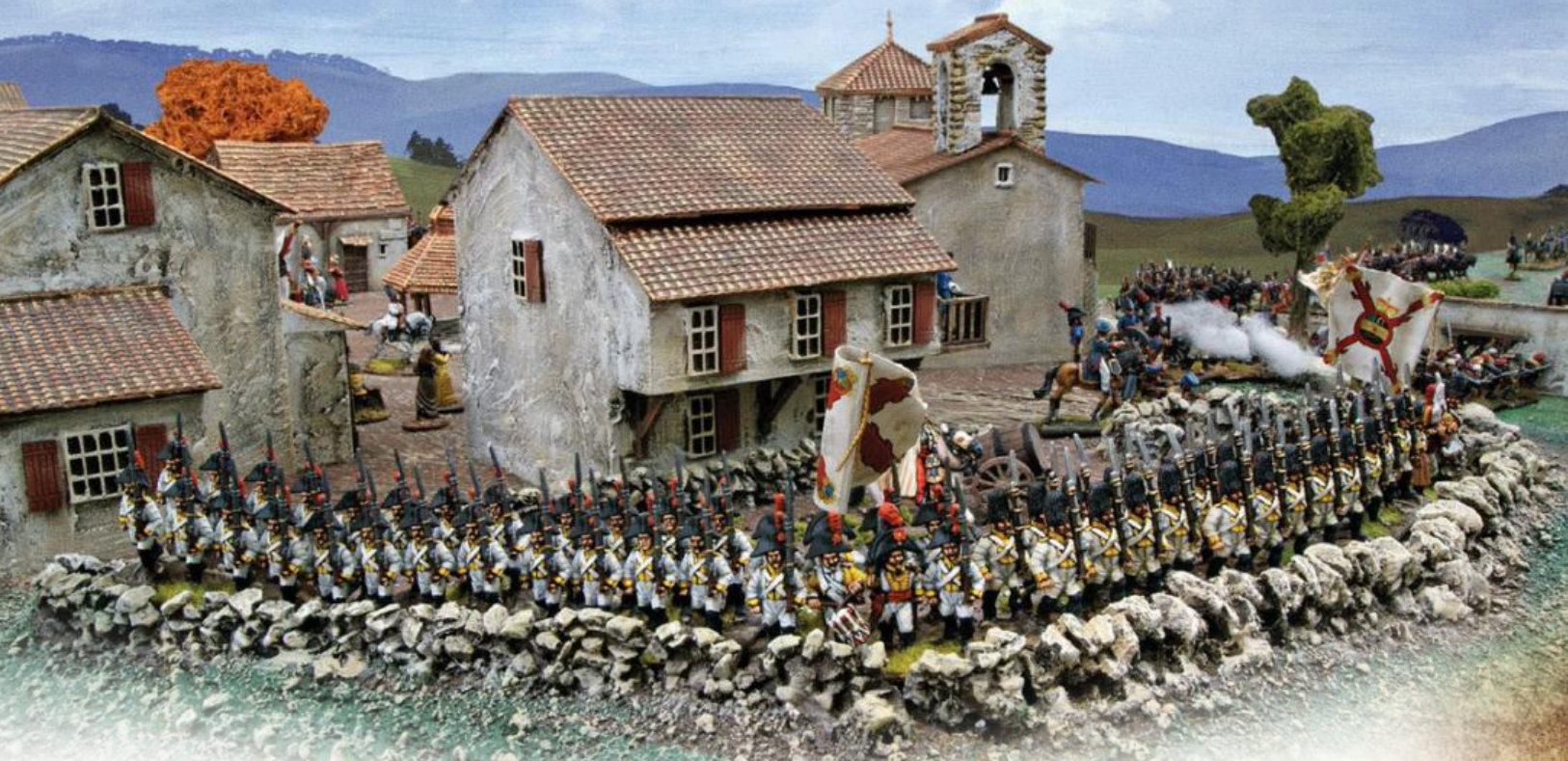


WARGAMES ILLUSTRATED PRESENTS



MEGA WARGAMES

BIG BATTLES, IN MINIATURE



RON RINGROSE - JOE DEVER - JON SUTHERLAND





WELCOME TO MEGA WARGAMES

Welcome to Mega Wargames - big battles in a miniature world. *Wargames Illustrated* - the world's premier tabletop gaming magazine - is very proud to present this limited edition showcase of the very best in wargames figures and terrain. All the models featured in this book come from the collection of one man, Ron Ringrose. His collection of tables and miniatures is one of the best we have come across in our 25 years of representing miniatures wargames, and after a little cajoling we persuaded Ron to share his complete collection with you and the rest of the wargaming world. Having convinced Ron of the benefits of showing off his collection we went on to team up with Joe

Dever; world-renowned miniatures photographer, and writer Jon Sutherland to turn an idea into a project which became the book you are now holding. There are ten different chapters to enjoy in this book, each one representing a different battle/wargame; they combine to cover most of the big wargaming periods, and as well as a wealth of 'eye candy' you will also be provided with practical historical and gaming information. Before we get into those ten battles, we would like to take you behind the scenes to tell you a little about the people involved in bringing you this book, and reveal some of the secrets of how the models were constructed.

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Designed in the United States of America and United Kingdom, by -

WARGAMES
illustrated®

www.wargamesillustrated.net

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Printed in Lithuania.

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RON RINGROSE



Ron (above left with Terry Thornton of Artmaster Studios) describes himself as a war baby. Born in the 1940s, Ron's father was an RAF aircraft engineer in North Africa. His father was also a very talented model maker and Ron learned a huge amount from him.

Ron's wargame story will be instantly recognisable. Timpo and Swopet figures deployed on the carpet, targets for a toy luger pistol that fired plastic bullets!

At the age of twelve Ron and a close friend created their own wargame club and by his early teens, Ron was collecting Hinton Hunt and Hinchliffe figures.

