



All Guns Blazing!

Newsletter of the Naval Wargames Society

No. 194 –June 2010

EDITORIAL

Gentlemen,

You may find this difficult to believe, but this *All Guns Blazing* is my twelfth! Where the time has gone I can't even bring myself to fathom. It must be that adage about time passing quicker the older you get. Now there's a cheery thought! While I'm wearing my editor's hat, I'd like to apologise if this *AGB* seems a trifle rushed. For most of May I've been working morning, noon and night, which has also included a two hundred-mile round trip commute to London on most days. Time, as you will appreciate, has been somewhat scarce! And while I'm on the subject, this month is going to be hellish busy too, so if July's issue is a mite delayed, please bare with me—it's on its way! Actually, I'll be starting work at the Festival Theatre in Chichester for two-and-a-half months, which, as I'm sure many of you are aware, is only a stone's throw from Portsmouth! If there are any members in that neck of the woods, especially if you're actually going to see '42nd Street' at the theatre, drop me an e-line and perhaps we could share a rum ration or two.

While whizzing up and down the M40 can be wearing to both man and motor, it does have the benefit of throwing me in the path of all the delicious bookshops on, and just off, the Charing Cross Road. I'm sure that many of you are familiar with the naval history section in the world famous 'Foyles' (best described as a department store full of books), but some of the second-hand 'emporiums' are fabulous too. One of the most useful to use maritime types is 'Quintos'. While a splendid source of old Brassey's and Navy Records Society volumes it was never cheap; always very 'Charing Cross Rd', if you know what I mean. Well... 'Quintos' has moved to new premises just around the corner, and when I popped in to my immense surprise *things were much cheaper!* For instance, I walked out with a beautiful 1936 copy of Admiral Sir Reginald Bacon's *The Life of John Rushworth Earl Jellicoe*...and it was only a tenner! For the first time I actually came away with the smug, self-satisfied feeling of having picked up a bargain! If you're in the 'Big City' at any time and fancy a browse, 'Quintos' is at 48a Charing Cross Road. Oh, and check the naval section downstairs too; that's where I brought home the 'Bacon'!

In the last few weeks I've taken the plunge and jumped onto the iphone bandwagon. It's an amazing bit of kit that can do all kinds of things...as well as make phone calls; something that often seems the least important thing for a phone to do. The creation of the mind-bogglingly big 'App Store' makes them phenomenal time-wasters, but I've come across some Apps that you may find of use. The first I found was a maritime dictionary for the princely some of £0.59! It has thousands of maritime words with definitions, etc; could be useful at sometime, I suppose. Then I found 'Match Dice', which allows you to roll all kinds of weird and wonderful dice. I have found this very useful while experimenting with rule-sets during quick work breaks. However, my favourite so far is 'Tall Ships': an age of sail wargame. Now, don't get too excited, it's really just a bit of fun. It is a short campaign set in the Med' in 1805, and as far as I can tell so far, you have to fight your way through a series of single-ship and small encounters, each one of which takes about five minutes. (There is even a brig called the *Manley*! Hmm...) What ever next: wargames that make phone calls? Don't laugh, you never know...Anyway, if you have an iphone, have a look.

Along with a couple of other juicy items, this month's issue has turned into something of a 'Seekrieg 5 fest', with both Andrew Finch's Narvik battle-report and the final part of my *Goeben* series featuring them. (Perhaps one day they'll even catch on!?) However, I should point out that this is pure coincidence and the influence of a biased editor!

Up Spirits! And see you next month—hopefully on time!

Richard Wimpenny

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After Action Report

The 1st Battle of Narvik, 10 April 1940

By Andrew Finch

Tunbridge Wells Wargames Society participated at the Salute event at the Excel Centre in London in April 2010. We decided that this year we would present a game representing the Battle of Narvik in 1940, celebrating the just over 70th anniversary of the battle. We chose to represent the close environment of the fjord in two dimensions, created using mounting board, on which we fixed a print out of a satellite image of the town of Narvik. The game setting covered the eastern end of Ofotfjord, where it meets Herjangsfjord.



