



# Military Muddling



Volume 9 Issue 5

Chestnut Lodge Wargames Group's Newsletter

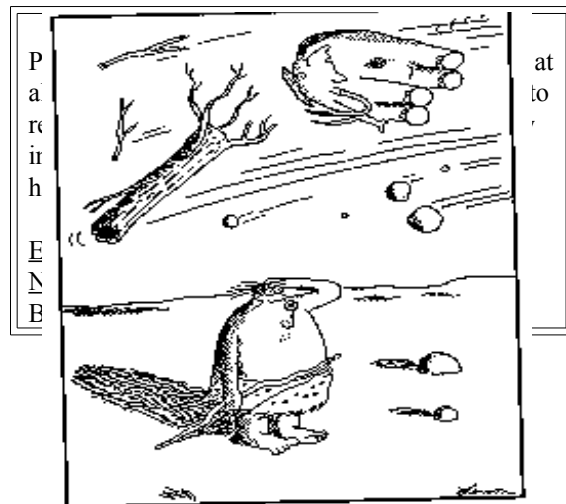
April 1998

## Editorial

*I had a visit from the Fridge/Freezer man, after the freezer bit stopped working. An easy job really, the heating coil in the automatic defrosting water-catchment tray had failed and thus the defrosted water turned to ice. Surprising thing was - not that ice in a freezer is bad, that's obvious - was that he came round the day after I placed the call. After he gouged out a couple of glaciers from my freezer and ordered the new spare part on his palm-top satellite linked gizmo, we got chatting.*

*It turned out that he came round so quickly because all repair men have a fallow period at the same time each year. Not that the management believed the anecdotal evidence of repair-men over the last few decades; no they got a fancy computer analyst in to analyse all their logged work (ref: palm-top gizmo) and he pronounced that all the service personnel have a drop in work between March and May.*

*Maybe this is the explanation why this edition of Mil Mud is so thin. CLWG is goes through its own fallow period each year. No doubt after a few rousing choruses of our theme song from Dad's Army we will all be back to our old-selves... and Mil Mud will flourish once more. That or get Mr Grumpy to write a whinging letter...*



**Deadline for next issue  
26th April 1998**

### Onside Reports

As I was playing Mercenaries and their Masters I missed James Kemp's C3I, which sounds as if it has some interesting systems from his report - a report, however, that could have been so much more informative had James sent a copy of his mechanisms and their rationale for the Editor to publish! Since he is obviously willing to share these ideas with the rest of us, and they occupy only about two A4 pages, it would seem to be an ideal use of MilMud column inches to print them as an integral part of the Onside Report of the game, immediately accessible to everyone, instead of requiring us to contact him for further details, which involves more effort for all.

I am not suggesting that game designers and presenters should always feel compelled to publish their mechanisms in these pages: future appearances of a game may necessitate secrecy, especially when the game system is closed. But where there is no reason, nor desire, to withhold such details they should be published to the entire membership, so that those unable to attend that particular game can also participate in the constructive criticism and development process that CLWG professes.

Comments by game designers and players upon the success - or otherwise! - of games must be intelligible to non-participants, so some

explanation of the subject, level of resolution, game system and, wherever possible, copies of the relevant rules and/or mechanisms should be provided, and reference made to the appropriate issues wherein such information may be found when subsequent comments or reports are published. MilMud game reports in this form would be far more interesting than some of the rather vague accounts which we have all been guilty of writing on occasion.

May I also respectfully suggest to the Editor that where Onside and Offside Reports on the same game are to be published in the same issue of MilMud, that they be placed together, even if this results in an individual's submissions (such as Brian Cameron's reports of the February meeting) having to be cut and pasted?

*Arthur Harman*

***I thought I did - keep Onside and Offside reports together. I do prefer to keep a submission intact, it seems to make more sense that way.***

***I will be more vigilant and will signpost related articles in any editorial comments.***

### E-MAIL

Until recently I was one of the members without access to e-mail. I concur wholeheartedly with Brian's comments

regarding the Just War 'debate' (MM9/4 p.2), but have reservations about the implication of his conclusion that "the mailer is not going to prove any real competition for the magazine" that MilMud will not be affected. In my opinion the inclusion of such material - much of it, surely, the electronic equivalent of off-the-cuff remarks at the bar or 'soundbites' - has already had a deleterious effect upon the contents of MilMud, and has probably diverted some members away from composing the proper articles that once graced these pages.

Although I shall, for convenience, henceforth use e-mail to submit articles and communicate with friends, the CLWG mailer appears, to date, to have generated little of note that would induce me to spend time on it!

The Editor wonders why he has received few submissions, other than by e-mail: the explanation may be that:-

1. The majority of CLWG members or, perhaps, the majority of active contributors to this journal now have e-mail;
2. The phrasing of the guide for Contributions on the front cover emphasises electronic transmission to an extent that - doubtless unintentionally - other methods appear almost unwelcome; and
3. An editor who is not physically present at many

meetings has less opportunity to persuade, cajole or morally blackmail members into writing something!

