



All Guns Blazing!

Newsletter of the Naval Wargames Society

No. 157 – May 2007

Editorial

Hi Everyone,

A big "Bravo Zulu" to Simon and his team for putting on the Blackbeard game at Salute last month. The game went down well and will be making reappearances at Colours in Reading in September. Simon's report on this event is posted below.

It's also only a month until the AGM, on board HMS Belfast. Details are below. Please come along if you can.

Yours aye,

DM

david.manley@btinternet.com

The Naval Wargames Society Annual General Meeting

Saturday 2nd June 2007
Ships Company Dining Hall, HMS Belfast
Pool of London

After an over-long hiatus the next Annual General Meeting of the Naval Wargames Society will be held at 5pm on Saturday 2nd June 2007. The venue will be the Ships Company Dining Room on board HMS BELFAST, in the Pool of London. The AGM will coincide with the NWS summer event on board the ship. The AGM is an important event which guides the course of the NWS. This is your chance to make your feelings known and, if you wish, to stand for election to one of the committee posts and get involved in the day to day running of the society. As usual all committee posts and associated "jobs" will be up for election, so if you'd like to try your hand at running the NWS please feel free to contact the current post holder or any of the other committee members to find out what the post entails. If you want to stand for election you can either let us know beforehand, or just turn up on the day and let the chairman know at the meeting.

Current Committee members are:

Chairman – Stuart Barnes Watson
Treasurer – Simon Stokes
Membership Secretary – Peter Colbeck

Editorial Staff are:

Battlefleet Editor – Chris White
All Guns Blazing Editor – David Manley

Contact details for these officers are on the back cover of Battlefleet.

Proxy Voting – if you cannot attend but would like one of the current committee members to vote on your behalf please contact them and the Chairman to indicate this.

IMPORTANT

We must provide a list of those attending and staying on board to the Imperial War Museum a week in advance of the meeting. If you are planning on attending please contact Simon to let him know, no later than Friday 25th May. His email address is:

SimonJohnStokes@aol.com

This is a change to the guidance in last month's AGB

The Naval Wargames Society Summer Bash

Saturday 2nd June 2007
to
Sunday 3rd June
Ships Company Dining Hall, HMS Belfast
Pool of London



The NWS has been invited by the Imperial War Museum to hold a Summer event on board HMS Belfast. The dates for the event are the weekend of 2nd and 3rd June. The centrepiece of the event will be a participation game based on an aerial attack on Ark Royal and Hood in the Med in 1940. Participants will take command of a squadron of aircraft rather than the ships themselves. All to be done in 1/600th scale. The game will run on both Saturday 2nd June and Sunday 3rd June. As well as this game there will be plenty of space to run other games, both participation and demonstration. If you would like to put on a game please contact either myself or Simon Stokes.

The event will be held in the Ships Company Dining Hall and overnight accommodation will be available on board the ship. This of course means that there will be further opportunity for games and other naval wargaming events on the evening of the 2nd after the Annual General Meeting.

For more information on HMS Belfast, including travel advice, please visit the ship's website:

<http://hmsbelfast.iwm.org.uk/>

Blackbeard's Last Stand

NWS Participation Game at Salute 07

After Show Report

By Simon Stokes

Introduction

Invited back to Salute 07 this year the task we set ourselves was to run a visually attractive but quick and fun participation game based on a historical naval theme. We settled upon a re-creation of the battle of Okracoke Inlet where the pirate Edward Teach aka Blackbeard met his end in 1718. This is a well known small action and there was no shortage of dramatic accounts of the events upon which to draw, not the least of which was the BBC dramatisation "Blackbeard - the real pirate of the Caribbean" which DVD we played as part of the display. Hard facts about the ships, crew and armament however proved a little more difficult to source, but more on that later.

Historical Background



Blackbeard was born in the late 17th-century in the English port-city of Bristol, though there are no official records of this. His name is not found anywhere until the last two years of his life. Then the name "Edward Teach", better known as Blackbeard, appears in letters, newspaper articles, and official documents. A personal log was also recovered and several eyewitness accounts describe him in detail.

