



Military Muddling



Volume 9 Issue 7 Chestnut Lodge Wargames Group's Newsletter

July 1998

Editorial

I've been feeling a bit lathargic of late., maybe I should blame the football - everyone else does. I admit to being one of those pathetic fair-weather football supporters who every four years gets all excited and watches lots of footie. I have found less time for other things - like reading, doing e-mail, game design etc. and I come in on a miserable June evening and turn on the box and watch footie. Heck I have even started buying beer in - I baulked at a Vindaloo though. I suppose that could explain the poor attendance at the meetings and lack of game reports - the real heart of what Mil Mud should be - too easy to watch footie on the box. I suppose if we can blame footie for encouraging violence - there's a laugh - I can blame it for reducing Mil Mud copy. I'll roll with that psycho-babble wagon.



In keeping with the footie theme I will buy a pint of beer / cider for the first person to contact me who spots the use of a song title in this issue of Mil Mud.

Please note that as a first (I think) for Mil Mud I have printed Brian Cameron's rules for King for Bohemia as a separate sheet (a pull-out I think they call it in the trade?). I remember that WD's Nugget has done this on several occasions. I am happy to publish any more I get.

Contributions for Military Muddling

Please send your contributions electronically if at all possible. Text files are best. I will attempt to re-type hard-copy if necessary.

If you have any images, pictures or maps please send them as hard copy if you can.

E-Mail contributions are welcome:

Nick_Luft@compuserve.com

Normal Mail:

Nick Luft,
43, Finmere, Bracknell, Berks, RG12 7WF



Deadline for next issue

-o0o-

20th August 1998

Letters

Dear Editor,

READER COMPETITION

'Imperialism'.

Design a game on the theme of 'Imperialism' and win a book or other prizes.

All designs must be submitted to the Editor of MilMud by 5pm on Sunday 4 October 1998. Readers may submit multiple entries. The game need not be in fully playable form, but ideally the design should be 500 words or longer to give a clear idea of how a finished game would look. I will be the judge and will use the following criteria, plus I reserve the right to seek advice from external assessors.

1. ORIGINALITY The game design must be new, (previously unpublished) but it can borrow ideas from previous games or build on them. Extra credit for novel use of game systems or kit. Extra credit for the writer being relatively new to game design.
2. ELEGANCE The systems and mechanisms must be pleasing, appropriate and easy to understand.
3. RELEVANCE to the 'Imperialism' theme; a game can be from any historical era or fantasy or science fiction; extra credit for a game which may help players ponder what 'Imperialism' means.
4. FUN The game must appeal to potential players as having the potential to be fun; amusing and involving.

5. PRACTICALITY; it must have a chance of actually being playable with the resources available to CLWG.

For ease of comparison I suggest your game design follow, broadly, the Game Design Methodology by Jim Wallman (summarised below; the full 1995 version which explains unfamiliar terms is available from me or Jim).

1. Your name:
2. Working Title of game:
3. SET AIMS & OBJECTIVES
4. EXAMINE DESIGN
CONSIDERATIONS Structure Game
Type Level Resolution Layout
Resources Audience Time
Equipment/Venue
5. MISCELLANEOUS - plus any other stuff you want to attach, such as sample maps, counters.

I do not promise to give detailed feedback on all entries but I hope it will stimulate some debate! Note that by designing a game you are not under an obligation to run it, but if you do I will be delighted.

The Top Prize is the TSP edition of 'RAJ - The Making and Unmaking of British India' by Lawrence James, a sweeping view from Clive to Mountbatten.

From the other entries the following prizes will be awarded:

- Best historical game design: a bottle of good French wine.
- Best Fantasy/SF game design: a 'Robot Wars' T-shirt.
- Funniest Entry: a bottle of good Australian wine.

I look forward to seeing entries from novice and experienced game designers.

John Rutherford

Perhaps we have a ready made theme "Imperialism" for the next Games Weekend?

Game Preview

Games Weekend Invitation

The Kingston Games Group invites CLWG members to a Games Week 12 November 1998 - 22 November 1998 at Tewkesbury in Gloucestershire.

Attractions include:

- ten days of rabid gaming,
- evenings out in historical locations,
- golf and leisure facilities available.

Games include:

- anything and everything (limited only by what we take.)
- miniatures wargames,
- RPG's,
- trading Card games.

Cost:

- £9 a night or £85 for the full ten days.
- The deposit will be £15 (there are only 22 places so...)

If the demand is greater than we can cope with, there may be the possibility of extending the numbers by booking a second venue in Tewkesbury, but again I will need to know soon.

Contact:

Adrian Peacock

Dear CLWGs,

Although the price has gone up (see the last issue) the next meeting (Sunday 5 July) will be at the Bedford Park pub; although a search is under way for a more salubrious venue for our money. More news on that presently. See you soon.

John Rutherford

PREVIEW OF GAME

I hope to run on the 5th July a short Eighteenth Century military-political Role-Play Committee Game based on a British expedition in support of the German Emperor against the Spaniards in the Med; and following from that an episode from The Colonels Campaign. Bring your toy soldiers please!

John Rutherford

Excerpts from the Instructions for our Trusty and Well-Beloved Sir George Crosby Knight and Baronet, whom we have appointed to command our Fleet now going to the Mediterranean. Given at our Court at Kensington this - Day of -, 174-.

Whereas the Crown of Great Britain by the several treaties made at U--- the 14th day of March 17- with the Emperor and the late most Christian King, became obliged to see an exact observation of the armistice and neutrality, then established in Italy, and was guarantee for the full performance of the stipulations at that time solemnly agreed to on that head: and whereas by a treaty made between us and our good brother the Emperor of Germany at Westminster, the 25th day of May 17--, we stand engaged to assist, maintain and defend him in the possession of all the kingdoms, provinces and rights, which he then actually enjoyed in Europe; and whereas the Catholic King [of Spain] hath, in an hostile manner, invaded the territories belonging to the said Emperor, and by Force of Arms hath taken from him the island and Kingdom of Sardinia,

and is still making great and warlike preparations for carrying on his designs further against the other dominions belonging to his Imperial Majesty in Italy [viz. Sicily and Naples] and upon the lands of the Duke of Savoy, contrary to the tenor of the aforesaid treaties.....