In order to provide a more detailed flavour for the game, we decided that we would use *Seekrieg 5*, an excellent rules system for smaller actions. The rules provide a more detailed narrative of the action, so that ships suffer significant damage in a more random fashion. Systems are not lost just because you have taken so much damage, they are subject to a great variety of different effects generated as they suffer

critical damage. The one area where we tweaked the system was that of torpedo fire. The rules as written require a blind system so that the placement of torpedoes is secret. We developed a semi-secret system which follows nearly all the rules as written, apart from the fact that the line of fire of a torpedo spread is placed on the table. You would think that this would make it too easy to dodge the spread. Believe me, it does not, and the system worked very well in the game, though there are a few slight corrections that we will make.

We used 1:2400th scale models from my *GHQ* collection. The scale allows for a greater visual impact on the play area, and you can see the models easily. The game scale we adopted was 1:9000, which allows everything to move fairly fast in the play area, makes the combat ranges quite short (and realistically so, in that the actual engagement ranges in our game replicated those from the action in 1940). Each game turn represents two minutes.

The game set up followed the historical situation, as described in both Grove and Roskill, and we provided the following potted history for the visitors:

The Norwegian campaign in 1940 at the start of the Second World War was important for the number of naval actions that occurred, many of which led to significant losses to the German Navy. The Battle for Narvik came about because the British had intelligence that the Germans were planning to occupy the port. It was not clear whether this had occurred, so the aim of the first attack was to find out what the situation was, and if necessary capture the port. It should be borne in mind that at this stage Norway was technically still neutral, so any British action would in fact have violated that neutrality. In the event the Germans had got there first, landing 1500 troops from 10 destroyers.

The Admiralty believed that one ship had landed some troops in the town and ordered the 2nd Flotilla to sink the ship and recapture the town. The 2nd Flotilla believed that there were probably 6 destroyers in Ofotfjord. Their commander, Warburton-Lee had just sent a letter to his wife in which he said that "The war is going to start properly soon, and I'm going to start it". This he did in no uncertain terms, however at the cost of his own life.

The Admiralty considered sending reinforcements, then decided initially against this, though forces were available that could be brought to bear, and which did in the end put in an appearance as the 2nd Flotilla's survivors left the fjord after the action.

The forces in action were:

British

2nd DD Flotilla

Hardy (Warburton Lee), *Hostile*, *Havock*, *Hunter*, *Hotspur*

Reinforcements

Penelope, *Bedouin*, *Eskimo*

German

Picket

Z17 Diether von Roeder

Narvik

Z18 Hans Luedemann, *Z19 Herman Kuenne*, *Z22 Anton Schmitt*, *Z21 Wilhelm Heidkamp* (Bonte)

Herjangsfjord

Z9 Wolfgang Zenker (Bey), *Z13 Erich Koellner*, *Z12 Erich Giese*

Ballangen

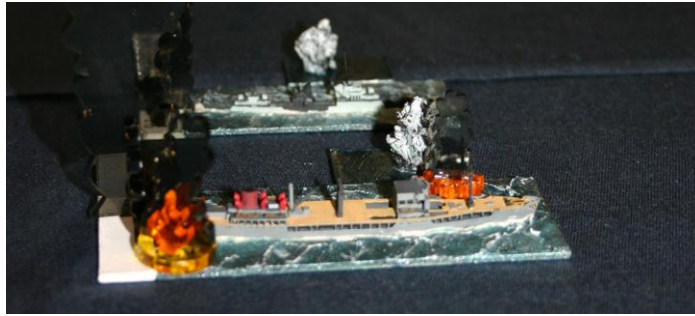
Z2 Georg Thiele, *Z11 Bernd von Arnim*

The scenario set up was such that the German player had one picket ship returning to port, being shadowed by the British attackers. There were rules in place to take account of the German ship spotting the British if they got too close. As the rest of the German ships were in harbour or off table in the side fjords, we also set up a system for raising the alarm, then getting these ships under way to react to the attackers. The port also contained seven model merchants, one of which was secretly designated by the German player as a supply vessel. Each side had to decide whether their priority was to sink or protect merchants or destroyers. Sinking priority targets was worth two points, otherwise 1 point. The supply ship was worth 4 or 8 points. To complicate matters for the Germans, they started the game with the total victory points for the vessels on table. As ships were lost this number reduced, and as off table reinforcements came on, the value was increased. If the British chose to bring on their reinforcements, they would lose 5 victory points. The German forces would gain 1 additional victory point for each British destroyer sunk, 5 if they sink HMS *Penelope*. The British would gain 2 victory points for every destroyer that started on table, and exited the table at the end of the battle.

