cochrane. His supporters quickly petitioned on his behalf. On his return home from the Orkneys he learnt he had command of the Pallas, a brand new fir built frigate of 32 guns.

He sailed from Plymouth on 21 January 1805 a happy man. The only cloud on the horizon being Admiral Young the port admiral, who had taken it upon himself to re-copy Cochrane's orders which effectively put him in charge of the Pallas. This meant that he was entitled to the lion's share of any prize Cochrane might In spite of this, things were really looking up for Cochrane. Not only did he have a rakish new frigate beneath his feet, he also had freedom of action. The *Pallas*'s orders were to cruise off the Azores, probably the richest area for prizes on the high seas. In all, Melville had given him 10 weeks before he was to commence duty in the Atlantic. This licence to plunder was probably in compensation for his mind dulling exile in *Arab*.

What a 10 weeks it turned out to be. Vessel after vessel arrived at Plymouth under prize crews from the *Pallas*. The Plymouth papers

of the day recorded:

February 24th – Came in the 'Caroline' from Havannah, with sugar and logwood, captured off the coast of Spain by the 'Pallas', Captain Lord Cochrane. The 'Pallas' was in pursuit of another with a very valuable cargo when the 'Caroline' left. His Lordship sent word to Plymouth that if ever it was in his power he would fulfil his public advertisement, stuck up here for entering seamen, of filling their pockets with Spanish pewter and cobs, nicknames given by seamen to ingots and dollars.

March 7th – Came in a rich Spanish prize, with jewels, gold, silver, ingots and a valuable cargo, taken by the 'Pallas', Captain Lord Cochrane. Another Spanish ship, the 'Fortuna', from Vera Cruz, had been taken by the 'Pallas', laden with mahogany and logwood. She had 432,000 dollars on board but has not yet arrived.

March 23rd – Came in a most beautiful letter-of-marque of fourteen guns, said to be a very rich and valuable prize to the 'Pallas'.

However, it was not all plain sailing. Towards the end of March he ran into three large French ships of the line. The sea was exceedingly rough on this occasion which allowed the three far heavier ships to outsail the light frigate. Cochrane had hawsers rigged to the masts and more sail set than the frigate could safely bear, but it was to no avail. The French continued to overhaul him until he had the two fastest on either beam. The sea was fortunately too rough for them to fire at him, but they only had to wait for the weather to moderate. Then with calmer seas his choices would be to surrender or die.

Once again, audacity and seasmanship paid off. Calmly, he ordered his men aloft. On his command and at precisely the same time, all the sails were let fly and the frigate turned broadside to the wind. Shaking violently, she came to what was in effect an abrupt stop. The French would-be assailants with the wind in their sails, flashed by, utterly surprised by this unconventional manoeuvre. By the time they had managed to wear in pursuit, the *Pallas* was hull down on the horizon. They chased him through the rest of the day and the night that followed. Then, in one respect at least, the history of the *Speedy* was repeated. For when dawn broke, the French ships found themselves closing on a cask with a lantern bobbing upon it on an otherwise empty sea.

By the 5th April the *Pallas* was back in Plymouth, any doubts the citizens might have had as to the success of his cruise dispelled by the three huge gold Spanish crosses he had 'modestly' had lashed to

his masts.

Cochrane's own share of the prize money for his 10 week cruise amounted to £75,000. Admiral Young of course received far more for undertaking the hazardous operation of re-copying Cochrane's orders. On this occasion, however, Cochrane hid his outrage as he required a favour of Young. This was to have leave of absence to stand as the parliamentary candidate for Honiton. He was not elected this time but he laid the foundation for future success on the hustings.

On his return from the election, he and the now nicknamed 'Golden Pallas' were sent on convoy duty to Quebec. On arriving off Canada, the *Pallas* was found to be 13½ degrees off course, only escaping from disaster by a sudden clearing of the coastal fog. On investigation it was found that whilst in the dockyard, some patriotic individual had substituted cheap iron for the more

expensive copper bolts around the binnacle. Several ships it is said, had been lost before due to this criminal practice – which of course rendered the compass useless.

In early 1806 the *Pallas* was ordered to patrol the Bay of Biscay. Cochrane's superior on this occasion was Admiral Thornborough. He, realising the lucrative share of prize money the *Pallas*'s activities could net, gave Cochrane free rein.

To aid him in his work, Cochrane had an 18 oar galley built, at his own expense. This speedy little craft when lowered, could 'cut out' vessels from areas where wind powered ships could not penetrate. His nuisance raids in the spring of 1806 fully justified Thornborough's confidence and plunder began to roll in.

Soon his frigate, with its fast moving galley in attendance, were justifiably feared by the French. So feared indeed, that coast hugging merchantmen would run themselves aground in an attempt to avoid capture. His audacity was such that he didn't confine himself to the sea. On several occasions he took his frigate into the mouths of small French harbours. There, intimidating the inhabitants with his broadside, he would send in boats to carry off any vessels worth cutting out.

As can be imagined, such depredations on the coast of France itself, soon came to the ears of Napoleon who is said to have

nicknamed Cochrane "Le Loup de Mer".

One foggy night in April 1806, the *Pallas* dropped anchor in the mouth of the river Gironde. All the frigate's boats and the galley were manned and put under the command of Haswell, the First Lieutenant. This left only some 40 men on board including Cochrane. Quietly the boats slipped away. After rowing some 20 miles, Lieutenant Haswell and his men set about cutting out the *Tapageuse* (14). This vessel, a French corvette, was protected by two shore batteries and two other corvettes. Her protectors notwithstanding, Haswell successfully captured the vessel and as daylight approached, started the long haul back to rendezvous with Cochrane.

Meanwhile the crew of the *Pallas*, with the first light of dawn, saw three more French corvettes fast approaching. These ships were the *Garonne* (20), the *Gloire* (20) and the *Malicieuse* (16). The *Pallas*, it is to be remembered, had only 40 men aboard – not all of whom were seamen. Quick as ever in the face of adversity, Cochrane dreamed up yet another ruse. He ordered all his men aloft, firstly to fasten light lines around all the sails and then to undo all the main lines. As soon as all was prepared, he had them let go all the sails at once so that they billowed out together in a cloud of canvas. The French captains assumed this showy manoeuvre indicated the *Pallas* was fully manned with a crack crew. Feeling discretion was the better part of valour, they turned about as one and headed away.

A lesser man might well have taken off in the opposite direction to return and pick up his crew at a later time. Cochrane decided on another course. The *Pallas* set off in pursuit, her bow chasers cracking at the fleeing enemy. The nearest corvette, desperate to escape, ran herself ashore and the crew deserted her. The second quickly followed suit and the third, some little time later, also ended her career on land.

Pausing only to place some well aimed shots in the three vessels, below the water line, the frigate turned to her rendezvous.

Once again, glowing reports from his superior, Admiral Thornborough, failed to elicit a favourable reaction from the Admiralty. In consequence the *Tapaguese* was not bought into the navy and Haswell not promoted for his courageous and successful action. These grievances, added to those he already had, allowed his bitter disillusionment with the establishment to reach new heights.

By the 25th April the *Pallas* was once again off the French coast. This time her orders were to reconnoitre the French squadron at anchor in the roads of the Isle of Aix. Having ascertained that there were 5 sail of the line, 5 frigates and 4 corvettes, Cochrane stood away. He then proceeded on a course of activity calculated to goad

the French commander. First, he sent detachments ashore to burn signal stations in the area. Next, he attacked and laid waste a 36pr shore battery and then yet another signal station. Also about this time he initiated aerial propaganda. Like most small craft operating off the French coast, the Pallas had been liberally supplied with pamphlets. These broadhsheets urged the local population to forsake Napoleon and restore the monarchy. Generally, one assumes, these were landed from fishing boats and the like. Cochrane's method of delivery was somewhat unique. He had a series of kites constructed. When the kites were ready, the pamphlets were attached, together with a time fuse. All that was then required was a landward breeze and off they went to shower the surprised French citizens with royalist propaganda.

On the 12th May, the Pallas stood in again to taunt the French admiral in the Isle of Aix roads. Similarly on the 14th May she again entered the roadstead. This time the French frigate Minerve (44) together with three brig corvettes: Lynx, Sylf and Palinure came out. Cheerfully, taking on odds of 4 to 1, the British frigate stood in to the attack. At 11.15 the battle was joined. Due to superior gunnery, the 12pr frigate Pallas had by 1pm silenced the 18pr Minerve and dismasted two of the corvettes. Cochrane then decided to board the Minerve with a view to carrying her off as a prize.

Accounts as to what happened next vary. Some say the Minerve grounded as the Pallas came towards her. Others, that the British frigate closed too fast. Whatever the truth, the Pallas was severely damaged in the ensuing collision with the heavier ship. This damage, coupled with the fact that two more French frigates were seen to be fast approaching, induced Cochrane to haul wind and head for the sea. So it was with a crippled vessel that Cochrane returned once again to a hero's welcome at Plymouth. It was propitious timing as the country was awaiting a general election.

Cochrane once again stood as a parliamentary candidate for the borough of Honiton, this time successfully. This put him in a stronger position to redress some of the wrongs he saw around him . . but that's another story.

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## **NAVAL REVIEWS!**

## **Langton Miniatures** 1:1200 Scale Napoleonic Ships

A new range of warships is now available to the naval wargamer of the Napoleonic period. At present the range is confined to British, French and Spanish subjects. There are 9 British, 3 French and 4 Spanish offerings. The British run from a 98 gun three decker, through an 80, four varieties of 74's, a 64, and a 32 gun frigate. The French get an 80, 74 and 64, and the Spanish, two types of 74, a 64 and a 34 gun frigate. An attractive variation is that some models are depicted at "at quarters" - meaning the guns are run out.

The major attraction of this line, apart from offering the gamer a greater variety of models, is that alternate sail sets are available. These are listed and purchased separately from the hulls, so that one can assemble a model of considerable individuality. Sail sets available are seven in number, and range from furled sails (at anchor) to full sail with studding sails to port and starboard. The sets also provide a generous allowance of staysails, the fore and aft sails carried between the masts. All this means being able to represent ships in a wide spectrum of sail sets. While it is possible to arrange to have one's fleet in battle sails for wargaming purposes, I like the extra colour possible from the variety on offer.

The hulls are cast in three pieces, deck, left and right hull halves, soldered together by the manufacturer. Their fit leaves something to be desired unfortunately.

Detail is a bit heavy handed, but plentiful. I particularly like the effort put into the stern gallery parts, including rather good stern lanterns. These features are very characteristic of the country of origin and so contribute a lot to the models' originality. Another good bit is the provision of optional stern davits for boats, thus allowing the model to more fully represent ships after about 1808.

Size-wise and in overall appearance the models fit in well with the

existing ranges from Skytrex and GHQ.

Casting seems a bit crude, but it is adequate. The manufacturer makes great play of using Cornish tin in his metal alloy. While I commend his local loyalty, I doubt that Cornish tin is necessarily superior to any other. Nonetheless, the models do seem to be made of a high quality alloy and are sturdy, without being brittle.

Taken overall, these models work up into very attractive pieces. They require a bit of extra effort, but repay this generously. I highly recommend this range.

Models are available from Langton Miniatures, North Trendeal, Ladock, Truro, Cornwall, TR2 4QQ. They also do a painting, rigging and research service.

John Laing

## New Releases Triton Age of Sail 1:1200 Napoleonic Warships from Skytrex

The prolific designers in Loughborough have quietly released some new additions to their range. These are NS14 HMS Ganges, NS 28 Revolutionaire, and NS47 Rayo. They are all interesting and useful additions to what has to be the premiere range of models in this period. All models are produced in the usual Skytrex format of hull, stern galleries, and separate masts and sails. Casting is good, with no metal flash, mould tearing, or register shift detectable. Metal is of the usual high quality.

NS14 HMS Ganges, is a particularly useful addition to the list of British 3rd rates. She is a member of a three ship class with Culloden and Powerful. All three were long-lived and exceptional for their speed and sea keeping qualities. Culloden was a veteran of the Battle of the Nile. As a model I think it shows an improvement over the already high standards of earlier offerings. I am particularly impressed by detail depicted on the forecastle.

