

The Bombardment of Alexandria 1882

a scenario for Queen Victoria's Navy and Admiral On Deck

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1.0 Introduction

The Bombardment of Alexandria 1882 is an additional historical scenario for use with BoneGames game of late 19th century warfare Queen Victoria's Navy. This scenario is not a complete game. Ownership of Queen Victoria's Navy (and the Admiral On Deck expansion) is necessary in order to use this scenario. Visit the BoneGames website at www.bonegames.com for information about Queen Victoria's Navy, Admiral On Deck, and other games by BoneGames.

2.0 Historic Background

Early in 1882 the Egyptian Army forced the Khedive, Tewfik Pasha, to appoint Colonel Said Ahmed Arabi AKA Arabi Pasha as the new Minister of War. In this position, and with the backing of the army, Arabi was the de facto ruler of the country. Arabi was viewed with distrust in both Britain and France. This distrust was not without reason as he and his followers viewed the Khedive as a puppet of the Europeans, attacked Europeans in the streets, and threatened to nationalize the Suez Canal leaving the stockholders without a cent, and to repudiate Egypt's foreign loans. Meanwhile, Arabi began strengthening his army and Egypt's coastal defenses.

A combination of fear for the Canal, the shortest route to India after all, the outraged cries of the investors and a pinch of concern for the Europeans in Egypt, plus a heavy dose of Jingoism led the British government to prepare for war. France, for some very convoluted internal political reasons, reversed policy and refused to help.

While an Army was being assembled the British decided that their first step should be to neutralize the extensive coastal batteries defending Alexandria. On 10 July, Vice Admiral Sir B. P. Seymour demanded that the forts, then being strengthened, be surrendered. The navies of other nations and all commercial shipping quickly sailed out of port. The Egyptians refused this demand and Queen Victoria's Navy cleared for action. On 11 July, 1882 the bombardment began at 0650 hours.

3.0 Egyptian Set Up

The locations of the Egyptians forts are indicated on the map.

Scenario Designer's Note: There were over 250 guns at Alexandria, all of which did their best. Only those which had a chance of doing damage are included in this scenario.

4.0 British Set Up

British ships set up in any legal hex as the owning player chooses.

5.0 Special Rules

5.1 The sea is calm and visibility is unlimited.

5.2 British crews on HMS Inflexible and Condor are veteran. All other British crews are normal.

5.3 British Admiral Seymour is veteran.

5.4 Midshipman Hardy on board the Inflexible took up a dangerous position aloft and directed the fire of his ship. As long as he is alive, the Inflexible receives a +1 adjustment on Table 1 in addition to any other adjustments. If an Egyptian battery scores a critical hit on the Inflexible, the Egyptian player may choose (prior to rolling on Table 2) to eliminate Hardy as the result.

5.5 The Invincible may send in a landing party one time to capture and destroy a battery. To do this the Invincible must be within two hexes of the battery and the battery must be reduced to half strength or less. The intention to do so is announced at the end of British movement and the landing (Major Tullock, Royal Marines, commanding) takes place at once. Roll 1d6 and consult the following table:

1-2 = Battery captured, all guns destroyed and landing party returns.

3-4 = Resistance continues, battery cannot fire or be fired upon except by Gatlings or Nordenfelts. Roll again next turn.

5-6 = Landing party overrun, both sides may fire as usual and no further landing party may be attempted.

Note that all weapons present are not accounted for; only those that have some chance of doing damage are represented.

5.6 All Egyptian gun crews are rated poor.

5.7 The Egyptian leader, who is unknown, is rated normal.

5.8 Historically both sides had problems with their ammunition. Therefore Egyptian hits on any capital ship on a system which is not listed (torpedoes, for example) does not cascade; it is treated as no effect.

5.9 All British capital ships were damaged by their own guns due to blast damage; therefore a critical hit scored by the British which results in a "Sp2" result on Table 2b is treated as one point of hull damage on the firing ship!

5.10 The Egyptians appear to not have grasped how dangerous Gatling/Nordenfelts could be. Consequently, they did not take proper cover from the fire of the smaller ships and suffered additional losses as a result. Therefore, these weapons will always penetrate Egyptian defenses (they're shooting at exposed men after all). Each hit eliminates one gun. Treat these weapons as tertiary batteries with short range = 1 hex, medium range = 2 hexes, and long range as 3 hexes.