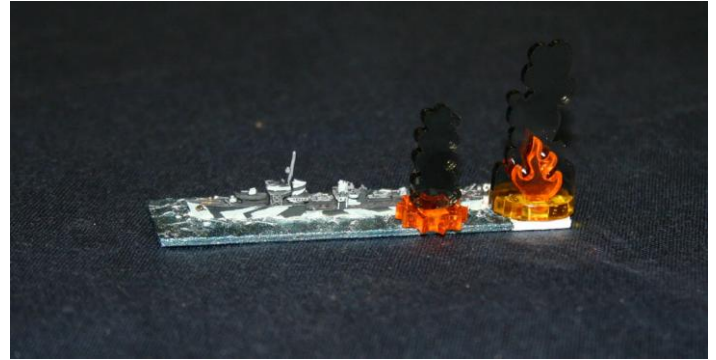
At the start of the game, the British decided to split their forces into two groups, approaching along the north edge of the fjord at 10-15 knots (*Havock* and *Hostile*) and up the centre at 10 knots (*Hardy*, *Hunter* and *Hotspur*). The German Picket von Roeder was heading for port making 20 knots. Time started at ca 04 15.

04:35. *Hardy* opened fire on the *Z17* causing a hit in the Schnapps store in the officers' quarters. This resulted in a severe fire which was never brought under control. A few minutes later, *Z17* was hit again another 4 times by *Hardy*, damaging the boiler room, causing flooding and killing the damage control crews. A salvo of torpedoes fired into the harbours hit at least one of the merchants, and is reported to have sunk a destroyer as well. Over the next five minutes *Havock* came round the headland and hit with another 11 shells causing further fires, the loss of two guns and more structural damage. *Havock* fired another salvo of torpedoes into the harbour, which accounted for several more merchants.

04:45. *Hostile* now came into action and tried to hit one of the merchants in port, with no effect. *Z17* made a futile attempt to fire on *Hostile*, with no effect. *Z18* had got under way and managed to score a hit on *Hostile* doing some minor damage.



Torpedoes strike the supply ship!



Von Roeder buring!

4:49. Z9 appeared from Herjangsfjord and traded shots with *Hotspur* and *Hunter*. *Hunter* hit Z9 and damaged the fire control systems. Z18 managed to hit the *Hostile* knocking out 'A' gun and misaligning the other mounts, before being blown apart by torpedoes.

04:50. Z9 knocked out 'A' gun on the *Hotspur*, and then succumbed to torpedoes. At around this time Z17 was run aground on the south side of Narvik harbour.

04:55. Z11 had come out from Ballangen and managed to score 2 hits on *Hardy* which knocked out 'A' gun, cut communications to the engine room and started flooding. *Hardy* was losing way at this time. Z19 hit *Hotspur* twice, destroying a prop shaft and reducing her maximum speed to 18 knots. Z22 hit *Hunter* twice, also causing her to lose speed with some flooding. *Hotspur* and *Hunter* engaged Z22 knocking out #4 gun and doing structural damage. *Hotspur* and *Hunter* both fired a salvo of torpedoes into the port area.

05:00. Z11 hit *Hardy* twice causing a severe fire and then hit *Hardy* with a salvo of torpedoes, sinking her. Z12 hit *Hotspur* causing progressive flooding, and Z22 hit *Hunter* doing some minor damage, and fired a salvo of torpedoes which missed their mark. Z12 then was hit by one or more torpedoes which blew her apart.

At this point the game ended.

The Outcome

At the end of the battle the British were reported to have sunk four or five destroyers and five merchants, including the supply ship. The British priority targets were the destroyers, so they gained 8 or 10 points for the destroyers plus 8 points for the merchants. The game ended before they made their escape, but the assessment was that they would probably escape with three ships, gaining an extra 3 points, so their total was 21 points.

The Germans had prioritised merchants to be defended, so over the length of the engagement they had 7 merchants worth 20 points plus 9 active destroyers. The *Koellner* at Ballangen never got into action, whilst the *Heidkamp* in Narvik harbour never managed to get under way until the very end of the engagement. This meant that the Germans had a potential of 29 Victory points. The loss of the 5 merchants cost 16 points as the supply vessel was destroyed, plus the loss of four or five destroyers cost another 5 points. Against this they sank one British destroyer, and would probably sink a second as they tried to escape, so their assessment comes to a total of 10 points.