The NS28 Revolutionaire, represents a French 3 decker of the largest sort. Unfortunately, the catalogue is misprinted, giving her 180 guns! This is obviously absurd. One must assume that the ship the model intends to represent is the Revolutionaire of 110 guns which participated at The Glorious First of June. Whatever, it is good to have a second choice of French three decker, as these ships led almost all fleets and squadrons, except the fleet at Trafalgar.

NS47 Rayo, is a very interesting choice for the Spanish. She started life as a two decked ship of 80 guns, and was later converted by covering in the waist, to provide for a third complete deck of artillery making her up to a total of 100 guns. She was present at Trafalgar, and lost in the storm following the battle. As she is recorded as being painted black on that occasion she is a subject of interest both from a naval architectural, and visual standpoint. The model is crisply rendered with the unique upper deck very well done.

On the minus side I think the designers could well consider a few extra sizes of masts and sails, as the existing ones seem a bit limiting at times. Also a wider selection of stern galleries would add more individuality.

These small quibbles aside, these additions are very welcome, and enhance an excellent range.

John Laing



## THE STORM OF CARTAGENA

## An Elizabethan Amphibious Operation

Arthur Harman sets sail for the Spanish Main

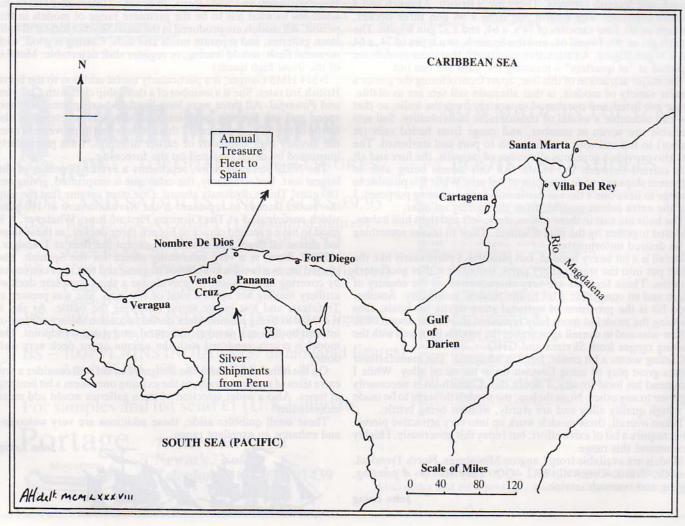
After the recent anniversary of the defeat of the Spanish Armada many wargamers must be wondering how to find future employment for their miniature galleons, tercios and English militiamen, perhaps regretting impulsive purchases made in a rash moment of patriotic fervour. One solution is to recreate the numerous English expeditions against Spain's overseas possessions: the small forces involved will enable the players to represent the action in greater detail than usual and deploy as many ships as comprised the original fleets. The little-known scenarios will prevent players from exercising hindsight - the curse of historical re-enactment - whilst providing interesting and unusual engagements on the tabletop, for it is not often that wargames involve co-operation between land and naval forces. Drake's attack upon Cartagena in 1586 offers an ideal scenario for gamers who have become tired of the Armada, and those starting to raise forces for the period.

## HISTORICAL BACKGROUND

The discovery of the Throckmorton Plot to assassinate Queen Elizabeth I and set Mary Stewart, the exiled and imprisoned Queen of Scotland, upon the English throne in 1583 led to demands for action against Spain. Francis Drake was given a commission to raid Spanish colonies in the Indies, but the

expedition was postponed until international tension was heightened by the seizure of English grain ships in Spanish ports in 1585. The primary purpose of the expedition was to secure their release, but all involved knew that King Philip's overseas territories were the eventual target. Drake assembled his fleet at Plymouth during July and August: three warships – The Queen's Elizabeth Bonaventure and Aid, and Galleon Leicester named after its owner the Earl – and twenty six West Country privateers and armed London merchantmen, crewed by a thousand seamen. Lieutenant General Christopher Carleill, who had campaigned in Ireland, served in the Huguenot cause at sea and convoyed English merchants to Russia during the Russian-Danish war, commanded twelve companies of infantry for service ashore.

The fleet put to sea in haste, lest it should be recalled by the Queen, who was enraged by Sir Philip Sidney's attempt to join the expedition as a volunteer. Orders demanding his return to Court, carried by a royal courier, had been intercepted by a group of armed men – though whether they were seamen acting under Drake's orders or in Sidney's pay is unclear – so Drake made a hurried departure, knowing that once he was out on the high seas he was beyond the Queen's control (how pleasant to command in the days before radio!) and that success and profit would outweigh his sovereign's displeasure at this minor act of



disobedience. The expedition reassembled off Vigo, plundered the town of its cathedral plate and loot estimated at 30,000 ducats, and then sailed to intercept the annual Spanish treasure fleet from Vera Cruz. However, Drake missed the Flota, which had arrived at San Lucar on 8th October. On 16th November the fleet anchored off Santiago in the Cape Verde Islands, which Carleill siezed without encountering opposition the following day. The inland settlement of Santo Domingo was occupied and burnt, but, although supplies were plentiful, no bullion was found.

Drake's next target was Santo Domingo, the capital of Hispaniola. The city was taken in a combined operation on New Year's Day, 1586. After a month, he left for Cartagena, having destroyed about a third of the city and all the vessels in the port, taking two hundred and forty cannon and a ransom of 25,000 ducats.

## GAME ORGANISER'S NOTES

This scenario may be played in several forms. Ideally, there should be sufficient players to take the roles of the principal Spanish and English commanders; alternatively, one side may be umpire-controlled, in which case the players will probably have a more enjoyable game if they represent the English expedition. It would be possible simply to present them with basic information about Cartagena and its environs, leaving them to decide how best to attempt the city, but I have written the player briefings on the assumption that the game organiser wishes to recreate Drake's original plan – though whether it will be equally successful is another matter! In the interests of an even game, where both sides are actively played, the Spaniards should be encouraged to be less supine than their historical

Route of Drake's Fleet Some ships pass within Culverin-shot – west of city Drake himself is rowed Cartagen Bridge along seafront Entrenchment The Caleta Skirmish with cavalry patrol 4 £ Boca Grande First anchorage of the Fleet 3-4 p.m. 7 1 1 3 OUTER HARBOUR ♦ Infantry landing Carleill's night Frobisher's naval diversion Scale of Miles AHdelt. Men LXXXVIII

DRAKE'S ATTACK UPON CARTAGENA, 1586

counterparts, though wargamers can usually be relied upon to act aggressively without much encouragement, if the English team is not to enjoy too easy a victory.

The attack, as will be seen from the briefings and historical account, comprises a land march and assault, covered by a naval demonstration against the harbour. These should be played separately, if possible, to limit communication between the military and naval forces; obviously, the commander of the troops may be told when the fleet opens fire, and captains of ships informed that they can hear fighting ashore, or see smoke, but more detailed information may only be brought by messengers – represented by sending a note via the umpires. Players may make personal visits by leaving one game and, after a suitable delay, joining the other. It will be necessary to run both games to a common timescale, and to co-ordinate the completion of game-turns. Setting strict time limits for the completion of turns, and indicating this by an agreed signal, such as blowing a whistle, will help.

Separate games do not need to be constructed to the same groundscale; the land attack would benefit from a larger scale, allowing a low man/figure ratio and the representation of low-level tactics, whereas a naval game involving several ships and shore batteries exchanging cannonfire at longer ranges, requires a small scale to suit the model ships and to portray large bays and stretches of shore. Thus, Carleill's attack might be fought using 25mm or 15mm figures, and the seaborne attack by the new ½00th models brought out to coincide with the Armada anniversary, together with 6mm or 2mm troops ashore. Alternatively, both games might employ 6mm figures and ½00th ships, but use different groundscales and man/figure ratios: the shore attack might even, since the numbers involved were so small, be fought at 1:1, while the naval operations adopted the scale of the miniature ships.

## THE LAND ATTACK

Carleill's infantry had to march through forest at night in order to reach the shore of the promontory at low tide. The hazards attending such nocturnal operations may be simulated using the system described in my articles on Sedgemoor ('Revolt in the West' Wargames Illustrated 9, May 1988) or Casal Novo (WI 16, December 1988), so that the English forces may become lost in the dark, blunder into a Spanish ambush marked by the umpire or Spanish players on the master map, or arrive opposite the enemy breastwork late, in which case the tide may have risen and covered the safe route around the poisoned stakes so that Carleill's men have either to resort to wading or brave the booby-traps. The umpire will impose a suitable number of casualties from drowning or impalement - and will also rule that wading men may ruin their gunpowder and be unable to fire their muskets or calivers for the remainder of the game. Assuming that the English troops arrive at the correct place at the right moment - no mean feat! - the shore attack may thereafter be played in conventional style, using whichever Renaissance rules the players and game organiser prefer. If the Spaniards are umpire controlled, they will react in accordance with the historical account quoted at the conclusion of this article.

## THE NAVAL DEMONSTRATION

The original action consisted of a demonstration against the boom and the fort to distract the Spaniards from the main attack by land. Since the Spanish ships remained in the inner harbour to cover the Caleta with their guns, there was no combat between ships; the English vessels exchanged shots with the shore batteries and made an abortive attempt on the boom. However, if the Spanish players are encouraged to act more

aggressively, they may well decide to lower the chain and send their ships out to engage the enemy, which would make for a more interesting game. The Spanish galleys will have an advantage in the confines of the harbour over the English square-rigged vessels – the umpires could cause the wind to shift, or fail entirely, to offset the greater number of the latter. The Spaniards will have an accurate chart of the area, showing safe channels and shoal water; Drake's fleet will have to proceed with caution, taking soundings with the leadline – a dangerous operation within range of the fort's guns – or commit only the shallow-draft ships to the attack whilst the larger galleons remain offshore.

Since the naval signalling code had not yet been invented, the English will have to agree some simple signals which can be communicated by dipping flags, firing guns and sounding trumpets before play commences. Any other communication will have to be made by bringing ships within hailing distance, or rowing across in a boat.

Rules should present no problem: if specific Renaissance period rules are not available, appropriate sections of an 18th century/Napoleonic set could be adapted, remembering that gunnery in this era was ineffective at all but the closest range, and would cause casualties amongst the crew rather than doing significant damage to ships' hulls.

## PLAYER BRIEFINGS: SPANISH TEAM Don Piero Fernandez de Busto, Governor of Cartagena

Cartagena is the most important commercial centre on the east coast of Spanish America. It is built on a sandbank between a mangrove swamp and a lagoon, which is divided into an outer basin and an inner harbour by a sandspit within two ships' length of the mainland. This narrow channel is guarded by a stout fort containing sixteen guns (sakers and heavier pieces), and can be closed by a chain boom in time of danger.

Three weeks ago you received word that the English pirate Drake had attacked Santo Domingo and would probably next make for Cartagena. You immediately put the city into a state of defence, ordering military exercises to be carried out every day. A stone breastwork has been constructed across the Caleta and heavy guns emplaced there; in addition, the armed galleys in the harbour can sweep the causeway with their guns, if necessary. Poisoned stakes have been planted in front of the barricade along the foreshore. A gap, closed by earth-filled water barrels, has been left for mounted patrols to sally forth against the enemy. You have sent the female inhabitants of the city into the hills for safety, and hidden all plate, ornaments and sacred images of Holy Mother Church from the heretics.

The forces at your disposal – excluding Don Pedro Vique Manrique's regular troops aboard the ships – comprise 50 lancers, 450 arquebusiers, 100 pikemen, 20 Negro musketeers and 400 Indian archers. The Bishop of Cartagena, Don Fray Juan de Montalvo, has armed his clergy with rapiers and halberds, and the prior of the Dominican monastery, Fray Bartolome de Sierra, and Fray Sebastian de Garibay of the Franciscans have also armed their monks; you hope that the sight of 300 priests and monks prepared to fight the heretic English will inspire your men, who have ben grumbling about a pay rise and exhibit no great enthusiasm for the coming battle.

It is the afternoon of 9th February 1586 – Ash Wednesday. The English fleet has been sighted along the coast; there are over twenty ships, draped in black. What can this mean? Can they be mourning Drake himself? It is possible he may have succumbed to the fever that often afflicts Europeans in these parts. A vessel fresh from Spain has brought the welcome news that a galleon is due to arrive to reinforce the Indies squadron in a week's time. Cartagena is a naturally strong position, and will be difficult to attack. You should have no difficulty in holding out until reinforcements arrive, or the English become

discouraged and retire. The woods on the Caleta are admirably suited to an ambush, should the English choose to land there.