*Arthur Harman*

***I can only agree with Arthur's last point. An editor's presence at more meetings could help gain more copy. I suppose I could try another tack, cajoling via e-mail. Watch the cyber-airwaves...***

***I am wary of blaming the CLWG e-mail list for what amounts to the usual ills of Mil Mud. Every year we seem to reach this point. My major whinge is about the lack of direct response to Mil Mud articles - other than to say you hate e-mail resumes. I wonder, am I being too optimistic; maybe all new editors go through this. Or is it that the CLWG e-mail list gets rapid and massive response because it is so easy to respond to. Hit that <reply all> button and spout forth.***

***Presumably readers of Mil Mud read it away from their computers. Maybe the urge to respond has dried up by the time they are in front of their PC. I wonder: would I get a better response to Mil Mud if I seperated it into individual e-mailings. The only problem then would be to encourage people to hit***

*the <reply> button, rather than the <reply all> button.*

*What do you think?*

## WHAT YOU MISSED AT THE MARCH MEETING

by  
*John Rutherford*

A low turnout meant that Dave Barnsdale's 'Rasputin' game didn't happen; there were some discussions of Eastern Front logistics and other wargamer preoccupation's until Jim Wallman turned up and his X-Mobile game was played. Using a sci-fi setting to help avoid preconceptions about correct responses, this was about the use of 'elite' military units in policing and anti-terrorist duties, closely based on the memoirs of a Para officer in 1976 Armagh. Fun and thought-provoking, although this game needed more people. A turnout of seven is insufficient for most games to buzz, in my view. Shame.

***Dave will be running his game at the Games Weekend. Please see the preview of the weekend in this issue.***

**C<sup>3</sup>I**  
presented  
by  
**James "Lobo" Kemp**

Offside Report

by  
*Mukul Patel*

As Lobo (whoops) Mr Kemp wrote this was a mechanism rather than a game. It was a very good mechanism with only some small tweaks needed to make it work just fine. It was simple to use and easy to run.

Now C3I needs to be put into the context of a number of games. These could be like stand alone one offs, or campaign linked, such as the slog up Italy. C3I could also be used to explore other time periods in which infantry assaults got carved up due to incoming fire, WW1, Vietnam, the railroads and rifle Era, siege assaults etc. There are loads of ideas I have for how this mechanism could be used in various games. James I do hope you follow up this mechanism with a game, I for one will eagerly anticipate its arrival. I hope to use your ideas, steal them and use them in my own games.

James production of this mechanism also shames me. Some years ago the club did a session on a particular infantry assault at the battle Woerth (Franco-Prussian war). This showed this was an interesting subject ripe for gaming, but unfortunately never followed up. James has approached the same subject, the infantry assault, at a different level.

Well done James

# AWOTS

## Offside Report

by  
*Nick Luft*

### CONTROL UMPIRES

**A**s an control umpire for the Helix Brotherhood, I was not overwhelmed. I was generally under-used and I thought the system was self-regulating (I trusted my group not to fiddle the numbers. I spent my time adding in comments about the opposition to frankly stir them up and reveal the secret stuff as it happened and adjudicate on the landings and combat. I enjoyed that role but reckoned that the game would have been better off with the R&D umpire, a political umpire, and several floating table / planet / zone umpires to be on hand.

### TIME

**T**he initial turns of 20 minutes seemed to take ages. I know that John Rutherford was thinking about fiddling the starting numbers to give the players more bits to play with. I don't think that this is needed; instead shorter turns will work. At the end of the game when many teams had multiple ships the ten minutes turns were working well.

### STARTING POINT

**E**very team, at the start, mothballed their Weapons Fab. Why would a political group build a weapons fab then mothball it - take a reality check? I think that the teams need to start with a base population and some resources and tell them to build what they wanted - maybe let them have a 20 minute turn to do this. Rationalising this as an out of time planning phase. Then let them go boldly.

### COMBAT

**I** had trouble putting the flesh on the bones of these rules. The nukes were not defined. Were they bombs or bombs plus delivery systems? How do they keep the warheads fresh? Whatever. Also the ship combat seemed wrong. Some of the interceptions were frankly staggering in a 6 month turn. I had trouble coming to grips with this. Just because the movement tracks put a ship next to another ship does it mean that they would be within weapon or even sensor range? If movement was broken down into phases ships would not be in the same zone. How long does it take a ship to retrieve a mining unit before it moves off? This sort of detail was needed in the combat I adjudicated.

I realise that this was John's fudgiest bit of the game. But it can be the bit that leaves the bitterest taste with the

players if they feel wronged. This part needs a major overhaul.

#### GAME ENJOYMENT

I spoke to several players afterwards and they all liked the game and want to play again.

My group, the Helix, worked well and all seemed to have a role and contributed. What impressed me was that they were still making hard decisions about priorities right upto the end. There was none of this over-resourced luxury that leads to the big stack mentality at the end. They were always aware that the Helium 3 was low or that the population was the limiting factor. It kept their attention without being taxing on the old arithmetical brain cells. All players maintained a constant level of involvement that did not leave them burned out or under stimulated.