5.11 The first turn consists only of the British opening barrage; there is no movement or Egyptian fire.

6.0 Historic Result and Victory Conditions

The battle lasted from 0650 to 1730 at which time all Egyptian defenses were destroyed along with a good deal of the historic buildings on the waterfront and a good bit of the Sultan's palace. The British suffered 5 killed and 28 wounded of whom Lt. Jackson of the Inflexible later died of his wound. All capital ships had received hull damage but only the Alexandria was badly damaged with 14 hits. No other serious damage was received.

The goal for the British is to match this outcome; no easy task. For the Egyptians, the goal is to have at least 5 operational guns by the end of the day; again, no easy task.

The actual battle lasted the equivalent of 208 turns, which is a bit much for most players. However allowing each turn to represent 15 minutes, and remembering that there are more guns involved than it is useful to represent, gives a game of 43 turns.

7.0 Additional Bibliography

Tel El-Kabir 1882 by Donald Featherstone, 1993

The Scramble for Africa by Thomas Pakenham, 1991

Famous Battles of the 19th Century Vol. IV, Charles Welsh ed., 1910

Egyptian Forts

Fort Marabout (hex 1623)

9" RML Primary [**•3F2**] 8" RML Primary [**•2E2**]
7" RML Secondary [**•2D2**] 13" Mtr Primary [**•3F4**]

Fort Mex (hex 1215)

10" RML Primary [**•1F3**] 9" RML Primary [**•1F2**]
8" RML Primary [**•3E2**] 13" Mtr Primary [**•3F4**]
12" Mtr Primary [**•2E3**]

Fort Kamarla (hex 1210)

13" Mtr Primary [**•3F4**]

Fort Oom el-Kubebe (hex 1209)

8" RML Primary [**•2E2**] 12" Mtr Primary [**•2E3**]
13" Mtr Primary [**•3F4**]

Lighthouse (hex 1808)

10" RML Primary [**•1F3**] 9" RML Primary [**•4F2**]
8" RML Primary [**•1E2**] 13" Mtr Primary [**•1F4**]

Fort Rus el Tin (hex 1807)

10" RML Primary [**•1F3**] 9" RML Primary [**•3F2**]
20" Mtr Primary [**•1G4**] 13" Mtr Primary [**•3F4**]
11" Mtr Secondary [**•2D3**]

Hospital Battery (hex 1805)

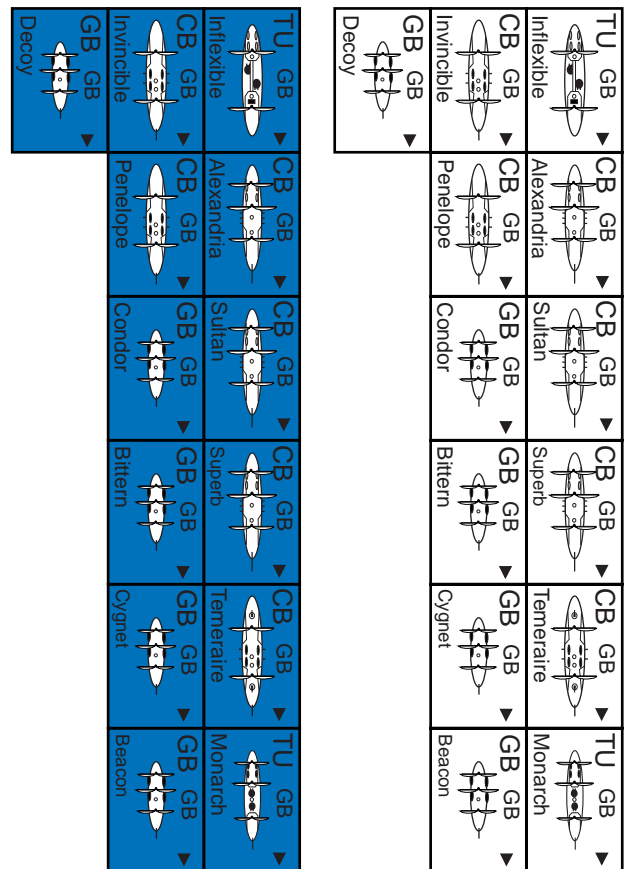
8" RML Primary [**•2E2**] 7" RML Secondary [**•2D2**]
13" Mtr Primary [**•3F4**] 12" Mtr Primary [**•1E3**]