He went to sea at an early age, signing on with the Royal Navy. For a number of years he fought in the Queen Anne Wars against Spain, distinguishing himself as a proficient sailor and expert shot. These years gave him invaluable experience on how the English fought their ships and ran their crews, experience he would one day use against them.

The war ended in 1713 and around this time Teach left the Royal Navy for the life as a "Brother of the Coast", a loosely-mixed bag of captains, crew, and hangers-on that had founded a community based on freebooting. Pirate ships ranged from Newfoundland to South America, and their unofficial capital was New Providence, now known as Nassau. The wars with the Spanish and a terrible earthquake (which had flattened the city) had eroded England's power in the region and for a time the pirates had undisputed control of New Providence.

Here Teach met Captain Benjamin Hornigold, one of the most respected and feared pirates of the West Indies. Teach joined his crew in 1716. Teach had a knack for hand-to-hand combat, and his tolerance for liquor was unmatched. Plus he was educated and physically intimidating. Before long he was captaining his own smaller boat as consort to Hornigold, and together the two began a profitable campaign.

In the spring of 1717 Hornigold and Blackbeard left New Providence for the shipping lanes of the Colonies and the prizes that sailed them. By the end of this cruise they had taken many ships including the sloop *Concord*, a large French merchantman. Blackbeard saw his chance. He asked Hornigold if he could have the ship as his own and the older pirate agreed readily. Hornigold was by that point very wealthy and desired to take advantage of a pardon being offered by the King. Plus he probably realised he had no choice in the matter. He was being offered a courtesy as Blackbeard no doubt intended to take the ship anyway.



Unlike their Royal Naval counterparts, nobody actually appointed pirate captains they had to command their men by sheer force of personality. It was not unknown for pirate crews to dismiss their captains if they disagreed with the way he ran the ship. One example which illustrates this with Blackbeard was when one day at sea he said to a few of his men, "come, let us make a hell of our own, and try how long we can bear it." He took them below, closed up the hatches and set on fire several pots filled with brimstone and other acrid matter. One by one, close to suffocation, the men were forced to seek the upper deck. Blackbeard held out the longest and was quite pleased that he was better fitted to live in hell than the others. Pirate captains also reinforced their identity by designing their own personalised Jolly Rogers. Blackbeard's Jolly Roger was a death figure with devils' horns, an hour glass (with time running out), and a pierced heart.

On another cruise in the early 1700s Blackbeard punished a mutinous crew by marooning them on Dead Man's Chest, a small remote island in the British Virgin Islands chain, without water or landing places. Each was given a cutlass and a bottle of rum and Teach's hope was that they would kill each other, but when he returned at the end of 30 days he found that 15 had survived.

This would explain in full the verse:

*Fifteen men on the dead man's chest,
Yo ho ho ho, and a bottle of rum!
Drink and the devil had done for the rest,
Yo ho ho ho, and a bottle of rum!*

This of course was immortalised in Stevenson's *Treasure Island*.

At this point in his life, Blackbeard was about 35 years of age. By all accounts he was an awesome physical specimen to behold. Standing well over six feet tall, he must have dwarfed most men. His build was not overly large but he was said to be immensely strong. Besides his height his most obvious feature was his beard, which grew "up to his eyes" and was of tremendous length and breadth. He would twist and braid it into black ribbons and then tuck them behind his ears. But it was during battle that Blackbeard was at his most fearsome. Across his chest he would wear a belt that held multiple matchlock pistols; thus he could have several loaded guns ready in an instant. The burning fuses used to light the pistols were tucked beneath his hat, creating large clouds of sulphurous smoke which made it seem as if he was afire. A broad leather belt supported a further lethal array of hand weapons which would have included swords, axes, daggers, and more pistols. He often used a huge musket with which he was a deadly shot. Blackbeard carefully cultivated his appearance and persona to inspire maximum awe in his followers and maximum terror in his victims. Pirates and sailors tended to be a supernatural lot and Blackbeard played on this by constantly invoking the devil in his oaths and curses.