Some of the discussions were very good. They tried to work out the most efficient routes to take in Saturn, Jupiter and Alpha Station, including their acceleration at the various points - quite difficult to conceptualise. They also got into some interesting discussions about R&D. Challenging stuff.

## X MOBILE GROUP

### *Mukul Patel*

This was a disguised scenario about 3rd Para's tour of duty in Armagh, (bandit country) in the 1970s. The disguise was based on the starship marine "universe". The players were given a series of incidents that were generated by the umpire to deal with. These incidents had a military and strongly political character.

The game was really a first outing tryout. Jim seemed to want quite a big political element in the game. Most of the players were key figures in the military structure of a starship marine regiment, which was the equivalent of a Para Btn. Only one player was non military Dave Barnsdale as a Media person. Who did a good job of being even handed and non sensationalist. Other roles for local terrorists were not filled due to lack of players.

The game itself was map based. The military players main function being one of deciding deployments and policies. The CO of the Regt played very well by Jerry Elsmore who looked after the political sides of things extremely well.

After the tryout ended, Jim, said he wanted a strong political flavour to the game and was uncertain about whether the very thinly disguised scenario format helped.

I think that the game did have a strong political flavour but

needed more political pressures to be brought upon the military. This might be done by having specific political players. Without some outside political pressures the politics of the game seem to be into much of a vacuum. It needs more context I think.

The question as to if the disguised science fiction scenario helps or hinders the game is a difficult one to answer. Advantages are lack of the hindsight available to the players, ability to change the environment to produce a better game. The difficulties are having to create a coherent background. My preference is go with the historical situation and not create a disguised scenario, I have two main reasons. I know little about the problems of the British army in this bandit country, so hindsight is not a big problem. Second reason a historical game might educate me a little as to a time and place that know next to little about.

Whatever you do, Jim, I did like the game/ tryout. I hope you go forward with it .

***I was interested in Mukul's remarks about the benefit of using a fantasy / science fiction setting. I have argued before that some games a more balanced by using a fantasy setting as the designer can make everything fit to his design. This applies specifically to games in which game***

***balance is a major game component - and that is only for competitive games. I know some gamers who dismiss some wargames because they are not balanced enough - shame.***

***What I did not consider is that games can be learning / teaching aids. I am not convinced that a disguised scenario is a poor teaching aid. By subtle use a player can be induced to adopt a position / strategy / mind-set that they otherwise would not do because of hindsight. This even applies to historic settings in which the player is ignorant of - we carry a lot of cultural baggage with us.***

***As a quick example - I played a game in which I was a member of some futuristic conglomerate, attempting to implement an uneconomic plan in a paranoic setting - in effect a disguised scenario for the Pol Pot regime in Cambodia. I do not know much about Cambodia but if I was told I was one of Pol Pot's chosen I would have thought of executing all those with glasses (intellectuals) etc....***

***A good disguised scenarios, is not a direct translation of a historic setting to someother fantasy era. Rather it is an attempt to explore a***

*particular aspect of the historic setting away from the prejudice which we will bring to any era*

## **Did the Duke of Wellington Trick the Prussians into Fighting at Ligny 16 June 1815?**

By  
*Peter Hofschröer*

### **Wellington's Brief**

The Duke of Wellington arrived in Brussels on 4 April 1815 facing a difficult task. What he had to achieve was to overthrow Napoleon Bonaparte without weakening France. To accomplish that, he needed the military support of Prussia. However, Prussia's territorial ambitions threatened to upset the new balance of power in Europe that Britain was determined to establish. This put Wellington in a most awkward situation. If victory against Napoleon was seen to be achieved in the main by the Prussians, then this would give them more leverage at the peace table. This he could not allow. What made his situation even more difficult is that the Prussian 'Army of the Lower Rhine' under Field Marshal Prince Blücher was larger than his. The Duke, as we shall see, squared this circle with consummate skill.

### **The Approach of War**

One advantage Wellington believed he had over the Prussians was the more efficient system for gathering information. Thanks to personal and political connections, he had informants in the highest places in Paris who sent him information daily. As protector of the French court-in-exile then resident in Ghent, Wellington received information from

that source as well. Finally, he had posted scouts all along his sector of the border with France. Their information was sent on to Mons where Major-General Dörnberg, a German veteran of the Peninsula, processed it and passed it on to Brussels. Wellington had every reason to be the best-informed man in Europe.

On May 3, 1815, Wellington at Blücher met in the town of Tirlémont for their one major strategy conference of the campaign. While precise records of this meeting are not available, reference to various documents and memoirs indicate that the main topic discussed was how each of the two allied armies in this theatre would support each other in the event of a French invasion of the Netherlands. Significantly, the Prussians made plans to stage a major holding action in the Sombreffe position where, six weeks later, the Battle of Ligny was fought. In such an event, the Prussians were expecting Wellington's support.

While Wellington's and Blücher's men together outnumbered the 'Armée du Nord', Napoleon's forces, containing a high proportion of veterans, was capable of defeating each of the allied armies individually. Thus, once the French invasion started, both allied commanders were well aware that they could not afford to dally - they would have to concentrate their forces rapidly, and close up towards each other without delay, so bringing their superiority of numbers into play.

