

# IN HER MAJESTY'S NAME

Steampunk Skirmish Wargaming

Nick Elph's  
**NORTH  
STAR**  
Military  
Figures

## THE BATTLE OF CABLE STREET, 4TH OCTOBER 1894



### Introduction

There are incidents in any city's history that go down in infamy and just such a one is the Battle of Cable Street on the 4th day of October in the Year of Our Lord 1894.

*Below. Johnson Mk VII Industrial Walker.*



*Above. Brick Lane Commune Incendiaries.*

The incident was sparked by a simple daily occurrence around the great imperial docks in the East End of London. A wagon heading for the docks to be loaded onto a fast steamer to India was intercepted by a cadre of the Brick Lane Commune. They hoped to get whiskey or cotton cloth, something they might trade for food for the poor and destitute. What they actually got was secret shipment of the new water-cooled Vickers machine guns and enough ammunition to mow down an army.

As the shipment was supposed to be secret the police were not informed and Captain Napier of the Prince of Wales's Extraordinary Company was tasked with their immediate, and preferably covert, retrieval.





*Above. Sampson Tyler Working Class Hero*

Sampson Tyler, the current leader of the commune, knew that the shipment was nothing but trouble. Nevertheless, swayed by the rhetoric of Emile Dreyfuss, he decided to sell all but two of the twelve guns to Abel Caine, the criminal Lord o' the Docks.

The scene was set for one of the bloodiest street fights in London's history as the Commune's elite fighters tried to get the wagon from Brick Lane to the warehouse in the docks where Caine was waiting for them.

## Set-up

This is a variant on the Breakthrough scenario (IHMN 9.1.4) with the option of the Authorities complication (IHMN 9.2.5). The recommended Landscape is the City Streets by Day (IHMN 10.1).

Note that the wagon, laden with arms and ammunition, is considered Dangerous Terrain (IHMN 4.1.5).

The table should have Cable Street running from one table edge to the other. At least three streets should lead off it to the other table edges. The rest of the board should be built up with buildings, courtyards and alleyways.

The Commune come on at one end of Cable Street and the Warehouse should be at the other end. The heavy wagon only moves at 6" and cannot run.

The Extraordinary Co. can come onto the table on one of the two sides which Cable Street does not touch.

## Game objectives

Brick Lane Commune: Get the wagon across the table to the Warehouse gate where Caine's heavily armed Kentish Men will take it over.

PoW Extraordinary Co.: Stop the wagon and take it off their table edge.

## Victory

2 VPs per enemy figure taken out of the game.

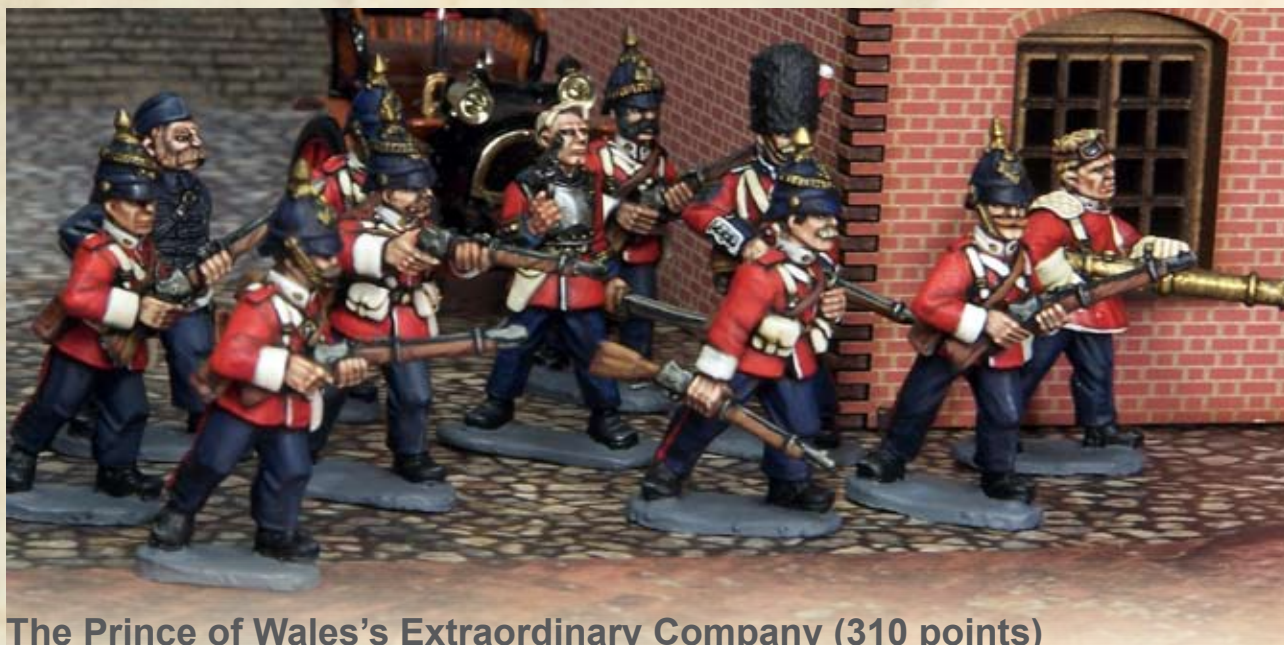
5 VPs for each leader taken out of the game.

