

Military Muddling



Volume 9 Issue 8

Chestnut Lodge Wargames Group's Newsletter

August 1998

Editorial

Something in the news I don't understand. Tony Blair supports the USA's cruise missile attacks on known and active terrorists and their bases. Let's accept that as an example legitimate self-defence. Next Tony Blair announces that he does not support the use of special forces to assassinate known and active terrorists.

Am I missing something here? Surely if you can bomb terrorists you can assassinate them. Or is there some other sort of morality at work here. A bomb somehow has undirected malevolence - which is why World War 2 bomber crews can distance themselves from the victims of their area bombing - but they still kill women and children. Yet an assassins bullet is a focused killing of an individual is direct and attributable. So the intention is not at issue it is the means to implement the intent?

I also heard someone on Radio 4 comment that when they heard about the Omagh bombing their first natural reaction was to get the perpetrators and slowly torture them to death. At the time it seemed reasonable and they did not doubt that some of the

relatives of the victims still had this revenge blood-lust. He stated that he thought he could understand this "reaction" and found it hard to disapprove. So morality can be moulded to the experience of the victim.

I have heard some people state that they believe in an immutable, eternal morality - they cannot understand that what is wrong today, can be right tomorrow. All we have to do is look at the world around us and we can see differing moral systems at work.

In fact I tried to imagine Saddam Hussein's reaction to the ZipperGate affair. Saddam has shot opponents in meetings, ordered nerve gas attacks and becomes a hero in Iraq (for some of his populace).

And what does Bill do - cavort with some wannabe - and seems to get hated by one half and mistrusted by the rest. He must think we're mad.



"That dog's worrying the sheep again"

Deadline for next issue

21st September 1998

Letters

Did the bomber get turned back

Dear CLWG

Is anybody aware of a major raid that was turned back from its target by enemy action? There are no recorded instances during the Battle of Britain. Even the RAF / French in 1940 and the German night-bombers over Normandy in 1944 "got through" even though the damage they caused was minimal and their own losses very high.

Andy Grainger

Polystyrene

Dear CLWG,

I have a lot of expanded polystyrene packaging from various computer/household appliances cluttering up my garden shed. If anyone wants some for wargame scenery construction or children's artwork (William's far too young yet) and would like to collect it, e-mail me or telephone 0181-543-6892 on 27/28 August, when we return from holiday.

Arthur Harman

Heston Wargamers

Received by Jim via e-mail in response to his MM's web site...

I am a member of one of London's oldest Wargaming Clubs, Heston Wargamers, we have been around a stunning 25 years! Not as big as Reading Wargamers but more dedicated! Recently we have held several 'open evenings' to attract new

blood and I have been to several Wargames Holidays, my chosen area is ECW, British Early Colonial Wars (First & Second Ashanti wars) and to bring things up to date, The Suez Incident (skirmish), Falklands (Mnt Tumbledown) - played to historic details, I was there at the time of the battle) in 15mm and again historically correct, early Con. Forces into Basra! The club spends a great deal of time on Nap. (Andy, one of the members, won best painted army at Salute last year) and we have held many weekend 48 hour battles. Currently we are starting a late Roman/British Saxon campaign, which will go on for some weeks.

We have 10-15 real active members, the hard core, and some 30+ ad-hoc players, who, due to work can only play every once in a while. I am interested in your advertised games, please e-mail me back, or if you want ring me on 0181 408 0647 any evening after 2000hrs.

Chris Tornby

Study Day - Command & Control in British Battles

On the Sunday 20th September, *The Battlefield Trust*, is holding a study day at the University of Birmingham. The speakers include:

- Michael Orr - *C3 at Ypres 3 - in the 55th Division*
- A J Trythall - *Generals and Generalship through the ages*
- Paddy Griffith - *Thoughts on Staffwork in the 18th Century, Draughtmanship, Statistics and the First Aerial Reconnaissance*
- Andy Grainger - *HMS Invisible*, a command council game.

All for £12.50, to include refreshments and lunch! Apply to Paddy Griffith, 22 Calendar Close, Nuneaton, CV11 6LU (01203 350763).

An appeal for volunteers

Dear CLWG,

I am planning a try-out for his forthcoming French Revolution game and need a few willing guinea-pigs for public-speaking concepts at a CLWG meeting (see programme.)

You must be willing to stand up and be daft for a bit, please. No payment, only Glory. Contact Mr Rutherford by phone 0181 480 7593 or E-Mail John_Rutherford@compuserve.com.

John Rutherford

Calling all Eastern Front buffs

Hello Club,

Wow

Some of you may remember Chris Steadman. Chris is a scholar, I use that word deliberately, of the Eastern Front WW2.

He has just produced a listing of recently published books on the Eastern Front. Its frankly brilliant. If anybody is interested in this survey please ask me, and I will send you a copy of his 8 page survey.

Its got details of a host of books and Atlases of the Eastern Front. Please get in touch.

Mukul Patel

Discount Books or Not

Dear Editor

In MilMud recently, as a comment about Peter Howland's description of amazon.com, the on-line bookshop, our esteemed Editor stated,

"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]".

Well I beg to differ, having recently purchased through them a copy of Carlo D'Este's "Decision in Normandy". I have found this hard to get over here and I believe it is Out of Print in the USA. However they managed to find it within about 10 days. What they were not so good at was finding Out of Print UK only printings. I am after two books by J.J. How. They offered me "Normandy: the British Breakout" for an astonishing \$180 and the other they could not find at all. In the UK the former is advertised on the Internet for £39. (Which is still too much for my current budget). So my recommendation is to at least try amazon's Out of Print service, just don't rely on it.

Simon Cornelius

I still stand by my statement. Carlo D'Este's book is a top selling military title. Try ordering an in-print but small selling title - they do not stock them. They work by only stocking the top selling titles and ignoring the rest of the catalogue, leaving only the low-selling = low profit sales to the regular bookshops.