All in all it was a very enjoyable game, even though I kept having ships sink under me. The game rattled along and we played 20 turns between 1000 and 1500, representing 40 real minutes. We had a long

shopping break in the middle, so assume we played for three and a half hours. It helped that we had two players who were used to the rules, and we had made copies of the tables which are always in use, with an extract of the relevant lines from the damage tables. As we had only un-armoured vessels in action, many shots passed straight through. On the other hand we did have quite a few special hits, which had a significant effect on the outcome. Regrettably the German player (me) overlooked the fact that evasive manoeuvres would have helped when attacked by torpedoes.

The general view was that we had had fun, and there were plenty of cries of BOOM! as the torpedoes struck home.

My thanks to Chris, Alan, Alex and Hugh for their support.

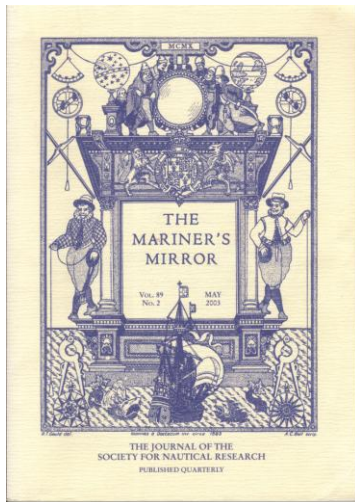
If anyone is interested in more details of how we dealt with torpedoes in these rules, please get in touch with me at:

andrew.finch3@btinternet.com

KONIGEN LUISE AND HER 180 MINES

By Rob Morgan

I came upon this short tale in an old copy of *The Mariner's Mirror*. It was in Volume 89, No. 2, back in May 2003. It was in an article called 'A Well Known Incident Reassessed—The German Attempted Mining of the Thames in August 1914' by Len Barnett, pages 185-202.



The *Konigen Luise* was a Hamburg-Amerika Line steamer used for excursions until the beginning of the Great War. After that she led a brief career as an auxiliary minelayer in the Imperial Navy. Having been converted to carry 180 mines in less than twelve hours on August 2nd, she steamed off without her intended armament of 2-88mm guns, which had not arrived, so she was defensively armed with only 2-37mm QFs and small arms.

The intention was that the minelayer, now known by the name of *Hilfstrueminendampfer B*, should lay her mines in the Thames Estuary, a most suitable (and obvious) site for a German minefield. Since the war was no more than a day old, she was disguised as a Great Eastern Railway ferry, wearing a black hull with a yellow band, white upper works and buff funnels with black tops.

The article, well-mapped and illustrated, provides the basis for a good, short wargame involving the single German ship, a British destroyer flotilla (or two), and a light cruiser, HMS *Amphion* which was lost to one of the mines, an 'E-Class' submarine, some basic minesweepers and a few neutral merchantmen. I reconstructed the little campaign using an Admiralty chart of the Outer Gabbard, and then with 1/3000 Mick Yarrow model ships. In retrospect, a hex grid might have improved the sequence; in which case I should probably have used Mick Yarrow's range of 1/4800 ships.

The loss of the enchantingly named *Hilfstrueminendampfer B* is of course to be anticipated, but key to her success is how many of the 180 carbonite mines aboard she lays before being tumbled and sunk; and where exactly would the minefield be? This offers the prospect of a substantial effort by the Royal Navy to find and sweep the mines, and catch and sink the minelayer as quickly as possible. It offers the prospect of substantial numbers of ships being lost; as it was, one light cruiser and two neutral merchantmen were lost to the enemy's mines, and the Germans fully expected heavy units of the Grand Fleet to move to the Nore soon after hostilities commenced.

The article, which is a splendid read, converts easily into a wargame and provides an insight into just how traumatic an incident this was and how far reaching the consequences were for Winston Churchill and the Admiralty.

THE FLEET'S LIT UP!