Fort Ada (hex 1903)

10" RML Primary [**•1F3**] 9" RML Primary [**•3F2**]
8" RML Primary [**•2E2**] 13" Mtr Primary [**•5F4**]

Fort Pharos (hex 1901)

10" RML Primary [**•1F3**] 9" RML Primary [**•3F2**]
8" RML Primary [**•2E2**] 13" Mtr Primary [**•4F4**]



British Ship Logs

TU Inflexible (18.10.1881)

J4S8 •83B •••• TT fpsa 14" DS: 4 Sp: 5
B B B B B B B B B B B Q Q Q Q Q Q Q (F)

Notes: PBs Have P/S arc only. PBs are -1 to hit. First RN ship with armor below the water line

CB Alexandra (31.1.1877)

E1G3 E1G2 E1G2 E3G2 •••• TT None DS: 4 Sp: 5
A A A A A A A A A A A G G G G G G G (G)

Notes: PB E1G3 has F/P/S arcs. PB E1G2 had P/S/A arcs. SB E1G2 has P/S/F arcs. Fastest capital ship in the Royal Navy.

CB Sultan (10.10.1871)

F4G2 E2F2 •••• •3A1 TT p2s2 14" DS: 5 Sp: 4
A A A A A A A A A A A F F F F F F F (F)

Notes: PBs have P/S arcs only.

CB Suberb (15.11.1880)

G2G2 G2G2 G4G2 •2G2 •••• TT p2s2 14" DS: 5 Sp: 4
A A A A A A A A A A A G G G G G G G (D)

Notes: First PB has F/P/S arcs. Second PB has P/S/A arcs. PBs are 1/2 strength in the broadside arc. All weapons are of the same type.

CB Temeraire (31.8.1877)

F1G3 F1G3 E2G3 E2G2 •••• TT ps 14" DS: 3 Sp: 5
A A A A A A A A A A A F F F F F F F (F)

Notes: First PB has F/P/S arcs. Second PB has P/S/A arcs. First SB has F/P/S arcs. First SB is 1/2 strength in P/S arcs.

TU Monarch (12.6.69)

F4H3 C2E1 C1E1 •••• TT None DS: 3 Sp: 5
A A A A A A D D D D D D D D D D D (E)

Notes: F4H3 PB has P/S arcs only. C2E1 SB has F/P/S arcs. C1E1 SB has P/S/A arcs.

CB Invincible (1.10.1870)

D2F2 D2F2 D3F2 •2C1 •••• TT None DS: 3 Sp: 4
A A A A A A A E E E E E (•)

Notes: First PB has F/P/S arcs. Second PB has P/S/A arcs. PBs are 1/2 strength in the P/S arcs. Ship has 4 Nordenfelts. See special rule X.X for Midshipman Hardy. Flagship of the British squadron. Crew s veteran.

CB Penelope (27.6.68)

D2F2 D2F2 D2F2 •2C1 •••• TT None DS: 3 Sp: 4
A A A A A D D D D (•)

Notes: First PB has F/P/S arcs. Second PB has P/S/A arcs. PBs are 1/2 strength in the P/S arcs. Ship is of light draft and may enter within 3 hexes of the shore without the danger of running aground.

GB Condor

•1E1 •1C1 •••• TT None DS: 2 Sp: 4
@ @ (•)

Notes: Ship may enter hexes adjacent to the shore. Has 3 Nordenfelts. Lord Beresford is commanding. Crew is veteran.

GB Bittern

•1E1 •1C1 •••• TT None DS: 2 Sp: 4
@ @ (•)

Notes: Ship may enter hexes adjacent to the shore. Has 3 Nordenfelts.

GB Cynet

•1E1 •1C1 •••• TT None DS: 2 Sp: 4
@ @ (•)

Notes: Ship may enter hexes adjacent to the shore. Has 3 Nordenfelts.