The same thing has happened with the abolishment of the Net Book Agreement. You can get large discounts of upto 40% -but only on the blockbuster sellers. The rest of the market cannot discount like that and look expensive by comparison.

This has also lead to the selling of low volume books via direct selling only. I wanted a book on Dragonflies after seeing a leaflet in a magazine. I asked my local bookshop who said that I could get it cheaper via direct ordering. I was intrigued and asked why they were not attempting to keep my trade and they said that publishers of these books do not

discount to stores –or have a very small discount for low volume orders – the sort of discount that only you or I are interested in.

In a recent book I bought * – the author was rather disparaging about the retail side of the business. He gave some figures of for the discount publishers give to retailers.

- Local Bookshop single copy = 25%
- *ditto* for multiple copies (no sale or return) = 30 – 35%
- Large chain with a sale or return arrangement = 45%

What risk does the large chain run for its percentage –if the book don't sell it returns it, if it sells it grabs nearly half the price.

Whilst I am talking about profitability – *Amazon.com* have yet to make a decent profit – they posted losses \$21.2 million in the second quarter, but their stock is soaring, at \$129.375 a share! They have a several \$100 million turnover per annum and keep their costs low by using the internet, selective stocking of titles etc. – but their volumes are not sufficient to give them profitability. Part of their problem is that they are finding that running a web site is not as easy as it first looked (lots of new developments to keep track of, besides the daily grind of updating their catalogue) and they are still struggling to find the best way of marketing themselves (see how their logo and book search pops up in Yahoo!). In a recent shock horror disclosure a large financial concern has paid AOL \$75 million to put their logo and link on their pages.

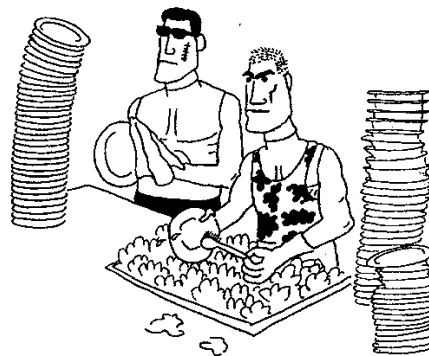
* WILLIAMS, Geoffrey “The Iron Age Hillforts of England: A visitor's guide” Malvern: Images, 1993. –see page 10.

Ordering books via Credit Cards

Dear Editor,

With reference to the recent article on Online Bookshops I feel that club members should be made aware of one potential snag that I have previously encountered. If you order a book which is not in stock then the company will obviously not charge you for that book until it comes into stock. If that proves to be a lengthy period which happens to run past a credit card renewal date they may end up billing you to an incorrect card number.

Andrew Reeve



Action Men Behaving Badly

Poetry Corner

Nick Luft is quite right to say that we now see WW1 through the eyes of the War Poets. Another work which still has a great influence is "Oh What A Lovely War". This musical has not much to do with the Great War and a lot to do with 1960's rebelliousness. Imagine if we looked at WW2 largely through the eyes of two minority groups such as those who opposed the bombing of German cities and, perhaps, conscientious objectors. Both groups have valid points of view but to study them to the virtual exclusion of all others gives a rather lopsided view.

On the other hand, I think there is another story behind all wars which is never told. That is the suffering of many millions of ordinary people who did not have a "good war" but who, nonetheless, were marked by it for the rest of their lives, whether physically or psychologically. On battlefield

tours I have come across many people whose relatives have steadfastly refused to speak about their experiences or, if urged to do so, would no more than twitch the curtain before changing the subject. Poetry clearly would speak strongly to many of these people. The striking social feature is that it seems difficult for so many people to find comfort once the wars were over even though both world wars offered a certain universality of experience.

Andy Grainger

I think poetry is one medium that can speak to all veterans, no doubt there are others we can list - war memoirs, contemporary songs, memorabilia, museums, historical research etc. All can help veterans understand more about their war.

I often wonder at the *visible* veterans who turn up at parades. What motivates them to turn up and be counted.... Are they natural committee types who sit on parish councils and local society committees? Are they exhibitionists? Are they campaigners, local activists? Is there some Regimental tribalism motivating them still? The question is not apolitical since veteran groups in France and especially the USA have a strong political agenda and influence.

The New Pilgrims to the Somme

*Matthew Batstone,
despite his youth, finds himself
gripped by the horrors of the first
world war*

[copied from "New Statesman"]

Britain experienced a landmark event last week. It was a quiet and dignified landmark, not much talked about, but no less resonant for those who noticed it. For the first time no combatants took part in the ceremony to commemorate the opening day of the Somme offensive. The line of old

soldiers, increasingly decrepit each year, is coming to an end. In their place, new and younger pilgrims now flock to the battlefield - and I am among them.

Many people now experience the first world war as entertainment - through Pat Barker's *Regeneration* or Carlton TV's *The Unknown Soldier* - but for me its meaning and value are far more powerful and intense than any conflict that has taken place in my lifetime. For me, too, it is the Great War.

Two years ago my wife Susie died, aged 33. I felt an urgent and almost immediate need to visit the battlefields of the western front. It was not about catharsis (I still have not felt that); rather, it was that for the first time I understood suffering and wanted to go somewhere where young Englishmen like me had experienced far greater pain and sacrifice than I shall ever know.

I am not alone among my generation to experience a horrific fascination for this terrible war. There is an awful glamour about it, which is captured in the grainy black-and-white photographs and films. The writings of Siegfried Sassoon and Wilfred Owen and songs such as "When This Lousy War Is Over" have all given an eloquent voice to the misery. Perhaps equally important, the story is simple: "Lions led by donkeys".

Above all, this conflict is just so recognisable. From the macro (the war was a result of the clash of societies not different from our own, with the organisational, technological and industrial capability to produce the casualties) to the micro (the soldiers in the pictures), the imaginative leap you need to make from 1998 to 1914 is small.