## Don Pedro Vique Manrique, General Commanding Coastal Defence of the Spanish Main

The forces under your command comprise two royal galleys, the *Occasion* and *La Napolitana*, mounting 6 heavy guns apiece, an armed galleass, and 200 professional arquebusiers. At present, the ships are anchored in the inner harbour so that their guns can enfilade the Caleta, protected by the chain boom. You, however, would prefer to take the galleys out and engage the heretics in battle.

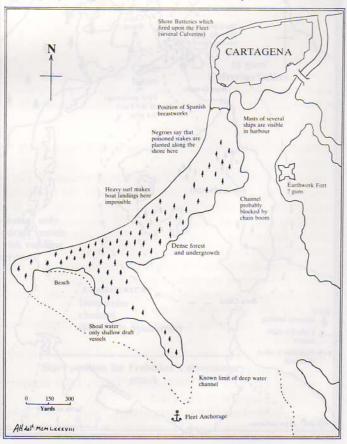
## Pedro Mejia, Commandant of the Harbour Fort

The fort, which commands the inner harbour of Cartagena, is a star-shaped earthwork in the modern style. It contains 16 guns: 10 culverins on the faces covering the outer harbour and the channel, and sakers on each of the other faces. The garrison consists of 100 colonial artillerymen. Since learning that Cartagena was likely to be attacked, the Governor has ensured that the fort has a plentiful supply of powder and shot. Should the English attempt to force the boom, your heavy guns will do great damage to their ships at such close range. You must hold the fort at all costs or the enemy will be able to enter the inner harbour and bombard the city.

## PLAYER'S BRIEFING: ENGLISH TEAM

#### Sir Francis Drake

Cartagena will be a rich prize – if you can take it quickly, before the Dons have the chance to evacuate their bullion and portable property into the interior. The city is surrounded by a lagoon and an impassable swamp, and the entrance to the harbour is guarded by a fort. The only place where troops can possibly land easily is the southern tip of a peninsula running south west from the city. You have therefore decided to repeat the tactics that were so successful at Santo Domingo; Carleill will lead the infantry up the peninsula to attack the city, whilst Frobisher



MAP OF CARTAGENA FOR DRAKE & ENGLISH TEAM

launches a diversionary attack upon the harbour entrance. There are no detailed charts of Cartagena, so you will either have to take soundings to find the deepwater channel to the harbour, or rely on the smaller ships for this attempt. Two Negro fishermen have reported that a fortification has been erected across the peninsula, and that poisoned stakes have been planted on the beach. If the attacks can begin at low tide, Carleill's men should be able to avoid them. Battle casualties and sickness have already reduced the number of men under your command; morale is falling, since you have so far failed to take the Flota, capture any valuable prizes or seize much Spanish bullion. You need a quick, cheap victory without delay.

The fleet comprises of the following vessels:

Royal Ships - Elizabeth Boneventure (flagship) Captain Thomas Fenner Aid Captain Edward Winter

Ald Captain Edward Winte

Private Ships - Primrose Captain Martin Frobisher, Vice-Admiral

> Galleon Leicester Captain Francis Knollys, Rear-Admiral

> Tiger Captain Christopher Carleill, Lieutenant-General Sea Dragon Captain Henry White

Thomas Captain Thomas Drake
Minion Captain Thomas Seelie
Bark Talbot Captain Bailey
Bark Bond Captain Robert Crosse

Bark Bonner Captain George Fortescue Hope Captain Edward Carlesse White Lion Captain James Frizo

White Lion Captain James Erizo Francis Captain Thomas Moon Vantage Captain John Rivers Drake Captain John Vaughan George Captain John Varney Benjamin Captain John Martin Scout Captain Edward Gilman Duck Captain Richard Hawkins Swallow Captain Bitfield

Discuss arrangements for the attack with Carleill and Frobisher, and devise some simple signals whereby the troops ashore may communicate with the fleet, and the ships attacking the harbour with the remainder under your command in the bay.

## Christopher Carleill, Lieutenant-General in Command of the Troops

Your task is to lead the main attack by land against the city of Cartagena, by marching up the peninsula to the south-west corner of the city. The troops will land this evening, and must reach their appointed positions opposite the enemy's breastworks at low tide, in order that they may avoid the poisoned stakes which the fiendish Don has planted on the beach. At the same time the fleet will attempt to force a passage into the inner harbour and capture the fort. You have already carried out a similar operation successfully at Santo Domingo, and have no doubt that your men will gain the day.

Your force, somewhat reduced by sickness, numbers just under 1,000 men:

Vanguard – 2 Companies, Captain Edward Winter accompanied by yourself

Pikes of the Vanguard, Captain John Sampson, Corporal of the Field

Muskets of the Vanguard, Captain John Goring

The Battle - 4 Companies, Captain Anthony Powell, Sergeant-Major Rearguard - 2 Companies, Captain Matthew Morgan, Corporal of the Field

Brief your commanders, if individually played, and make arrangements to co-ordinate your attack with that of the fleet.

### Martin Frobisher, Vice-Admiral

You are to command an attempt upon the harbour entrance and the fort which dominates it; this attack must begin at low tide to distract the enemy's attention from Carleill's march, or, as soon as firing ashore indicates that the soldiers have encountered the Dons. If you can take the fort (no easy task!), the fleet will be able to enter the harbour and bombard the undefended side of the city. This is your opportunity to acquire the glory which hitherto has fallen to Carleill, so you are determined to press home the attack. You have 4 Companies of infantry, commanded by Captain Robert Pew, George Barton, John Hannam and Richard Stanton, and may select for the attempt those ships and pinnaces most suited to the task.

## HISTORICAL ACCOUNT

From 'A summary and true discourse of Sir Francis Drake's West Indian voyage, begun in 1585. Wherein were taken the cities of Santiago, San Domingo, Carthagena, and the town of Saint Augustine in Florida.'

"... In the evening we put ourselves on land towards the harbour mouth, under the leading of Master Carliel our lieutenant-general, who after he had digested us to march forward about midnight, as easily as foot might fall, expressly commanded us to keep close by the seawash of the shore for our best and surest way, whereby we were like to go through, and not to miss any more of the way, which once we had lost within an hour after our first beginning to march, through the slender knowledge of him that took upon him to be our guide, whereby the night spent on, which otherwise must have been done by resting. But as we came within some two miles of the town, their horsemen which were some hundred, met us, and taking the alarm, retired to their townward again upon the first volley of our shot that was given them: for the place where we encountered being woody and bush even to the water-side was unmeet for their service.

"At this instant we might hear some pieces of artillery discharged, with divers small shot towards the harbour, which gave us to understand, according to the order set down in the evening before by our general, that the vice-admiral accompanied with Captain Venner, Captain White, and Captain Cross, with other sea captains, and with divers pinnaces and boats should give some attempt unto the little fort standing on the entry of the inner haven, near adjoining to the town, though to small purpose, for that the place was strong, and the entry very narrow was chained over: so as there could be nothing gotten by the attempt, more than the giving of them an alarm on that other side of the haven being a mile and a half from the place we now were at. In which attempt the vice-admiral had the rudder of his skiff stricken through with a saker shot, and a little or no harm received elsewhere.

"The troops being now on their march, half a mile behither the town or less, the ground we were on grew to be strait, and not above fifty paces over, having the main sea on the one side of it, and the harbour water or inner sea... on the other side... This strait was fortified clean over with a stone wall and a ditch without it; the said wall being as orderly built with flanking in every part, as can be set down. There was only so much of this strait unwalled, as might serve for the issuing of the horsemen, or the passing of carriage in time of need: but this unwalled part was not without a very good barricade of wine butts or pipes,

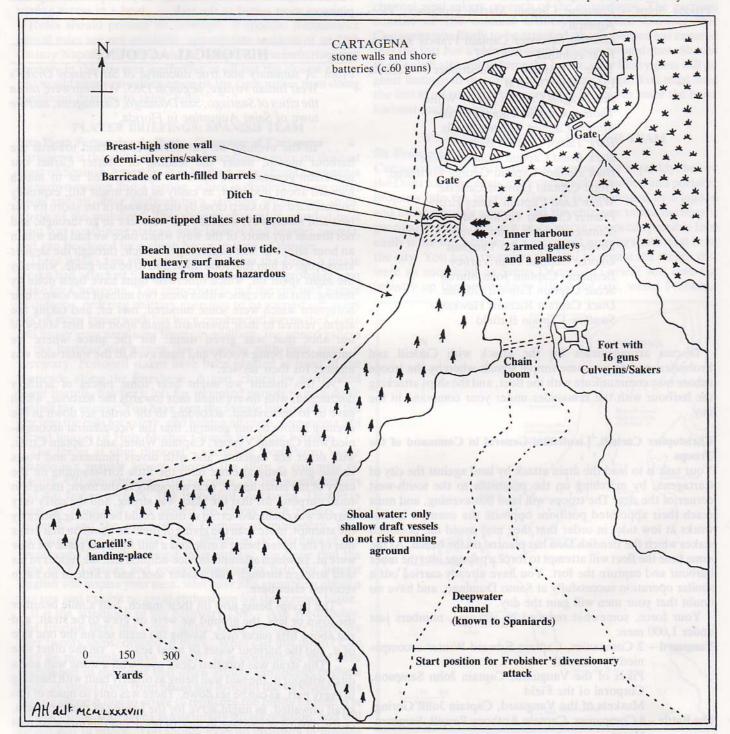
filled with earth, full and thick as they might stand on and one by another, some part of them standing even within the main sea.

"This place of strength was furnished with six great pieces, demi-culverins and saker, which shot directly in front upon us as we approached. Now without this wall upon the inner side of the strait, they brought likewise two great galleys with their prows to the shore, having planted in them eleven pieces of ordnance, which did beat all across the strait, and flanked our coming on. In these two galleys were planted three or four hundred small shot, and on the land in the guard only of this place, three hundred shot and pikes.

"They in this their full readiness to receive us, spared not their shot both great and small. But our lieutenant-general, taking advantage of the dark (the daylight as yet not broken out) approached by the lowest ground, according to the express direction which himself had formerly given, the same being the seawash shore, where the water was somewhat fallen, so as most

of all their shot was in vain. Our lieutenant-general commanded our shot to forbear shooting until we were come to the wall side, and so with pikes roundly together we approached the place, where we soon found out the barricades of pipes or butts, to be the meetest place for our assault, which, notwithstanding it was well furnished with pikes and shot, was without staying attempted by us: down went the butts of earth, and pell-mell came our swords and pikes together, after our shot had first given their volley, even at the enemy's nose. Our pikes were somewhat longer than theirs, and our bodies better armed; for very few of them were armed: with which advantage our swords and pikes grew too hard for them, and they driven to give place. In this furious entry, the lieutenant-general slew with his own hands the chief ensign-bearer of the Spaniards, who fought very manfully to his life's end.

"We followed into the town with them, and giving them no leisure to breathe we won the market-place, albeit they made



CARTAGENA AND ITS FORTIFICATIONS (Umpires & Spanish Team)

head, and fought a while before we got it, and so we being once seized and assured of that, they were content to suffer us to lodge within their town, and themselves to go to their wives, whom they had carried into other places of the country before our coming thither.

"At every street's end they had raised very fine barricades of earth-works, with trenches without them, as well made as ever we saw any work done: at the entering whereof was some little resistance, but soon overcome it was, with few slain or hurt. They had joined with them many Indians, whom they had placed in corners of advantage, all bowmen, with their arrows most villainously empoisoned, so as if they did but break the skin, the party so touched died without great marvel: some they slew of our people with their arrows: some they likewise mischieved to death with certain pricks of small sticks sharply pointed, of a foot and a half long, the one end put into the ground, the other empoisoned, sticking fast up, right against our coming in the way, as we should approach from our landing towards the town, whereof they had planted a wonderful number in the ordinary way: but our keeping the sea-wash shore missed the greatest part of them very happily."

## THE FALL OF CARTAGENA

Once the breastwork had fallen, the Spaniards routed towards the city. Don Pedro Vique made an attempt to rally the defence, riding forward with twenty lancers crying "Fight for your Spanish blood and Catholic faith!"; when this failed, he ordered the galleys to be removed to safety. However, an accident while gunpowder was being distributed aboard the galley *Occasion* caused an explosion and set the vessel afire. The slaves abandoned their oars: those who were Turks surrendered to the English. The chain across the harbour mouth was removed to allow the other galley, *La Napolitana*, to escape, but the crew ran the vessel ashore in their haste, whereupon the soldiers on board deserted. Don Pedro had no choice but to order that the galley should be burnt.

