



All Guns Blazing!

Newsletter of the Naval Wargames Society

No. 246 – APRIL 2015

EDITORIAL

Welcome to new members Alan Whitt, Brad Golding, Hadrian Tucker and Stephen Etheridge. The NWS is slowly but continuously growing in numbers. Thanks to Members for articles for inclusion in this month's AGB.

Perhaps like me, you do not visit the NWS Yahoo Group as often as you should. Have a visit and if you are not already a Member, join up for all the extras.

Cheers.

Norman Bell

WWII Pacific Fleet Train.

Mick Yarrow has just produced some useful models of back-up and support ships for a 1/3000th US Pacific Fleet. Eight models in all, and at a reasonable price just 80 p each, ideal for a 'Kamikaze' game or island campaign. They are flash free metal, and hulls are detailed, but purists might want to replace funnels with taller examples in a few cases. The ships are as follows....

3336... USS Sheepscott Tanker (32mm long).. 30+ in class.
3339... USS Rescue Hospital ship (50mm long, converted Sub Depot ship)
3338....USS Consolation Hospital ship (52mm long)...6 in class
3344....USS San Clemente seaplane/Balloon ship (40mm long).
3342....USS Nitro Ammunition ship (45mm long) 15+ in class.
3337....USS Gen.Herbert A.Dargue Aircraft Repair Ship (48mm long) 6 in class.
3335....USS Carina Cargo ship (35mm long) 140+ in class (?).

There is also pack 3343 2x LCT, 15mm long and very useful at two for 50p, I would I think have liked to see one with a load aboard, but of course the empty hulls make these models useful in other ways, with very little work these could make a lighter for instance, in 1/1200th scale.

The final model's very unusual...3340 Menelaus(80p) is a WWI balloon ship, an old cargo ship with a semi-inflated balloon on her after deck, rather like a barrage balloon, she's 40mm long overall, and in this format might serve on a WWII convoy or invasion fleet. Replace the funnel and you can turn her into a 1/2400th balloon vessel for a pre-WWI fleet, an experimental type. Will even fit in with Tumbling Dice 1/2400ths in this format.

Rob Morgan.

Sea Quiz 40...Answers...

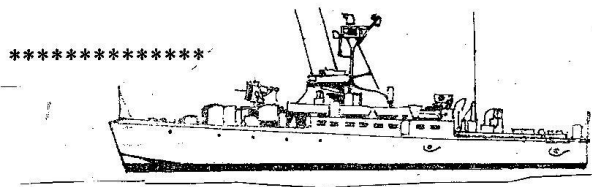
A wide ranging group of questions this time. Let's see how you've done.

1. It was the Frigate Normandie in 1862. Flying the flag of Admiral de la Graviere.
2. Admiral Teggethof at Lissa in 1866.
3. It was the Japanese in China in 1937.
4. Incredibly there were some 400 of them!
5. Admiral Lord Fisher said this (apparently) to King Edward VII. Hm???
6. It was HMS Belfast, you all knew that didn't you!

SEA QUIZ 41.

A fairly mixed bag this time, but do be warned, the answer to question number 1 generated a remarkable and lengthy correspondence.....

1. What was the Royal Navy's biggest sea battle since the Armada?
2. Name the Royal Navy's first turret ships? Where did they come from?
3. What's the odd one out? Erin; Benbow; Agincourt; Canada.
4. In what year was the 'Letter of Marque' abolished?
5. What Class of Fast Patrol Boat is this?



Good luck.
Rob Morgan.

Learn something new every day. Members of the "Inshore Squadron" probably know this; but I did not until I read it the other day: Carronades are so called because they were first cast at the Carron Foundry in Stirlingshire.

In 'The Mariner's Mirror'.