Visiting northern France is like coming home to my empty house. Nothing there is out of place; it's normal, but everything is defined by what has happened. There are ploughed fields, hedges, neat leafy roads - just as I have sofas, a fridge and a TV. Picardy is scattered with unassuming, tidy

cemeteries; I have my pictures of Susie. There are craters and war memorials; in my sitting room I know exactly where I told Susie I loved her for the first time.

It's a cliché, but the Somme battlefield is a quiet place now. Apparently on the opening day of the Somme offensive the guns could be heard in Hampstead. I don't find this quietness peaceful; I am waiting for the guns to start.

But it is Passchendaele that means the most to me. Passchendaele was not the biggest battle of the war, but in the litany of incompetence and bravery that characterises this conflict I think that it was the most horrific. It was the third campaign in the Ypres salient and it started in June 1917 when British miners planted explosives under German lines. The commander of the British Second Army, General Plummer, is reported to have said on the eve of the battle: "Gentlemen, I don't know whether we will make history tomorrow, but we will certainly change geography."

The worst events took place in July. The British had 3,300 cannon against 1,500 German guns. On 22 July General Gough¹ (who had replaced Plummer, whose early failures were impossible to conceal) initiated the bombardment, scheduled to last for ten days. On 30 July the seasonal rain² began to fall.

The consequence of the rain and the shelling (which destroyed the complex drainage and dike system) was that no man's land was turned into a bog. The Germans, with their strategy of phased retreat to inflict maximum possible casualties, had six lines of defence and deliberately flooded three sides around each machine gun emplacement. Thirty-two thousand British and Anzac soldiers were killed in the assault that followed the bombardment.³ An uncounted number were not shot or torn apart; they were simply drowned in Belgian mud. Occasionally farmers find their skeletons even today. The campaign was finally called off on 20 November; these men had died for a few square miles of swamp.

Driving around Ypres, you cannot miss the signposts to British and Canadian cemeteries. There is also the only preserved part of the trenches across the whole of the western front, where you can crawl down dugouts and feel some of the cold, if not the terror. The most impressive monument is the Menin Gate, however. Carved on it are the names of 57,000 soldiers who died in Ypres⁴, but whose bodies were never found. It is a powerful monument not architecturally, but for the sheer fact of 57,000 names carved in stone.

I went to the Menin Gate to hear the last post, which is still played every evening. Waiting for the ceremony, I read some of the names. Batstone is an uncommon, West Country name and it is something of a family joke that all Batstones are cowards and would never do anything as foolish as join the army. Yet as I waited for the last post on a grey December afternoon, I read my own name. I knew that every family had been touched by this war, but still I was horror-struck. Private Hubert Batstone, from Wells in Somerset, parents George and Eliza Batstone, Royal Monmouthshire Regiment, died aged 19 at Passchendaele. He, too, was sucked into the mud.

I still don't know exactly how I am related to Hubert Batstone. I do not know whether he died with dignity, but I hope that he died quickly. I feel proud of him.

The gravestones of the British soldiers who could not be identified are marked by the line "Known unto God". Hubert Batstone - you are known unto God, but in way I know you, too, and I am always grateful.

I get irritated by the misuse of facts.

1. Plummer was not replaced. The Battle of Messines was a planned prequel to the main battle. Messines achieved its aims.

2. Seasonal rains - he makes temperate western Europe sound like the monsoon climate of India. In fact in September it was so dry for a period that the troops had trouble with dust!

3. *"Thirty-two thousand British and Anzac soldiers were killed in the assault that followed the bombardment."* This implies it was in the one assault - even the Somme only managed 18,247 dead (KIA or DoW) in one day. One estimate puts the casualties (all categories) as being 244,000 for this campaign. By using Military Effort of the British Empire, During the Great War I calculate that there were 81,158 battle deaths (KIA or DoW) from August 1917 and including November 1917 for the entirety of the BEF in France. Where did he get his statistic from?

4. 57,000 names of the missing dead on the Menin Gate - yes for the entire war in that sector - not as implied between July and November 1917.

So journalists are lousy with facts - QED. I am irritated by some authors use careless colouring to emphasise their point - that the Great War was so bloody. But they propagate and maintain a myth - of machine guns killing the cream of youth. And in this case it spoils what was otherwise a very good piece of writing.

I had a similar experience when I discovered the name of a Luft in a list of British war dead.

[submitted by Andy Grainger]

Offside Reports

The Gathering:

The game of the 1998 CLWG picnic.

Mukul Patel

(Head Administrator of the Peace Team)

The game was based on a gather resources to a base, then convert to useful goodies. Two rival movements / teams had to gather beech nuts, take them back to base home / refinery. The immensely useful organic products that come from beech nuts could then be converted useful kit, Frisbees and better containers for carrying the beech nuts, etc. The two rival teams had to come to some sort of understanding between them. It seemed obvious to me as the head of the Peace movement that the our rivals would try and attack us and wipe us out. Our first priority would therefore be to arm ourselves so that we could defend our capital and peace loving people and protect our home base.

A keen eyed scout soon spied a rich vein of Beech Nuts near our base. This provided a near inexhaustible and readily accessible source of the Beech Nuts. These were collected by some of our gathers and protected by unarmed and a single armed scout. (Frisbee single shot Frisbee MK1)

These allowed us to rapidly arm our unarmed scouts, and eventually training facilities were developed so that Scouts could be upgraded to better technology, (such as Frisbee double shot armoured scout). We were also able to upgrade the our gathers to carry from beech nuts. This allowed us to reduce our gather section to a single unit, Trevor Farrant. Trevor's efforts in the service of the peace team must be praised, he supplied to the refinery so many beech nuts that the limiting factor in our production schedules became the ability of the administrator of the refinery to process them.

Due to the immense foresight of the peace teams administrator, me, we were able to beat of the predicted attacks by the evil war team on our

gatherers, make some of the prisoner. They treated very well, fed, not abused, allowed to write home. Unfortunately they managed to escape. About this time a most unfortunate event happened. Let me digress just a little,

(Bean Counters, paperpushers, wasters, good for nothings, leeches, cockroaches are some the many derogatory names that have been given to administrators. Let me add one more name, Hero.)