Meanwhile, Carleill's men had fought their way to the main square of the city. The garrison lost heart and fled southwards out of the city over a bridge and disappeared into the countryside. The Governor, who had withdrawn to a nearby village, ordered Pedro Mejia, still holding out in the fort against Frobisher, to retreat.

Cartagena fell to the English for the loss of about thirty lives. The city was plundered, partially destroyed and ransomed, but Drake felt unable to hold Cartagena as a Caribbean base for future operations against the fleet which was known to be on its way from Spain, although the soldiers believed they could defend the city. It was a wise decision, for the expedition was much reduced by sickness, known to the local inhabitants as the Calenture, most probably yellow fever. Although a commercial failure – the enterprise did little more than break even – Drake had exposed the true weakness of the apparently imposing Spanish empire in the Caribbean at a time when King Philip's power seemed most overwhelming.

## ALTERNATIVE GAMES BASED ON CARTAGENA

Committee games or roleplays might be devised for both sides, representing the councils of war which usually preceded an engagement in this period. Each of the subordinate commanders should be given a personal briefing and an individual point of view to put across: his success in the game will be in proportion to the extent to which his opinions are reflected in the final plan of action. These plans might then be played out on the tabletop employing the techniques described earlier in this

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article. Drake's negotiations for the ransom of the city after the victory could also form an interesting subject for a roleplay – details may be found in *Sir Francis Drake* by George Malcolm Thomson (Secker & Warburg, 12972). The success of the expedition might be judged, as was that of the original, by the profit on the original capital investment, rather than by the military considerations wargamers usually apply when devising victory conditions! Cartagena offers scope for several interesting games, and is an unusual scenario in its own right – why not try to emulate Drake yourself?



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BS (9A Indian, advancing with rifle (3)	90p
BS09B Indian firing rifle (3)	90p
BS (9C Indian attacking with hand axe (3)	90p
BS 10A Indian Chief, full head dress	30p
BS 10B Indian Chief with pistol on foot	30p
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F24C Fusilier campaign dress, shako cover
F24D Fusilier campaign dress, blanket roll
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# SUDAN CAMPAIGN PART V

by Peter Gilder

The situation in the Sudan is worsening. Graham with a British force, despite inflicting a defeat on Osman Digna's forces in the eastern sector has not yet broken his hold over this area.

In Khartoum, Gordon has started to prepare the city for a siege. Meanwhile the influence of the Mahdi increases. Squares 4E, 4F, 5F and 7F; also 8C 9C & 10D are now under direct control.

Convoys of supplies and normal trade goods from Wadi Halfa south are being raided and the supply route to Berber and Khartoum are being threatened.

From intelligence reports it has been decided that a village in the foothills in square 3D is being used as a base for this raiding. The C-in-C in Egypt orders the British garrison down to Wadi Halfa and the Egyptian forces to assemble some 5 miles north of the British concentration area.

A force under General Earle is to be despatched as soon as possible on a punative expedition to locate and destroy this village and defeat and disperse the raiders. The Mahdist force is something between 5,000 and 10,000 men. There is known to be at least 500 cavalry among this force.

The Imperial troops are listed on a separate sheet.

## Imperial Force:

Imperim rorce.	
3rd Bn. Kings Royal Rifles	5 coys
1st Bn. Black Watch	5 coys
1 Bn. Sudanese	6 coys
1 Bn. Egyptian	6 coys

6th Battery RHA. 9lbr. RML
2 Gatling guns attached to the infantry.
10th Hussars 4 sqdns.

#### Terrain

1st part. Stoney, blackthorn scrub. 2nd part. More hilly. Village in foothills.

I suggest those with small tables do the game in two parts. Traverse the length of the table for the first part, then return but change the terrain into a more hilly and rocky one for the second traverse.

The Mahdist forces number between 5,000 and 10,000 men. This is left to you.

## BATTLE REPORT:

From the Wargames Holiday Centre

**Actual Date: 2/6/1989** 

Campaign Date: 2/6/1889

## Battle of El Magrewa

## Synopsis of events leading to battle:

The British advanced towards the village in two groups. The main force, of Kings Rifles, Egyptians and Sudanese, plus 2 squadrons of Hussars and a 9pr and a Gatling gun. They formed square, while the Black Watch, the other 2 squadrons of Hussars and the other Gatling made a circular advance towards a ridge overlooking the village. The main Dervish forces 5,700 strong, advanced towards the square while a unit of riflemen (450) hold the ridge to block the Black Watch's advance.

## FORCES INVOLVED

Commander Imperial Troops: General Earle

#### TROOPS INVOLVED

#### **Imperial**

		Actual	Figures
3 Bn Kings Royal Rifles	(5 coys)	600	(60)
1st Bn. Black Watch	(5 coys)	600	(60)
Sudanese Battalion	(6 coys)	720	(72)
Egyptian Battalion	(6 coys)	720	(72)
10th Hussars	(4 sqns)	480	(48)
1 x 9 pdr			9 - 7
+ 2 x Gatling guns (6th	RHA)		
	0	3120	312

## Dervish

Foot	5240	(524)
Cavalry	920	(92)
Reserve Foot	2000	(200)
	8160	(816)

Battle commenced. The Black Watch advanced, pushing the riflemen back, inflicting nearly 300 casualties and taking control of the ridge. There they waited for the square's advance.

At the square the Dervish assault began. First the cavalry attacked in 2 units. The first made contact with the Kings Rifles, causing casualties before retiring. The second unit also retired, failing to make contact (600 casualties were left behind). The foot force then attacked, led by the Fuzzy Wuzzies (2700), attacking the Egyptian battalion, breaking the square in two places and causing heavy casualties in the British ranks before they too retired, leaving almost 2,200 dead.

With their attacks now disintegrated the Ansar foot (2,100) decided to retire in good order, but even this movement saw them lose 160 men from British rifle fire.

As the Ansar retreated, the British reformed their square and continued the advance towards the village.

The second battle then began involving the Black Watch and the Gatling gun on the ridge. The Dervish reserve, some 2,000 Fuzzy Wuzzies, advanced out through the village to attack the Black Watch from the front while the retreating Ansar swung right and attacked on the flank.

However this proved to be total disaster for the Dervish as they lost over 2,300 men and failed to make contact with the British line.

The battle ended as 1700 Dervish fled the field, leaving a small force of 900 to defend the village from the advancing British.

General Earle now decided to stand down his infantry and send the 4 squadrons of Hussars in to take the village.

They swept away a group of 130 riflemen and then crushed the reformed Dervish cavalry (290), killing the two Dervish commanders in the process!

The remaining Dervish (500) now also retired, thus leaving the village in British hands.

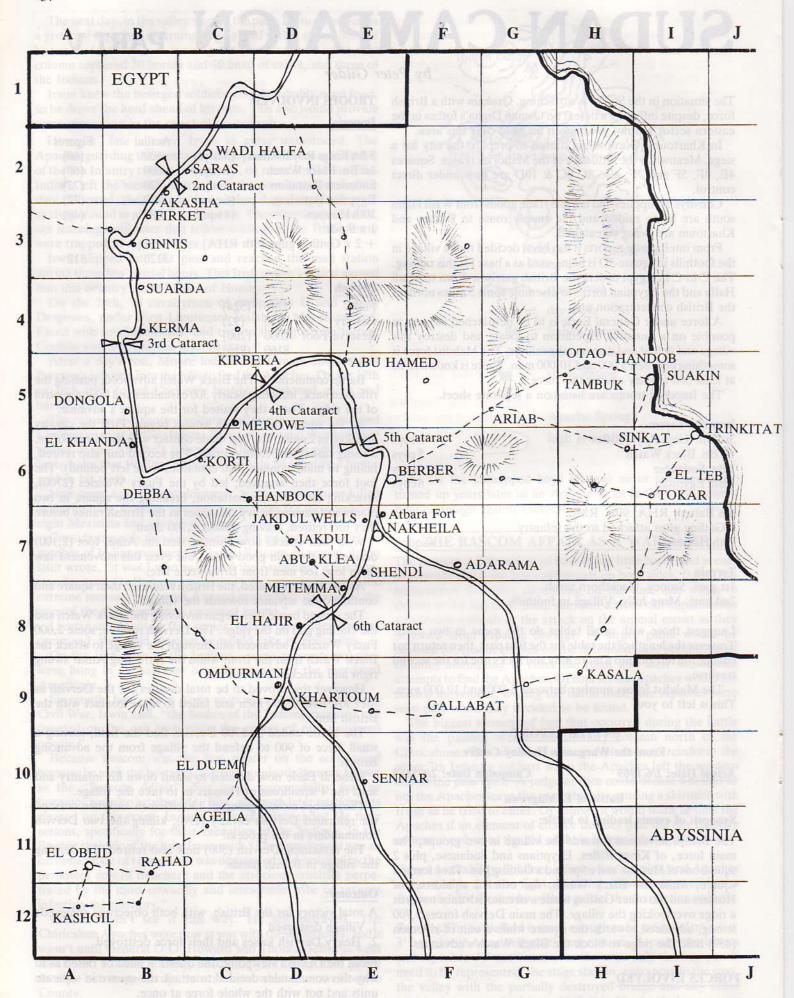
## Outcome:

A total victory for the British, with both objectives achieved: 1 Village destroyed

Hoory Dowish losses and their force des

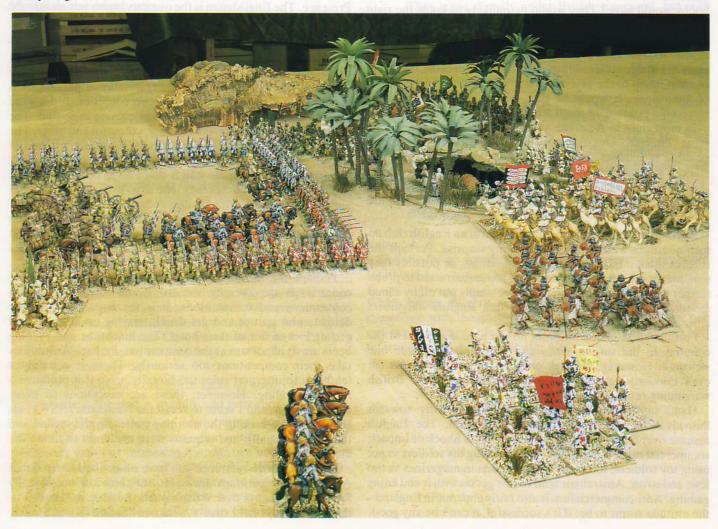
2. Heavy Dervish losses and their force destroyed.

From the Dervish viewpoint, the question must be raised as to why this commander decided to attack the square in separate units and not with the whole force at once.





Two shots of the Sudan game staged at Partizan'89 at Newark by Dave Thomas and Gerry Miller. Players came from Teesside, Sheffield, Manchester and East Anglia. The figures are all 25mm Connoisseur. The British square is under intense pressure – but on this occasion managed to "bounce" the Mahdists. This particular scenario from Peter Gilder's Sudan campaign was played out by several sets of players; the acompanying text relates the varying fortunes of some of the participants: sometimes Allah is with the Ansar, sometimes 'everything's Sir Garnet'!



# Wargaming in Australia and England

by Neil Hammond

This article is a personal view of similarities and differences I have observed in wargaming between England and Australia. It is put forward with a view that perhaps there is something to be learnt from the way other countries wargame.

## THE NEWCOMER

The first problem I encountered when I arrived in England several years ago was in trying to track down fellow wargamers, which was a surprise to me as I expected London, the capital of Britain, to be the glittering centre of wargaming activity in the country that is reputedly the centre of the wargaming universe. Eventually, through a little detective work, perseverance and dozens of phone calls I managed to locate various clubs. I expected, perhaps naively, to be welcomed into the London wargaming scene with enthusiastic, open arms. I was disappointed. In a city of ten million I was simply another stranger. People were polite, certainly (after all, the Enlish pride themselves on their politeness), but little more. It was a matter of pushing myself forward until I met people who were willing to organise games, lend armies, etc. Before you accuse me of "pommie bashing", I'd like to emphasise that in every London club I visited (at least five in all), there were individuals who were exceptionally helpful and tolerant; these people more than making up for the others. Once I tracked down these individuals, my London wargaming never looked back. It did make me wonder, however, what chance newcomers to the hobby would have? They would be unlikely to know the right questions to ask - questions like "Who organises 25mm ancient games?" Instead they would probably ask something like "Why is your Roman army fighting his English Hundred Years War army?" I mean, such a silly question! Bound to bring a glimmer of amusement to the veteran gamer's eyes, or perhaps a twitch of annoyance. It would be pure chance as to whether they received a polite cold shoulder or a helpful response.