In the month following the Tirlémont conference, there were many rumours of comings and goings along the border. At various times, it seemed as if the French were about to invade, then there were stories of royalist uprisings particularly in the Vendée, and the withdrawal of troops from the frontier to deal with them. Furthermore, Napoleon teased Wellington's right with marches and counter-marches in the area around Lille. As an Englishman abroad is particularly sensitive about his route home, it would not take much to make the Duke concerned about the security



of the Channel ports. From June 9, the signs of an impending French invasion increased. The allied forces along the frontier were placed on alert. Rumours of Bonaparte's arrival to take command were rife. Information on the concentration of French forces around Maubeuge came in from all quarters. Wellington, knowing that in case of a French invasion, he could not afford to waste any time, had De Lancey draft orders on the night of 12/13 June. More reports came in on 13 and 14 June. Indeed, Lieutenant-Colonel Sir Henry Hardinge, the Duke's representative in Blücher's headquarters, sent his master a letter on the evening of June 14 pointing out that the Prussians were expecting an offensive the coming morning against the positions of the I Army Corps, under the command of Major-General von Zieten, around Charleroi. On several occasions during these few days, Wellington repeated his promise to come to the aid of the Prussians rapidly and in force. It seemed to all concerned that the French were on the point of commencing hostilities, that Zieten's Prussians would suffer the first blow, and that both allied armies would move together as planned.

### **The Outbreak of Hostilities**

Throughout this developing situation, Zieten had not only kept Blücher informed of developments, but had sent regular communications to Brussels, to both Wellington and Major-General von Müffling, the Prussian representative in the Duke's headquarters. Furthermore, Zieten had exchanged information with the listening post at Mons and with the Netherlanders, so a well-established network of communications existed. When the French attacked Zieten's outposts at daybreak on 15 June, all were made aware of this event.

When it became apparent that the glow of the French campfires on the night of 14/15 June indicated a large concentration of troops in front of his positions, Zieten reported this to Wellington. This report was sent about midnight, and arrived in Brussels about 7 a.m. Shortly before 5

a.m., Zieten was woken by the sounds of artillery fire, followed by musketry coming from the direction of Binche and Thuin. This indicated that his outposts were under attack. Zieten reported the outbreak of hostilities not only to Blücher in his headquarters in Namur, but also to Wellington in Brussels. Blücher received the news at 8.30 a.m., Wellington by 9 a.m. While Blücher ordered the concentration of his remaining three army corps in the Sombreffe position as agreed, Wellington, for reasons that still remain inexplicable, did absolutely nothing.

This morning of inaction was followed at 3 p.m. by dinner. According to various accounts, Wellington's meal was disturbed twice by reports from the front. The Netherlands Major-General Behr had sent his commander the Prince of Orange a letter containing the news of events at the front. The Prince brought this report to Wellington immediately he received it. About the same time, Müffling received a report from Zieten that Charleroi had fallen to the French. He, too, brought the news to the Duke's attention. Dinner continued, and incredibly, Wellington still did nothing. More reports came in that afternoon. About 5 p.m., Müffling received a message from Blücher informing him that, as a result of the outbreak of hostilities, he had issued orders for his entire army to concentrate in the Sombreffe position as agreed. Müffling passed this information on to Wellington. At 6 p.m., confirmation of Zieten's report from Dörnberg arrived in Wellington's headquarters. It had taken so long to get there because Lieutenant-Colonel Sir George Berkeley, the Duke's representative in the Prince of Orange's headquarters, had sat on it for several hours before deciding to send it on. Wellington now decided to act, issuing his first orders of the day between 6 and 7 p.m.

It was now evening on June 15. In view of the dispersed deployment of his forces, it would now be too late for Wellington to move any of his troops to any significant degree that day.

Indeed, most of these orders, which were in the main for his troops to concentrate and make ready to march to as yet undisclosed destinations, would not arrive until late into that night. By now it was clear to Wellington that he was in a precarious situation - he had lost a day's march in circumstances where he simply could not afford to do so and any rapid move by Napoleon's forces would catch his army unprepared. The information he had was that part of the *Armée du Nord* had engaged Zieten's Army Corps, and had been strong enough to push it back. He had yet to establish the whereabouts of the remainder of the French and feared a move via Mons that would threaten to cut him off from Louis XVIII's court-in-exile in Ghent and from the Channel ports. Thus, he needed to do two things. Firstly, to establish where the remainder of Napoleon's forces were, although by 7 p.m., it was too late to do so that day. Secondly, to ensure that Blücher would hold his positions long enough for Wellington's forces to complete their concentration.