A horrible sulking evil scout (Mk1) from the war movement had managed to infiltrate our defences. This criminal, later identified as a Kemp (Beserker) unit, and then ruthlessly and most violently attacked the peace base, where I was busy creating a technological college.

His mode of attack was novel. He ran recklessly but silently towards the peace base. He elected not to use the Frisbee but rather a variation of the two footed stomp attack (favoured by such Evil demons as Chopper Harris). This caused immense pain and destruction to the personnel of the base, namely me. Despite this I was able to cry out in alarm and the evil Kemp was forced to retreat. Their was only one course open to the Peace movement, War. A full scale attack was ordered on the enemy capital. This was immensely successful and ended the war. A triumphal march was arranged into the enemy camp, Alas I missed this due to my injuries.

Lessons to Learn:

1. To come to the CLWG picnic it was a good fun day .
2. Make sure Evil James Kemp is not playing or if he is, make sure you are on his side

Report on the 1998 Richmond Park Picnic

John Rutherford

Blessed with pleasant weather. Jim Wallman had with his customary creativity designed a little science-fiction and frisbees game, which I helped to umpire. I hope all the injured people are healing well. We had a couple of mobile phones and it made the game much simpler to run being able to speak to my co-umpire Jim on the other side of the hill. Perhaps it's a military truism, but comms out of line of sight are cosmically, unbelievably useful, and even in a little game in a park this is quickly evident. For me the lesson is to try to get hold of more such items when any similar games are held in future.

STRANGER THAN FICTION

...Deadly Disks?

On the morning of the 23rd, about the time London and Washington began to yell for more pictures of the mysterious 'frisbees', a further Bomb Damage Assessment mission was assigned....In a remarkable break with tradition, the Buffs (B52 bombers) had actually hit the target. Where the frisbees factory had been was a vast gaping crater.' p.439 FIST OF GOD, Freddie Forsyth's #1 bestselling account of 'what really happened' during the Gulf War.

Fatigue and Forced Marches

Mukul Patel

In Nick Luft's report in last months Mil Mud p8, he writes about modelling fatigue.

This brought to mind my own efforts and thoughts when I designed Cossacks are Coming a WW1 game. I read a book about this campaign called Clash of Empires from the German point of view. In it there was a lot of bits on how the German troops were knackered after a days fighting and that Corps commanders reported to Army HQ that they would be unable to continue high intensity offensive operations, the next day. The Army HQ ignored this on the whole ordered attacks and the troops did fight well and hard. The author of the book Dennis Showalter, remarks often about the reviving effects of hot cooked meals and hot coffee. This tallies with Nicks description that fatigue levels almost recovers fully overnight. Over the time period then it didn't seem important to track fatigue levels too precisely as they simply are not important enough to worry about. Also

the time period I dealt with in the game were when sickness levels were low and physical prowess of the men under arms was probably high, which meant that the troops were not so susceptible to fatigue.

Perhaps though if the game had dealt with time in 4 hour turns then fatigue would have definitely been something to factor in.

The exceptions I think are important though are when a force fights straightway after a long forced march, such as the attacks of German 17 corps at Gumbinnen.

If it is considered that fatigue is important though a way of integrating into a game that I toyed with was to use the fatigue rules out of Ed Smiths Trireme rules. If an army say force marches more than 1 week in 4 weeks then it counts as being fatigued ,

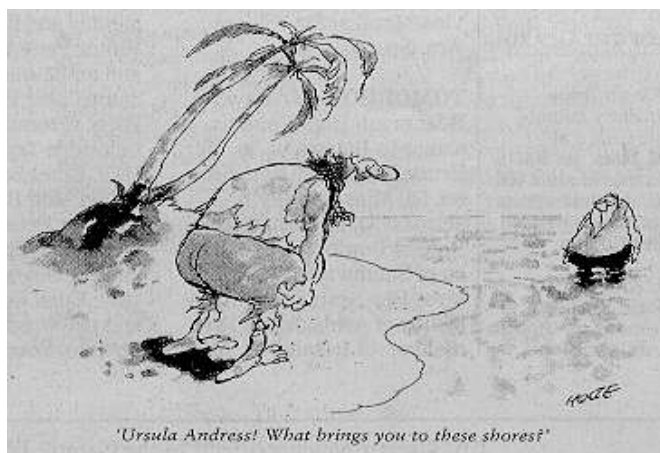
creating extra stragglers and poor combat performance. Or another example a German WW1 regiment fights for more than 3 hours day it gets fatigued. Another method is the Dragon Riders approach of Trevor Farrant. Whatever method used it must be simple such as Brian Camerons AKFB system.

All in all I don't agree with Nick that fatigue is a difficult process to model.

I don't think Mukul and I disagree about the model as such but whether it is important to include fatigue as a game mechanic.

I would put forward the following reasons why fatigue needs to be modelled.

1. As Mukul points out, fighting straight



from a march can be tricky and the state of fatigue needs to be known. Perhaps a simple scale can be produced - with a randomising die roll - that gives a predicted state of fatigue per so many miles marched.

Ursula Address! What brings you to these shores?

2. A subordinate commander's report on their troops fatigue is a good indication of the state of that command as well as the troops. It can also change the plans of the higher commands - a player needs to have this feel for their lower formations.

3. If there is no punishment for fatigue all troops will force march.

4. Vehicles cannot recover from wear and tear with a hot meal and cup of cocoa. Their breakdown rate to distance travelled needs to be factored in.

But in the final analysis fatigue should only be included if it is felt necessary for the whole game.

MegaGame Reports

“Clash of Titans”

Simon Cornelius

Having played in the try-out for this I was very much looking forward to the full version of Clash of Titans and I was not disappointed. I played the commander of the Soviet Baltic Front (Military District before the start of war) in Game A throughout. For this I must thank Comrade Stalin (Dave Flin) who in his wisdom did not send me to the penal battalions.