In most clubs in Australia a new overseas player generates a great interest. Questions on rules used, interpretations, painting techniques, scales and periods are raised (even Phil Barker was greeted with enthusiasm when he went out to Australia!) He or she will be lent an army and challenged to half a dozen games. After all, everyone wants a crack at a real live Pommie

By contrast, even when I became known at an English club no such questions were raised, much to my surprise. Perhaps the English think it is rude to ask such questions, or possibly they took me for a South African and were too embarrassed to probe further than "Hello." Maybe they were simply put off by a loud mouth colonial. Perhaps it is just that English wargamers already know, all the answers.

Fortunately, London attitudes do not hold in the rest of the country. In the smaller cities and towns players made one welcome. However, the lack of curiosity about overseas (or even London) wargaming still holds. In many ways British wargaming remains very insular.

Hand in hand with insularity is a propensity towards individualism, and beyond into fractionalism. The English agonise over 6th vs 7th; Newbury vs WRG vs Shock of Impact; commercial rules vs home grown rules; using toy soldiers vs not using toy soldiers; too many battle reports in magazines vs too few; and so on. Australians tend to just get on with it and enjoy gaming. Anti-commercialism is also fairly endemic in England—the attitude seems to be: if it's successful, it can't be any good.

For the wargaming purchaser, England holds all the trump cards. Books, rules, games and figures are about half price. The range of figures and literature in the UK is an Aussie's dream come true. That is why, if you go to Heathrow and look in an Antipodean wargamer's suitcase you will find no clothes or personal effects (these have all been dumped in a bin), but rather a suitcase filled with lead figures, back copies of W.I., and military reference books. Mind you, all the metal tends to cause a bit of excitement at security X-ray and check-in.

The shops in England tend to be disappointing (where they exist at all!) Most trade is done via mail order it seems, and at conventions. The opposite applies in Australia, where most trade is done over the counter, and shops become a focal point for wargaming. For anyone planning to go to Australia, find a wargaming shop and you'll be right (as the saying goes).

Australia is a land with a written history which extends back only two hundred and one years. Britain is steeped in history, versed in military tradition and pageantry, crowded with re-enactment societies. It has history in every square inch of the land. A Briton has the advantage of being able to intimately inspect the terrain of a battle or siege, and implicitly understands issues such as weather and terrain. There is little or no similarity between the English countryside and the craggy blue-green Australian brush.

Take the site of the Battle of Hastings. The glassy eyed, drooling, worshipful individual standing next to Battle Abbey is probably a colonial overcome by a sheer sense of History and Presence. The Englishman is the one carving his initials into the stonework marking Harold's probable place of death.

## CONVENTIONS

From battlefields I would like to move the discussion to competitions, an area where the organisational philosophy is diametrically opposed between the two countries. In England trade is to the fore, with competitions coming in second. The halls used are large, impressive, busy, colourful and noisy. The numbers and variety of traders present is astounding, and of course, everything is so cheap. In Australia the competition is the prime event and trade stands make do as best they can – if people want to buy figures they tend to go to a shop. The venues are less impressive, with smaller crowds. The demonstration/participation games are thinner on the ground. It is these demonstration activities that I particularly enjoy seeing at English conventions. Also missing in Australia are conventions such as WARCON or the various society conventions.

Perhaps the most surprising difference between the two countries is the evening socialising and carousing at such conventions and competitions. It is the Brits, much to my delight, who go out and get drunk, staying up all night and getting locked out of their hotel. The lunchtime and evening beers are as important as the competition. Perhaps Australians take their competitions too seriously. There is certainly a tendency to interpret rules too literally, even if it produces a ridiculous ruling. However, there are exceptions to every generalisation, and I seem to recall the Newcastle (NSW) lads having trouble making the morning games on the second and third day (if at all); and requests were made not to throw the dice so loudly.

From the above reference you have no doubt deducted that Australian competitions are held over three, or occasionally four, days – always over a bank/public holiday. UK competitions are always held over a weekend (Saturday and Sunday

only); with usually one day playoffs a couple of months earlier.

#### THE FUTURE

An issue both countries have to face is the question of recruiting new players to the hobby. Both have similar problems: a fairly static wargaming population, although England definitely has a larger armchair contingent – players who buy the literature and possess armies but rarely seem to participate. Neither country has found a solution to the recruiting problem, although I notice that both display a fair bit of resentment towards D & D, which is unfortunate since it is a huge potential catchment of young players. Given the right encouragement, coaching and a little opportunity for participating, some of these players will move on to wargaming. This encouragement is not always there.

Having discussed existing similarities and differences between the two countries, I would like to conclude by looking to where I see wargaming heading in the two countries. Australia will inevitably loosen its self-imposed apron strings and look less and less towards England as its wargaming mentor. Indeed, this process is already happening.

England, I suspect, will continue its fascination for non-conformity and doing-my-own-thing. While this process generates ideas on rules and game mechanics, and further refines our perception of military history, it will be countries like the USA and, perhaps, Australia that will take these ideas and turn them into something practical.

Quality wargaming magazines, well organised and researched re-enactment societies, and organisations like the Society of Ancients and Pike and Shot will continue to be Britain's forte.

Commercially the diversity of manufacturers in Britain will contract as larger firms buy up smaller firms. I also expect to see more shops opening up, specialising in highly efficient services and a broad range of well stocked goods. These shops will be in direct competition with mail order businesses.

Perhaps the most important thing is that despite various difference, trends and fashions, the hobby in both countries is well established and strong.



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### **USEFUL SMALLER BUILDINGS**

by Ian Weekley of Battlements

Readers of our magazine sometimes say to me "I would like one of your large castles, but what I really need is a selection of small houses and farm buildings for different periods of history. Do you make very small features?" The answer is clearly – "Yes". I suppose about 60% of the models leaving my workshop are in the above category.

Such buildings do not of course attract quite the same attention as larger wargames models, like a 25mm Château Hougoumont with all the gardens and orchard or a moated medieval castle. These larger works take a long time to construct. A great many precious 'man hours' go into such major projects.

This is not the case with modest village houses, inns, barns, cattle sheds, etc., all of which can be put together fairly quickly—a fact reflected in the price!

Unless the customer specifies otherwise I generally mount each small building on a thin hardboard or plywood base. This has a two-fold result. Firstly it means that the model is protected to some extent and secondly a small base enables me to add one or two final touches like a tree, a rubbish heap or a pile of logs. There was plenty of scope for rubbish heaps in more distant days!

A point I am often asked to consider is that the small house should be made suitable to have a use in more than one period of history. It is certainly an economy if the model building can be used, for example, from Saxon times through the Middle Ages to the Wars of the Roses. It is not always possible to do this, but where traditional building techniques have changed little over many years I can get away with it!

Tiling a roof with separate pieces of very thin card or thick paper takes a long time, but looks very effective when completed.

Thatch on the other hand can be made fairly speedily. I no longer use plumbers' lagging felt. (It has gone out of use in that trade.) For the last year or so I have used carpet felt underlay, and why I never thought of it earlier I do not know. This material can be easily de-laminated to give you different thicknesses of the material for different scales or depth of thatch effect required. When soaked in plaster (Tetrion in the U.K.) and combed out a bit it looks very realistic. So it's "Goodbye" to plumbers' felt and Teddy Bear fabric (the latter material suggested by our Editor!).

Roofing can be made to lift off the smallest model, but depending on the 'modus operandi' of the particular wargame it may not always be necessary.

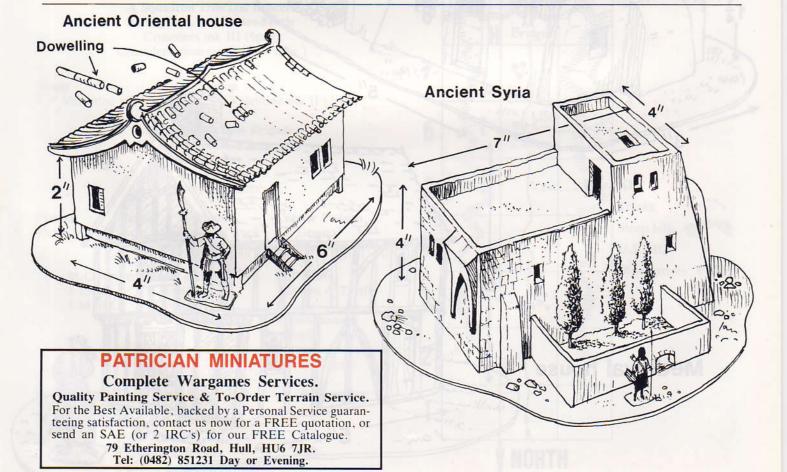
Before painting, the houses are washed over with plaster to soften the stonework or any other surface detail. An undercoat – I often work from 'dark to light' – is then applied. Some general colour is sprayed on from an aerosol spray paint ('ozone friendly' nowadays) and fine details painted on from the Humbrol range. Grass textures are then sprinkled onto the painted base round the model, and the last details – a tree, bushes, rubbish heap or whatever – glued into position. Any shine in the paintwork can be knocked out with a matt varnish spray – a very useful spray can.

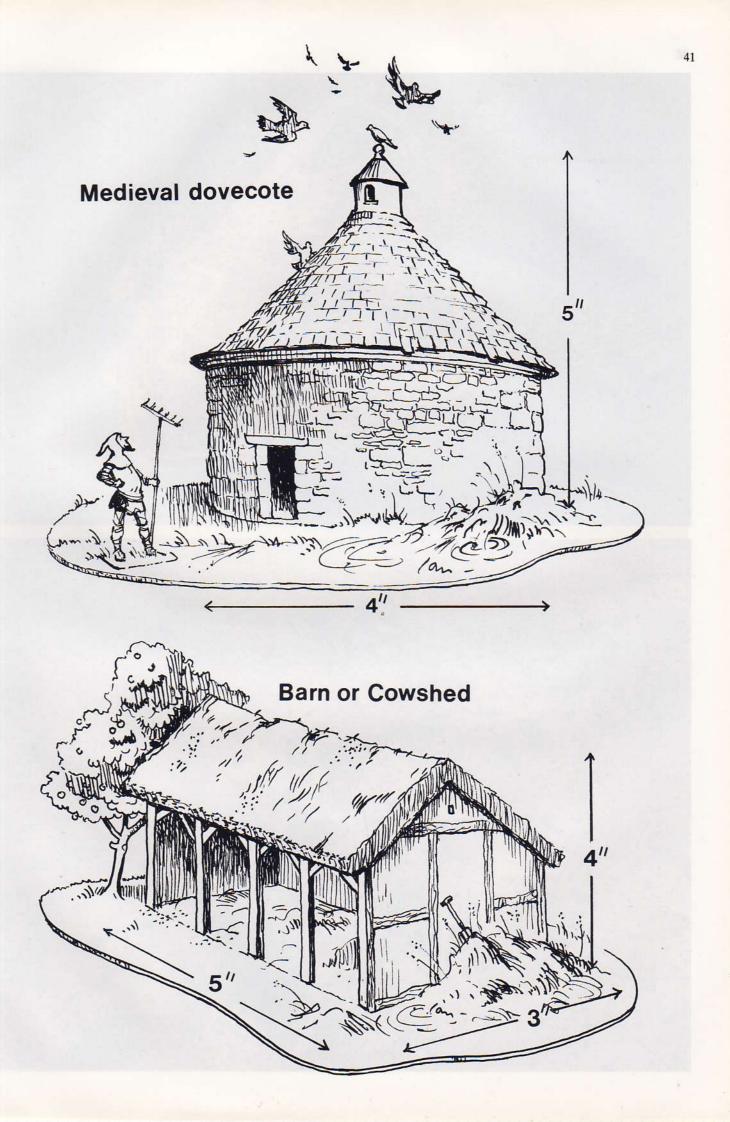
I show a few illustrations of some smaller structures which may be helpful, all at 25mm scale. The enterprising reader who chooses to make a model from those shown can easily work out the measurements for a reduction to 15mm if that is his scale.