The *Concord* was renamed *The Queen Anne's Revenge* and refitted with 40 guns. Soon Blackbeard was back at sea, taking two large merchantmen in early 1718. The modis operandi was always the same. The *Queen Anne* would site potential victims and then begin to manoeuvre closer to them, trying to ascertain their quarry's value and ability to defend itself. If the target was tempting the ship would close, and haul up either a black or red flag emblazoned with their evil-looking symbol. The meaning of the flag was clear--surrender or die. The sight of a well-armed warship crowded with fearsome looking men brandishing their weapons must have been a terrifying one for a merchant crew. This was the standard pirate tactic - make the threat of violence so horrifying that your victims would surrender rather than resist. Most of the ships Blackbeard took were merchant ships packed with cargo and manned with skeleton crews. Some

merchantmen were heavier and armed with cannon but few men would dare stand against Blackbeard. Making the option of surrender more attractive was that Blackbeard was good for his word. Captives were treated fairly as long as they didn't resist. There are no records of Blackbeard maiming or murdering any captives who submitted to him, and women in particular were treated with respect and care. There are however numerous examples of Blackbeard bringing murderous abuse on those that opposed him.

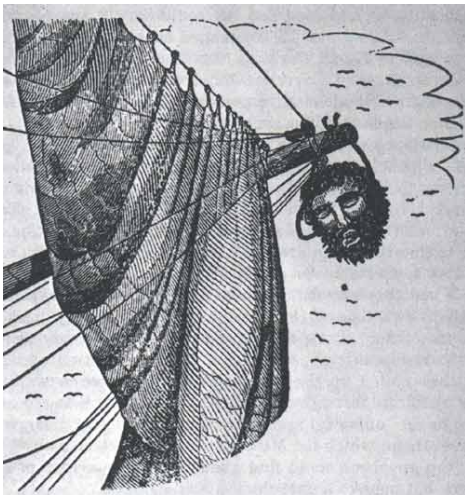
A few days after taking a large and well-armed merchant man the *Queen Anne* encountered the *Scarborough*, a British man-of-war. A running battle developed and over the course of the next few hours Blackbeard's gunners out-duelled and severely damaged their rivals, who were forced to withdraw. Defeating a military ship was unheard of for a pirate vessel and this incident did much to enhance Blackbeard's image. After this episode he may or may not have gone to Bath, NC, to take advantage of a pardon. Whether he did so or not matters little as he immediately returned to his piratical ways. He met up with fellow "Brother of the Coast" Stede Bonnet and soon Blackbeard had built an entire flotilla of pirate ships under his command. They continued to take prizes seemingly at will. Then in May, 1718, the *Queen Anne* and her consorts hove into view off the port of Charleston, SC, much to the alarm of the local populace. For several days they simply stopped and looted every ship that tried to pass in or out of the harbour. In doing so they took several important hostages. Delegates were sent ashore and finally a ransom was worked out (a trunk of medical supplies), but not before the entire town had

been terrified and humiliated.

Blackbeard was at the height of his power. He had over 300 men under his command and the boats were full of loot, but bad luck overtook him. The *Queen Anne* and another ship were lost on a sandbar in Beaufort Inlet, North Carolina. Many men were marooned on a deserted island nearby. Whether or not this was treachery on Blackbeard's part is up for debate, but the end result was that Blackbeard slipped away with the remaining sloop, *The Adventure*, along with his best crew and most of the loot. Of his abandoned shipmates, most were saved and regrouped under the command of Stede Bonnet, "The Gentleman Pirate". They swore revenge against Blackbeard but were captured by a force of ships commissioned by the Governor of South Carolina to hunt pirates. Stede Bonnet and most of his men were hung at Charleston, the very port they had helped blockade just months earlier.

Meanwhile Blackbeard and his men had landed in Bath, North Carolina, to divvy up the loot and plan their next move. Blackbeard wasted no time. He met with his friend, Governor Eden, and soon had not only a pardon but a beautiful home and young bride. His pirate cronies scattered over the county and for a time it seemed like Blackbeard was retired. But he still controlled the waterways of the North Carolina coast, and in the summer of 1718 held a huge pirate's gathering at Ocracoke Island, a favourite haunt. Among those in attendance was Charles Vane "the Insane", a merciless captain who had once hung captives from the rigging as the ship was set alight. The party lasted for days as the pirates and their guests ate and drank themselves into a series of comas.