As I understand things, the rules were derived from those used in previous megagames at this scale. They worked well for me (and the Soviets generally). The system of umpire reports coupled with huge areas of uncertainty must surely match the level of ignorance of the Soviet commanders at the time. Whether the Axis players got no more detail than the Soviets, and were therefore not as well served with intelligence compared with their historical counterparts, I cannot say for sure. I suspect that historically the Axis had little idea of where Soviet forces were, except where they were in contact. OKH was certainly surprised that they continued to encounter new formations long after they knew they had destroyed all those they believed the Soviets were capable of raising at this early stage of the war on the

Eastern Front. Still some criticism in this area might be justified from Axis players, (unfortunately I had to leave immediately after the game and have not formed a view on the Axis experience; perhaps another correspondent can provide this).

The game did get some criticism in that the Germans were able to operate a Panzer Corps (at least) many kilometres south-east of Moscow during January, whilst in supply. Allowing for the indecision of the local Soviet commanders in not cutting the pencil thin line immediately, I would still judge that the supply rules need tightening up if the game should be run again. Although the Germans started with a considerable truck-based supply chain the unexpectedly poor roads in Russia and their reliance on captured equipment that they were very soon unable to maintain this capacity at anywhere near its original level. I also suspect that this deep into Russia, and nearly 6 months after the initial attack, Soviet intelligence on the ground would have perhaps given a clearer picture of what was faced.

Still, despite these criticisms I had a thoroughly good time and beg to be allowed to bore you with some reminiscences of the war.

Recollections of the Great Patriotic War on the Baltic Front - 1941 Colonel-General Mikhialovitch

July 1941 - amazing, the Germans have attacked the Soviet Union all along the border. As commander of the Baltic Military District I immediately order the area to move to a war footing; the Baltic Front is activated. Enemy forces are reported to be thrusting NE towards Pskov and Riga. Commanders are ordered to initiate vigorous counter-attacks. I await further guidance from Stavka; in the meantime I receive reports from the major formations under my command.

8th Army, operating along the border west of Kaunas, has been pushed back nearly to the gates of Riga and had taken considerable losses. However

the bulk of the forces arrayed against it are infantry and the troops have retired in tolerably good order. The army claims to have launched a number of spirited attacks on the enemy. I order it to retire into Riga and dig in; holding the city to the last. To assist in the defence much of the frontal aviation, plus the 1st Baltic Flotilla, is assigned to support as well as extra supplies from Pskov.

11th Army, which was positioned south of the 8th, is forced back only slightly and despite protests from its commander, I assign it extra supplies from the Front reserves and order it to probe westwards. Similar orders are also issued to the 3rd and 12th Mechanised corps, in echelon behind the forward armies, but no reports are received after the first day and it seems that Nazi armoured forces may have been responsible for their destruction.

27th Army are ordered to dig in around Pskov, where it is due to be joined by the 48th should this newly raised formation be assigned to this front.

1st and 2nd mechanised corps are ordered to advance towards the enemy and counter-attack vigorously.

Late July 1941 - Riga is holding with heavy losses to both sides; I order further expenditure of supplies and the continuing support of the 1st Flotilla to support the defence. The 8th Army is considerably weakened but must hold.

Further south the 11th army is repulsed when it tries to probe forwards and takes further losses, so I order it to withdraw and launch a counter-attack at the rear of the forces that have already bypassed it around Daugavpils. It proves necessary to shoot the commander and replace him with a more resilient officer when this order is questioned.

The 1st Mech. Corps is unable to locate the expected enemy thrusts east of Riga; I chose to interpret this as a sign of the successful delaying effect that the defence of Riga is having rather than a lack of ambition on the part of the corps commander. The 2nd Mech.

corps however pays the price of tardiness and is overrun whilst apparently advancing to make contact.

Out of the front line, I am pleased to get confirmation of the allocation of 48th Army and this is assigned a reserve position west of Pskov where it can support the 27th.

August 1941 - the Nazis seem to be exhausted along the front and I order a counter-attack by the 1st Mech. Corps from the outskirts of Riga. It is bolstered by further supplies that are now trickling through the Front commissariat. I also assign my recently rested air forces. The 1st manages to make only very limited progress forward but successfully disrupts another attack building against Riga. Riga itself is reinforced by the 8th Rifle Division, recently evacuated from Henko.

11th Army withdraws further to form a continuous front in the southern Lithuanian Peoples Soviet Republic. To the east it is joined by the 28th army, newly assigned to the Baltic Front. Reports from our friends in the Western Front suggest that the invader may be trying to slip around the bottom of this front and thrust north behind my main lines. With only one, damaged, mobile formation, I have to guard against this with slow-moving masses of infantry. We are beginning to feel the lack of information, although Stavka representatives do their best.

Late August - a further opportunity for re-organisation prior to counter-attacking to drive the invader out of the northern part of the Union. The Nazis are clearly exhausted on this part of the front and representatives of Stavka confirm this is the case all along the front. I meet the commander of the Leningrad Front at this time to co-ordinate troop movements and reserves.

The 11th army continues to re-align itself to the east of the resolute 8th which continues to hold Riga. To consolidate the line I order the 48th army to move south and dig-in to the

east of the 11th. The newly assigned 32nd army is to move in east of them, and the 28th, which has been operating out on a limb, completes my firm south-facing front. There is some cause for worry in that contact with the Western Front has been intermittent and they are always calling for counter-attacks, However my supply situation does not yet permit this. Next month however I look forward to correcting things.