The February 2015 issue of the SNR's journal (Vol. 101:1) contains two very useful articles for naval wargamers. First on pages 4-20 is '*Spanish Naval Strategy and the United States 1763-1819*', by Ivan Valdez-Bubnov is a sound examination of the strategies thought up by the Spanish crown to deal with, originally, British expansion in North America. After the 'Louisiana Purchase', Spain made plans for a full scale naval war against the USA, including fleet actions, blockade, amphibious attacks and '*guerre de course*', with its fleet, third greatest in Europe after Britain and France; but the War of the 3rd Coalition prevented what is undoubtedly for wargamers a superb 'what if?' campaign. Of course Bonaparte's activities, as 'ally' of Spain and in 1808, invader, practically destroyed the Spanish navy as a fighting force, but after the Wars and with the King restored, Spain redrew the USA war plans on a smaller but still most interesting scale. The failure of Spain to sustain and implement a real naval policy and strategy in the Americas, its vast empire disintegrated and in fact naval and military failure merely put off the inevitable final battles until the end of the century.

The second article '*A Statement of Hopes? The effectiveness of US and British naval war plans against Japan 1920-1941*' by Douglas Ford (pp. 63-80) is an interesting account of what the two navies intended, and what they were able to achieve in the face of severe financial limitations, from a position of strength in 1920 to the simple inability to deploy adequate forces to safeguard interests, Force Z being a typical example, and even to defend key bases. It's a good read.

Also to be found in this issue on pages 90-92 is a very short, but amazing account of the encounter in March 1917, east of the Azores, between the German AMC *Moewe* (4x5.9in, 1x 4.1in 2x22pdr and torpedo tubes) and the New Zealand merchant vessel *Otaki* (1x4.7in) and it was far from a one sided fight. The vastly superior (on paper) *Moewe* won in the end, but there's something to be said for a tabletop attempt at this one to one struggle. The Captain of *Otaki* received the VC but died with his ship.

Rob Morgan.

Thanks to Mark Russell for the following article.

The Battle of the Elliott Islands (Doing a Port Arthur in Reverse)

The pre-dreadnought era has always been my favourite period for naval gaming. When asked to come up with a Russo-Japanese war scenario I was struggling having refought the actual battles and a number of 'what ifs...' over and over. Then a flash of initiative (very unusual for me) occurred. Following his failure to protect Port

Arthur Vice Admiral Oskar Stark was replaced on 7th March 1904 by Vice Admiral Stepan Makarov. Apparently a man with a beard impressive even by Russian standards and nick-named Beardy! I have to relate to Makarov as this has been my nick-name for years. Makarov introduced an aggressive policy of raiding operations to rebuild moral and keep the Japanese occupied. Things improved until his death on 13th April when Petropavlovsk hit a mine. For my game I allowed Makarov to carry out a more major raid. While Admiral Togo continued to harass Port Arthur with bombardments across the peninsula the main Japanese battleship anchorage was in the Elliott Islands roughly 65 miles North East of Port Arthur. Not a protected naval base but a convenient and relatively sheltered anchorage. The Russian fleet sailed over night 24/25th March to avoid detection and appear off the anchorage around dawn.

The overly confident Japanese were assumed to have a screen of two torpedo boats on patrol approximately 15 miles out (sounds familiar A), the fleet anchored in three columns, battleships inshore, then cruisers with torpedo boats as an outer line nearest the oncoming Russians (sounds familiar B). The patrol failed to find Makarov so the bombarding gunline appeared out of the mist on 25th March just as the sun came up. I set the range at 12000 yards between the opposing battleships, 48cm at the General Quarters scale of 4cm to 1000 yards. A long distance but within range and outside the range of defending 6 inch batteries.

Rules modifications were as follows,

General Quarters WW1 using centimetres.

No speed loss for turning unless rudder damaged.

All 12inch guns fire as British. 10.2 fire as 8inch. 12.6 inch fire as 10 inch.

Overhead fire permitted if 12cm gap either side of intervening vessel (careful deployment of Adm Togo's fleet to allow Makarov to shoot at the battleships).