We have thought it fit and necessary for the purposes aforesaid, and for the welfare of Europe in general, to send a strong fleet of our Ships of War with a strong Force of Foot in the manner of Marines into the Mediterranean under your command.

You are therefore, upon the receipt of these our instructions, forthwith to proceed to the Mediterranean. The Fleet under your Command will be two Ship of the Second Rate, eleven of the Third Rate and nine of the Fourth Rate, with divers supporting vessels, a hospital ship and a Store-ship, as detail'd in your letter to Vice-Admiral Devonshire and Rear-Admiral Seaton of the - of - 174-, a portion of said Fleet with Vice-Admiral Devonshire to join with you at Gibraltar.

And you shall immediately give notice to the Catholic King that you are instructed in our name to promote all measures, that may best contribute to the composing of differences that are arisen between him and the Emperor.

And as a suspension of arms, and a forbearance of all acts of hostility on each side in those parts, is absolutely necessary you are to make instances with both parties to cease from using any further Acts of Hostility. But in case the Spaniards do still insist with their Ships of War and Forces to attack the Kingdom of Naples, or other the territories of the Emperor in Italy, or to land in any part of Italy you are with all your power, to hinder and obstruct the same. But, if it should so happen the Spaniards should already have landed any troops in Sicily or Italy to invade the Emperor's territories,

you shall, by intercepting their Ships or Convoy, or if it be necessary, by openly opposing them, defend the Emperor's territories from any further attempts.

And whereas we have thought it for our service to send some Regiments of our Forces with our Fleet under your command, you are to take on board such Battalions as are assembled by our esteemed Generals Howland and Casey, in order to employ the same in such manner and according to such instructions as you receive from us.

G. R.

Post Scriptum . Admiral Crosby is well advised that the Spaniards have assembled a mighty Fleet at Barcelona and have refused to guarantee the neutrality of any part of Italy. The Emperor's Forces are heavily engaged against the Turk in Hungary.

[N.B. Colonels of Regiments are advised that if they wish their Brave Boys to have the chance of Honour with Admiral Crosby's Expedition, they must be present at the Chestnut Meeting Sunday 5th July 1998.]

Game Reports

WHAT YOU MISSED AT THE JUNE MEETING

Brian Cameron

The first session was Mukul's Trireme session. This was really a discussion about approaches to how to game naval actions between triremes as a sort of follow on from a session Peter Howland did a while back (which

means I can't remember when and I'm feeling too lazy to look it up).

Much of the discussion centred around what the fighting was actually like and how to model it, either by an approach based on a grid (which could make the manoeuvring more predictable) or a more freeform approach (which has the difficulties of accurately plotting positions).

Much to the relief of John Rutherford's son Adam we got around to trying out one of Mukul's possible systems. The main problem encountered was, funnily enough, one which normally crops up in WWI/WWII dogfight games, that of following another ship when you were behind him. I'm not really sure that we came to a resolution on this one.

In all an interesting and thought provoking session which deserves a follow up but I think such actions do need a campaign context.

The rest of the day was filled with yet another try-out of the King for Bohemia campaign system. At last I thought this worked successfully and then general opinion was the it captured the feel of the period. I've still got a few wrinkles to sort out in the battle system but nothing major. Thinking about it afterwards, I think I've also sorted out the last bit of the supply side of the game. Thanks to all those who've helped sort this out, particularly those who have been at most of the sessions. I've also sent Nick a revised version of the rules as they appeared last time, but it may be too repetitive (or late) for inclusion.

Attendance was only six but it was one of the few really nice days we've had recently, and in all honesty I'd have been tempted to be out in the sunshine if I hadn't been putting a session on.

Lego Triremes, not really Onside Report

Mukul Patel

At the 1997 conference we had an excellent talk by Peter Howland about the Athenian trireme. This session started to touch upon designing a game, but lack of time stopped us. This game is born of that session. It seemed to me after that session that a game about Athenian trireme warfare is about movement. Peter Howland also supplied me with some very handy info on trireme warfare as follows,

1. SPEED AHEAD----The maximum speed of triremes, in a straight line, was about 10 knots (which is about 18.5 km / hour, or 310 metres / minute, or 5 metres per second). This would be for a "fast" boat; with good crew, clean and dry hull, etc., etc. Average boats would only be able to reach say 7 or 8 knots. A trireme might be able to sprint at its maximum speed for a minute or so, but its normal ("cruising") speed might be 3/4 of its max, say 8 knots for a fast boat, and 6 knots for an average trireme.
2. SPEED ASTERN----Maximum speed going astern was about 4 knots.
3. ACCELERATION----An experienced crew would be able to reach maximum speed from rest in about 1 minute. The boat would also be able to come to rest in 1 minute by using the oars.
4. TURNING CIRCLES----The evidence from the replica shows that at a speed of 4 knots the turning circle diameter is about 85 metres. At full speed it would be above 100 metres in diameter. It is possible for a trireme to turn on the spot - by the oars on one side rowing ahead while those opposite go astern - at the rate of turning a full circle in about 2 minutes. Note that a trireme would lose speed while making a large turn (say more than 90 degrees) since the oarsmen are no longer all rowing ahead.

5. **RAMMING SPEEDS**---To penetrate and hole a trireme, the speed needed to be 3 or 4 knots when striking between the bow and beam, but with a reasonable chance that the attacker's ram would be sheared off or damaged. If the attacker struck the target's quarter whilst it was moving away, then the speed required to hole would need to be much higher, say 6 or 8 knots. However in this case there would be little if any chance that the attacker's ram was damaged.

6. **DIMENSIONS**---The dimensions of the trireme were approximately: Overall Length 37 metres; Maximum Beam 5.5 metres; Beam from oar tip to oar tip about 12 metres.

Aims of the Game I wanted a game in which players controlled individual boats, and not huge fleets. I wanted to get away from the ballet type manoeuvring of the 30 year old Ed Smith trireme rules. If possible I wanted a free form movement system, though I felt that a hex based movement system would be easier. I wanted to use Peters information based on practical and historical evidence to a realistic and not abstract or fudged data.