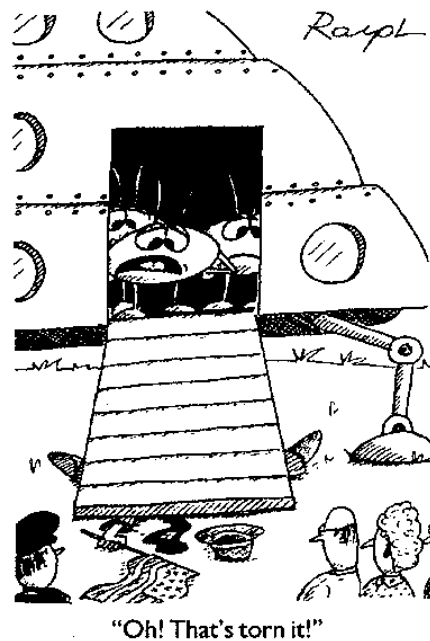
September - Stavka has allocated the Baltic Front considerable amounts of supply. Given my reliance on infantry armies this is being rushed to the front mostly in the form of artillery ammunition. Riga is further fortified and is named a Hero City of the Soviet Union by the General Secretary himself, a signal honour. The 27th continues to be my backstop. 1st Mech. is withdrawn from Riga for rest and rebuilding.

My main operation in this period is a combined attack ordered for the 28th and 32nd armies, to strike south into the flanks of the aggressor's forces operating in the Smolensk area, the initial objective being Polotsk. The armies involved are operating with double the ammunition and other supplies that pre-war doctrine dictates. To their west the 11th and 48th armies are to probe south in support. However, after six days of fighting the southern thrust has been halted by skilful German withdrawals and counter-attacks. My troops are exhausted.

Late September - a force of 100 tanks has been assigned to the front and sent to 1st Mech. 27th Army is moved from the defence of Pskov to join the 1st Mech. Next month it will launch an attack south-east into the enemy communications. The newly formed 1st Baltic Marine Brigade, a scratch

formation with a grand title, is moved to hold Pskov. Elsewhere along the line the troops dig in with what little supplies they can scrounge.

October - the attack south-east has



been cancelled, a change of plan necessitated by a stretching in the south-east of our area. The 27th is put in the line to thicken it up in the west, the line now runs West to East. 8th Army is withdrawn from Riga as things are so quiet and moved north-east for rebuilding.

In the middle of the month the Nazis renew their thrust north towards Leningrad, stretching the front. And causing serious damage to the 11th and 48th Armies. After careful consideration, and with the approval of Stalin himself, Riga is abandoned. The 8th Army is extracted by rail round the north of the Estonian S.S.R.. The 8th Rifle Division is left to cover the retreat and the 1st Mech. is rushed north to hold the flanks of the penetration. The infantry armies strung along the front yield ground, but in front of Pskov panzers push on through the city and are stopped only a few kilometres south of Luga.

The line, particularly to the east and south, is extremely thin. Contact has been lost with the Western Front and surely the Nazis will be thrusting

through here soon; they must know it is uncovered.

November - the line solidifies again in the forests around Luga. Supplies are rushed from Leningrad and some used to construct a fortified line on the most direct route north. As a desperate measure to stem what seems likely to be a continuing thrust north, the 1st Mech. is ordered to attack south-west to the Ostrov-Pskov rail line where it is believed the enemy supply line runs. Unexpectedly they are unopposed and re-enter Pskov whilst wrecking the railway and chasing out a regiment of supply trucks. To the east of here the armies are ordered to hold fast and the newly arrived 54th is put into the line. The south remains hanging in the air. The cadre of the 8th Army is entrained for Moscow, as Stavka is now demanding whatever forces we can spare; is the war going badly in the south?

As November drags on the 1st Mech. is ordered into an attack north into the 12th German Army Corps, this in conjunction with the 27th and 42nd Armies. The attack causes losses to the enemy but they have switched their panzer corps and destroy the 1st Mech. from the rear. Still the 28th Army at the other end of my front, together with some tanks scraped up from round about thrusts south-west and encounters little or no opposition. This explains the failure of the enemy to take advantage of the gaps in our line.

December - the Russian winter is really with us now and movement is extremely difficult. Limited attacks are launched along the front but what uncommitted strength we have is marshalled ready for shipment south to Moscow. This includes aircraft previously transferred south from the Finnish front that we have

been saving for a major battle. We also send the newly formed 1st Leningrad Peoples Army.

Later in the month, at the behest of Stavka we attempt to launch some more ambitious offensive operations. These have limited effect. The enemy's front is quiet but there are reports from partisans operating in their rear that a realignment of forces is underway.

January - the month starts cold. Orders are received from Moscow to continue attacks in order to relieve the pressure on the capital. Steps are taken to comply and as I write this account I can hear the artillery barrage starting away to the south that surely heralds the recapture of Luga.

Congress of Vienna

Bernie Ganley

Having read with interest the comments that have been bouncing backwards and forwards about "Congress of Vienna" and casting historical knowledge or lack thereof, Brian's usual angst after his excellent game so let me add my ten pennies worth of thoughts.

It is always intriguing how different people approach the problem of a Megagame. A good game always involves choices. I am much fond of Peter Howland's comment on the never ending Panzerblitz/ Not quite Mechanised games (Div level WWII) where the designer straightjackets all



"I've got an escape plan... I'm digging a tunnel"

choice such that "My only decision is to have Tea or Coffee at break time - and I don't like coffee!" As we are not intending to merely recreate the given history then once the parameters have been set and the game begins an alternative history will soon be created. If the game can survive this as COV did then it is a successful design if the alternative history has its own logic made from the decisions of all the "actors". None could have foreseen how Castlereagh took an overly Imperialist view on the colonial question and so forfeited any chance of acting as honest broker in European affairs, or Prussian demand for compensation almost everywhere in Germany. Likewise Papal team operating in a largely Protestant world took the intriguing line on international morality that was perfectly valid.

All in all provided insights into resolution of very intractable issues. If anything would probably need a couple of days to do the topic the full justice it deserves. One only hope that Brian or other designers are not put off from doing the same or other topics in a similar vein, such as say Versailles Treaty of 1919.