No fire control aboard so all shooting two factors harder.

Stationary target two easier to hit.

TBDs always one harder to hit as so small.

First two turns Japanese unable to return main battery fire due to surprise.

Two defending batteries of 6 inch guns in earth rampart defences present and on guard from the outset.

Victory conditions were a Minor win for the Russians as long as they turned up and opened fire! A major victory if they sunk an IJN heavy cruiser or battleship and did not lose similar of their own.

Assuming both sides would very likely lose major vessels count up Defence Factors sunk, full value, target has lost 5 full damage boxes get half DF value. The Russians would start with a bonus of 4 VPs in such a case.

The units deployed were as follows:

Imperial Japanese Navy

1st Division Mikasa (Flag Adm Togo), Fuji, Shikishima, Hatsuse, Asahi, (Yashima at Sasebo for boiler repairs)

5th Division Matsushima (Flag V Adm Kataoka), Itsukishima, Hashidate, Tokiwa (rest of 2nd Div on operations).

6th Division Idzumi (Flag Rr Adm Masaji), Naniwa, and TBDs Akatsuki, Asashio, Kasumi. Not historically accurate names but what I had painted on bases.

Imperial Russian Navy

1st Division Petropavlovsk (Flag V Adm Makarov), Poltava, Peresviet (Deputy Commander Prince Ukhtomski), Pobieda.

2nd Division Bayan, Pallada, Askold.

3rd Division Novik, TBDs Strashni, Serditi, Rechitelni, Steregushchi (names as with IJN TBDs).

The Islands were represented by two lengths of shore one in the middle of the northern edge, and one in the middle of the eastern edge, each with a 6 inch battery. The IJN deployed in three columns between the shorelines, facing South West. Ship stats were based on a defence factor of one per 2500 t not 3000 t with a bit of fudging for umpire bias. The Poltavas while small had quite a good armour system, I allowed Krupp for both, really only Poltava had it, the Peresviets were large with a rubbish armour system, had Harvey nickel steel with the belt submerged due to being overweight so down grade them and upgrade Poltava.

The Battle

I will not bore you with a roll by roll recount but merely provide some highlights. After two turns free shooting the Russians had scored a good number of hits to battleships including a bridge hit on Asahi. Amusing as the rules state that such a hit forbids any speed change next turn, the Japanese were unmoving at the time of the hit so Asahi had to watch as the other ships accelerated away. Following the bombardment I assumed that Makarov would reverse course away from the Japanese and scoot for home leading to a long range gunnery duel. It was not to be as the Russians swung around toward the slowly speeding up Japanese. So a short range bloodbath ensued. The future Battle of Tsushima may have a different outcome as very near the end of the game Admiral Togo went to meet his ancestors when Mikasa exploded due to a very lucky critical hit. For anybody familiar with GQ it involved attacking at odds of 1: 3 requiring a white 1 to do any damage! Makarov met his fate a bit early as Petropavlovsk finally slipped beneath the waves from numerous heavy hits. The ammunition explosion aboard Mikasa, while it was relatively intact, changed a draw into a Russian victory. The final Victory Point score was Russians 19.5 points, Japanese 12.5. I think Prince Ukhtomski will inform the Tsar how he bravely led the fleet to victory and publish his memoirs.

See the Annex to April's AGB for Ship Data. Enjoy.

LEGO and Naval Wargames.

Well, actually LEGO and scratch building model ships for wargames, to be honest. I've lauded these little bricks before now, and I was in the Cardiff shop a couple of days ago, 'rootling about' (as my cousin in Seattle puts it) in the huge bits bins that LEGO displays in its retail outlets.

I found a new item, the surfboard shown in the photographs, each costs 50p by the way. This shape is very useful for wargames purposes, and its possible to turn it into a ship with ease, the boards are 2" (50mm) long overall, with a pronounced bow shape and decent transom-ish stern, width is about 1/2" or 12mm. There are two lugs on top which need to be cut away with your trusty Stanley knife and then you have it. Superstructure added as you wish, turrets or barbettes and a mast and you get a useful model. It isn't KGV of course but for board game markers or for using with newcomers who won't be allowed near your pretty Mercators, useful.