A problem with free form movement systems I have found is that it is hard to measure distances when using small movement rates. The difference say between measuring one cm and two cms is not a lot. For this reason I wanted to use very large model models about 18 inches by 6 inches. This is quite doable using cardboard models and using the floor of Riggindale Church Hall as our playing surface.

Designing it and preparation. So at 3 am on the Saturday 30th I started writing some rules. These were pretty crude and no combat tables but mainly concerned about movement. I also did some movement rules for a hex based game as well. Due to problems of restricted time I could not get my large cardboard models done so I went along to the meeting with some crude rules background info from Peter and a wind and prayer.

The Session. Well after a fair amount of discussion about the aims of the game and the dubious practicalities of a free form movement system and the improvising of a crude but effective orders system we had a go at a small scale using small model trireme models. This playtest showed two problems. That it was very hard for triremes to ram other than by accident get a ram That its hard to get a nice neat system to simulate the advantage that a boat chasing another from the rear would have, "a tailing rule"..

Conclusion Don't write rules at 3 am on the day of your session. Free form movement systems are hard to write so that they are easily playable. I need a decent "tailing" rule. I still want to have another go at this game. Thanks to those who took part in the session, Brian Cameron, John Rutherford, Jonathan Pickles Arthur Harman and Ensign Adam (JRs son)

THE MEXICAN DREAM

Land Freedom

Democracy Land and the Mexican way Offside Review

Mukul Patel

Mr. Rutherford's nice book review of Yoweri Museveni got me thinking a bit. In Mr. Pickles excellent B3 - Mexico 1913 game, after the constitutional conference and the jobs started to get dished out, Dave Barnsdale became governor of Coahuila province. Dave's briefing was very for political freedom. He thus tried to institute a really radical election system a proportional representation form of state elections. I thought this crazy. PR in this situation would be too complicated and hard to understand by the mass population. PR I thought would not guarantee the safety of the revolution and protect

from the rise of new dictators like the recently deposed Diaz. Indeed it would only encourage the counter revolutionaries to come out of the woodwork.

I thought the best way to protect political freedoms is to have politicians who truly care for the people. As governor of the other province in the game, Chihuahua. My briefing was for radical land reform. I think radical land reform would measure would have safeguarded democracy more so than creating a PR system of elections. My reasoning is that by giving land and guns to the people will politicise the peasants, and also ensure their loyalty towards me.. By giving them responsibilities it would make them care for their land and make it hard for others to remove it from them. Of course the guns would only be given to some of the peasants, those who fought in my army. So I don't think banditry would be to big a problem and indeed could be manipulated to put pressure on the Gringo Big Business.

Big business might try and take away their land but land ownership laws could be drawn up to make this difficult but not impossible. A strong reactionary central government might try and take away their land in a counterrevolution but I think they would find it virtually impossible to do this force and would only be able to do it by economic means.

The people of Chihuahua province would become radical revolutionaries but gun toting small c conservative landowners. Difficulties would start to occur though in that the tax revenues from peasant farms would not be sufficient to institute much needed agricultural industrial, educational, medical; and industrial progress. At this point who knows what might happen.

Driving Dixie Down

Onside Report

Peter Howland

Driving Dixie Down is version 2 of my army level ACW rules and this was its first outing at CLWG. (Version 1, 'Gone With The Wind', was last seen at the 1996 CLWG Games Weekend, when it was run head-to-head with 'Fire & Fury'.) In this game I used the Second Battle of Bull Run orders of battle, but the terrain was made up on the day. So, as John Rutherford noted last month, the Confederate generals were meant to be 'superior' to the Federal.

Both John and Dave Barnsdale made comments on the command and control rules, which confirm that they work much as I wish them to do. The 'useless git' commanding John's left corps was Major-General Franz Sigel, and that is an apt assessment of his historical abilities. However, even he may be too useless under the rules, so I am going to try increasing the minimum Skill level for commanders from 1 to 2. (This won't mean much to those without a copy of DDD; so if you want one let me know.)

As John stated, there is no extra Damage inflicted on units manoeuvring, as opposed to standing still, 'under fire', i.e. Artillery Bombardment (the rules allow no movement when in Close Combat, i.e. under small-arms fire). Well, I don't think that horse-and-musket artillery is very effective beyond canister range, and I've resisted the idea of increasing its effect for moving units - it would be an extra rule to remember. The Damage inflicted by the bombardment should be enough; as the game showed, it isn't at present anyway, so I shall be increasing it for all targets. But I'll bear the comment in mind.

John also bemoaned the difficulty in moving his two corps forward: 3 miles in 5 hours. This is certainly slow, but is it unrealistic? The ACW infantry rate of march was some 3 miles per hour, but it is hardly possible for lines

of battle to cover 3 miles in an hour. The terrain would slow movement in comparison with the parade ground, and much time would be lost dressing the ranks to prevent them falling into disorder. But the main cause of delay was that advancing in the face of the enemy is not just a stroll in the country. The Union corps at 2nd Bull Run were typically 10,000 infantry with about 40 guns, which takes time to organise and align before movement. Most ACW corps commanders were cautious men, and unless the C-in-C was breathing down their neck (and few of them did), they spent a long time moving from A to B. Clausewitz called this 'friction in war', and, in 'On Killing', Dave Grossman mentions the reluctance of commanders to commit their forces to action in which many will be killed or injured (the editor may have kindly printed my review of it elsewhere in this issue).

Procrastination is so much safer and easier. So, I am not unhappy with the Union's slow advance; there are worse, real examples. The whole purpose of the command and control rules is to produce these difficulties, and, as Dave stated, players have to work round them.

I must say that I was pleased to receive the comments of the players on the day, and read the offside reports. The feedback has been useful in highlighting areas that need consideration. Thank you, gentlemen. Incidentally, I had added some provisional cavalry rules to DDD and we had one mounted combat in the game. So the games weekend theme had a good effect, although much more work is needed on them.



"You heard me, Simmons! ... You get that cursed bugle fixed!"