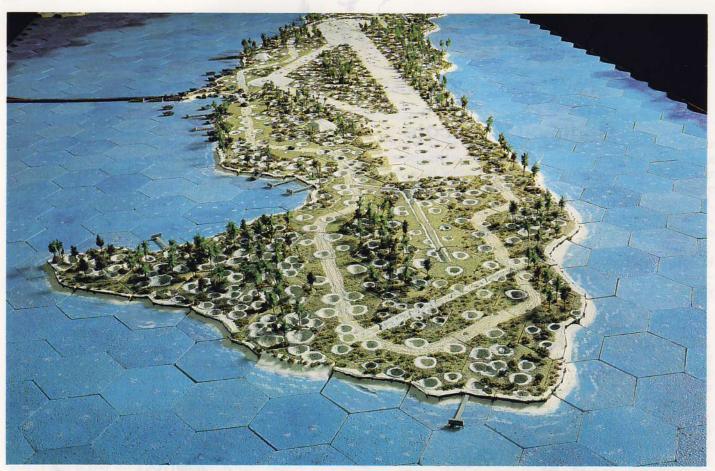
**Note:** The models illustrated in this article are those actually in the Workshop at the time of writing.

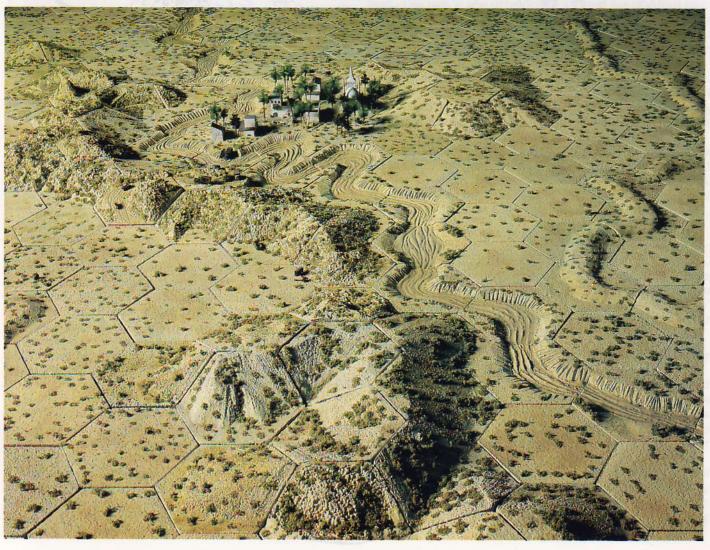


This page: Syrian houses inside a city wall. Opposite: Saxon houses. Photos: The author.









### A LOOK AT THE "TERRAIN MAKER" SYSTEM

Terrain Maker<sup>TM</sup> is GHQ's new and revolutionary terrain system. Sold in a kit form consisting of 4" wide, double-density, styrofoam hexes, the Terrain Maker<sup>TM</sup> hexes come in four different thicknesses, depending on what terrain feature you are building. The instructions in the pack show the wargamer how to produce diorama quality European terrain. The materials necessary to build Terrain Maker<sup>TM</sup> are completely detailed in the instructions and cheaply and easily obtained. For example, all the painting done on Terrain Maker<sup>TM</sup> is done with flat interior, water-based (latex), house paint.

flat interior, water-based (latex), house paint.

Not only will Terrain Maker<sup>TM</sup> produce diorama quality terrain, the hexes produced by the wargamer will be completely geomorphic. Terrain Maker<sup>TM</sup> is more than just pretty terrain, it is a terrain system. The stream system can create any configuration of straight or meandering streams or rivers, from the slender Rapido to the mighty Volga. The same can be said for the elevation and road system; the components are completely interchangeable.

Since the wargamer can produce elevations and rivers of any height or width, Terrain Maker<sup>TM</sup> is completely flexible when it comes to scale. Terrain Maker<sup>TM</sup> can easily accommodate Micro Armour® ½85th scale or 25mm figures. The basic system remains intact, you merely rescale the vegetation.

Terrain Maker<sup>TM</sup> sells in the U.S.A. for \$6.95 a pack and comes in the following packs:

TM1 (24 ½" thick hexes) Flatland (For building roads and clear terrain)

TM2 (48 ½" thick hexes) Streams & Shore (For building streams and rivers)

TM3 (12 1" thick hexes) Low & Rolling Hills\* (For building gentle elevations)

TM4 (8 1-1/2" thick hexes) Mountains\* (For building higher elevations)

\*A TM1 pack is required to complete each of TM3 and TM4 packs.

Each Terrain Maker<sup>TM</sup> pack comes with enough tree material and instructions to complete 16 diorama quality conifer trees. For additional tree material and instructions on how to do deciduous, palm trees and much more, purchase a Terrain Maker<sup>TM</sup> tree kit. Each tree pack produce over a hundred trees and sells for \$3.95.

TMA1 Dark Green Tree Kit and Scrub TMA2 Light Green Tree Kit and Scrub

#### THE TERRAIN MAKER<sup>TM</sup> SYSTEM: PACIFIC ATOLL TERRAIN

Terrain Maker<sup>TM</sup> will open a whole new theatre of operations to the wargamer. The terrain encountered in the Pacific did not lend itself to the traditional terrain modelling techniques of the miniature tabletop. So, the miniature industry bypassed the Pacific. That is, until now.

Pictured is the Pacific island of Tarawa, specifically, Betio Atoll. Tarawa is one of the proudest chapters in the glorious history of the United States Marine Corps. It marked the first amphibious landing against a defended beach by the United States in World War II. After 76 hours of vicious combat, over 1,000 Marines and 4,000 assorted Japanese SNLFs, sailors and Korean labourers were dead.

Any atoll of the South Pacific can be scrupulously recreated with Terrain Maker<sup>TM</sup>. Although Tarawa has been reproduced to virtual aerial photo quality, these same hexes, along with a few specialty hexes, can create an equally exact copy of any Pacific atoll. Say, for example, Roi-Namur of the Kwajelien Island chain.

The Terrain Maker<sup>TM</sup> system is completely geomorphic and remarkably simple. Tarawa's beach perimeter is primarily made up of only three different types of hexes, the airfield hexes are also geomorphic and can be arranged to suit virtually any configuration.

The Pacific Theatre of Operations presents the wargamer with a series of unique problems. In the Pacific the Americans faced an opponent on psychological terms that were similar to those experienced by the Germans and Russians on the Eastern Front. The training the American and Japanese soldiers received included an indoctrination that his adversary was physically and morally corrupt. The racial hatred, on both sides, lent the fighting a vicious edge that was not experienced by the Americans in Europe until Malmedy and the liberation of the concentration camps.

In the early stages of the Pacific Campaign the Americans did not possess overwhelming superiority in material. So, the American player is forced to deal with an opponent who is more or less his equal in all aspects. The American player experiences an historic strategic situation where the issue was in doubt.

#### THE TERRAIN<sup>TM</sup> MAKER SYSTEM: DESERT TERRAIN

Desert fighting has given us some of the most fascinating campaigns and personalities to be found in history. The names of Lawrence, Allenby, Rommel, Montgomery and Patton are known by virtually everyone who has made a serious study of warfare. The see-saw campaigns of World War Two and the brilliant victories of World War One and the Arab-Israeli Wars have filled volumes of history books. So, why does a theatre of operations that produced such interesting history produce such mediocre wargames?

The answer is abstracted level and barren terrain.

Terrain Maker<sup>TM</sup> dispels the commonly held notion that the desert is flat and featureless. The Terrain Maker<sup>TM</sup> system allows the wargamer to build completely geomorphic rocky slopes, undulating dunes and dry wadi beds so vital to good desert wargaming. And it is so easy! With just three basic cuts, a wargamer can build any elevation to any height. The elevation types range from desert dunes to escarpments. By building just three different types of wadi hexes, a gamer can create a ravine system as straight or as convoluted as he wishes. To accurately game the desert, you must first create accurate desert terrain.

No other theatre of operations requires the battlefield commander to make such minute reconnaissance. The success of a desert attack, or defense, hinges on the accurate assessment, and proper use, of the terrain. For success in the desert, a commander must understand its subtleties. Perhaps this is the reason why the desert has been the proving ground for some of history's greatest commanders.



# TARANTO

by R.S.G. Watson

#### BACKGROUND

In 1938 Captain A.L. St. G. Lyster, commander of HMS Glorious, drew up plans for an attack on the Italian battlefleet's main base at Taranto by torpedo bombers, at the instigation of Admiral Sir Dudley Pound, who was then C-in-C, Mediterranean Fleet. Italy's initial neutrality allowed the British to concentrate their scarce capital ships elsewhere for the first months of the war. However, Mussolini's declaration of War on Britain and France on June 10th 1940, and the removal of the powerful French Fleet from the scene less than a month later, left the Royal Navy facing the Italian battlefleet alone. With two recently commissioned Littorio class vessels and four well modernised Cavour and Doria class ships, as well as a powerful cruiser force, the Italians seemed well placed to threaten British supply routes to Malta and Alexandria.

Despite their numerical disadvantages, the Royal Navy's natural inclination was to bring about a battle to even the odds. However, when HMSs Warspite, Malaya and Royal Sovereign encountered the Giulio Cesare, Conti di Cavour, sixteen cruisers and twenty destroyers on July 9th, while both forces were escorting convoys near Cape Calabria, the Italians used their superior speed to escape, despite initially showing interest in a fight, when Warspite scored a long range hit on the Cesare. Mussolini's policy was to keep his Navy intact (notwithstanding his boasts to Hitler that it would soon sweep the Royal Navy from the Mediterranean and establish Mare Nostrum), rather than risk a decisive engagement, anticipating that the British defeat would leave Italy the strongest naval power remaining in Europe. Consequently his battleships remained safely in

Taranto harbour.

Vice-Admiral Lyster, now flying his flag in HMS *Illustrious* as commander of Mediterranean Aircraft Carriers, wrote to Admiral Sir Andrew Cunningham, current C-in-C, Mediterranean Fleet "They (the Italians) show no inclination to venture far from the Gulf of Taranto, and since it is not easy to find any inducement to make them do so, air attack in the harbour must be considered". With no other means of evening the odds, Lyster's original plan was put in hand.

#### **BUILD UP**

The strike force would comprise HMS *Illustrious* and HMS *Eagle* in an operation codenamed *Judgement*. Preparations did not run smoothly, however. The attack was originally scheduled for Trafalgar Day, October 21st, 1940, but a hangar fire aboard HMS *Illustrious* forced its postponement till November 11th. The Italian invasion of Greece on October 28th increased the threat of intervention by the Italian Fleet and also added to the burden on the British, who were obliged to combine *Judgement* with five other convoy or warship movements in early November in support of the transfer of British forces from Egypt to Greece via Crete. Then, when the Fleet sailed from Alexandria on November 6th, *Eagle* had to be left behind due to a petrol systems defect caused by earlier near-miss damage, which could not be rectified in time. Five of her Swordfish, with eight crews, were embarked aboard *Illustrious*.

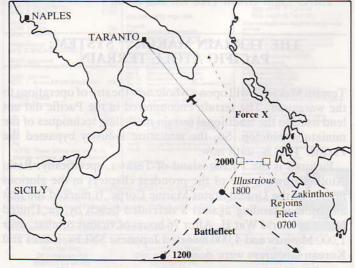
An attack by seven S.M.79 bombers was seen off by three Fulmars on November 8th, two being shot down, while a shadowing CANT.Z.506B was shot down next day. RAF Maryland aircraft flying from Malta kept the Fleet informed of

the Italian vessels presence, *Illustrious*'s own Fulmars fetching the photos from Malta. On the morning of November 11th five of the Italian battleships were in the outer harbour (*Mar Grande*), along with seven destroyers and three *Zara* class cruisers protected by nets. Six more cruisers and about twenty destroyers were berthed in the Inner Harbour (*Mar Piccolo*). Later in the day the sixth battleship was observed entering port.

At 1800, *Illustrious* and her close escorts detached from the Fleet west of the island of Zanthikos and steamed to the designated flying off position, about 170 miles from Taranto, by 2000. The first wave of twelve aircraft took off at 2040, formed up by 2057 and flew towards the target; the second wave, of nine aircraft, took off at 2123. Flying conditions were good, with thin cloud at 8000 feet, light winds and a three quarter moon.