The pleasant Manager of the establishment and I had a chat about the range of LEGO items, he told me to go to...

www.lego.com

Then click on SHOP, and look for Pick-a-Brick, which opens up a catalogue of around 150+ pages, and there are lots of useful items for the model ship builder.

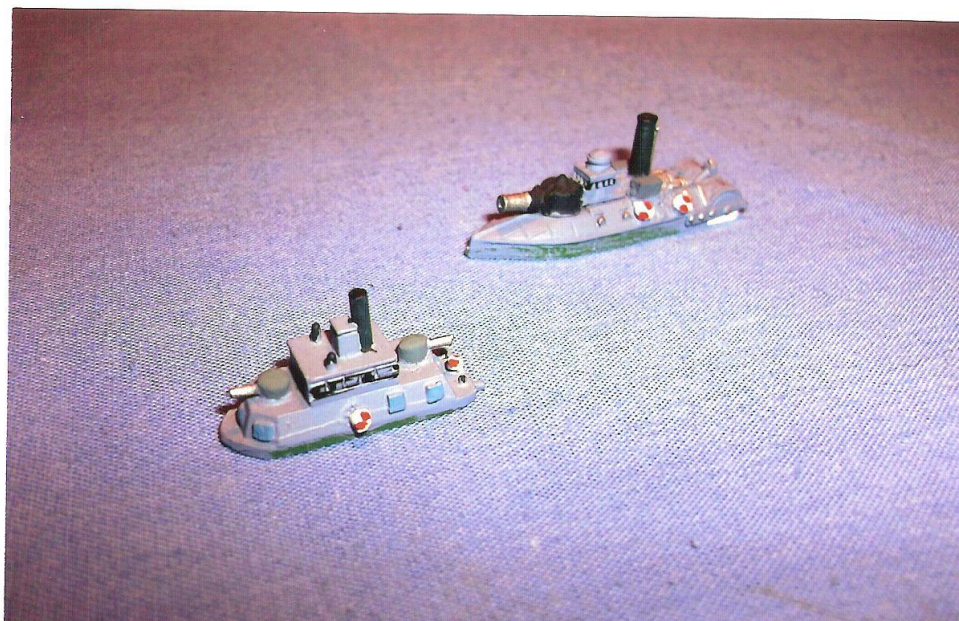


On page 46, there's a square 'flat tile' 1cm by 1cm, and this will make a decent superstructure or platform. There are oblong ones too. On page 48, there are 'round flat tiles' 1cm in diameter, ideal for gun or turret mountings, these as an indicator cost only 6p each; the same pages show flat tiles and round ones of 2cm and 3cm and 4cm square or diameter, at little more cost. I liked the pan with a handle on page 76, it could become a gun turret with virtually no effort, while the 'round plate' on page 80 looks like one of those 'piggy back' turrets on early US Cruisers; the pot on page 117's rather similar, and the plates on page 139 have potential too. All are very cheaply priced, and if you add the code 71WP5DQH4 as a promo deal, you get free postage. I particularly liked the loaded Cross Bow on page 42, it costs just 26p and makes for a superb ballista in the bows of my 'Peter Pig' 15mm rowing boat... it's a 'follower' for my ZVEZDA 1/72nd Medieval Cog.

There are lots more useful 'bricks' in the catalogue, these are just a few.

Rob Morgan.

Games Workshop Odd Ironclad Fleet.



1....The lightest of the 'warships' in the series is shown at right, and has some simple life-rafts added to the side of the hull, only because I ran out of small 1/1200th ship's boats! The small vessel in the foreground is an A W 1/1200th 'Little Rebel', which seemed to fit in well enough, and provided a light warship to go with the lines of Ironclads. The two small gun turrets were removed from one of the larger models being suitable for a small warship, and in turn this gave variety to the 'battle line'.