GB Beacon

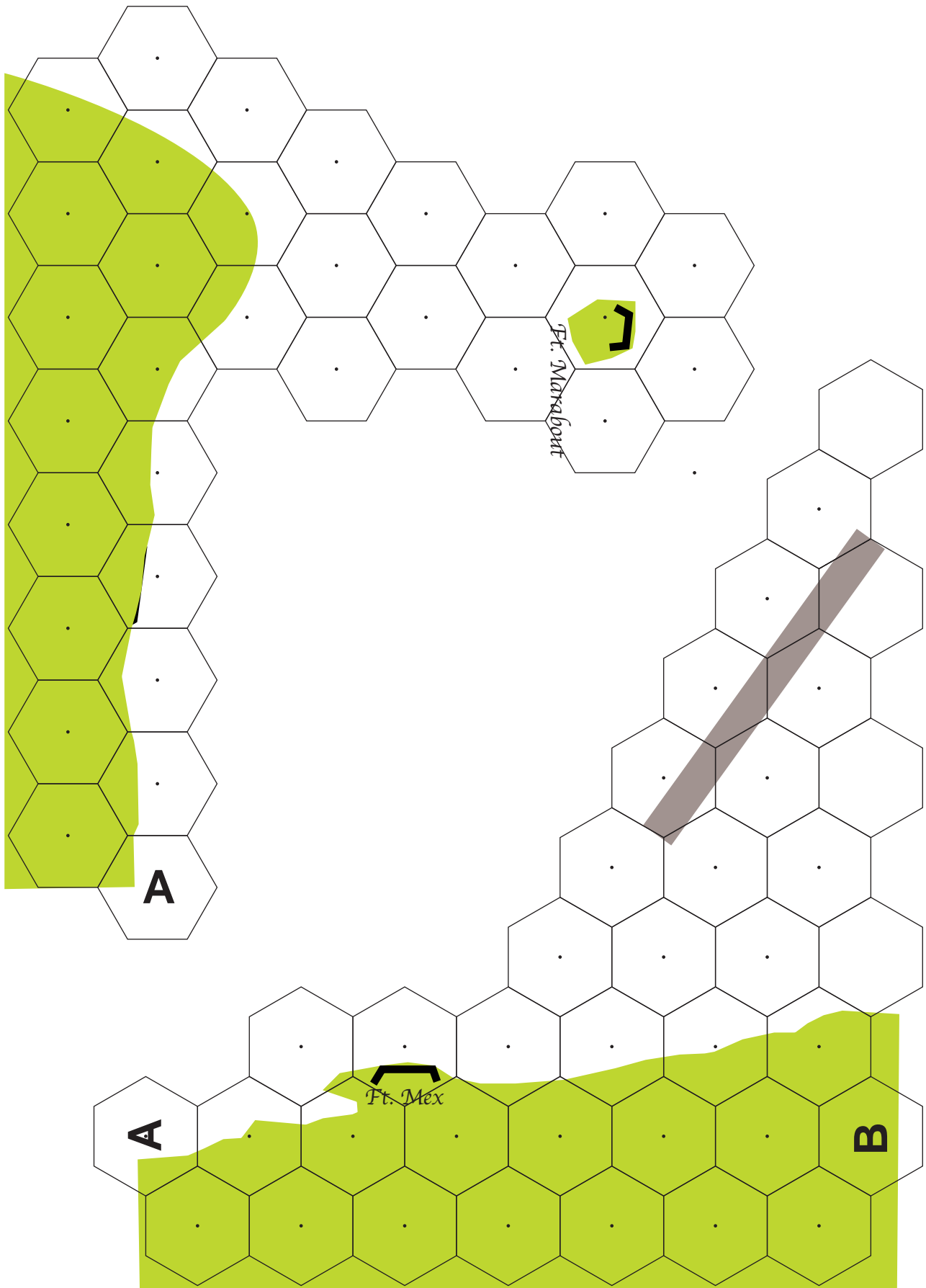
•1E1 •1C1 •••• TT None DS: 2 Sp: 4
@ @ (•)