By Mike Dowd

Gentlemen,

The classic recording of Lt Cmdr Tommy Woodrooffe's 'The Fleet's Lit Up!' is on You Tube (Link given below). This wireless commentary of the Royal Navy's Spithead Review on May 20th 1937 is a classic! Woodrooffe had been visiting his old chums all day and had been continually pressed with tots in the wardrooms and officers' mess's and was thus completely blotto at the time of the broadcast. It took a while before somebody pulled the plug on him as there was no 'on hand continuity' people in those days. Even the fearsome Lord Reith saw the funny side and suspended Woodrooffe for only a week following his indiscretion. The following year he commented on the first televised FA Cup Final between Preston North End and Huddersfield Town. After extra time with no score Woodrooffe declared, "Well, if there's a goal now I'll eat my hat." Almost instantaneously Preston were awarded a penalty, and scored to take the Cup with only seconds on the clock remaining. Woodrooffe, a gentleman true to his word, would late eat his hat!

As for 'The Fleet's Lit Up!' the addition of Elgar that some have criticised leaves me, listening to the old boy sizzled and sinking slowly out on the ether, with almost a moist eye!

<http://www.youtube.com/watch?v=-WpiTa7azQs>

CHASING 'GOEBEN': THE FINAL ACTION (Formally known as 'The Battle of Zante')

By Richard Wimpenny

THUS FAR...

Over the past few months I have serialized the game I organized recreating the flight of the German battlecruiser *Goeben* across the Mediterranean to Constantinople during the first week of WWI; and explained how what began as a simple introduction to the rule-set *Seekrieg 5* became a full-blown campaign. We had begun with the premises that Rear-Admiral Troubridge actually engaged *Goeben* at dawn on August 7th with the 1st Cruiser Squadron, instead of breaking away from potential contact with what he believed to be Churchill's highly controversial 'superior force'. Predictably perhaps, in our game two British armoured cruisers were sunk and Troubridge's flagship, *Defence*, so badly damaged that she was forced to retire. The 'puggish' admiral (er, me!) shifted his flag to the light cruiser *Gloucester* and continued to shadow the German. However, when Troubridge received a signal informing him that the battlecruiser *Indomitable* had been sent 'with all despatch' to join his flag, he decided to do all he could to slow 'the chase' down; thus Troubridge and *Gloucester* were sent to a watery grave off the coast of Messina! *Goeben's* next encounter was with the *Dublin*; and in this short-range night engagement, the light cruiser's quite powerful 6-inch guns did a fair amount of damage to her mighty adversary. (See 'Action off Cape Matapan' in last month's installment.) Then, during the early hours of August 8th, the destroyer *Beagle* attempted a torpedo attack on *Goeben*; but as she sped through a hail of shot and shell she suffered heavy damage and her 'fish' resolutely refused to leave their tubes! (See 'Beagling in the Cervi Channel') As the brave destroyer limped away into the darkness, *Goeben* slipped into the Aegean on the home straight for Constantinople. All the while, however, *Indomitable* (accompanied by the light cruiser *Weymouth*) was gaining on *Goeben*, and at 1900hrs on August 8th her lookouts reported masses of smoke to the south east...

BATTLE OF SKYROS.

(Conditions as used in *Seekrieg 5*: Visibility Code 8 (38/60%); wind 'moderate Breeze' from NW, 11-16 knots.)

(As in all previous battle-reports in this series, information specific to *SK5* will be in square brackets.)

At 1930hrs *Indomitable* opened the engagement at 14,000 yards with 16 carefully placed ranging shots. They all missed. *Goeben's* guns, however, remained curiously silent. (*Goeben was woefully short of AP ammunition and Mike (our Admiral Souchon) wanted to wait till the falling visibility had closed the range down to 12,000 yards or less, so as to guarantee more hits; and also to improve the chances of his slightly more abundant SAP shells against Indomitable's armor. [See Chart J3]*) *Goeben*, therefore, began to pass the time with evasive manoeuvring [Bridge Command EX] to throw off the British gunners' aim.