25VPs for getting the wagon to the company's objective before the end of turn twelve.

*Below. Anarchists with shotguns*







## The Prince of Wales's Extraordinary Company (310 points)

Captain Napier has rushed to his barracks room and grabbed every man he could find. Really he would like to have a greater force but he has commandeered an omnibus and arrived at the side of the table just as the wagon appears on Cable Street. The omnibus horses are spent and it will not move onto the table.

Figure	Pluck	FV	SV	Speed	Talents	Basic Equipment	Cost
Captain Napier	3+	+4	+3	+1	Leadership +3, Fearless	SRC breastplate, pistol, sabre	65
Sergeant Borrage	4+	+3	+3	0	Leadership +1, Bayonet Drill, Marksman, Tough	Brigandine, military rifle, bayonet	41
Private Davies	5+	+2	+3	0	Bayonet Drill, Marksman	Brigandine, military rifle, bayonet	29
Riflemen (x4)	5+	+2	+2	0	Bayonet Drill, Marksman	Brigandine, military rifle, bayonet	108
Dr Wilson (RAMC ret'd)	4+	+0	+2	+1	Medic	Lined coat, pistol	16
Sapper Jones (RE)	5+	+2	+2	+0	Engineer	Brigandine, pistol, Congreve Rocket Gun, 2 x explosive rocket grenade	37

*Prince of Wales's Extraordinary Company*







## The Brick Lane Commune (310 points)

Sampson Tyler can see his objective down the street but is wise enough to know that the Police could discover him at any moment so is in a hurry to deliver the goods. As a precaution he has fixed one of the stolen machine guns to a Withall MKII Industrial Walker, which gives him a powerful firebase.

Two of his men are on the wagon, once driving and one riding shotgun. If these are killed any of his men can leap up and carry on.

Figure	Pluck	FV	SV	Speed	Talents/Powers	Equipment	Cost
Sampson Tyler	3+	+3	+2	+2	Leadership +2, Fearless, Bayonet Drill	Lined Coat, Military Rifle, Bayonet	43
Emile Dreyfuss	2+	+2	+1	+1	Leadership +1, Fanatic, Duellist (sabre), Revolutionary Rhetoric	Lined Coat, Pistol, Sabre	51
Anarchist Type 1 (x3)	4+	+1	+0	+1	Fanatic	Shotgun	48
Anarchist Type 2 (x5)	4+	+1	+0	+1	Fanatic	Knife, One man has a Bomb	77
Incendiary (x2)	4+	+0	+1	+1	Fanatic	3 Bottle Grenades	58
Withall MKII Industrial Walker with Anarchist Steersman	4+	+1	+0	+0	Fanatic	Speed 6", Armour 10, Steam Fist, Machine Gun	55

*The Brick Lane Commune*







*Above. Anarchists with knives and clubs. Below. Captain Napier approaches a harmless beer seller!*





## What actually happened

The wagon was about halfway down Cable Street when the Extraordinary Company engaged the Commune. Long-ranged rifle fire proved effective with no less than four drivers being shot off the wagon. However, the fanatical courage of the Commune's diehards kept it moving.

Napier led one section forwards and engaged in brutal hand to hand combat around the wagon. This seemed to be going well until the infamous Lizzie Sparrow stepped forwards and hurled all three of her Brick Lane Bottle Grenades into the melee. Five Soldiers and three Anarchists were killed and injured leaving only the wagon driver with Napier and Tyler fighting on the back of the wagon.

As it approached the warehouse Napier jumped clear and gave a hand signal. Tyler followed him as Sapper Jones fired the fateful Congreve rocket into the back of the wagon. This set the warehouse and the end of cable Street ablaze.

## Anarchists slipped away

In the confusion the remaining Anarchists slipped away leaving Napier to face the music. Eleven Anarchists were killed and Emile Dreyfuss was captured (though he was later freed by the Commune). Four members of the Company perished and Captain Napier spent two months in the London Free Hospital. Twenty-seven civilians, fifteen of whom were dockers, were killed and several dozen injured. Abel Caine lost his hearing in one ear, something he blames to this day upon Captain Napier. All six wagon horses perished in the inferno.

## Commissioner of the Police

The press had a field day and the Commissioner of the Metropolitan Police demanded the disbandment of the Extraordinary Company and the court martial of Captain Napier. Instead the Secretary of State for the Home Office, Lord Digby, resigned and the Prince of Wales himself drew a line under the matter. Without Lord Digby, a charismatic speaker, the Whig government fell in the next election in the spring of 1895.







*Above. Prince of Wales's Extraordinary Company. Below. Captain Napier & Anarchist clubman.*











*Above & Below. The Brick Lane Commune.*