That being the case, Wellington now had a dilemma to face, namely just how was he to persuade Blücher to stand against possibly overwhelming odds? At Tirlemont, the Duke had agreed to move rapidly to support Blücher if he were attacked. In the days leading up to the outbreak of hostilities, Wellington had repeated that promise on several occasions. If he were to enlist Blücher's aid, and ask him to stand in the Sombrefe position for long enough without the promised support, then Wellington would have to explain why he had broken the agreement at Tirlemont, and why he had not kept the promises made in recent days. That would have been reason enough for the Prussians to fall back towards the Rhine and a more defensible position, leaving Wellington's forces strung out across Belgium where Napoleon would easily mop them up. The Duke was staring disaster in the face. Any military failure would probably cause the collapse of the British government, and his own until then brilliant military career would be at an

end. Thus, Wellington needed to ensure that Blücher would stand at Sombrefe without the Prussian being aware of the Duke's real situation. Let us not forget that at the time Wellington made this decision, he was acting in the belief that Blücher would have all 120,000 men concentrated here, facing only part of Napoleon's '*Armée du Nord*', itself totalling about 120,000 men. Although, due to the relatively poor quality of his troops, Blücher would not be able to defeat the French on his own, he would not have an insurmountable problem in holding his own for one day while Wellington completed his concentration and movement.

Just after having issued his first set of orders that day, Wellington called Müffling into his headquarters at 7 p.m., sat him down, gave him a piece of notepaper and had the Prussian write the following to his chief: 'As soon as the moon rises, the Reserve will march off, and if the enemy does not attack Nivelles immediately, then the Duke will be in the area of Nivelles with his entire army tomorrow from where he can support Your Highness, or should the enemy have attacked Your Highness, then, after appropriate discussion, to move onto his flank or rear.' To be sure that this letter would arrive quickly, Wellington had it marked 'immediate' and with three crosses, meaning 'urgent'. To be double sure, he sent one of his own despatch riders to carry it. In the set of orders the Duke had just had drafted and despatched, he had not ordered his entire army to Nivelles. Moreover, he knew from its dispositions that had he even have done so, then only part of it and not all of it could get there the next day. His deception of Blücher was beginning.

Later that evening, just before 10 p.m., Müffling received a further report from Blücher indicating that the French, led by Napoleon in person, had crossed the Sambre river that day. Müffling brought this to Wellington's attention instantly. This time, his reaction was immediate. The Duke now issued a further set of orders,

timed at 10 p.m., ordering most of his troops in a more easterly direction, towards the Prussians, but with the option of dealing with any French move via Mons. He ordered his 5th Division to move to the road junction at Waterloo from where it could move either to support the Prussians in the Sombreffe position, or along the road to Nivelles, from where it could be used to counter a French advance along the Mons road. These orders went out that night, but in view of the distances they would have to be carried, little could now be done to accelerate the now much delayed movement of Wellington's troops.

Shortly before midnight, further news arrived from Dörnberg. The German reported that all was quiet on his sector of the front. Thus, if Napoleon was going to make a move along the Mons to Brussels road, he had yet to do so. That, however, did not mean that he would not do just that after having hopefully lulled Wellington into a false sense of security.

That night, the Duchess of Richmond held her famous ball that was attended by many of Wellington's senior officers as well as the Duke himself. At some time after midnight, Lieutenant Webster burst in with news from the Netherlands headquarters in Braine-le-Comte, reporting that the French had broken through to Quatre Bras. That news must have shocked Wellington particularly as, in his first set of orders issued the previous evening, he had ordered the Netherlands division holding that vital cross-roads to abandon Quatre Bras. This order, if it had have been carried out, would have caused communications with the Prussians to be severed and have exacerbated the effects of Wellington's delayed concentration. Fortunately, the commander on the ground, the German Prince Bernhard of Saxe-Weimar, had used his initiative and held his positions, while Constant Rebeque, the Prince of Orange's chief-of-staff had ignored what was clearly a bad order. Now, more than ever, the Duke needed to make sure that the Prussians would hold their positions. His deceit

of the Prussians continued. He had Müffling write another letter to Blücher, this time promising that his army would be concentrated within twelve hours, and that he would have 20,000 men at Quatre Bras by 10 a.m. on 16 June. At that point in time, Wellington had yet to order a single man to Quatre Bras: on the contrary, he had ordered the position abandoned. Furthermore, Wellington had yet to establish the whereabouts and strength of that part of the French army not engaged with the Prussians. If he had have ordered such a large number of men to Quatre Bras, the Duke would have been taking an enormous risk sending it into the blue. An experienced commander of Wellington's obvious abilities would not have committed so much of his army to such a course of action on such scanty information.

It must have been clear to Wellington now that the situation was even worse than he had thought. Having used Müffling as a conduit for a false promise of substantial support to Blücher, he must now have realised that he was in danger of leaving the Prussians out on a limb. However, the Duke could do little more now. All he did was to order Picton's 5th Division, in Brussels to start off at 2 a.m. instead of 4 a.m.

Until now, only poor Müffling had been the conduit of false information to the Prussians. There was a risk that Blücher's staff would be able to work out for themselves the improbability of Wellington being able to keep these promises. The Duke could not allow that to happen, so he quickly packed off the Prince of Orange back to his headquarters in Braine-le-Comte with the news that a substantial part of Wellington's forces would be on its way to Quatre Bras post haste. The Prince joined his troops at Quatre Bras in the early hours of 16 June. Here, he met Major von Brünneck, one of Blücher's staff officers. Brünneck had been sent to Quatre Bras to establish contact with Wellington's troops and to discover their intentions. At 7.30 a.m., the Prussian wrote a report to Blücher informing his chief that he had been

told that a substantial part of Wellington's forces would be concentrated at Nivelles in the next three hours, and that seventeen battalions were already marching from Brussels to Quatre Bras. Even by that time, Wellington had not ordered a single man to Quatre Bras, and had yet to decide on Nivelles as his point of concentration.