In the early seventies Ron met Bob Kiff, a keen wargamer who ran a shop in Camden, London. Ron was stunned by the quality of his painting and his effervescent enthusiasm and still has some of Bob's treasured figures in his collection.

Over the years, Ron steadily built up his collection, gradually taking over the family home. It was just as well that he retired in 2004 and they could move into a new house in Essex, where Ron achieved his ambition of getting a wargames 'shack' and separate workshop.

Ron would like to thank: his wife Sue, his gaming buddies 'The Essex Gamesters' and his painters Bob Kiff and Artmaster Studios, without whom this book would not have been possible.

JOE DEVER



Joe Dever is a stalwart of the Wargames hobby and is perhaps best known for his award-winning, interactive-fiction series *Lone Wolf*. This classic of the Eighties' gamebook genre has sold over 10 million books to date, and has since expanded into the realms of role-playing and computer games. Joe has also carved out for himself a special niche as a prolific and talented miniatures photographer. His work has graced the pages of many magazines. It all began back in the early 1980s, in the era now fondly

referred to as the 'Golden Age of Role-playing Games', when he produced a regular miniatures review and photography feature for *White Dwarf* magazine called 'Tabletop Heroes'. Joe's association with Jon Sutherland also dates back to the early Eighties, when they both worked together in the wargames department of Games Centre, London.

Within the industry, Joe is considered the 'go to' person whenever a contact referral or a personal introduction is required, and he is very happy to fulfill the role of catalyst, taking great personal satisfaction in putting people together for the greater good of the hobby.

Joe first met Ron in 2008, "and eBay should be thanked for this happy association. I won a model fishing trawler that Ron put up for auction. Rather than chance it to the vagaries of the UK postal service, I decided to go to Ron's house and collect it in person. And the rest, as they say, is history."

Upon meeting Ron and seeing his amazing wargames collection, Joe was determined to use his photographic talents and industry contacts to bring it to a wider audience.