Rumours of Blackbeard's continued presence in the region infuriated Governor Spotswood of Virginia, who was also critical of Governor Eden's apparent sponsorship of this notorious pirate. Spotswood began to collect intelligence and soon apprehended a former mate of Blackbeard's who was compelled to divulge the locations of Blackbeard favourite spots in North Carolina. Soon an armed expedition had been mobilised and charged with the mission of killing Blackbeard.



In the evening of 21st Nov 1718, two commandeered sloops, the *Jane* and the *Ranger*, both flying the Union flag, approached Ocracoke Inlet from the north. They were under the command of Lieutenant Robert Maynard, and aboard were close to 60 well armed sailors from the Royal Navy ships *Pearl* and *Lime* respectively, though neither sloop had been given any cannon beyond a couple of swivel guns apiece, on account of the shallow water in the inlet and the risk of grounding. As night fell the men could see the mast of Blackbeard's sloop, *The Adventure*, sticking up over an intervening sand dune. Maynard blockaded the inlet and waited for the morning to launch his attack. A lookout had spotted the approach of the sloops and Blackbeard prepared his ship for battle. The sloops drew within hailing range, and Blackbeard cursed them venomously, damning them as "cowardly puppies" and demanding to know their identities. He called for a great bowl of punch and drained it, shouting that no quarter would be given or taken. Blackbeard was putting on a brave show for someone who had only 15 or so fighting men. *The Adventure* cut cable and began to

sail up the channel. Her adversaries moved to cut her off, only to both run aground. Blackbeard, in his home waters, had lured them onto a sandbar. As the crews struggled to float their boats, Blackbeard fired an eight-gun volley of cannon shot into them. The effect was devastating. As many of half of Maynard's men were either killed outright or badly wounded. The commander of the other sloop, Midshipman Hyde, was also killed, and his sloop disabled until the end of the fight.

Some accounts state that the recoil from this blast sent *Adventure* onto a sandbar; in any case he too ran aground. The decks heaped with dead and wounded, Maynard and his men worked frantically to free their vessel before Blackbeard could reload and fire again. As they cleared the bar, Maynard ordered his men belowdecks and steered straight for the *Adventure*. As the *Jane* drew closer Blackbeard scanned it's deck piled with bodies and assumed most of the crew was dead. As it drew alongside the pirates threw down a volley of grenades, then Blackbeard led a boarding party onto the blood-soaked deck. Suddenly Maynard's men charged from the hold of the ship, firing pistols as they rushed the pirates. What ensued was one of the most savage hand-to-hand combats ever held on the decks of a ship. Men slashed and hacked as they lurched about the blood-slicked deck. Pistols were fired at point blank range and the unholy din of mortal combat filled the air. At the centre of this maelstrom Blackbeard and Maynard charged headlong at each other.

Both men drew pistols and fired, but only Maynard hit his mark. His slug tore through Blackbeard's great body but did not slow down his attack, and he hacked at his foe with a whirling cutlass. Maynard's sword snapped off at the hilt, and his hand was cut. Blackbeard closed in but as he raised his weapon for the deathblow he was struck from behind by a man history names "*The Hylander*". Blackbeard had been gashed in the neck by a sword blow that sent blood spurting from the wound. Blackbeard is said to have congratulated his assailant on the quality of his blow to which the man replied he felt he could do it better. With that he struck Blackbeard such a cut that his head "lay upon his shoulder".

The mightiest of the pirate captains slowly crumpled to the deck, dead from over 25 sword and five pistol

wounds. After his head was chopped off his body was said to have gotten up and jumped over the railing, swimming around the boat three times before finally sinking. As was the custom with a pirate, his head was hung from the bowsprit, and the skull ended up as a drinking vessel in a tavern in Williamsburg. The authorities caught up with Blackbeard's first mate Israel Hands, who had not been present, and would have hanged him had he not been reprieved at the last minute by a proclamation prolonging the pirates' pardon. He finished his days in London a poor lame beggar.

According to Captain Johnson, here are the names of the pirates killed in the engagement:-

Edward Teach (commander), Philip Morton (gunner), Garret Gibbens (boatswain), Owen Roberts (carpenter) Thomas Miller (quartermaster), John Husk, Joseph Curtice, Joseph Brookes (1), Nathaniel Jackson.