### **The Ride to the Front**

Wellington rose early on 16 June and rode to the front, down the road from Brussels to Waterloo. Here, about 9 a.m., he met Picton's 5th Division having its breakfast close to the Forest of Soignes. This is the point that Wellington had ordered them to reach in his orders of 10 p.m. the previous evening. Wellington did not express any surprise at seeing the point of his Reserve still so far from Quatre Bras, where he had told both Müffling and the Prince of Orange they would be at 10 a.m. Moreover, he did not issue them with any further movement orders at this point, even though had they started immediately, it would have taken them two to three hours to reach that point. Instead, the Duke left them resting close to an important road junction. One fork led towards Blücher's positions at Sombreffe, the other to Nivelles from where Wellington could deal with any French move via Mons. Wellington stopped for a while at this junction, contemplating.

The Duke continued his ride down the road to Genappe. This road was devoid of any troops. He rode on to Quatre Bras where he arrived at 10 a.m. and met the Netherlanders holding this position. These were the first troops he had seen since leaving behind Picton's men near Waterloo. He observed the situation. There was little French activity, and it now seemed unlikely to Wellington that a major French thrust would come at this point. As he was still unsure of the size of the French force ranged against the Prussians that left a substantial part of the Armée du Nord yet unaccounted for. Was it moving via Mons? Until he knew what Napoleon

was doing, Wellington needed to make double sure the Prussians would stand at Sombreffe. Thus, at 10.30 a.m., from the heights of Frasnes, just south of Quatre Bras, he wrote Blücher another letter promising support and giving false information on the positions and movements of his troops. The Duke indicated that his concentration was much more advanced than it actually was. Although certain historians have tried to excuse Wellington, claiming that his staff had provided him with incorrect information, there can be no doubt he was deliberately deceiving Blücher. For instance, in the Frasnes letter, he told Blücher that 'The Reserve is marching from Waterloo to Genappe, where it will arrive about midday.' Having just seen the 5th Division, the point of the Reserve having its breakfast just north of Waterloo, and having seen the road from Waterloo to Quatre Bras empty of troops, and not yet having issued the order for it to move on Quatre Bras, Wellington clearly knew his statement was false.

Now that he could count on the Prussians not moving away from the Sombreffe position, and as he was not facing any grave danger at Quatre Bras, Wellington decided to move his 5th Division down from Waterloo to support the Netherlanders there and secure his line of communication with the Prussians. He issued that order about 11 a.m., the 5th Division received it between noon and 1 p.m., and marched off shortly afterwards. Wellington does not appear to have ordered any other troops to Quatre Bras at this time.

Having secured the line from Brussels via Quatre Bras to Sombreffe, Wellington now decided to go to Blücher's headquarters and examine the French dispositions himself. Once he had determined their strength, then he could work out the number of Frenchmen that he suspected were making their way via Mons. He arrived at the windmill of Brye about 1 p.m. where he found Blücher and his staff. The Duke stayed there for about one hour. In that time, he repeated his assurances of support to Blücher. This

support was even more necessary as Wellington had just heard that due to faulty staff work, Bülow's IV Army Corps, one-quarter of Blücher's forces were not going to arrive that day. It seemed now certain that the Prussians would be 'damnably mauled' that day, but what else could Wellington do but repeat his false promise to bring 20,000 men to Blücher's aid? The die was cast and there could be no going back now. It is probable that Wellington, seeing a substantial part of Napoleon's forces drawn up in front of Ligny and St Amand, and because, at that time, all was quiet at Quatre Bras and no attack was expected there, genuinely believed that part of his Reserve, say 5,000 to 10,000 men, could move to support the Prussians, while the remainder of his army was strong enough and well enough positioned to deal with the expected French thrust via Mons.

The Battle of Ligny started just as Wellington was leaving Blücher's headquarters. Unbeknown to the Duke, the French had spent the last few hours drawing up their forces to attack him at Quatre Bras. Their assault started very shortly before Wellington arrived back from Brye, so the Duke had an unpleasant surprise waiting for him. Now and only now was he certain that the French were not going to make a move via Mons that day. Now and only now did he start ordering the remainder of his army to Quatre Bras. Now and only now was the full extent of the peril he and Blücher faced evident. Wellington's errors of judgement and his deceit of his Prussian allies could well have proved disastrous, but Lady Luck favoured the allies that day.

#### **Conclusion**

**W**ellington finally managed to square the circle. History sees him as the victor of Waterloo, but without the use of his guile and the deception of his Allies, he may well have gone down in history as the man whose mistakes gave Napoleon the opportunity of re-establishing his empire.