"I was totally inspired by what I saw. Here was every wargamer's dream collection and yet it was tucked away out of sight. It deserved to be seen and I was resolved to bring it to the wargaming world stage."

In many regards, this book is the culmination of Joe's resolution.

JON SUTHERLAND



Jon is a prolific writer with over 240 titles published since the mid-1980s. As a former editor of *White Dwarf*, Jon has been actively involved in the wargames business for over thirty years. He has written several sets of wargame rules and countless magazine articles.

Latterly, Jon is perhaps best known for his Wargame Holidays venture on the Mediterranean island of Crete. Tens of thousands of figures can be seen on a vast table, all crafted by Jon and wife Diane. He is well-known for the massive and spectacular wargames he hosts for wargamers from around the world.

Jon's approach to wargaming mirrors that of Ron and Joe and was much influenced by a 1981 visit to Peter Gilder's 'Enchanted Cottage'. The privilege and delight of gaming with some of the finest figures in the world has driven Jon to replicate the scale and visual impact.

To Jon, Ron's collection reflects the drive to go that extra yard, to strive for excellence and to develop the spectacular opportunities our hobby offers us all. It is never the content of our wallets that restrict us; it is our imagination.

CONSTRUCTION

Whenever Ron presents a game at a wargames show, the topic of conversation invariably revolves around his terrain and techniques. He makes all his own terrain, from the base boards to the trees. Many of his buildings are scratch built, using tried and tested methods he has developed over the years.

Ron has his own terrain workshop, brimming with raw materials, tools, accessories and projects in progress. Terrain making is a messy business, there are few short cuts, but there are many techniques he uses to speed up the process to create spectacular terrain that will last a lifetime.

BUILDING TERRAIN

Ron begins his building projects by looking at maps, paintings and photographs of the battlefields he wants to create. Key points such as the relative position of rivers, roads and other dominant terrain features will determine the overall layout of the table. He is also a firm believer that actually walking the battlefield itself will reveal aspects of the ground often missed through 'virtual' tours or secondary sources.

Each of the terrain boards is designed to be as geomorphic as possible. This is not always possible with some 'specials' as the features on them limit their use to a specific part of the table. Ron tends