All the rest, except the two last, were wounded and afterwards hanged in Virginia.

John Carnes, Joseph Brooks (2), James Blake, John Gills, Thomas Gates, James White, Richard Stiles Caesar, Joseph Philips, James Robbins, John Martin, Edward Salter, Stephen Daniel, Richard Greensail, Samuel Odel (acquitted) Israel Hands (pardoned)

The prize for Maynard's brave men who risked life and limb was £2,500 divided equally amongst the companies of his two ships. The money was the proceeds of Blackbeard's 'Treasure' – 25 hogsheads of sugar, 11 tierces, 145 bags of cocoa, a barrel of Indigo, and a bale of cotton, along with the sale of Blackbeard's sloop and monies from the Governor and his Secretary (pursuant to their proclamation).

Thus ended the life of Edward Teach, and with his passing so went an era. The death of Blackbeard was the beginning of the end for "The Brotherhood of the Coast", who one by one would be hunted down and brought to justice over the next few years until their reign of terror was no more.

The Game

Preparation for even a relatively simple game such as this is a very time consuming process but is the key to success on the day. We settled upon 15mm (or 1/100th scale) as the ideal scale for the game. In this scale the sloops would be impressively large, the figures detailed enough to make out what's what and in a boarding action the decks of the ships are sufficiently spacious to enable them to be played out in situ on the ships' decks. The decision was made early on to use the Peter Pig's Pieces of Eight rules and figures. The rules are fast and fun with the added advantage for a parti game that they use bucket loads of dice! For the sloops we couldn't use Peter Pig's as their models are all 1/450th scale, so we followed the link from the Peter Pig web site to Opus miniatures, who had just been bought out by Tiger Terrain, and we ordered three of their finest resin & wood 15mm Napoleonic sloops. All of these arrived in good time and we set to work, Rob Hutton painting up the figures and myself building, painting and rigging the sloops. Anyone who knows me knows that my modelling skills are limited, but I managed (with much cursing and a few disasters along the way) to build three passable painted and rigged sloops. It was only once the sloops were almost finished that I obtained a copy of Angus Konstam's "The Pirate Ship 1660-1730" and discovered the actual sloops were all single masted whereas the models we had were all twin masted brig sloops. There was nothing for it we had to go with the models we had and hope no-one was clued up enough to point this out. In any case Opus don't produce a single masted sloop.

The next problem was the scenery and for this we decided to outsource the problem, and ordered a bespoke 7'x5' mat for which I supplied Richard at Terrain Mat with an image from Google Earth of Okracoke Inlet where the action took place (shown below). Using this as a guide Richard did a super job of the mat which arrived just in the nick of time on the Friday lunchtime before the show on the Saturday. The last bit of scenery was the preparation of shoal markers for use during the game which Jeff Crane kindly knocked up.

Modifications to the rules were minimal. I created two packs of event cards (shown below) that were to be drawn by players at the end of each turn, Blackbeard drawing a card every turn but the Royal Navy commanders taking it in turns to draw a card. We resolved all boarding actions using the Pieces of Eight land rules which enabled the RN musket troops to come into play and fire their muskets when the sloops got close enough. All ranges were measured in inches not centimetres due to the larger scale we were using. Angus Konstam's book indicated that only *Adventure* had any great guns, being equipped with eight light guns plus a swivel gun in the bows. *Jane* and *Ranger* had no great guns but did have a couple of swivel guns apiece. Swivel guns were treated as light guns that only fired at short range.