In A Foul Country Onside Report

Nick Luft

This game was inspired by reading a passage in John Gillingham's book *"The Wars of the Roses: Peace and Conflict in Fifteenth Century England"*. Most of one of the chapter's relied on a contemporary account of Edward IV's campaign to recover his Crown, in 1471, known as the *"Historie of the Arrivall of Edward IV"*. This is probably one of the best contemporary accounts I have come across of a medieval campaign.

Part of the account gave details of the problems encountered during a march, pointing out the differences between marching across open sheep downland, near Cheltenham and *"in a foul country, all in lanes and stony ways, betwixt woods, without any good refreshing"*. Before that the account talked of how the "harbingers" - as in harbingers of doom - men who preceded any army to find lodgings and victuals for their Lords and masters, were chased out of Chipping Sodbury by the advanced elements of Margaret of Anjou's army. The Arrivall also mentions the use of scouts and fast columns to act as feints. All rather organised for a Medieval host.

I wrote some rules that took into account march distances, route conditions, and camp sites and how the tired the troops were after their exertions. I grabbed a handful of OS maps that covered the south of England, a small scale map of England and wrote some very simple rules for combat. I also wrote a short quiz on English geography - this kept the players busy whilst I was setting up and enabled me to allocate roles based on the quiz results. The idea being that the one with the best knowledge of geography would be best playing Edward IV, an experienced warrior.

I was intending to run the game for about three people whilst I ran the opposition. My intention was to play Margaret of Anjou's army historically and see how Edward IV and his advisers reacted. On the day I got too many players so after manoeuvring Margaret's army to a historical position I relinquished control to three players and ran it as a back-to-back map game - ably assisted as yokel umpires John Rutherford and Dave Barnsdale.

A key principle of the game was that no player was to see a map - unless they stated they were actually scouting ahead - if they did this I allowed them to visit the OS maps spread over the hall floor. This was done on several occasions to reconnoitre potential battle-sites. The rest of the manoeuvring was carried out without the aid of maps, but from players knowledge of geography and what local knowledge they could discern from the "yokel" liaison umpires. A time for lots of best Mummerset accents.

Narrative of the Game

Jon Casey, playing Edward IV, reacted with the news of the landing of Margaret at Anjou by calling out the shire levies. He then sent off one of most able Lords, the trustworthy Andy Reeve, to gather the local Wiltshire, and Hampshire levies at Winchester. Thus was all done to plan - securing

the immediate route to London and securing London itself. Meanwhile Margaret went west from Weymouth to Exeter and then onto Bristol, with the plan of sending flying columns out the east to confuse the King - this was the historical plan.

Edward reacted to the movement to Bristol and gave chase after picking up Andy Reeve from Winchester. Somehow the dastardly Earl of Essex (Margaret's most trusty military advisor), Dave Boundy, gave the King the slip and managed to go back to London down the Thames valley route, heading past Swindon and onto Reading, this after receiving a civic reception in Bristol from the Mayor. Edward attempted to make extra headway with forced marches and on a couple of occasions the two armies squared off whilst the heralds attempted to negotiate a mutually agreeable battlefield. At last, a battle was fought near Newbury (I think), in which the outcome was not decisive.

Lessons

I was not impressed by my marching rules. I thought the game quickly became yet-another-back-to-back game. At least I got the players to consider their troops conditions which hopefully had some effect on the march and counter march.

I think the rules could be simplified as they had some impact on the battle but not so much to warrant all the attention they needed to administer. John Rutherford thought the rules were too black and white, with a few extra kilometres travelled the difference between a large minus and a small minus. Perhaps a die roll could make this more fuzzy.

It has struck me since that fatigue is a very difficult process to model. Troops at the start of the day start out fresh and then become fatigued according to the distance marched, the weather, road conditions, terrain and state of their morale. So at the end of the day they are exhausted but after a nights rest will usually recover to be almost fully fresh as they were at the

start. I suppose the daily fatigue situation can be drawn like a radio wave but gradually degrading throughout the campaign.

One thing to note is that the combat rules have to be linked to the fatigue levels to reflect the loss of morale that fatigue can create and to reflect the straggler factor that will loose men from the army.

Washington Conference Offside Report

Peter Howland

Dave Boundy ran this game of the 1920s naval strength limitations conference. If I remember aright, 9 players represented the 5 major naval powers: France, Italy, Japan, UK and USA, plus a German observer. The conference game started and finished with a plenary sessions, with bilateral meetings between. It worked well enough, and generated a good atmosphere, but we did not reach any definite conclusions.

Even though I am interested in naval history and have some knowledge of the Washington Conference, I found it difficult to get to grips with the esoteric, not to say 'battleship spotter', level of detail required. I would have liked more guidance in the briefings, but it would be too easy to swamp the players with information: this game is not as simple to design as it might appear. Dave mentioned that he might continue to develop the game for future use. Well, I hope so since I think the topic is evocative of the world of 75 years ago.

Features

Wellington

Jon Casey

I hesitate to intervene in a debate about events in a period about which I would not claim any special depth of knowledge, especially as I have not yet had the opportunity to read Peter Hofschroer's book [reviewed by Arthur Harman in MilMud 9/6]. But I did feel that the editor's comments about conspiracy theorists were unduly dismissive of what appears to be the thrust of Hofschroer's argument. I too tend to be sceptical about conspiracy theories (after 29 years in government service I've seen far more evidence of cock-ups than of successful conspiracies [1]), but it does not seem to me that Hofschroer's thesis (judging by the summary in MilMud 9/5) really comes into the category of "conspiracy" theory at all; simply an alternative interpretation of Wellington's actions, state of knowledge and motives during the crucial period leading up to the Battle of Waterloo. As such, I agree with Arthur that it makes a case which deserves serious consideration.

I cannot comment on the detail of Hofschroer's assertions in regard to the specific assurances which Wellington may or may not have given to the Prussians, or the timings of his orders to concentrate his forces, nor without having read his book would I wish to jump to any conclusion about how convincingly he has made his case. As Arthur's review demonstrates, one would need to do a considerable amount of research and test both the authenticity and value of a wide variety of sources to reach any firm conclusion. But I would like to pursue some more general thoughts about the light Hofschroer's thesis, and the hostile reaction in Mallinson's review cited by Arthur, cast on our

attitudes to historical "heroes" such as Wellington and our interpretation of their actions.