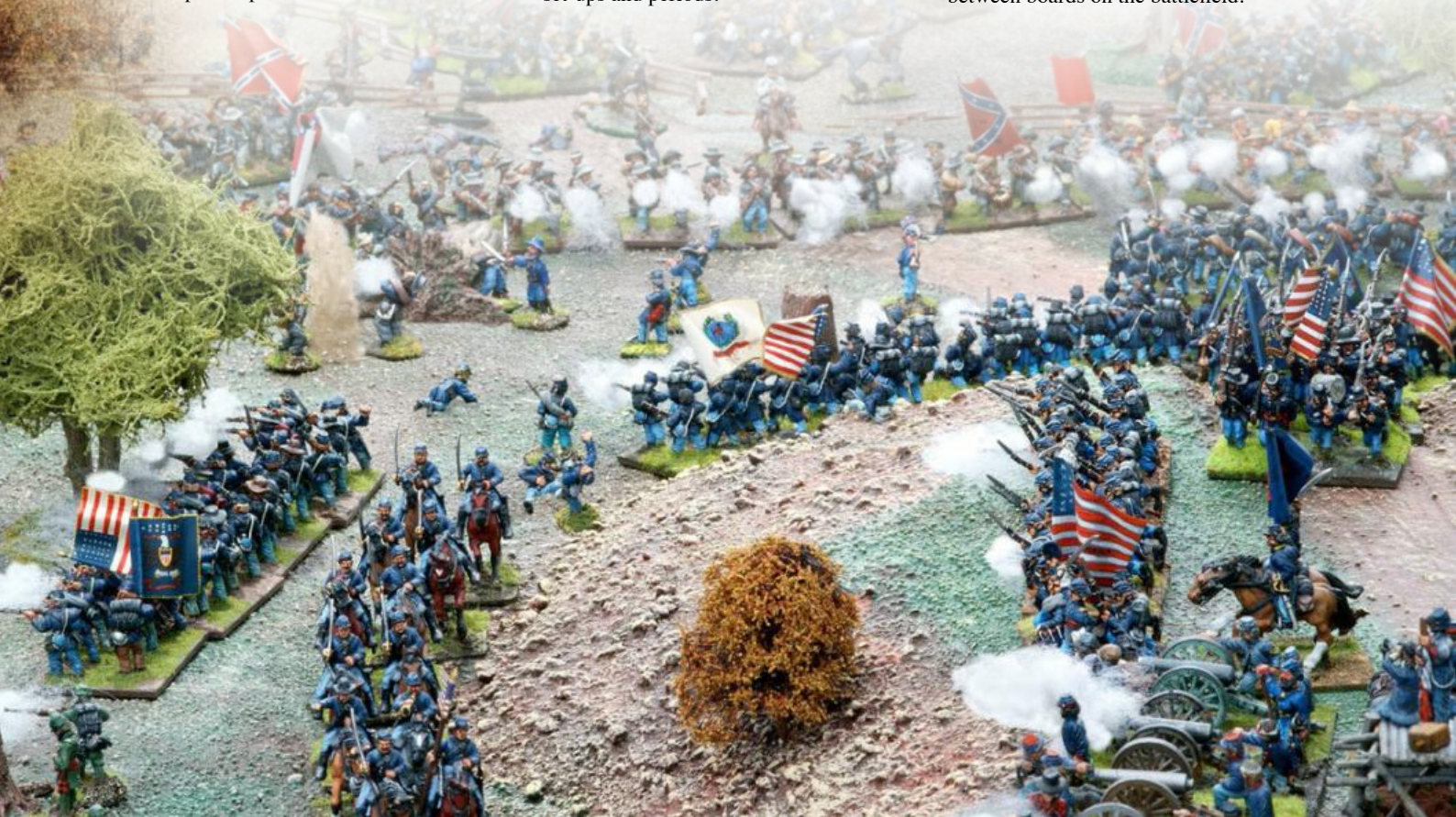


to build 8' x 4' sections and, compared to many commercial boards, they are relatively thick. This makes them much more robust, and as we will see, provides the opportunity for much more contouring. Obviously any of the techniques he uses to create his boards can be replicated using smaller boards.

Most of Ron's boards are marked with code numbers. He uses these to identify the board and its position on the battlefield. Many of the boards are specifically built with a particular battlefield in mind, others are more generic and are used for several different set-ups and periods.

MATERIALS

For many years Ron used white polystyrene insulation boards available from most larger DIY stores and builders' merchants. Anyone who has worked with this material will know how messy it is and that it is quite friable. The sheets are available in various sizes, but he opts for the larger 8' x 4' which gives him his basic sized baseboard. Ron will also construct 6' x 4' boards and use the off-cuts to add extra height to some of the boards. He opts for larger board sections to cut down on the number of 'joints' between boards on the battlefield.



In recent years, Ron has been using a slightly more expensive, but ultimately much more user friendly alternative to the white insulation boards. Sold under several brand names such as *Celotex*, *Quinntherm* and *Xiratherm*, this foil backed insulation board presents a huge leap forward.

This material is easy to cut and carve (much easier than the traditional foam as it cuts cleanly) and it is sufficiently porous to take plaster, wall filler and paint. Above all it is far more rigid than traditional polystyrene, whilst still very light and less prone to snapping.

This insulation board is commonly 50mm thick (roughly 2"), although you can buy it in thicknesses of 25mm, 100mm and even 200mm. To achieve height or create a rolling landscape, Ron will often use the thicker boards or stick multiple layers of thinner boards together.