Blackbeard's Cards

<p>Uncharted Shoal</p> <p>Place a shoal marker anywhere on the table.</p> <p>(play when needed)</p>	<p>Uncharted Shoal</p> <p>Place a shoal marker anywhere on the table.</p> <p>(play when needed)</p>	<p>Uncharted Shoal</p> <p>Place a shoal marker anywhere on the table.</p> <p>(play when needed)</p>
<p>Battle Rage</p> <p>Ignore one death result to Blackbeard.</p> <p>(play when needed)</p>	<p>Battle Rage</p> <p>Ignore one death result to Blackbeard.</p> <p>(play when needed)</p>	<p>Battle Rage</p> <p>Ignore one death result to Blackbeard.</p> <p>(play when needed)</p>
<p>Grenade</p> <p>Add 1 to a single groups hand to hand combat roll.</p> <p>(play when needed)</p>	<p>Grenade</p> <p>Add 1 to a single groups hand to hand combat roll.</p> <p>(play when needed)</p>	<p>Grenade</p> <p>Add 1 to a single groups hand to hand combat roll.</p> <p>(play when needed)</p>
<p>Wind Drops</p> <p>No wind.</p> <p>(play straight away)</p>	<p>Wind Drops</p> <p>No wind.</p> <p>(play straight away)</p>	<p>Wind Direction</p> <p>Wind changes direction one point. Flip a coin heads=clockwise, tails=anticlockwise. (play straight away)</p>
<p>Wind Freshens</p> <p>Wind strength increases.</p> <p>(play straight away)</p>	<p>Wind Freshens</p> <p>Wind strength increases.</p> <p>(play straight away)</p>	<p>Wind Direction</p> <p>Wind changes direction one point. Flip a coin heads=clockwise, tails=anticlockwise. (play straight away)</p>
<p>Gun Recoil</p> <p>Recoil from the great guns causes <i>Adventure</i> to run aground.</p> <p>(play straight away)</p>	<p>Gun Recoil</p> <p>Recoil from the great guns causes <i>Adventure</i> to run aground.</p> <p>(play straight away)</p>	<p>Powder in the Hold</p> <p><i>Adventure's</i> hold is packed with powder which can be set off killing all onboard.</p> <p>(play when needed)</p>

Royal Naval Commanders Cards

<p style="text-align: center;">Lie Down</p> <p>Order the ships crew to lie down. This will halve the number of casualties but they cannot fire (play when needed)</p>	<p style="text-align: center;">Lie Down</p> <p>Order the ships crew to lie down. This will halve the number of casualties but they cannot fire (play when needed)</p>	<p style="text-align: center;">Men in the Hold</p> <p>Same number of crew as were originally on the ship are in the hold waiting to sally forth. (play when needed)</p>
<p style="text-align: center;">Sweeps</p> <p>If the wind drops play this card for one ship and it can move 1 hex for the rest of the game. (play when needed)</p>	<p style="text-align: center;">Sweeps</p> <p>If the wind drops play this card for one ship and it can move 1 hex for the rest of the game. (play when needed)</p>	<p style="text-align: center;">Men in the Hold</p> <p>Same number of crew as were originally on the ship are in the hold waiting to sally forth. (play when needed)</p>
<p style="text-align: center;">Wind Drops</p> <p>No wind.</p> <p style="text-align: center;">(play straight away)</p>	<p style="text-align: center;">Wind Drops</p> <p>No wind.</p> <p style="text-align: center;">(play straight away)</p>	<p style="text-align: center;">Wind Direction</p> <p>Wind changes direction one point. Flip a coin heads=clockwise, tails=anticlockwise. (play straight away)</p>
<p style="text-align: center;">Wind Freshens</p> <p>Wind strength increases.</p> <p style="text-align: center;">(play straight away)</p>	<p style="text-align: center;">Wind Freshens</p> <p>Wind strength increases.</p> <p style="text-align: center;">(play straight away)</p>	<p style="text-align: center;">Wind Direction</p> <p>Wind changes direction one point. Flip a coin heads=clockwise, tails=anticlockwise. (play straight away)</p>
<p style="text-align: center;">Uncharted Shoal</p> <p><i>Jane</i> runs aground on an uncharted shoal.</p> <p style="text-align: center;">(play straight away)</p>	<p style="text-align: center;">Uncharted Shoal</p> <p><i>Ranger</i> runs aground on an uncharted shoal.</p> <p style="text-align: center;">(play straight away)</p>	<p style="text-align: center;">The Hylander</p> <p>If blackbeard is in hand-to-hand combat playing this card causes a death result against him. (play when needed)</p>
<p style="text-align: center;">Blank</p>	<p style="text-align: center;">Blank</p>	<p style="text-align: center;">Blank</p>

The game started with the RN sloops *Jane* and the *Ranger* just outside the inlet and the *Adventure* just off Teach's hole in the northern corner of the playing area. The wind was coming from the north east. Players rolled initiative, with highest roll moving and firing first.