*I think the author is correct in his use of the facts - those incidents did happen, but it strikes me as case of an armchair historian musing too long and too subtly on decisions taken in uncertain circumstances.*

*I agree with the general idea that an ally is not an apolitical being and has to be treated like any other foreign power. It is an increasingly popular subject for study at the Staff College and by military historians. A sign of the times, I suppose, as we now know that this Government never expects to fight a war outside a coalition! Lets hope the Argentinians cooperate with this.*

## **G**AMES **W**EEKEND

Theme: Cavalry

Cost: £20/£10 -- Dave Nilsson  
Sat18th/ Sun19th April;

St Francis Church Hall, 865  
Great West Road, Isleworth

**A**pparently its about 150 yards from Gillette Corner heading towards Hounslow and the airport. A bus passes but I'm advised its a very infrequent service. Nearest tube station is Osterley which is about a 20 minute walk. More happily for those coming by car there is good car parking.

Dave Nilsson will be sending out a fuller programme with a map nearer to the day.

The response rate is as pathetic as ever and the Games/Events organiser really would appreciate hearing from everyone, whether or not they intend to attend... some more Games wouldn't go amiss either.

### **Middle Earth Figure Game**

*Dave Mott (Heston).*

Dave will be running a Middle-Earth figure battle using 6mm figures using a combat system he has developed himself. I have no details of the scenario yet (but then neither does Dave). However suffice to say there will be plenty of horses ranging from the riders of Rohan to Gondor cavalry onto orcs riding wargs.

### **Something with horses**

*Phil*

Either a horse drawn chariot racing game or an Eastern cavalry army battle. (I await confirmation of which...)

### **Lambs on the Track**

*Dave Boundy*

Is set in the general era of the ACW and conforms to the theme of the conference by having a guest appearance by that legendary cavalry officer JEB Stuart. Nothing is tremendously certain about this game, but it will probably fall into two parts - a planning phase and then a phase playing out the plan, with several guest appearances. The game requires 6-10 players, 2 or 3 of whom will not be needed until the action phase (so it should suit someone who turns up late, for

example - if we don't have takers for this type of role, then the umpires will take the roles). Players will take on individual roles and the action will be on an individual basis.

The game will take 2-3 hours (I can't remember what one session is, but that is about the duration).

### **A King For Bohemia**

*The Redoubtable Mr. Cameron*

As you'll probably know this is a megagame which I'm currently designing, the setting being the period of the Thirty Years War. Apart from the usual political and diplomatic side of the game there is a requirement for a campaign game. I had a very useful session at the January meeting and I want to try out the resulting system. Please don't expect a polished game! Hopefully it will be more so by the end of the session. Suitable for approx 6 participants.

### **Driving Dixie Down**

*Peter Howland*

I shall run the latest version of my army level ACW game "Driving Dixie Down". The old version was last seen at CLWG at the 1996 Games Weekend, when it was run in comparison with "Fire & Fury". Following the comments received then, DDD now has a 1 hour bound and a much simpler (and better, I think) combat system than "Fire & Fury. However, it still lacks cavalry rules!!! Frankly, I ain't likely to write any before the W/E - theme or no fucking theme.

### **Dorking Battles On!**

*Jon Casey/Dave Nilsson*

Wherein the chaps at the War Office are intent upon running a certain exercise again to try and get the "right" result.

#### **Triremes**

*Mukul Patel*

In an awesome burst of continuity, Mukul threatens Triremes, carrying on from Pete Howland's session at the conference, which was in turn a continuation from the previous Games weekend.

### **Rasputin Must Die!**

*Dave Barnsdale*

Unavoidably delayed from the last CLWG meeting, Dave Barnsdale's game of Russian skullduggery and intrigue skulks onto the programme clasping its vodka.

### **Mad Max / Car Wars**

*Trevor Farrant*

A Mad Max/Car Wars type ADG to inflict on us all (and he promises that he's got all the figures painted first this time)

#### **Space Tanks**

*Jerry Elsmore*

Space tanky thing, requiring the ability to communicate, co-ordinate and hopefully control your units in a planned coherent manner to gain your objectives.

Simple rules which aim to provide a fast moving game over large distances. (Cavalry as

the cavalry always thought it should be!)

### **The Lion Comes Home**

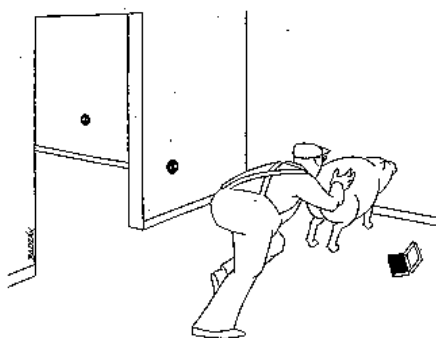
*James Kemp*

For those potentially interested in playing the probable format is along the lines of: Start Point - July 1945 The Labour Government has just come to power and the war is continuing against the Japanese. The basic agenda is to get the war ended, demobilise the armed forces, implement their policies to create a welfare state, rebuild Britain, bring order to British occupied areas after the European war, honour commitments to give independence to colonial states and ensure the security of Britain and British interests abroad.

Each game turn will represent one year and will last about 20 minutes. The only mandatory part of the turn will be the setting of the budget for the following turn at the very beginning of the current turn.