Arthur is of course right to point out that "every age tends to reinterpret history in its own terms" and that Hofschoer's book reflects an era of disillusion with, and distrust of, public figures. Equally, the works of Victorian historians reflected that era's values and tended to paint historical figures in black and white, as either heroes or villains. If some aspects of a hero's character or behaviour were at odds with the moral example the historian wished his audience to draw, then those aspects would be conveniently suppressed. Since a military hero like Wellington had to be seen to be not only a skilful commander but also an honourable man, and deliberately deceiving an ally would smack of dishonesty and dishonour, then the question of whether Wellington knowingly gave false assurances to the Prussians would hardly be seen as a fit subject for investigation. Mallinson's emotive description of Hofschoer's book as "offensive" suggests that such attitudes have a surprising persistence even in an age where we are used to the debunking of historical reputations.

But does Hofschoer's thesis in fact damage Wellington's reputation as a commander, and is it inconsistent with what else we know about him? An over-nice sense of "honour" is rarely an asset in a military commander, since it can often conflict with the commander's prime responsibility to achieve victory at minimum cost, and as Norman Dixon pointed out in "On the Psychology of Military Incompetence" an inflexible code of honour can lead on occasions to "behaviour that is so irrational as to border on the absurd" [2]. Such rigid adherence to codes of honour is often the mark of an insecure personality, limited imagination and fear of taking personal responsibility for one's actions, none of which we would normally associate with the Iron Duke. That is not to say that Wellington did not have a personal sense of honour - merely that he seems

to have displayed, in Dixon's terms, a strong "achievement motivation", and the ability to focus on the task in hand without being distracted by irrelevant considerations.

Too many traditional, secondary accounts of the Waterloo campaign deal only with the military events in isolation, and seem to regard the sole issue confronting Wellington as the need to defeat Napoleon's *Armee du Nord*. But the relations between Wellington and his Allies, particularly the Prussians cannot be properly understood if taken out of context in this way [3], and I find it inconceivable that Wellington, having spent the last six months or so as Britain's plenipotentiary at the Congress of Vienna, could have suddenly switched into "simple soldier" mode on taking up his command in the Netherlands. While the immediate task may have been the military defeat of Napoleon, the manner and means of achieving that defeat were also vital considerations if the work in Vienna of Wellington and his predecessor Castlereagh were not to be undone; a swift victory would be necessary for a number of political reasons, including the need to preserve the new kingdom of the United Netherlands, the desire to limit the extent of Russian influence, and doubts about domestic support for subsidising a further prolonged continental war. All of this political pressure must have added weight to the military reasons for seeking to ensure that the Prussians stood and fought at Ligny.

In avoiding the issue of whether Wellington knowingly deceived (or attempted to deceive) the Prussians in order to achieve this objective, some historians have simply glossed over the question of what his true state of knowledge may have been when giving his various assurances (eg in Elizabeth Longford's "Wellington: The Years of the Sword" she merely says apropos of the 10.30 am Frasnes memorandum "An hour or so later he realised that his memorandum had been guilty of wildly optimistic predictions. His reinforcements would reach him

nothing like so soon." Why did he realise this so belatedly?) The picture which emerges from this kind of traditional account is of a grossly incompetent general, who not only was unaware of the enemy's movements but also of the positions of his own units and the rate at which they could move. This seems so very much at odds with the meticulous planner of the Peninsular War days that it seems too simplistic an interpretation of events, even if one concedes that the political pressures of the Alliance and the size of the "stakes" in the Waterloo campaign may have affected the Duke's performance. On the other hand, that Wellington was capable of forming complex secret plans and rigidly applying the "need to know" principle is borne out by the events before the retreat to Torres Vedras; it seems not inconceivable that he would have pursued the British national interest quite ruthlessly and told his Prussian allies only what he needed to in order to influence them into conforming to the needs of his own plans.

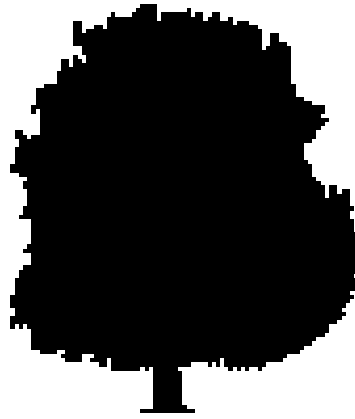
Perhaps one should leave the final word to Wellington himself: "The Battle of Waterloo is undoubtedly one of the most interesting events of modern times, but the Duke entertains no hopes of ever seeing an account of all its details which shall be true".

[1] But if the conspiracy theorists are right, I would say that, wouldn't I?

[2] A classic example from a period with which I am more familiar is Major-General Aitken's decision to allow Captain Cauldfield RN to give the German governor at Tanga formal notice of the termination of the local truce on 2 November 1914 some 15 hours before the landings began, which gave von Lettow-Vorbeck the opportunity to move reinforcements to Tanga by rail and contributed to the defeat of the invasion and the loss of some 800 British and Indian casualties.

[3] For an account which places the Waterloo campaign into its political context, I recommend Gregor Dallas's

"1815: The Roads to Waterloo"
[Richard Cohen Books, London, 1996]



Poetry Corner

John Rutherford

The War Poets have been mentioned at a few CLWG meetings recently and I thought I would ask for a favourite poem of mine to be put in MilMud.

I find this poem of Owen's very moving. For me the sense of pathos and horror is heightened by the poet's technical skill with language, and the inclusion of many vivid details.

The Sentry

We'd found an old Boche dug-out, and he knew,
And gave us hell, for shell on frantic shell
Hammered on top, but never quite burst through.
Rain, guttering down in waterfalls of slime
Kept slush waist-high that, rising hour by hour,
Choked up the steps too thick with clay to climb.
What murk of air remained stank old, and sour
With fumes of whizz-bangs, and the smell of men
Who'd lived there years, and left their curse in the den,
If not their corpses....