Since the boards come with a layer of metal foil on each side (they are designed as insulation board after all!), one of the layers will have to be peeled off to expose the foam underneath to allow cutting and sanding. Leaving the other foil sheet on the underneath of the board adds to its rigidity and strength and does away with the need to mount the board onto a thin sheet of MDF or hardboard. This is a massive advantage in terms of weight. Even the finished and detailed boards are light; they can be stacked on their ends and seem impervious to buckling.

Ron still uses the old polystyrene boards over the newer insulation foam boards to contour his base boards. The other key material components are simply sand, cat litter (or model railway ballast) and wall filler (or plaster).

PAINTS

When he is starting a new terrain board project Ron thinks carefully about the palette of paints he is going to use. Most DIY stores will have the basic paint palette he is going to need, off the shelf or mixable in-store. He deliberately uses a limited palette and tends to go for exterior masonry paints as these are often slightly better quality and more hard-wearing. The must-have colour is a fairly dark brown. *Sandtex* sell Bitter Chocolate, which is an ideal base earth colour. Two shades of green, a dark one and a lighter with a very light dry brush of yellow are used for fields and other grassy areas.

Roads are usually picked out with a reddish-brown or terracotta to make them stand out from the rest of the terrain.

There is no need to use expensive craft paints for baseboards, most household acrylic paints are ideal for the job. Ranges such as the *Craig and Rose 1829*



collection has over 100 different colours and they are perfect for terrain work and painting buildings.

The other important consideration is to try and match baseboards with figure basing. To get a good match, Ron applies basing paint to a piece of card and takes it to the local DIY store. They then scan the colour and produce a near perfect match for an acrylic household paint.

TERRAIN BOARD CONSTRUCTION

Ron usually starts out by marking the key features he wants on his boards. He lays out the boards in the required configuration on his tables and refers to his maps and photographs.

Taking off the layer of foil from the top of the boards he then draws on the upper surface of the insulation boards with a marker pen. Key features such as roads, dips, rivers and hills are positioned.

At this point, Ron will often place freestanding buildings on the boards to gauge their distance and scale from other key features of the table.

This process is essential as he needs to think in practical terms about the dynamics of the tabletop. Distances between certain features often need to be artificially extended or closed up; the aim is to create a reasonable facsimile of the battlefield, but one which can be used effectively for a wargame. Space to deploy troops, allow them to manoeuvre and fight are the most important considerations. Less rather than more is often the better option; a single gently sloping hill is much more practical than a series of small steep humps in the battlefield.

The material can be sculpted using a number of techniques. These will depend on the size of the feature and what Ron wants to achieve. The foam cuts away easily using either a sharp, long-bladed craft knife or a chisel. Ron always opts for a slightly shallower cut than required, and finishes off using sandpaper.

He will then PVA the white polystyrene to the sheets to make the hills and rises, sanding these down to give nice sweeping slopes rather than stepped features. He will also build any permanent features into the landscape, such as defensive positions. If he wants areas of the terrain



to be permanently wooded, he will drive holes into the foam and insert a protective sleeve of plastic.

Texturing is achieved in various ways. The predominant texture difference is the flatter 'earth' or 'mud' areas compared to the 'grassed' areas of the boards. The transition between these two textures needs to be gradual otherwise the effect does not look natural.

Ron usually begins by identifying the areas of the board that will be earth, this will include the roads, river banks and patches of ground to break up the overall grass look of the board. He will also tend to have earth in areas where he intends to place buildings and other free standing terrain. A very bumpy surface will make it difficult for buildings or trees to sit flat on the baseboard.

He uses a mixture of plaster and PVA for the earth areas of the board. This needs to be a fairly thick layer to protect the foam and prevent cracking. He tends to apply this with a large brush. If Ron is placing rocky areas on the boards, he will PVA the rocks to the board first and then give them a coat of plaster to seal them into the terrain. He also gives the edges of the board a thin coat of plaster and PVA to protect them. This combination does not add much to the weight of the board, but is sufficiently robust to prevent buckling and chipping.