At last the range did indeed close to just below 12,000 yards, but it was the *Indomitable* that drew first blood. Nevertheless, even at this relatively short range the British 12-inch APC could not penetrate *Goeben's* thick German hide and it caused only minor damage. [Class C hit inflicting 70 Damage Points.] Despite problems with smoke and the German's continued violent course changes, *Indomitable* achieved three more hits between 1938 and 1940. However, striking the Barbette [7V], Main Belt [5V] and Deck [1H] they again failed to cause anything spectacular. [Three more Class C hits causing 70 DPs apiece.] However, the accumulation of a further 210 DPs pushed *Goeben* over her fourth Damage Tier, which caused a breakdown in the firing circuits in her port wing turret that limited the turret's rate of fire. [DE 615.] Then, just as the action was hotting up, the protagonists lost sight of each other in the fading light; however, at 1944 *Indomitable* managed to pick out the German battlecruiser against the setting sun and opened fire once more; this time skidding across a turret roof. [3H—another by predictable Class C hit inflicting only 70 DPs!]

At 1948, and nearly twenty minutes after *Indomitable*, *Goeben* turned 30° to port, opened her 'A' arcs and commenced firing at the British battlecruiser. The range was only 8,500 yards; the results immediate. One of the eighteen rounds fired caused a serious fire in *Indomitable's* 4-inch battery's ready-use ammunition, which meant there was a 5 per cent chance she would explode the following turn! [DE 110] But this wasn't *Indomitable's* only trouble. In an effort to maximize gunnery while there was still enough light to spot, I had been firing *Indomitable's* 'Q' turret across the deck, and the resulting self-inflicted damage [See Optional Rule 11.1.3] disrupted communications to the con, making changes of course somewhat problematic. [DE 607] Things, however, were about to get a lot worse for *Indomitable*.

In the falling darkness, *Indomitable's* large [60 DP] fire silhouetted her for *Goeben's* gunners [See Rule 6.3.1], and between 1950 and 1952 they hit her four times. The first hit smashed through the British battlecruiser's tragically thin belt armour with relative ease, flooding an engine room and causing temporary loss of power to 'A' turret [DE 126]. The next two caused severe damage to the Bridge [DE 143] and secondary battery fire control positions [DE 159], while the last shell inflicted yet more damage on the ship's communications [DE124]. The total damage points accrued from this devastating series of salvos meant that *Indomitable* also crossed Damage Tiers 3 and 4 in the one turn. These put 'P' turret and a port side 4-inch gun out of action [DE 610], and ignited a potentially cataclysmic fire. [DE 603. This fire would eat away 60 damage points a turn, and until extinguished there was a 4 per cent chance of a fatal explosion. By way of a guide, *Indomitable's* total Damage Point rating in *SK5* is 2,386.] This last fire was made all the more dangerous because *Indomitable's* Damage Control Parties had been virtually annihilated.

While the big guns had rent the evening sky with their deafening broadsides, *Dublin* had been bearing down on *Goeben* in the hope of setting up a torpedo attack in the increasing gloom. You may recall that one of the results of *Dublin's* feisty action with *Goeben* the night before had been the German battlecruiser developing a list to starboard that prevented her casemated secondary battery from firing [DE 604], and now *Dublin* was creeping in towards *Goeben's* starboard side! However, at this vital juncture I decided to give *Goeben* a 50 per cent chance of bring her guns to bear if the target was at close range. Consequently, at 1952 *Goeben* managed to bring her 5.9s to bear and put an APC through the valiant cruiser's Main Belt [5V] that flooded a boiler room and reduced her top speed to 23 knots. At this point, with *Indomitable* beginning to appear in dire straits, there seemed little more *Dublin* could do, so she hauled away and began to fall back on *Weymouth*. As the British player, I had to watch helplessly as *Goeben* turned to a course of 275° and disappeared in the darkness.

Just after 2000 it was all over: *Goeben* had slipped through the net again, but this time there was nothing between her and Dardanelles. There was also very little between *Indomitable* and the bottom of the sea! If I may be allowed to paraphrase the great Winston Churchill for a moment, 'The Battle with the *Goeben* was over; the Battle to save *Indomitable* was about to begin.'

DAMAGE CONTROL

The tabletop game had finished, but I carried on with the various dice rolls to determine *Indomitable's* fate. I also increased each turn to ten minutes, to give a slightly more realistic time-frame as the crew battled to save their ship.