There we herded from
the blast

Of whizz-bangs, but one found our door at last,
 Buffeting eyes and breath, snuffing the candles.
 And thud! flump! thud! down the steep steps came
 thumping
 And splashing in the flood, deluging muck-
 The sentry's body; then, his rifle, handles
 Of old Boche bombs, and mud in ruck on ruck.
 We dredged him up, for killed, until he whined
 "O sir, my eyes - I'm blind - I'm blind, I'm blind!"
 Coaxing, I held a flame against his lids
 And said if he could see the least blurred light
 He was not blind; in time he'd get all right.
 "I can't," he sobbed. Eyeballs, huge-bulged like squids',
 Watch my dreams still; but I forgot him there
 In posting next for duty, and sending a scout
 To beg a stretcher somewhere, and floundering about
 To other posts under the shrieking air.

 Those other wretches, how they bled and spewed,
 And one who would have drowned himself for good, -
 I try not to remember these things now.
 Let dread hark back for one word only: how
 Half-listening to that sentry's moans and jumps,
 And the wild chattering of his broken teeth,
 Renewed most horribly whenever crumps
 Pummelled the roof and slogged the air beneath -
 Through the dense din, I say, we heard him shout
 "I see your lights!" But ours had long died out.

Wilfred Owen 1893-1918

I suppose I first got interested in the First World War through the war poets in my O Level English Literature. I remember trying to understand this over-powering sense of dread and fear yet still staying in those muddy holes. Now that I have read more on the war and its conditions I see that they are representing one view of the war - a refrain that is over emphasised by people who know only of the war via the writings of the poets. Like the art critic on Radio 4 who did not understand the difference between casualty and killed in action - "60,000 dead in one day".

I recently went to a play the featured the relationship between Wilfred Owen and Siegfried Sasson. I forget the title of the play. In it the struggle and the pity of the two poets was centred on the fear of their own death, desperation at the futility of the war and the mental scars of war they still bore. What should not be forgotten is that these poets had fought and fought well. They had become good soldiers, they had believed in the war and continued to fight for a mixture of reasons. I sometimes feel their poetry came out of those dim days of 1917 when the war seemed endless and war weariness was pervasive. We hear less of the early war poets who wrote valedictory poems about the war. One of my favourite books on the Great War is "Fifty Amazing Stories of the Great War" - it is a bit "Boys Own" and I would imagine boys would read such tomes with excitement during the war, like all boys do. The problem with that assumption was that it was published in 1936. I thought in the late 30's everyone was worried about the next war ("the bomber always gets through") and hated the last war.

I suspect that the history of popular culture is written by "luvvies" who do not want to look at the popular in society to see what is going on. One of my literary heroes, George Orwell, wrote an essay on the Penny Dreadfuls, which he alleged showed more about society than all the rich writings of the art world. I think that the war poets have been overplayed by these literary luvvies distorting the popular view of the war.

Rant over!

Reviews

'On Killing: The Psychological Cost

of Learning to Kill in War and Society,'

GROSSMAN, Lt. Col. Dave, NEW YORK: Little, Brown and Company. 1995

\$14.95 (paperback), ISBN 0-316-33011-6.

Peter Howland

Dave Grossman has been an American soldier for over 20 years; starting in the ranks of the 82nd Airborne Division, he progressed to company commander and general staff officer, and is now Professor of Military Science at Arkansas State University. Along the way he qualified as a historian and a psychologist.

Lt. Col. Grossman has made an extensive study of the psychology of killing, following in the footsteps of S. L. A. Marshall, and, as he acknowledges, in the same vein as Paddy Griffith, Richard Holmes and John Keegan. In 1993, whilst he was taking a course at the Army Staff College, Camberley, Paddy Griffith invited Dave Grossman to the Wargames Development COW, at Knuston. There he lectured the attendees on 'The Price and Process of Killing in Combat'; it was undoubtedly the most instructive talk I have ever heard on a military subject (pace those readers whose discussions I have also attended). 'On Killing' is the resulting magnum opus, and I still found it a revelation.

In Marshall's 'Men Against Fire' (based on interviews with G.I.s during WW2), he tells us that only 15 to 20 per cent of US soldiers that had been in close combat, engaged the enemy with their weapons. The remainder carried out other tasks, such as running messages, providing ammunition, tending the wounded, and spotting targets. "At the vital point", Marshall says, the soldier "becomes a conscientious objector."

Dave Grossman has interviewed many combat veterans, particularly from the Vietnam War, as the basis for 'On Killing'. In it, he describes the factors that enable or inhibit one human being from killing another. He concludes that there is a strong, natural reluctance to kill, but this can be overcome by conditioning during military training. He tells us that in Vietnam and in the Falklands that 90 to 95 per cent of the US and British soldiers used their personal weapons against their respective enemies. The Vietnamese and Argentinean troops had received training to the WW2 standard and were at the 15 to 20 per cent level.

I selected the above snippet as being of particular interest to wargamers, but there is far more in 'On Killing' than just that. It is a remarkable work, and the only book that I have no hesitation in recommending to all wargamers. If any of you consider acquiring a copy, I don't think there is a UK edition. I obtained mine from Amazon the internet bookseller.



CYBER BOOKSHOPS

Peter Howland

Back in 1994 and '95 I wrote some articles for Mil Mud reviewing bookshops, and other members contributed too. Well I still make use

of most of those I described, but since joining the internet I have recently bought books from web-sites. So I thought I would comment on the three suppliers who have received my custom. Now, I appreciate that this will not be of any direct use to members who are not on the internet, and trust that they will humour me. After all, I don't suppose for a moment that more than a handful of members bothered to visit any of the bookshops I reviewed, whilst it could be easily arranged for an on-line member to contact a cyber-bookseller on someone else's behalf. (So twist my arm and I suppose I will!)