2...In the second photo you can see the small boats, white with orange touches added to a leviathan of the fleet. The airship hovering above was knocked up extremely quickly as I needed one to counter a couple of Mick Yarrow's 1/3000th generic small subs (only 5mm long) which appeared in the game. It's an old drop tank from a 1/72nd jet. Fins added astern, and under the now a couple of guns, rather like the French WWI airship which had 20mm cannon for anti-submarine use. A couple of small gondolas from scrap, and mounted on an old hexagonal Games Workshop 'flying' base. Now of course I'd opt for the *LZ 129 HINDENBURG* mini kit (Revell 06700- about £2) of the airship about 90mm long overall, but using the same base.



Subsequent to the “ROANOKE” article in March’s AGB:

Additional Notes on USS Roanoke

By Walter G. Green III

The USS Roanoke, commissioned in 1857, was a 43 gun screw frigate of the Merrimack class, a very successful class of large frigates. At the start of the Civil War she was in ordinary, then was commissioned, and served successfully on blockade duty. Following the battle between CSS Virginia and the Union vessels in Hampton Roads (commonly referred to quite incorrectly as the battle between the Monitor and the Merrimac), “monitor fever” seized the United States Navy and the Roanoke was proposed for conversion. She had been present at both days of the engagement, but was restricted by the shallow waters of a large part of the harbor.

The original design concept was a razeed frigate hull, mounting 4 turrets with two guns each. Early in the design process it was realized that hull would not support four turrets, resulting a final design with 3 turrets. The success of the CSS Virginia’s ram resulted in incorporation of a substantial ram in the design.

This approach to building large ironclad warships was also employed in the Royal Navy, HMS Royal Sovereign being the successful result. It became apparent that building from scratch was a more efficient process, resulting in a warship with a better design and a longer service life as an ironclad. However, there were persistent recommendations to convert old ships of the line to turret ships (Oscar Parke’s sketches show a design that looked uncomfortably like HMS Captain), all of which were resisted by the Royal Navy’s Construction Department.

Roanoke’s armament reflected the difficulties of wartime cannon allocation, a problem most do not realize that the United States Navy suffered from, admittedly nowhere near to the degree that the Confederate States Navy did. Each of the three turrets had a different allocation of guns:

- Bow turret – 1 x XV inch Dahlgren smoothbore muzzle loader, 1 x 150 pounder Parrott muzzle loading rifle
- Midship turret – 1 x XV inch Dahlgren smoothbore muzzle loader, 1 x XI inch Dahlgren smoothbore muzzle loader
- Stern turret - 1 x XI inch Dahlgren smoothbore muzzle loader, 1 x 150 pounder Parrott muzzle loading rifle

The 150 pounder Parrott rifle had a bore diameter of 8 inches and was designated as the 200 pounder Parrot rifle by the Army, the difference resulting from difference in standard shell sizes for the two services. With three different calibers of gun,

distributed with two different guns in each turret, the problem of getting the right powder charge and projectile to each turret and gun under combat conditions would have been interesting.

Parrott rifles were not popular guns in the Navy. Although the United States Army regarded their accuracy highly, this advantage disappeared aboard a rolling and pitching ship. Compared to the long lived Dahlgren's, aboard ship Parrotts burst with alarming frequency (one Captain had the Parrotts on his vessel moved to the unengaged side and left there when going into combat). Perhaps even worse, the rifled shell or bolt would not skip, but rather tumbled erratically if it hit the water short of the target. A smoothbore ball would skip on its intended trajectory, losing relatively little of its striking power.

Roanoke's turret armor was laminated of 11 one inch layers, a result of the limited availability of forges capable of rolling thicker plates, a difficulty faced by both the United States and Confederate States Navies. The armored sides were rolled as 4.5 inch plates tapering to 3.5 inches at the bow and stern. The long reconstruction period resulted in part from the difficulty of having these plates produced. Deck armor was 1.5 inches in thickness.