Reviews

STEWED ELEPHANT

John Rutherford

'What is Information Warfare' by Martin C. Libicki (Center for Advanced Concepts and Technology, August 1995)

To quote the author, 'Slicing, dicing, and boiling the various manifestations of information warfare produces a lumpy stew.' Mr Libicki elsewhere likens his subject to the elephant being

examined by a committee of the blind; and like them, he fails to come up with a consistent or coherent theory. But to be fair, that is not his intention. He aims to give a summary, and this he does competently. Mr Libicki opens his book with a description of an abortive 'wargame' where the two teams were told to plan 'information war' on each other, and not surprisingly they reached no consensus on what to do. After reading this book, such gamers will have a much better idea.

In his slim volume, (104 pages) the American Mr Libicki, who is I think either a soldier or an academic based at Fort Lesley McNair, (no biographical information is given), gives a reasonable overview of every topic which could be included in the term 'information warfare', and assesses its significance from a specifically American point of view. He covers the gamut from 'command and control' to 'hacker warfare', and in each case considers whether there is anything novel going on, and whether the activity can be considered as a form of warfare. He uses examples from military history of all periods, including the very recent conflicts in the Gulf (smug) and Somalia (amazement at brilliance of enemy warlord). The chapters are as follows:

- Command and Control Warfare,
- Intelligence-based warfare (e.g. guiding missiles to targets...)
- Electronic Warfare,
- Psychological Warfare,
- Hacker Warfare,
- Electronic Information Warfare (including computer blockading),
- Cyberwarfare (all the bits that don't fit anywhere else)

The book is very neatly prefaced and summarised, although it lacks an index, and it is easy to understand Mr Libicki's main points. Unfortunately the points he makes are mostly jejune; that there are no agreed definitions and nobody seems to know what's going on in 'information warfare'. The juiciest bits, I think, are: dispersion and

replication mean that C&C and sensor technology will become harder to jam or destroy; modern cryptography favours code makers over breakers; and psychological warfare must be tailored to modern society's increasing tendency to personalised TV and newspapers over mass media.

I found it difficult to understand the intended readership for this book. Although the subjects under discussion are highly technical in nature (from hi-tech radars to computer cryptography) there is nothing challenging like hard sums or programming terms and I found it a much easier read than a Tom Clancy novel. The tone of the writing is of an academic summary or perhaps an extended interdepartmental circular; I had a strong impression of the U.S. military in search of a role, seeking a new 'enemy', and perhaps this book is a salvo fired in some demarcation dispute among the U.S. military. There are frequent references to the effects of American public opinion.

If I'm right then the book sheds an interesting light on U.S. military thinking. At one point the phrase 'Revolution in Military Affairs' is used, which although it is not defined I understood to mean 'End of Cold War so what do we do with this enormous military machine?' But I am cynical about this.

For this reader, the best bits of the book are the throwaway speculations, usually in footnotes, which the author makes about the possibilities raised by near-future military technology. Mr Libicki discusses, convincingly, how collection of information for commanders will be by dispersion of cheap emitting devices and multiple redundancy of collecting devices. He makes some intriguing points about the advisability of degrading rather than destroying the enemy's information collection and transmission. The most fascinating of his ideas I will quote in full. While he is discussing the use of battlefield sensors, a footnote reads:

'Giving every soldier the commander's view of the battlefield can create a major vulnerability. Capturing a

soldier and his equipment can give the enemy the same view. This could nullify, with one stroke, whatever prior advantage the other side had at information-based warfare. It would also reveal how such a view was obtained, and thus the capabilities- or even better, the blind spots - of the other side. This creates a major problem. How does one explain to troops at risk that information on the enemy, that, as they see it, may affect their survival must nevertheless be withheld from them, even though its transmission is physically possible, and, indeed, easy? Efforts to control such information are more likely to be frustrated from within than from without.'

Some may say this problem will surface only in the U.S., whose soldiers have an unmilitary aversion to getting killed and consider themselves 'equal' to their generals; but I'm not so sure. I have a feeling Mr Libicki has hit upon what will be a real dilemma for twenty-first century armies. And I am sure there is a committee game in there; boffins explaining the kit, then generals explaining to squaddies why their wizard new head-up display won't tell them there's a sniper 200m away, even though it can.

There are at least two games in this little book; so as a MilMud reviewer I have to call it a hit.

Several of the end of term papers produced at the Joint Services Command & Staff College (JSCSC) were on information warfare. One (which I helped with some of the research) was particularly interesting. I quote from the Literature Review.

"Although there is a wealth of material available on the subject of digitization (particularly on the Internet), no specific work could be found relating directly to its impact on the military decision making process. This was confirmed by staff at the

Centre for Human Sciences at DERA... as being an area of current interest, but one where little specific research has been conducted."

In defence of the technologists, so far Information Warfare and Digitization has had its effect in weapon systems (Cruise, GPS etc.) and the strategic gathering and dissemination of data. Only now is it beginning to look like the "grunt" will get some of this kit on his back.

GameMapr: Wargame Mapping Software

Tom Mouat

GameMapr is a shareware application designed by Wes Rogers, and can be downloaded for a free evaluation period from his website (details at the end). An earlier version is available for free at the same site.

The original version was sent to me by Wes after he visited my website and downloaded the TrueType Map Symbol fonts. I had a play with the program and then sent him back a little critique. I was somewhat surprised to discover that most my sensible suggestions were included in the second version.

GameMapr is a Win95 application for drawing wargame maps. You can have maps from 3in x 3in to 100in x 100in and printed over many pages (so you can cut them up and stick them together. Personally I think this is not essential as I have my maps printed on a laser printer and then photo-enlarged at my nearest ProntaPrint to A0 (poster size) for a really professional looking map.

The program allows you to place a grid on the map to be drawn (before or after you have done the drawing). The

grid options include: Hex Grid, Square, Quarto (Large squares with 4 smaller ones inside), Rectangular, and Crosshair (regularly placed + marks). The grids are user definable and you can have them numbered if you wish. With the hexes, you can have then "point-up", numbered, and you can number by columns if you want to.