#### TARANTO'S DEFENCES

The Italians were aware from the frequency of aerial reconnaissance that the British were keeping a close watch on the harbour, and their defences took full account of the threat of air attack. Apart from the warships' armament, which on the battleships alone included 16-100mm, 44-90mm, 94-37mm and 88-20mm AA, the harbour was encircled by twenty-one 4in AA batteries and nearly two hundred anti-aircraft machine guns. There were twenty-two searchlight installations, as well as the warships' own; ninety barrage balloons; and anti-torpedo nets. However, the layers of defence were not as sound as they seemed. Lack of adequate reconnaissance by the Regia Aeronautica which, confused by the number of British convoys and units moving round the Mediterranean, failed to locate Illustrious or mount an effective attack on her, deprived Taranto of a vital forward line of defence, both by preventing the attack and allowing the battleships time to disperse. The Italians had no radar to warn of an incoming airstrike or nightfighters to intercept it - although the AA batteries were alerted by listening equipment before the Swordfish actually reached the port. On the face of it, their volume of fire seemed impressive, but the 4in batteries were firing into fixed zones where they would have little effect, while the warships sprayed wildly, even destroying three barrage balloons and striking their own vessels. The balloons had been thinned by two thirds in a



TARANTO OPERATION JUDGEMENT NOV.11 1940

recent storm, while for some reason the searchlights, which might have picked out the slow moving Swordfish for the gunners, were not switched on throughout the raid. Finally, only about a third of the required anti-torpedo nets were in place, and they were used to protect the *Zara*, *Fiume* and *Gorizia*, not the battleships, which were moored in shallow water, about 500-1000m from shore.

#### THE PLAN OF ATTACK

It was intended that the Swordfish would attack in two waves, each about an hour apart, each wave consisting of a squadron of twelve aircraft. Crashes and mishaps prior to the strike caused the second wave to be reduced to nine, as only twenty-one Swordfish remained serviceable. It was judged that the torpedo aircraft could only approach from limited angles due to the balloons, nets and flak, so only half the aircraft were so armed. Two machines with each wave would carry flares to illuminate the target, while they and the remaining aircraft would carry semi-armour piercing bombs to make diversionary attacks on the cruisers in the *Mar Piccolo* and any other targets of opportunity. No air gunners were carried, and the space was used for sixty gallon fuel tanks to enable the Swordfish to make the 400 mile round trip back to *Illustrious*.

#### FIRST WAVE

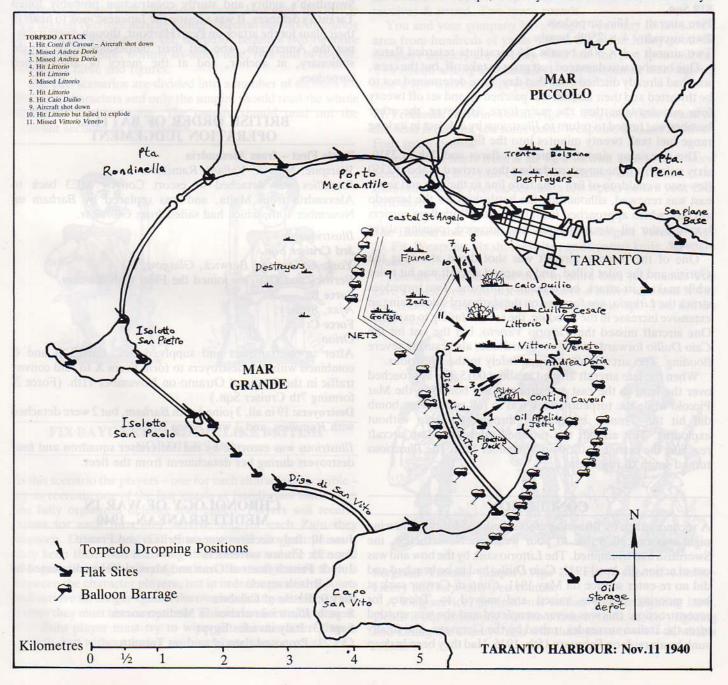
#### 815 Sqn

Six aircraft – 18in torpedoes

Four aircraft  $-4 \times 250$ lb bombs

Two aircraft – 4 × 50lb bombs, 16 parachute retarded flares The squadron intended to attack in three sub-flights, two torpedo sections approaching from the north west and south west, each of three aircraft, and the four bombers against the Mar Piccolo. Three bombers and one torpedo aircraft became detached in the cloud as the squadron gained height, but all except the torpedo aircraft regained formation before they reached the target, this aircraft flying independently at lower altitude to the harbour and having to wait fifteen minutes for the rest of the strike to arrive. The Italian defences, alerted by their listening equipment and already on stand-by, opened fire at 2230, almost half-an-hour before the Swordfish arrived.

The flare aircraft were detached at 2256, crossed the Capo San Vito at 7,500ft and laid a line of flares along the eastern side of the harbour at half-mile intervals, before both aircraft made dive bombing attacks on the oil storage depot, causing minor damage. One bomber missed the Mar Piccolo but bombed the Seaplane base, setting a hangar on fire; the other three attacked the moored warships, but only one bomb struck the destroyer



Libbeccio, and this failed to explode. All six aircraft returned unscathed to *Illustrious* despite fierce flak.

The Squadron commander, Lt.Commander Williamson, leading the first torpedo sub-section, approached at 4000ft over San Pietro Island and then dropped to 30ft half way across the harbour. He launched his torpedo at the *Conti di Cavour* but was shot down in the Mar Grande as he turned to escape. The other two Swordfish dodged the flak and balloons, crossed the Diga di Tarantola breakwater and launched their torpedoes from 700m at the *Andrea Doria*. These both missed, but Williamson's torpedo ran true and struck the *Cavour* forward on the port side. Williamson and his crewman survived, and though beaten by dockworkers were rescued by the Italian sailors and treated with courtesy.

The second sub-flight divided, two aircraft attacking the *Littorio* from the north west, the other swinging over the harbour and approaching her from the south west. The battleship was hit forward on the starboard side and on the port side aft, suffering extensive flooding. Despite the intense flak, the five remaining torpedo aircraft returned to the carrier unscathed, the attack ending around 2335.

#### THE SECOND WAVE

#### 819 Sqn

Five aircraft – 18in torpedoes Two aircraft –  $4 \times 250$ lb bombs

Two aircraft - 4 × 50lb bombs, 16 parachute retarded flares

One bomber was damaged just prior to take off, but the crew, who had already ditched once that day, were determined not to be thwarted and their aircraft was patched up and set off twenty four minutes later than the main force. However, the other bomber was forced to return to *Illustrious* by a defect in its long range fuel tank twenty minutes into the flight.

The remaining aircraft sighted the flares and flak at 2310, sixty miles from the target, and when they arrived at about 2350 flew into a cauldron of fire. The flare line to the east and south east was renewed, silhouetting the battleships for the torpedo aircraft, which approached from the north. Both flare carriers bombed the oil storage depot and escaped, causing slight damage.

One of the torpedo aircraft was shot down attacking the *Gorizia* and the pilot killed, and a second aircraft was hit twice while making its attack, but remained airborne. Two torpedoes struck the *Littorio*, one forward on the starboard side causing an extensive increase in the flooding, the second failing to explode. One aircraft missed the *Vittorio Veneto*, but the last hit the *Caio Duilio* forward on the starboard side, also causing severe flooding. The aircraft all returned safely to the *Illustrious*.

When the late aircraft arrived at about 0015, she approached over the land to the east and dropped her bombs in the Mar Piccolo while the torpedo attack was in full swing. One bomb did hit the *Trento*, but passed through the ship without exploding. This aircraft too returned safely, the last aircraft reaching the carrier by 0250 on November 12th. The *Illustrious* turned south to rejoin the fleet.

#### CONCLUSION

A second attack by fifteen aircraft scheduled for the following night was cancelled due to poor weather. Nevertheless, the Swordfish had triumphed. The *Littorio* sank by the bow and was out of action till April 1941; *Caio Duilio* had to be beached and did no re-enter service till May 1941. *Conti di Cavour* sank at her mooring but was raised and moved to Trieste for reconstruction: this was never completed and she was scuttled after the Italian surrender, raised by the Germans, and finally sunk by air raids on February 15th, 1945. Had they been in deep

water, all three vessels would have been lost. In comparison, the British lost two aircraft, with one airman killed and three captured. As a result, Admiral Cunningham was able to release two battleships for service elsewhere. The failure of the Regia Aeronautica to destroy the *Illustrious* following the operation, resulting in eight Italian aircraft shot down without loss by *Illustrious*'s Fulmars, deterred further Italian efforts at air attack and freed British operations till the Luftwaffe appeared in the Mediterranean in January 1941.

Perhaps more far reaching than the material losses were the effects on British and Italian morale and pride. The British gained a considerable victory at insignificant price at a time when these were few and far between. Italian confidence, such as it was, was further shaken and their sense of inferiority to the British re-inforced. Their heavy units were withdrawn north to Naples, and Mussolino and his senior naval commanders became even more reluctant to venture their reduced forces in battle. It highlighted the weakness of Italian air power, especially the lack of any naval aviation. This was to prove crucial four months later at Matapan.

All this was achieved by twenty-one Swordfish, and eleven torpedoes. The victory might have been greater had the British possessed modern aircraft, and more of them, although the Swordfish's agility and sturdy construction probably foiled Taranto's defences. It was a lesson the Japanese took to heart in their plans for the attack on Pearl Harbour, though, regrettably, not the Americans, who left their battleships to be caught stationary, at anchor, and at the mercy of air-launched torpedoes.

### BRITISH ORDER OF BATTLE: OPERATION JUDGEMENT

#### Battle Fleet - from Alexandria

Warspite, Malaya, Valiant, Ramillies:

Ramillies was detached to escort Convoy ME3 back to Alexandria from Malta, and was replaced by Barham on November 10th, which had sailed from Gibraltar.

#### Illustrious;

#### 3rd Cruiser Sqn.

York, Gloucester, Berwick, Glasgow;

Berwick and Glasgow joined the Fleet with Barham.

#### Force B:

Ajax, Sydney;

Force C:

Orion.

After troop transport and supply duties, Forces B and C combined with two destroyers to form **Force X** to raid convoy traffic in the Straits of Otranto on November 11th. (Force X forming 7th Cruiser Sqn.)

**Destroyers:** 19 in all, 3 joined with *Barham*, but 2 were detached with *Ramillies*, and 2 with Force X.

*Illustrious* was escorted by the 3rd cruiser squadron and four destroyers during her detachment from the fleet.

#### CHRONOLOGY OF WAR IN MEDITERRANEAN, 1940

June 10: Italy declares war on Britain and France

June 25: France surrenders

July 3: French fleets at Oran and Mers-el-Kebir eliminated by British attack

July 9: Battle of Calabria

Sept 1: Illustrious arrives in Mediterranean

Sept 13: Italy invades Egypt

Oct 21: Proposed date of raid on Taranto

Oct 28: Italy invades Greece

Nov 3: British troops begin landing in Greece Nov 6: Battle Fleet sails from Alexandria Nov 10: Force X detaches for Otranto raid

Nov 11: Operation Judgement - the raid on Taranto

Nov 12: Force X attacks convoy at 0125 and sinks three merchant vessels

Illustrious rejoins Fleet at 0700 Force X rejoins Fleet at 1100

Nov 14: Fleet returns to Alexandria

Nov 27: Italian force of two battleships, seven cruisers and sixteen destroyers flees from *Renown*, *Ramillies*, *Ark Royal*, four cruisers and fifteen destroyers off Cape Spartivento.



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- Set 4 "The Battle of Britain" The Luftwaffe vs. The RAF Includes Bombers, Dive Bombers and Fighters.
- Set 5 "The Western Desert (1942)" (The Luftwaffe vs. The RAF) Includes Kittyhawks and Desert camouflaged ME109s.
- Set 6 "Airwar Europe (1944)" (Luftwaffe vs. RAF). Includes Spitfires vs. Focke Wolfe 190s.
- Set 7 "Mosquito Squadron" (Luftwaffe vs. RAF). Includes Bombers, Dive Bombers and Fighters.
- Set 8 "Dambuster/Lancaster" Includes Dive Bombers and Fighters.