The conversion resulted in a vessel that rolled excessively to the point where she would have been unable to work her guns in a seaway (not all that unusual among ironclad ships, as opposed to monitors and casemate rams, in the period). Of greater concern was that the rolling is reported to have created a major hazard within the turrets, requiring that the guns be blocked in heavy weather so that they would not run loose and cause significant damage. This suggests that conversion significantly altered metacentric height and rolling moment, raising legitimate concerns about her stability in bad weather. Finally, the rolling would have exposed her hull to enemy shot below the waterline and the armored belt.

The hull was strongly supported with iron strapping, and the turrets by stanchions. However, the ship's bottom was not reinforced to handle this weight transfer, and she was plagued by leaking at the rate of 1.5 feet of water a day.

The combination of low speed (reported as a maximum of 8.5 knots, with 7 knots sustained cruising speed, although may have been as slow as 5 knots), a weak hull, exposure to hulling below the water line, and uncertain stability led her first commanding officer to recommend that she be restricted to service in a coastal defense role. In that role she could be of only limited value because of her deep draft (approximately 24 feet). However, with a calm sea and water under her keel, she would have been a dangerous opponent.

After the Civil War, the Roanoke's only service was moored at the Brooklyn Navy Yard as the flagship of the Port Admiral of New York. In the United States Navy, Port Admiral was a courtesy title for the senior officer of the ships in a dockyard.

Note: As an aside to Rob Mogan's article, the Roanoke had pilot houses mounted on the bow and the amidships turrets, but not on the stern turret. Plates show her with a short hurricane deck joining the amidships and stern turrets. The hole mentioned forward of the funnel should be filled with a thin ventilator stack two thirds of the height of the funnel.

The following website of interest was brought to my attention by Andy Field.

<http://news.usni.org/2015/03/18/opinion-the-navy-needs-a-wider-look-at-wargaming>

Under the auspices of the Defense Innovation Initiative, announced by Secretary of Defense Chuck Hagel before he left office, Deputy Secretary of Defense Bob Work has sounded a call to revive the practice of wargaming in the Department of Defense. In a memo issued Feb. 9, Work announced plans to "reinvigorate, institutionalize, and systematize wargaming ...

The Australian Navy's heavy landing ship HMAS Tobruk has arrived in Vanuatu to help with rescue efforts in the cyclone-hit country. HMAS Tobruk is carrying more than 300 personnel and a helicopter to carry out reconnaissance and assistance on Vanuatu's outlying islands.

Category five Cyclone Pam hit the Pacific archipelago on March 13th and 14th, flattening large swathes of the country. The United Nations estimated half of Vanuatu's population had been affected by the cyclone and the livelihoods of 80 per cent of those living in rural areas had been severely compromised. The UN Office for the Coordination of Humanitarian Affairs (OCHA) said 166,000 people were estimated to need food aid for the next three months.



Pam and Pamela have suddenly become popular names for new babies in Vanuatu since the country was hit by Cyclone Pam.

Australia pledges ongoing support

Australia's Foreign Minister Julie Bishop pledged long-term support for Vanuatu. She said the impact of Cyclone Pam had been devastating and widespread. Australia has responded quickly to requests from the government of Vanuatu, sending more than 11 military planes loaded with equipment, lifesaving supplies and humanitarian support personnel, within 10 days. Ms Bishop urged Australians to travel to Vanuatu once the initial crisis was over and use their tourist dollars to help rebuild the country.

About 500 schools were damaged or destroyed during the storm.

“Pam”, a stark reminder of the 'vulnerability' of small island states. Never underestimate the power of the sea.

Giant US Navy Aircraft Carrier visits Portsmouth, Hampshire, at the start of World tour.