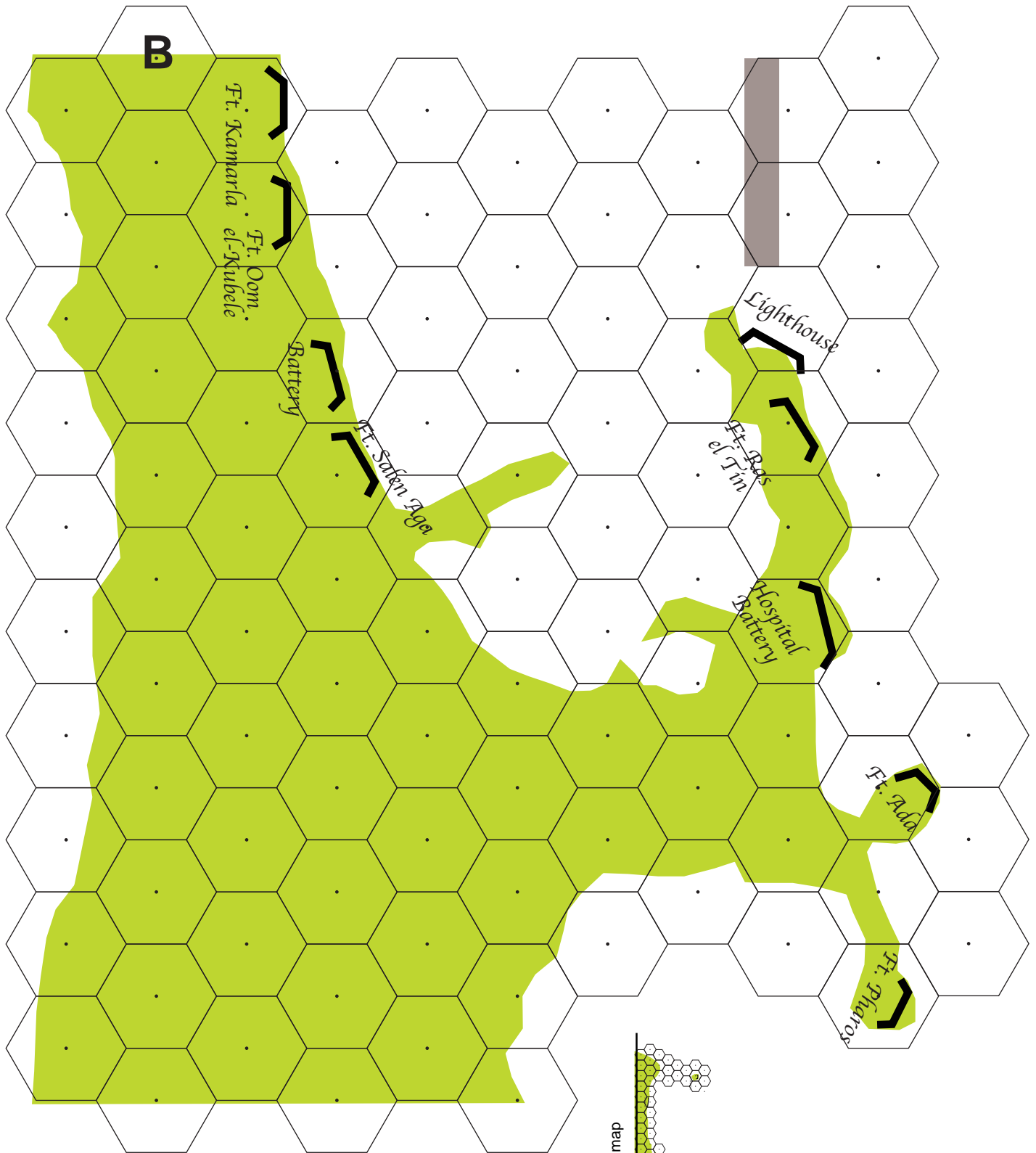
Notes: Ship may enter hexes adjacent to the shore. Has 3 Nordenfelts.

GB Decoy

•1E1 •1C1 •••• TT None DS: 2 Sp: 4
@ @ (•)

Notes: Ship may enter hexes adjacent to the shore. Has 3 Nordenfelts.





Assembling the Map

1. Cut out the three map pieces.
2. Line them up such that the same letter hexes overlap on each map; A on A, and B on B.
3. Place at the edge of the map provided with Queen Victoria's Navy, as shown (against a short edge of the hex map).