Indomitable's main problem was that all the many and varied Damage Effects she had suffered from *Goeben's* (and indeed her own!) gunnery had stripped her of her Damage Control Parties. *Indomitable's* size, moderated for national characteristics [Chart B3] meant she began the action with four such parties, each of which could be applied to one fire, etc; but without them the fires were soon going to get out of hand. In *SK5*, large fires, those of 50 DPs or over, have the possibility in inflicting their own brand of Damage Effect; and at 2010 the fires caused DE 501, which damaged the magazine flooding valves, while DE 506 trapped a fire-fighting team. The loss of more damage points in the growing conflagration all but knocked out communications to the engine rooms and helm, leaving *Indomitable* hardly under command at all [DE 602]. Twenty minutes later, at 2030, *Indomitable* crossed Damage Tier 9, received DE 609 and suffered another flooded engine room. The potentially fatal fire mentioned earlier took a decidedly bad turn when it inflicted DE 507. This Damage Effect read: *Localized damage to fire-fighting systems. Increase the severity of this fire by one-half its current value.* Thus this terrifying fire increased its destructive power from 120 to 180 DPs a turn, and it would have to be reduced to zero before the 4 per cent chance of it reaching magazine was removed. At this point, realizing there was absolutely no chance of renewing the action with *Goeben*, I threw in the towel and stood the crew down from Action Stations. No offensive action would be allowed, but I could fight the fires as though Damage Control Parties were available.

Although at 2050 *Indomitable's* mast collapsed, the crew, no longer closed up, began to bring the fires under control. However, this didn't stop one of the fires inflicting another DE 507, which increased the fire to 170 DPs; *and the damage this caused forced the battered battlecruiser over Damage Tier 10 and added another potentially fatal DE 603 fire!* With two fires burning either of which could blow up the whole ship, Captain Kennedy ordered the crew over the side at 2100. [In game terms the crew failed the morale check required when you pass Damage Tiers 7, 8, 9 and 10. See Rule 8.6 and Chart M4.] *Dublin* and *Weymouth* stood by to pick up survivors. The fires continued to rage until 0150 the following morning when a series of explosions sent what was left of *Indomitable* beneath the waves. Just over six hours later at 0800 August 9th, a bruised but still very dangerous *Goeben* reached the Dardanelles with less than 700 tons of coal left in her bunkers. Her request for a pilot was granted. Our campaign was over.

FINAL THOUGHTS.

As you may have gleaned from the past few months' write-ups, both Mike and I had a splendid time during the game; very exciting, but also highly informative. *Seekrieg 5* worked brilliantly in every particular, and the use of the coaling rules added an extra twist and layer of realism. I couldn't imagine running the game again with a different rule-set. With only a handful of ships there was never a rush, and I'm sure you will agree that the detail and realism they provide brought the engagements to life.

Although *Goeben's* consort, the light cruiser *Breslau*, had been sunk during the initial game, *Goeben* had left quite a trail of destruction in her wake. To wit:

Sunk

The armoured cruisers *Black Prince* and *Duke of Edinburgh* during the Battle of Zante; the light cruiser *Gloucester* off Messina; and the battlecruiser *Indomitable* during the Battle of Skyros.

Damaged

The armoured cruiser *Defence* was heavily damaged during the Battle of Zante, while the destroyer *Beagle* received similar punishment in the Cervi Channel. The armoured cruiser *Warrior* and light cruiser *Dublin* received middling to light damage.

Quite a bag of scalps, I'm sure you'll agree!

Of course, being both Umpire and British player I could 'see all'; however, when I had an important decision regarding course or an attempt at an engagement, etc, *I always issued my orders before consulting Mike for his instructions*. Nevertheless, I missed out on the hidden aspect of the game that Mike enjoyed so much. Can't wait to do all over again in fact!

JOINING THE NAVAL WARGAMES SOCIETY

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

www.navalwargamesociety.org.

NWS Events and Regional Contacts, 2009

NWS Northern Fleet – Falkirk East Central Scotland

Kenny Thomson, 1 Excise Lane, Kincardine, Fife, FK10 4LW, Tel: 01259 731091

e-mail: kenny.thomson@homecall.co.uk - Website: <http://falkirkwargamesclub.org.uk/>

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

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

NWS North Hants [Every 3rd Sunday]

Jeff Crane 31 Park Gardens, Black Dam, Basingstoke, Hants, 01256 427906

e-mail: gf.crane@ntlworld.com

NWS Wessex [Bi-Monthly Meetings]

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