This will allow for some of the nature of Government Accounting (GA) to show through.

Other events will be conducted as the players feel it necessary - anything missed will be slipped into the next year (or lost completely as appropriate).



**Sons of Hell.***John Rutherford*

**S**et in Dorset during the English Civil War. Among other matters, will deal with the fate of the 'very malignant town' of Sherborne, and the story of Lyme. Players will be local or visiting generals or magnates. 'It is the terriblest thing in the world to have an enemy fall into one's quarters by night, and nothing more resembles the last Resurrection and judgement than to see so many people together rise up naked, and run to the hills and woods to hide them.' (Hopton at Sherborne.)

Needs 6-10 players, three hours.



Date	Venue	Game	Author	Blurb
<b>Apr</b> 18th - 19th	<b>Hounslow</b>	The Games Weekend. This Year's Theme: <b>Cavalry</b>  <b>St Francis Church Hall, 865 Great West Road, Isleworth</b>	<ul style="list-style-type: none"> <li>• Brian</li> <li>• James</li> <li>• Jerry</li> <li>• Mukul</li> <li>• David Barnsdale</li> <li>• Dave Boundy</li> <li>• Jon/Dave N</li> <li>• Pete Howland</li> <li>• Dave Mott</li> <li>• Trevor</li> </ul>	<ul style="list-style-type: none"> <li>• A King for Bohemia</li> <li>• The Lion Comes Home</li> <li>• Sci-Fi Tanky Thing</li> <li>• Lego Triremes</li> <li>• Rasputin Must Die!</li> <li>• (Lambs on the Track</li> <li>• Dorking Battles On</li> <li>• ACW</li> <li>• Middle Earth figure game</li> <li>• Vehicular destruction time</li> </ul>
<b>May</b> Sun 3rd	Bedford Park.	<ul style="list-style-type: none"> <li>• The Wind that Swept Mexico.</li> </ul>	<ul style="list-style-type: none"> <li>• Jonathan Pickles.</li> </ul>	<ul style="list-style-type: none"> <li>• Pickles' game of the Mexican revolution makes a reappearance, in a new expanded, all-day format, with additions, corrections and expansions. This needs a fair number of people, so try to come along if you can.</li> </ul>
<b>May</b> Sat 30th	Riggindale	<ul style="list-style-type: none"> <li>• WW2</li> <li>• French Revolution</li> </ul>	<ul style="list-style-type: none"> <li>• Trevor and Mukul</li> <li>• Brian</li> </ul>	<ul style="list-style-type: none"> <li>• I've had conflicting descriptions from the two people named as to the nature of this...</li> <li>• Don't lose your head</li> </ul>
<b>Jul</b> Sun 5th	Bedford Park.	<ul style="list-style-type: none"> <li>• <i>A King for Bohemia</i></li> <li>• <i>The Colonels Campaign</i></li> </ul>	<ul style="list-style-type: none"> <li>• <i>Brian</i></li> <li>• <i>John R</i></li> </ul>	<ul style="list-style-type: none"> <li>• Further Megagame preparation</li> <li>• Time to get back into uniform!</li> </ul>
<b>Aug</b> Sun 2nd	Richmond Park	<ul style="list-style-type: none"> <li>• CLWG Annual Picnic.</li> </ul>	<ul style="list-style-type: none"> <li>• Nick Luft.</li> </ul>	
<b>Sep</b> Sat 5th	Riggindale			
<b>Oct</b> 2nd - 4th	Eardley?	<ul style="list-style-type: none"> <li>• Conference.</li> </ul>		
<b>Nov</b> Sun 1st	Bedford Park			
<b>Dec</b> Sat 19th	Riggindale	<ul style="list-style-type: none"> <li>• Xmas Quiz.</li> </ul>	<ul style="list-style-type: none"> <li>• Pickles and Dave Nilsson</li> </ul>	
<b>The Pending Tray.</b>		<ul style="list-style-type: none"> <li>• Flushing the Wolf</li> <li>• Suez</li> <li>• Battle of Britain 3</li> <li>• What is to be Done?</li> <li>• B3.1</li> </ul>	<ul style="list-style-type: none"> <li>• Mukul</li> <li>• Terry</li> <li>• Dave Boundy</li> <li>• Neil</li> <li>• Pickles</li> </ul>	

Games Organiser's Notes: - Contact Dave Nilsson (01737) 645067

- *Games in italics are provisional only and subject to change with no notice whatsoever.*
- Riggindale = Riggindale Methodist church hall, Riggindale Road, Streatham. Entry by entryphone, keys held by John Rutherford (0181) 677 5427 and Jim Wallman (0181) 677 5756.
- Bedford Park = Upstairs room at the Bedford Park pub, Streatham High Road. (Just along from Streatham station). Entry before opening hours by rear door - go down the alleyway to the right of the pub, come into the beer garden through the tatty back gate and go up the stairs.
- Eardley = Eardley School, Fernthorpe Road, Streatham. (Off Mitcham Lane). Entry by entryphone.
- Richmond Park = Richmond Park

All meetings aim to start by 1030-1100 - Cost of meetings: £3.00. (£1.50 for unwaged.)