#### WWII: 1/700th

- Set 9 "VI Flying Bomb! (Doodlebug)" Includes Spitfires and Mosquitos to shoot them down.
- Set 10 "12 O'clock High" (US AAF B17s vs. German Home Defence Fighters). Includes both ME109Gs and FW190s.
- Set 11 "Flying Tigers!" (American Shark teeth P40s vs. Japanese Aircraft).
  Includes US Mail Plane to be escorted.
- Set 12 "Tora! Tora! Tora!" Pearl Harbour (Japanese Naval planes vs. US Planes.) Includes B17s and P40s.
- Set 13 "Midway" (US Marine Corps and Naval Planes vs. Japanese Naval Planes). Includes Torpedo and Dive Bombers.
- Set 14 "Pacific Bomber" (US B17 Bombers vs. Japanese Home Defence Fighters). Includes the latest Japanese Fighters.
- Set 15 "Jet! Korea!" (USAF Sabre Jets vs. Chinese Mig 15s).
- Set 16 "The Bridges of Toko-Ri!" (US Navy Jets vs Chinese Migs in Korea).
- Set 17 "Top Gun" (US Navy Tomcats vs Mig-Type Modern Opposition).

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#### CORK FORCE - Continued from page 17.

Fig.4	AXIS
Dice Score	Unit
1	3 armoured cars, 2 motorcycle plts., one anti-tank gun.
2	2 medium tanks,1 panzergrenadier plt., 1 81mm mortar.
3	$3~{\rm medium~tanks,}2~{\rm panzergrenadier~plts.},~1~{\rm 81mm~mortar.}$
4	1 fallschirmjager company + H.M.G. and anti-tank gun in light/captured transport.
5	2 light tanks.
6	Italian bersaglieri company in trucks (or on motorcycles)+H.M.G 82mm mortar and 47mm anti-tank gun.

#### **Additional Throws**

- a) For an artillery observer controlling 2 × 10mm how.
   off table to accompany any of the first four units: THROW 6
- b) For a 75mm S.P. (Semovente) to accompany any of the first four units: THROW 6
- c) To determine the type of tank:

#### Notes

- i) Axis artillery fire is only possible in zones 16 to 10 inclusive.
- ii) Tanks can be thrown for separately or as a unit, but only one Tiger should be allowed per campaign.
- iii) Throws could be introduced to determine the nationality and vehicle types of the first unit.

#### ON THE TABLE

Having now established who is facing Cork Force, the player, or players, can decide whether it is necessary to transfer the action to the table-top. This depends on the proximity of the Axis forces to the Allies, the size of the table (the most practical probably being  $6' \times 8'$ ) and the command decisions taken by both sides.

During planning, my attempts to 'program' detailed tactical moves for a modern mechanised foe met with little success. However, I include below a simple ENEMY COMMAND table (fig.5) which is designed to make the initial command decisions for the Axis troops. This – in certain cases – will result in further map moves, but if a more belligerent reaction is generated it will establish the general thrust of the enemy attack.

Once the use of figures and models is decided upon the soloist is required to play both sides. I would suggest that the multi-players enlist a suitably qualified passer-by, or engage an 'active' umpire who can adopt the position of Axis junior commander as required.

### Fig.5 ENEMY COMMAND AXIS FORCE INCLUDED

DICE	No armour	Un to 2 med take	3 or more med.tnks	Only Lt.tanks,a/cars
DICE		The second secon		
1	withdraw 2 sqs.	defend	defend	withdraw 2 squares
2	withdraw 2 sqs.	defend	cautious probe fwd.	withdraw 1 square
3	withdraw 1 sq.	cautious probe fwd.	flanking attack	withdraw 1 square
4	defend	flanking attack	flanking attack	defend
5	defend	flanking attack	frontal attack	defend
6	infiltrate	frontal attack	frontal attack	flanking attack



I use rules adapted from the late John Sander's book *An Introduction to Wargaming* (Pelham 1975) and my table moves represent 10 minutes of battle – a sixth of a map move – which gives added significance to the events still unfolding 'off table'. These rules also use a turn counter system, which restricts the options of both sides and gives the soloist the satisfying feeling that fate has the upper hand!

As in all campaigns, it is impoprtant to remember that once the action is transferred to the table you are operating on two levels. It is very easy to get carried away by the cut-and-thrust of the miniatures game and forget that the 'strategic' situation on the map is still unfolding! Using my rules this means drawing a card for Cork Force every sixth table move, then working through the appropriate movement and identification procedures.

#### YOU WIN SOME, YOU LOSE SOME . . .

This is very much an exercise in problem solving – to be ended when Cork Force has successfully complied with the 'retreat' order, or has been reduced to an ineffective strength. The 'Supply' and 'Role-Play' sections in the notes given below should provide additional reasons for an end to hostilities, as should your own table-top rules for morale.

Rather than trying to work out an artificial points system to calculate who wins, I prefer the more realistic 'hindsight' approach. The soloist therefore bases his decision on a leisurely study of the campaign diary and an assessment of Major Cork's performance, whilst the multi-players gather for a post mortem (or court martial!), with each participant taking the role of a senior Allied officer.

#### **OPTIONAL RULES**

I regard this article very much as a framework to which the reader's own ideas and preferences can be added – including the transfer of the whole caboodle to another theatre of operations. In this vein I would like to conclude with a few notes on optional rules and game features that might provide additional food for thought:

1. Supply

I use a simple system, again adapted from John Sanders' rules, which combines standard 'units' of one model box and one model oil drum with some straightforward book-keeping.

- a) Fuel
- i) Only tanks need to re-fuel.
- ii) Each tank can carry sufficient fuel for up to 6 map moves (6 hours).
- iii) 1 oil drum represents full replenishment for one tank model.

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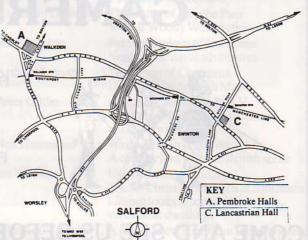
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iv) Replenishment takes half a map move (30 minutes) with supply vehicle alongside. Up to three tanks may be replenished simultaneously by one supply vehicle.

#### b) Ammunition

i) One box can fully replenish one of the following:

2 tank models

2 armoured cars

2 guns (over 20mm)

1 infantry company + 2 heavy weapons

- ii) For tanks and armoured cars, replenishment takes half a map move (30 minutes) with the same limitations as for fuel. Others take one sixth of a map move (ten minutes) with supply vehicle in attendance.
- iii) Each unit can carry the following number of 'shots' (in my rules 2 are allowed per table move).

Medium tank	12
Light tank	10
Field gun	16
Anti-tank gun	12
S.P. gun	12
Infantry plt./H.Q.	8
Heavy weapon	8
Armoured car	8

iv) Tanks may be re-fuelled and re-armed simultaneously.

To fully replenish Cork Force once would require its solitary supply lorry to carry 6 oil drums and 6 boxes, which, by some strange coincidence, is exactly the capacity of the vehicle in question. Cork Force can therefore start the campaign fully supplied and carry, in theory, the same capacity again stowed in its trusty 3 tonner.

Axis units should throw one ordinary dice (5 or 6 for success) when at least one unit is down to its last move or shot, to determine whether a supply vehicle has managed to reach them.

American and French units can use British fuel, but are out of ammunition when they have fired off their existing stocks.

Book-keeping consists of a list of all units (single fighting vehicles, guns, heavy weapons and inf. platoons) with their

allocation of 'shots' (squares) and fuel (circles) written alongside. These symbols can then simply be crossed out as the equivalent supply units are used up. Re-supply entails marking down more symbols.

#### 2. Role-Play

Of use only to multi-players, this could be a natural progression for players finding themselves commanding elements of the same unit. Already possessing a name, rank and body of men to command, the Cork Force subordinate can be given a simple aim or characteristic to 'colour' his actions. For example, Lt. Hartford of the Royal Artillery can be obsessed with the tradition of saving the guns and baulk at the thought of risking his precious pieces in an anti-tank role (common practice in Tunisia). Similarly, Lt. Green of the carrier platoon can be imbued with the spirit of The Scots Greys at Waterloo and recklessly charge the enemy given half the chance. Nothing too complex or bizarre is required; the players' own personalities will pose additional problems don't forget.

General Ferdinhall cries out to be role-played – preferably by some extremely awkward 'friend' who is otherwise uninvolved in the game. Trying to persuade 'Old Brickwall' to retreat with Cork Force could lead to some very impressive displays of diplomacy.

Finally, it is imperative that Major Cork holds proper **order groups** if he wishes to address his unit commanders and inform them of his intentions. This means bringing all the officer figures together on the table (or units together on the map) and then talking to the assembled human representatives.

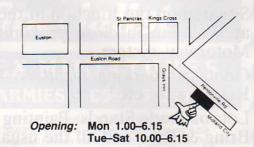
I hope the ideas that I have aired in this article will inspire others to concoct their own personalised campaign system (or even play this one), especially all those awkward so-and-so's who, like me, go out of their way to avoid anything remotely 'popular'. Of course, by now **they** will be thumbing through their reference books, looking for battles that hinged upon the actions of beleaguered field kitchens and determined bus drivers!

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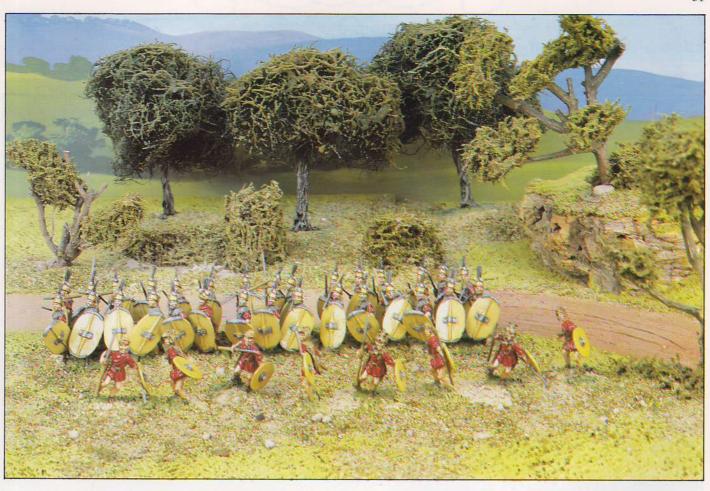


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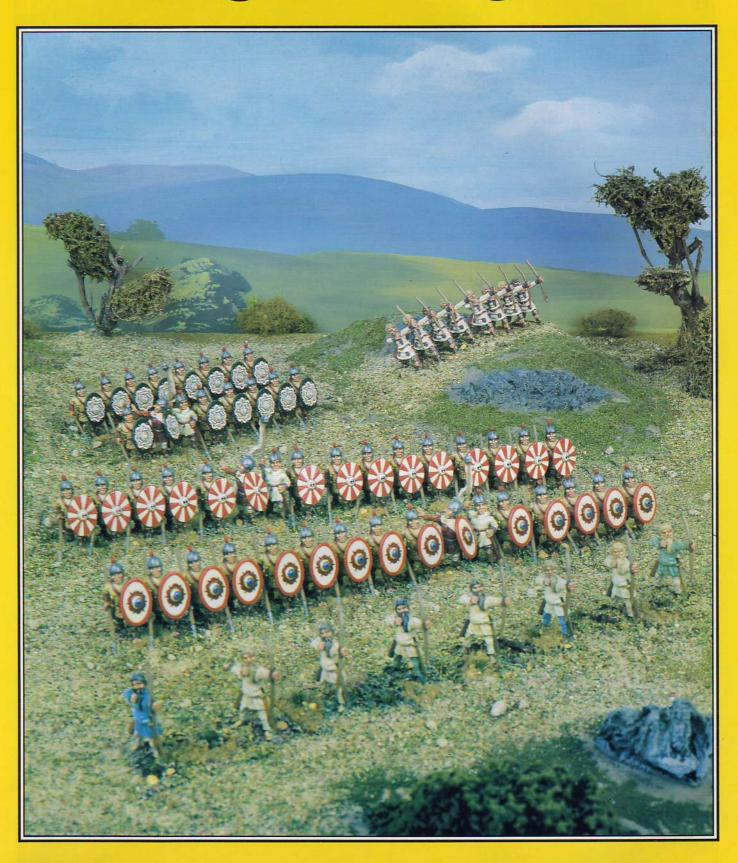




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