USS Theodore Roosevelt
[Picture: Crown Copyright]

The 100,000-tonne ship and her escort – the destroyer Winston S Churchill – arrived on Sunday 22nd March for a five-day visit. Portsmouth is the first port of call on the ships' round-the-world deployment.

The visit forms part of an ongoing partnership between the US and UK on carrier operations in the run-up to the Royal Navy's two new 65,000-tonne ships – HMS Queen Elizabeth and Prince of Wales – entering service.



USS Winston S Churchill

[Picture: Crown Copyright]

Among the 5,226 crew on board the carrier are six Royal Navy aircraft handlers who are honing their skills ahead of serving on board HMS Queen Elizabeth which is due to arrive in Portsmouth in 2017. One crew member on board Winston S Churchill particularly looking forward to the visit is 27 year-old Royal Navy officer Lieutenant Lynsey Sewell – the ship's navigating officer. The position is always filled by a UK navigator to honour the ship's British connection.

The Theodore Roosevelt Carrier Strike Group (TRCSG) joined The 6th Fleet in support of U.S. national security interests in Europe on March 16th.

The TRCSG consists of Carrier Strike Group (CSG) 12, Carrier Air Wing (CVW) 1, Destroyer Squadron (DESRON) 2 staff, the Nimitz-class aircraft carrier USS Theodore Roosevelt (CVN 71), the guided-missile cruiser USS Normandy (CG 60), and the guided-missile destroyers USS Farragut (DDG 99), USS Forrest Sherman (DDG 98) and USS Winston S. Churchill (DDG 81). The strike group's various ships will work with allied and partner nations throughout Europe in order to continue building existing partnerships and improve war-fighting capability and interoperability.

The five ships and nine aircraft squadrons of TRCSG consist of approximately 6,000 Sailors and Marines who are capable of performing a wide variety of missions, ranging from counter-piracy and ground support operations to humanitarian assistance and disaster relief. Working with allied and partner maritime forces, TRCSG units will focus heavily on maritime security operations and theatre security cooperation efforts which help establish conditions for regional stability. Theodore Roosevelt, the strike group's flagship, departed from Norfolk to conduct an around-the-world deployment, which will end with her shift in homeport to San Diego. TR's change in homeport is part of a three carrier shift involving USS Ronald Reagan (CVN 76) and USS George Washington (CVN 73).

Theodore Roosevelt, named in honour of the 26th U.S. President, was commissioned Oct. 25, 1984 as the 4th Nimitz-Class aircraft carrier.

Naval Wargames Show 2015

The 2015 Naval Wargames Show will be held at the Explosion! Museum of Naval Firepower, Gosport, Hampshire on July 11th and 12th 2015. Now in its 5th year the show currently features ten games from ancients to WW2 and beyond. There are spaces available for additional games on both days so if you'd like to put on a game at the show please let me know.

Admission to the show is free. Admission to the rest of the museum is at normal rates.

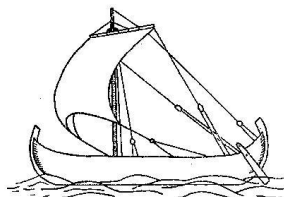
We look forward to seeing you in Gosport in the summer!

'The Great Fleet of the Veneti' A Suggestion by Rob Morgan.

I was reading a very ancient book on 'Brittany' in the library, and came upon a note or two on the Ancient Armorican cultures and their relation to the sea. The most famous episode in the history of the region was the naval battle between the Romans and Veneti off St-Gildas-de-Rhuis (Morbihan) when the bulk of the latter's 'Great Fleet' was destroyed by a Roman force in 56BC.

The book describes the Veneti's sailing vessels, and I hope my translation holds up to this, as ancestors of a modern boat type known as the *sinagot*, and says that the Veneti ships were a 'fairly massive construction' about thirty metres long with seamed planking and wide up to nine metres amidships, with a shallow draught of only two metres. A raised prow and stern, and one central mast with a single square-rigged sail. It was quite a large ship for the period. There's a conjectural artist's line drawing made in the pre-war years, c.1937, shown here. The book suggested that the sails were of 'fine and supple skins' like parchment.