I have only looked at the three web-sites described below, so I don't claim much expertise on the subject, and don't know how typical they are. Hence I would appreciate reading of other members' experiences in Mil Mud. The aspects of the booksellers' service that seem important to me are as follows:-

- (1) How easy is it to search the web-site for a specific title, or a topic?
 - (2) How good is the description of each title?
 - (3) How easy is it to order a book?
 - (4) What methods of payment are available, and how secure are they?
 - (5) How quickly is the book despatched, and what information is provided on its progress?
-

1. AMAZON
 URL =
<http://www.amazon.com/>

Amazon is an exclusively on-line bookseller; that is it does not have, and never did, a shop. This apparently unique arrangement is so interesting that I have learnt, from TV and radio, that it is based in Seattle, Washington state, stocks 2.5 million books, and has made its owner very rich. Well, you can see why, its a very slick operation.

I found it easy to find a specific title on the web-site catalogue: it will

search by title, author, ISBN, publisher etc. It will also search for a subject either from the predetermined list (e.g. 'History', then subdivided by continent, and then by country) or by key words (e.g. 'civil war cavalry' gives 51 titles as I write). The problem with any bookseller that cannot let you handle the stock is how do you decide whether you want to buy? Well, Amazon reproduce some of the bookcovers and - despite the saying - I reject many books by their appearance alone. Amazon also frequently print the publisher's blurb and reviews of titles, and also allow you to e-mail comments for publication on the web-site. All of this is good but not perfect.

I found ordering books simple so it must be fairly idiot proof. Amazon use a 'secure server' for credit card payment, and I used it with only a few qualms. The prices of books selected, postage and the despatch date are displayed before orders are placed. You then get a confirmation by e-mail of an order and another when the books are despatched. It is also possible to e-mail queries on the progress of the order. I can't fault this.

[The major criticism I have of Amazon is that they only take the big selling titles. They are cheap (sometimes their dollar price is less than the sterling price!), they are easy to use and they ship well (so long as you pay for airmail) - but don't expect to get an obscure text from them - ed]

2. Blackwells On-line Bookshop
 URL =
<http://bookshop.blackwell.co.uk/>

Having used Amazon, I looked for a British on-line bookshop and found Blackwells. Blackwells have 78 shops, according to their web-site, predominantly for the university market. The web-site catalogue search system is similar to Amazon's in principle but not as comprehensive nor as idiot proof, so you have to do more

work to find what you want. The publisher's blurb is also displayed for a few titles, but otherwise you are obviously expected to know what you want. On the other hand Blackwells provide a 'secure server' and thus ordering is reasonably straightforward. Like Amazon, they tell you prices and postage and also e-mail confirmation.

[I agree that Blackwell's is not as easy to use as Amazon. They're advantage is that they have a very comprehensive range of books - unlike Amazon. I have heard that they attempt to stock a copy of every in-print academic book. I have visited their bookshop in Oxford - bliss - they even have a second hand book section - and the size of it has to be seen to be appreciated. Another advantage is that when they say a book is in stock, they mean exactly that, it is sitting on a shelf in Oxford. If you order a book in stock it is posted first class that day or the day after and they take phone queries and orders too - ed.]

3. Morningside Bookshop
URL =
<http://www.morningsidebooks.com/>

Morningside are not in the same league as Amazon and Blackwells. They are a specialist ACW book supplier and happen to put their book catalogue on a web-site. The only means of searching the list is alphabetically by author, but since it only contains some hundreds of titles it is possible to scan through it to try to find what you want. The catalogue does however give a reliable description of the content of each book. Morningside provide no secure means of ordering over the internet, so use 'phone, fax or post. The benefit from patronising such specialists is of

course that they sell a far more complete range of titles on their chosen subject than any general bookseller; it is just less convenient to buy from them.

Well, those are my comments on buying from booksellers on the internet. Amazon is by far the best of the three, but no doubt others will appear to challenge them in time. I would be interested to read of other members' experiences so lets have them, please.

I have discovered the Blue List of Military bookshops on the web and also an on-line searchable database titles held by some military bookshops. Which is a useful tool, for finding availability of titles and also the range of prices charged for the same title!! The references to the above can be found on my web site:

http://ourworld.compuserve.com/Homepages/Nick_Luft/links.htm

Another feature of some specialist shops is that they are e-mailing their catalogues to buyers. I receive two via e-mail and will gladly give there addresses to the e-mailed enabled.

On a futuristic note all this can only get more organised. As booksellers are finding the joys of bibliographic databases and now the internet soon they will all have to get wired or loose out. The main purchases via the Internet at the moment are computer software & hardware, music CD's, air-travel tickets, and books. Whether this will be better for the customer or worse I cannot predict. But times they are a changing.

Date	Venue	Game	Author	Blurb
Jul Sun 5th	Bedford Park.	<ul style="list-style-type: none"> The Colonels Campaign 	<ul style="list-style-type: none"> John R 	<ul style="list-style-type: none"> Time to get back into uniform!
Megagam e July 11th	Eardley School	<ul style="list-style-type: none"> Congress of Vienna 	<ul style="list-style-type: none"> Brian Cameron 	<ul style="list-style-type: none"> A game of negotiations at the end of the Napoleonic wars.
Aug Sun 2nd	Richmond Park	<ul style="list-style-type: none"> CLWG Annual Picnic. 	<ul style="list-style-type: none"> Nick Luft. 	<ul style="list-style-type: none"> TBA (Watch this space)
Sep Sat 5th	Riggindale	<ul style="list-style-type: none"> The Lion Comes Home 	<ul style="list-style-type: none"> James Kemp 	<ul style="list-style-type: none">
Megagam e Sept 19th	Eardley School	<ul style="list-style-type: none"> A King for Bohemia 	<ul style="list-style-type: none"> Brian Cameron 	<ul style="list-style-type: none"> 30 years war time.
Oct 2nd - 4th	Eardley?	<ul style="list-style-type: none"> Conference: Sci-Fi Tanks from Jerry 		
Megagam e Oct 17th	Eardley School	<ul style="list-style-type: none"> Spanish Ulcer II 	<ul style="list-style-type: none"> Bernie Ganley 	<ul style="list-style-type: none"> War in the Iberian Peninsula - the re-match
Nov Sun 1st	Bedford Park	<ul style="list-style-type: none"> Saturn Star Nuclear Disarmament 	<ul style="list-style-type: none"> Mark Weston Mukul 	<ul style="list-style-type: none"> An operational WW2 game set in Russia, and a blatant ripoff - err, I mean continuing development of Mukul's critically acclaimed Clash of Titans system. Arising from a discussion on the mailer, Mukul fancied doing a "talky" nuclear game.
Megagam e Nov 14th	Eardley School	<ul style="list-style-type: none"> BERSERKER! 00101 	<ul style="list-style-type: none"> Jim Wallman 	<ul style="list-style-type: none"> Unfeasibly large weaponry!!! Death in spades!!! Evil Killer Robots!!! Excessive exclamation marks!!!
Dec Sat 19th	Riggindale	<ul style="list-style-type: none"> Xmas Quiz. 	<ul style="list-style-type: none"> Pickles and Dave Nilsson 	<ul style="list-style-type: none"> I've had some ideas. You have been warned...
The Pending Tray.		<ul style="list-style-type: none"> Flushing the Wolf Suez Battle of Britain 3 What is to be Done? B3.1 WW2 French Revolution Rasputin Must Die! 	<ul style="list-style-type: none"> Mukul Terry Dave Boundy Neil Pickles Trevor/ Mukul Brian Dave Barnsdale 	