The next job is to deal with the grass areas of the boards. Ideally, the plaster and PVA needs to have dried, preferably overnight. Ron applies a thick coat of PVA onto the areas around the plastered parts, blending the edges so that they appear natural. Working quickly and in sections, he then sprinkles either railway ballast or cat litter, quite sparingly, over the wet PVA. He then sprinkles fine sand over this and allows it to dry.

Once dry, the excess can be knocked off and the board is ready for painting. At this point, the effects you have created will become apparent and will guide you through the process of painting the board.

ROADS

Roads need to work both in terms of scale and the basing size of your units and should be wide enough for vehicles.

For 28mm figures, the general rule of thumb is around 3 -3 1/2" works well. This can be brought down to 2" for 15mm figures. In order to avoid the impression that the roads are sitting on top of the baseboards Ron runs a blade along the edges of the road to define the extent of the feature and then uses sandpaper to create a shallow dip.

The roads are first given a flat plaster coat. He will use a cocktail stick to create lines and ruts in the roadway. You can get creative with this for other periods. Ron will use an old, die-cast car to create tyre ruts or even a section of tank track. If the roads are intended to be paved, he substitutes the plaster with patterned wall paper. You can find very useful anaglypta in all DIY stores. This is perfect not only for cobbled roads, but also for marking out the boundaries of towns and villages. The wall paper will stick to the foam easily if you use PVA. You will need to texture around the edges of the wall paper.

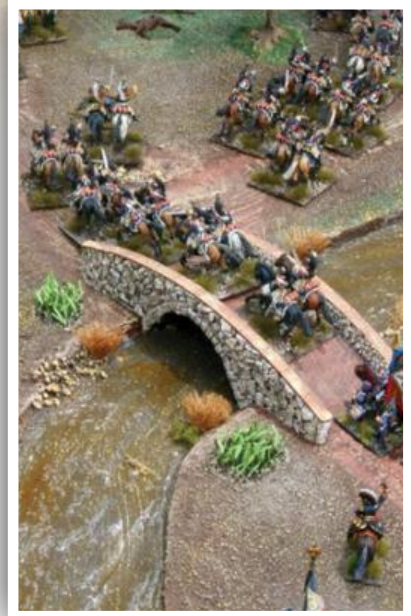
PAINTING THE BOARDS

The whole board, including the edges, is given a coat of dark brown paint. Ron works the brush into all of the crevices and detailing. Any built in features are also thoroughly coated with the paint; keying the features into the board.

The earth areas are then given a heavy dry brush of stone grey. Any actual stone work, such as walls, are also given a lighter, off-white dry brush. The colour of the earth will depend on the area of the world he is recreating. Arid lands need to look drier and more dusty, so heavier dry brushes of off-white are needed.

The roads are dealt with differently, to distinguish them from areas of earth. these are given a dry brush of terracotta before a light dry brush of the grey.

The grass areas are heavily dry brushed with a dark green, followed by a lighter one of a mid-green. Ron will leave the edges around walls and roads the darker



green to provide shadow and perspective. Finally, he applies a very light dry brush of a dark yellow.

Ron's rivers, lakes and other water features are handled with a new palette of colours. He begins by brushing the plaster and PVA mix onto the area, the idea is to create the illusion of a little movement in the water. Once dry he covers it in the standard dark brown.

The water is then given a very heavy dry brush of dark grey. While this is still wet, Ron adds white to the grey and gives the whole area a lighter dry brush. When this is dry, he then gives the water a very light dry brush of silver. The water is then sealed with three coats of yacht varnish.

MAKING BUILDINGS

Ron's main construction materials for making buildings are 3-5mm MDF, foamcore and plastic roofing tile sheets designed for model railways. He also makes extensive use of Warbases' laser-cut, MDF accessories for the windows, doors and balconies.