You are permitted to open more than one window on the same map, so one can be an overview of the complete map and the other a zoomed-in view of a particular section. You can also open more than one different map, but you cannot "cut and paste" objects between maps (which is a little frustrating).

The units used throughout are in inches and the assumption is that you will be using US Letter sized paper. Printing is not intuitive as it depends on the zoom level you have selected (if you zoom in your print is zoomed in as well...), this is not reflected in the print preview window (which does not show you exactly what is printed, as the full grid is shown for all part drawn hexes) and is a bit odd. Furthermore the print is not centred on the page so looks a bit scrappy. There is an option to print a single page (at the current zoom level) centred on a point that you click, which is useful except when you make a mistake, as it prints immediately without asking.

You are provided with an option to copy the map to the clipboard. You can then import the map into your favourite application and centre/print from there. A method that is extremely wasteful of resources (the resulting map will be at the full colour resolution of your monitor!) and the image is a bitmap so the print quality is dreadful. If you use OLE, however, to embed the map (use the "insert object" command) the results are nearly always perfect.

All this was very frustrating at first, but after some experimentation I eventually managed to print what I wanted.

A side effect of these print problems is that I cannot send an example of a map

for the Nugget to reproduce, unless John has a copy of the program on his machine. A snail-mail paper copy would have to be scanned and would reduce the quality so much as to make it a waste of time - so you'll just have to take my word as to the very good quality of the finished product.

The actual drawing part of the program works well, and you have the ability to automatically draw a host of different types of line and shape, including railway lines and hatched contours. You also have the ability to add symbols to the map such as units, units counters, flags, ships, buildings, etc. The interface for the drawing is slightly quirky as it assumes you will draw repeated copies of each symbol, so you have to switch to the "select" option to re-position them. Once you are used to this way of working, and the key-board short-cuts that accompany it things become easier and it works well.

The particular option that I recommended, which was to allow you to insert a bitmap as the background and then trace over it using GameMapr, is included and is extremely useful. You can therefore scan a map from a book and produce your own version from it.

I particularly liked the way it allows you to draw a river and have the river hide the hex-lines underneath. This is something missing from lots of other applications and is to be applauded.

Overall, this is an excellent package for the wargamer - but does require some getting used to to get the best out of it. I personally would like to see some additional improvements:

- a. Centring the print on the page.
- b. Make the print preview reflect what is actually printed.
- c. Allow you to draw two parallel lines and specify the distance between them (for wide roads).

The program is only 762K when installed and can be Uninstalled automatically if you don't like it. I recommend you try it and let Wes know what you think of it. Any

software developer who listens to his users deserves our support.

GameMapr can be downloaded from: <http://www.angelfire.com/wa/rogerswhome>.

[NB - this article previously appeared in The Nugget and is reproduced here with Tom's kind permission.]

Conference Previews

BARRICADES & BORDERS: Politics and diplomacy in late 19th century Europe.

Brian Cameron

For a long time I've been interested in doing a game concerned with the international diplomacy of the major powers in the second half of the 19th century set in a domestic context. Rarely were governments free to act on matters of foreign policy without some consideration of domestic opinion or support.

- The intention is try and represent as many aspects of the following as possible:
- The international relations between countries and the changes in the balance of power in the face of growing nationalism.
- The problems of governments in maintaining sufficient support to remain in power
- The decisions facing governments in allocating resources.
- The changing nature of society within a country and the growing pressure for a wider representation in the governance of that state.

- The military changes and the impact of technology.

No point in being less than ambitious about these things! I've run several sessions and games on this topic in the past and made some headway. I've had a few ideas after helping run Send A Gunboat at Jim Wallman's Past Perspectives weekend. Rather than run another talk session I thought I'd try these ideas out and modify/scrap them as the session progresses. For the moment all the countries will have the same structure, trying to represent their individual characteristics comes later.

Players = 6

Time = 2 hours

Date	Venue	Game	Author	Blurb
Sep Sat 5th	Riggindale.	• The Lion Comes Home	• James Kemp	•
Megagame Sat 19th Sept	Eardley School	• A King for Bohemia	• Brian Cameron	• 30 years war time.
Study Day Sun 20th Sept	Birmingham	• Command & Control in British Battles	• Battlefield Trust	• see letters section for more
Oct 2nd - 4th	Eardley?	• Conference: • Sci-Fi Tanks • Barricades & Borders • Impudent & Shameless Lords	• Jerry Elsmore • Brian Cameron • Nick Luft	• Tanks in sci-fi ! • 19th Century Revolutions • War of the Roses
Megagame Sat 17th Oct	Eardley School	• Spanish Ulcer II	• Bernie Ganley	• War in the Iberian Peninsula - the re-match
Nov Sun 1st	Bedford Park	• Saturn Star • Nuclear Disarmament	• Mark Weston • Mukul	• 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.
Megagame Nov 14th	Eardley School	• BERSERKER! 00101	• Jim Wallman	• Unfeasibly large weaponry!!! Death in spades!!! Evil Killer Robots!!! Excessive exclamation marks!!!
Dec Sat 19th	Riggindale	• Xmas Quiz.	• Pickles and Dave Nilsson	• I've had some ideas. You have been warned...
The Pending Tray.		• Flushing the Wolf • Suez • Battle of Britain 3 • What is to be Done? • B3.1 • WW2 • French Revolution	• Mukul • Terry • Dave Boundy • Neil • Pickles • Trevor/ Mukul • Brian	

Notes

- *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.)

CLWG Contacts

- Game Organiser - Dave Nilsson (01737) 645067 / dave@dnilsson.demon.co.uk
- Admin Officer - John Rutherford (0181) 480 7593 / John_Rutherford@compuserve.com
- Military Muddling Editor - Nick Luft (01344) 305747 / nick_luft@compuserve.com