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.)

The map

The map is structured as a number of roughly equal areas.

The Turn

Each year long turn is structured as five seasons with a time-out:

Apr/May	Raise taxes
Jun/Jul	
Harvest	In effect a time-out to permit consultation between the military and political players.
Aug/Sep	Harvest time - reset food counters.
Oct/Nov	
Dec/Mar	Winter quarters. Paying and Feeding troops should be resolved quickly leaving most of the time for consultation between military and political players.

Each turn will last one hour and each segment will be long, starting on the hour, ten past, twenty past, etc.

The sequence for each season is as follows:

- 1) Pay troops
- 2) Movement
- 3) Feeding
- 4) Resolution of any combat

Pay

1. Each season troops must be paid on the basis of 1 per 5,000 men or part of.
2. Failure to pay troops will mean that they can move but one ARREARS marker will be placed on the army counter

Feeding

1. For the purposes of feeding armies are divided into Large and Small. An army is classed as small if it has 15,000 men or less.
2. A Large consumes 2 food points each movement phase. This can be from any area(s) it moves through.
3. A small army requires 1 food point each movement phase. This can be from any area it moves through.
4. If all the food points in an area have been consumed and an army needs to have one from that area then 1 HUNGRY box is marked is placed on the army counter.
5. The consumption of food is noted by placing a FOOD marker in that area.

6. A HUNGRY marker is removed by consuming an extra food point.

Desertion

1. At the end of a season an army will lose 1,000 men for each HUNGRY marker it has.

Harvest

1. At the end of season (4) the FOOD markers are removed from an area up to Food supply value of the area. Any surplus are left.

Extortion

1. An army may extort money (1) from an area (nice town you've got here, it would be a shame to see it stormed and put to the sack, but for a small consideration...) as it passes through, provided it is only moving one area that phase. Place an EXTORTION marker and 1 FOOD marker

Loot

1. An army may stop and take one complete season to loot an area. This annuls one ARREARS marker. Place a LOOTED marker and 2 FOOD markers in the area.

Mutiny

1. Total the ARREARS markers on an army and add 1 if there are ANY Hungry markers. Roll 1d6. If the score is less than the total markers the army mutinies. It will go to the nearest undefended city and occupy it. It will accept no further orders until it has been paid its arrears. All Arrears and Hungry markers are then removed and it will accept orders again.

Movement.

1. Each season is divided into 3 movement phases.

2. In a phase an army may:

- Move 2 areas but gain 1 Fatigue marker
- Move 1 area
- Remain stationary and remove 1 Fatigue marker

Intentions will be written at the start of each movement phase. An option is to mark the "Intention to engage" box which means that an army will attempt to engage a army moving past it, thus avoiding the problem of two armies missing each other as they each move past each other as one moves from area A to area b and the other from area B to area A.

Winter Quarters

1. Troops in winter quarters are paid at half rate (round up) and require feeding at half the normal rate (round up). All food requirements for the entire season as done as one calculation. The only exception is if a fortress is being besieged during the winter when the action is resolved by movement phase.

Recruiting

1. An army must remain stationary for a movement phase to recruit. It must also be able to feed itself. Roll 1d6, score = number of men (in thousands) recruited. Marker the extra number on the army counter. Cost is 2 per 5,000 men recruited

Garrisons

Any city or fortress has a garrison. This is automatically replaced by the owing player is it has been lost in a siege, etc. It does not require paying or feeding. For the purposes of resolving sieges it has a strength of 1,000.

Combat

1d6 per 5,000 men (if less than 5,000 -1 per thousand less than 5)

Add 1 per die if Spanish Subtract 1 per die per Hungry or Fatigued marker.

Subtract 2 per die if Looting Total score

Higher score wins. Losses:

Loser: 1d6 per 5,000 men involved. Retreat to nearest friendly area.

Winner: 1d6 per 10,000 men involved. Remains in area.

ALTERNATIVE:

Loser: roll 1d6 per 10,000 involved (remainders: count 5,000 or more as 10,000) and inflict HALF total score on winner

Winner: roll 1d6 per 10,000 involved (remainders: count 5,000 or more as 10,000) and inflict total score on loser

THE FINANCIAL SYSTEM

The normal revenues of a country were usually only sufficient to support the ruler and his household, local government and a small number of troops.

A ruler had to resort to extra taxation and/or loans to finance a war.

There is really little connection between land areas and revenues raised.

Extra taxation

Assumed to be country wide.

For each 10% increase in normal revenues desired roll 1 d6. Subtract 1 for each extra 10% - the extra taxation is gained but a revolt occurs in one area if the modified score is negative.

Loans

The chart show the repayments per year for the remainder of a the game:

Size of loan	Repayment per turn
10	1
20	3
30	5
40	7
50	9

A state has a credit limit in terms of the proportion of its (normal) revenues used to repay loans - usually 50%

Effect of areas in revolt

If more than half a state's areas are in revolt the ruler must bring the war to an end.