The basic carcass of the building is made using a scrolling saw. Ron has a series of templates for standard sized buildings and mixes and matches buildings sizes and shapes. He uses the scrolling saw to cut out the windows and doors to match the *Warbases* MDF window frames.

The basic carcass of The building is then stuck together using PVA, taking care to make sure that the sides are square. Ron will often base the building or building complex straight onto a section of MDF. This is a sensible precaution as it cuts down on handling the building during the rest of the construction process.

Detailing is added using the MDF windows and doors, off-cuts of balsa and card. The building is then textured using a PVA and plaster mix. He makes sure when this is applied with a brush that any gaps in the overall structure are covered and that particular attention is given to the joints. Before adding the roof, Ron paints the inside of the building with dark brown exterior paint. This cuts out the shadows and the prospect of seeing any of the interior construction he might want to keep hidden. The roof is then stuck to the building. Ron adds a strip of balsa for the apex and gives it a very light covering of PVA and plaster to key the roof into the building and hide any hairline gaps.

When it is dry, the whole building is then painted with the dark brown exterior paint and finished off according to the period and style required.

MAKING TREES

Ron collects and cuts small twigs, ideally they should be "junctions" with two or three twig spurs for his model trees. The height of the trees is variable, just as real trees appear, but as a rough rule of thumb 6-10" tall is about right for 28mm games.

The twig is then hot-glued to an MDF base, the edges of which have already been bevelled.

To create the foliage, rubberised horsehair and flock is used. Small bales of rubberised horsehair are available at a relatively low cost, with one kilo being enough to produce several hundred trees.

Ron prepares a mix of 50/50 dark green acrylic paint (from a DIY store) and white wood glue. The consistency needs to be like thick cream. Water is added to this if the mixture is too sticky.

This mixture is then used to stick the flock to the trees. Different hues of flock are used, depending on the kind of tree he is looking to create.

Ron then tears off a handful of the horsehair, rolls it lightly into a ball shape and then dunks it in the PVA and paint mix. He then squeezes out the horsehair;



he is aiming to leave the material damp and not dripping with the liquid. He then impales and drapes the horsehair over the twig. A moment is then spent ensuring the horsehair fits around the twig "branches" and developing a realistic looking shape.

When he is happy with this, Ron then dunks the canopy of the tree into the flock. He then leaves the tree to dry for at least 24 hours. Once dry, he knocks off the loose flock and gives the canopy two coats of spray varnish.

Finally the tree bases are finished off to match the terrain boards using a PVA and plaster mix.

PAINTING

Almost exclusively, Ron uses *Artmaster Studios* for the bulk of his painting needs. Ron would be the first to admit that his eye-sight is not what it used to be, plus he would prefer to spend his hobby time either making terrain or gaming.

Establishing a long standing relationship with *Artmaster* has allowed Ron to steadily build up his armies and to maintain the quality and style of the finished work.

Ron has regular meetings with the *Artmaster* guys, to discuss future projects and check on work in progress.

VIGNETTES

Most wargamers will spend time and effort making their command stands special, knowing a small diorama or vignette of two or three figures can really stand out on the table. Ron takes this process a little further and hunts for civilians, animals, special figure sets, carts and wagons to 'dress' the table. Each of these are designed to convey the spirit and style of the period. It is rare to see a picture of Ron's collection that does not have one of these scene-setting vignettes in the frame.

Battles are rarely fought on sterile, unpopulated and untouched countryside that resembles an arena. A grazing pony, a pile of sacks, a farmer with his plough, a flock of geese being chased down the road by a dog, all of these add vital colour and realism to the scene. These little pieces of "eye candy" are one of the features of Ron's games that make them stand out and, above all, be memorable.