The Veneti ships were used for war and commerce, of course, and the design reminds me of one or two of the 1/600th scale Skytrex Ancient Galley models. The Veneti ship can be represented by AG8 in the list 'cargo ships' (in merchant mode) and by AG9 'Troop Transports' as the warship, the series makes small blocks of warriors which will add to the deck easily. The sails and masts need no work. There's a slightly smaller version AG15 the 'Sea People's War Boat' which adds a little variety. All that's needed is a little trimming of the stem and stern of these models, the steering oars remain. I thought of adding a 'captured' Roman Merchant to the Veneti fleet, and instead of the big 'Merchantman' AG10 in 'Skytrex's' list, I looked at 'Tumbling Dice's' 1/2400th(yes that's right) ASC 17 Roman 'Frumentarie' merchantman, it seems right.



Mentioned by Richard Wimpenny in July's 2010 AGB were the efforts to save the CERBERUS. <http://www.cerberus.com.au> the following cut and paste from the website gives a window on firing guns 127 years ago.

"The order was first given for the broadside firing on the port beam. A concentrated broadside from the Cerberus would have destructive effect upon any object it struck. There are two turrets, four 18-ton guns. Seventy pounds of powder are used in each charge, & the weight of the projectile is 400lb. The weight of metal discharged would therefore be 1,600lb, & if the shots struck in the same spot they would make an impression upon the most heavily armoured ironclad, whilst they would at once sink any vessel of ordinary calibre. The distance given for the first shot was 1,000 yards beyond the target; but the direction was good, & if a Russian ironclad had been there it would have received the whole weight of the charge, which, unless it was a vessel of great strength, would have disabled or sunk it.

The second broadside was fired with even better result. One of the flags was struck, & the projectiles dipped in the water only five yards beyond the target. The concentration was so complete that all the shots would have hit a target 10ft. square. One of the projectiles was seen to burst over the object. It is probable that it collided with another of the shot, & that the impact caused the explosion. The projectiles do not at once sink. In this instance they made two long hops after they first came into contact with the water, & then when their momentum was spent they disappeared. The Cerberus literally trembled when the broadside was fired. A cloud of smoke & burnt saltpeter enveloped the ship, soot & paint were shaken from the funnel, & the shield deck around, the turret was blackened."

The Argus, 3 April 1888

For those possibly interested in modern navies, ONI has just released its new pub on China.

To download the high resolution edition (20MB) go to:

http://www.oni.navy.mil/Intelligence_Community/china_media/2015_PLA_NAVY_PUB_Pri nt.pdf

Todd Kauderer

SIGNAL PAD!

As well as "Salute" at the end of April there are other Game shows out there. For example if you are in the USA, perhaps you will be going to "Origins" in June, Columbus Convention Center, Columbus OH. If you attend write a few words of review for AGB or the next issue of BATTLEFLEET. Thanks for your contributions to this edition of AGB. I can use that as an excuse for not including a few words on "Fleet Action Imminent" but

the truth is, it's not finished and what I have written is not good enough – it needs improving.

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.navalwargamessociety.org.

Membership secretary: simonjohnstokes@aol.com

NWS Events and Regional Contacts, 2014

NWS Northern Fleet – Falkirk East Central Scotland

Kenny Thomson, 12 Craigs Way, Rumford Grange, Rumford, Stirlingshire, FK2 0EU

Tel: 01324 714248

e-mail: kenny.thomson@hotmail.com - 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)
-

Devon and the West Country

Naval Wargames afternoon/evening/all day on a regular basis.

Contact Stuart Barnes Watson to arrange the details.

stuart_barnes_watson@hotmail.com

3 Clovelly Apartments, Oxford Park, Ilfracombe, DEVON, EX34 9JS

Tel: 01271 866637