Blackbeard and his band of cut-throats spy the Royal Navy sloops blocking their escape.

The game itself was really popular with the public and we ran it so many times we lost count (I reckoned it was six times but Jeff counted eight!). Quite a few of the younger players came back for a second go later on in the day as well so they must have enjoyed it. Some even skedaddled over to Tiger Terrain and Peter Pig, who had stands at the show, to buy their own ships and pirates.



Manoeuvring under Jeff's watchful eye.

Honours were roughly even between Blackbeard and the Royal Navy, with a few notable outcomes. In one game Blackbeard managed to sail straight past the RN sloops which alternately managed to ground themselves and entirely fail every attempt to grapple the *Adventure*, only for Blackbeard to decide that actually he wanted some fun so with a clear path to the open sea in front of him he turned his sloop around and attempted to board the nearest RN sloop. This proved to be a mistake as the RN sloop had troops in the hold which swarmed out and overwhelmed the pirates, killing Blackbeard in an almost textbook repetition of history. In another game the RN players continually scored hits and invariably gave in to Drew Jarman's impish suggestion that they gamble those hits in an attempt to kill Blackbeard, a gamble that never once paid off. After each failed gamble were the light hearted recriminations "why did you listen to him? I told you not to listen to him!", but they'd go and do exactly the same again the following turn. The strangest and most poetic result we had was actually in play testing when *Adventure* was grappled and boarded simultaneously by both *Jane* and *Ranger*. Again sailors swarmed from the holds of the RN sloops all of which eventually made it onto the deck of the *Adventure*. They overwhelmed the pirates and captured Blackbeard, whereupon Blackbeard played both his powder in the hold card and battle rage card which meant that *Adventure* was blown sky high killing all onboard except Blackbeard who swam over to one of the now empty RN sloops and made his escape. Suffice to say that all the games were great fun and quite quick to play running for between 45 and 90 minutes apiece.



The gamblers having failed every attempt to nail Blackbeard, he makes good his escape.

There were always plenty of onlookers right from the start to the very end of the show, and we were glad to see quite a few NWS members. We were even visited by Angus Konstam - the gaff was well and truly blown over the twin masted brig sloops but Angus was a true gent and said he'd let us off that minor detail... I also spotted Mark Urban checking us out.

Thanks are due to the rest of the NWS team : Jeff Crane, Rob Hutton, Andy Jose, and Drew Jarman and Robert Kirk. If you didn't catch the game at Salute note that we also plan to take it along to Colours in September. Hopefully we'll be back at Salute again next year with a another equally successful game.

References

New Vanguard (70) - The Pirate Ship 1660-1730, Angus Konstam, Osprey Publishing 2003

A General History Of The Robberies & Murders Of The Most Notorious Pirates, Captain Charles Johnson, Conway Maritime Press 2006 (originally published in 1724).

Peter Pig : <http://www.peterpig.co.uk/>

Terrain Mat : <http://www.terrainmat.com/>

Tiger Terrain : <http://homepage.ntlworld.com/tigerterrain/>

NWS Events and Regional Contacts, 2007

NWS Northern Fleet – Falkirk East Central Scotland

Kenny Thomson, 1 Excise Lane, Kincardine, Fife, FK10 4LW, Tel: 01259 731091
e-mail: kenny.thomson@homecall.co.uk - *Website:* WWW.falkirkwargamesclub.co.uk

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

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

NWS North Hants [Every 3rd Sunday]

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

Next game on 4th March. Contact Jeff for details.

NWS Wessex [Bi-Monthly Meetings]

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

Other Events

“Carronade” Wargames Show

The Falkirk Wargames Club has started a new show in Scotland called Carronade. The show next year will take place on Saturday the 12th of May 2007 at the Forth Valley College Falkirk. If any member of the society would like to put on a game please contact Kenny Thompson on 01259 731091. At this time the club web site is being renewed