BEST OF ENEMIES

NARBONNE - 437

Narbonne was strategically situated on the crossroads of the *Via Domitia* and the *Via Aquitania*, essentially linking Italy with Spain. It is believed that the Romans settled here in 118 BC. At the time of Julius Caesar, army veterans were granted plots of land and, by 27 BC, Narbonne had become the capital of the province of Gallia Narbonensis. It was a wealthy town, well-placed on much-used trade routes.



By the middle of the 4th Century AD, Narbonne found itself in the path of barbarian invasions. It was around this time that a long, defensive wall was built around the town, with towers and two gates; one to the north and one to the south. Many of the stones used in the wall are believed to have been from funerary monuments.

The word *Visigoth* simply means 'western Goth' and refers to a tribe of Germanic people who had settled west of the Black Sea at some point in the 4th Century AD. Faced with the prospect of a Hun invasion, the Visigoths appealed to

the Romans for sanctuary and they were settled in an area close to the Danube River. They soon rebelled against the Romans and they beat an army led by Emperor Valens in 378 at Adrianople. They eventually came to terms with Theodosius I, Emperor of the Western Roman Empire, in 382.

Alaric became leader of the Visigoths in 395 and during his reign they actually besieged and sacked Rome. The Visigoths then migrated towards Spain

and Southern France. Once again they were Roman subjects but, as Rome began to weaken, the Visigoths emerged as a dominant tribe. Initially Rome asked them to help drive the Vandals out of Spain and granted them land in exchange.

Roman Gaul, by this stage, was in turmoil. Aetius was desperately trying to re-establish control. He was busy fighting rebels in the west, Franks in the north and Burgundians in the east. The Visigoths took their chance and besieged the city of Narbonne. Aetius sent Litorius with an army to raise the siege and fight off the Visigoths.







The city of Narbonne with Aetius' army arrayed outside the walls.



The Visigoth siege engines, a static and tempting target for the Romans.



THE COMMANDERS

Flavius Aetius (396 - 454AD)

Arguably, Flavius was the most powerful man in the Western Roman Empire for the last two decades of his life. He is probably best known for his stunning victory at the Battle of Catalaunian Fields (or Chalons) in 451 against the Hun army led by Attila. Strangely, Flavius's ally on that day was the very man that he had defeated at Narbonne in 436.

Flavius became involved in Imperial politics at an early age. As a child he was held as a hostage by Alaric I of the Visigoths. He was then sent on as a hostage of the Huns.

In 423 Emperor Honorius died. The Western Roman Empire was in turmoil. Flavius appeared in Italy at the head

of a large army of Huns. He fought off an attempt by the Eastern Emperor, Theodosius II, to conquer Italy. For his services Flavius was made Commander-in-Chief of the Roman army in Gaul.

From the outset he was aggressive. He drove out the Visigoths and then the Franks. After this he re-established Roman rule up to the Danube.

Back in Rome there was another power struggle and in order to protect his position Flavius marched against his rival Bonifacius in 432. Although Flavius lost this battle, Bonifacius was mortally wounded.

In 436 he defeated the Burgundians and spent the rest of the 430s campaigning against the Germanic Suebi and the Visigoths. Flavius defeated the Alans and the Franks in the late 440s.

By 449 there were major problems with the Huns; Attila wanted to pillage Gaul, but Flavius stood in his way. Flavius managed to persuade the Visigoth King Theodoric I to join him and they marched to relieve Orleans. In the battle on Catalaunian Fields, the Huns were decisively defeated but Theodoric I was killed.

In 453 Flavius had managed to see his son betrothed to Emperor Valentinian III's daughter. There was bad blood between the two men, as Flavius had once supported one of Valentinian's rivals. At Ravenna on 21 September 454, Valentinian murdered Flavius. The killing would come back to haunt the emperor, however, as no one raised a hand to protect him when he was himself assassinated within six months.



Light troops make up the bulk of the Visigoth infantry.



Theodoric I (unknown - 451AD)

In 418, Theodoric I became king of the Visigoths. It was a difficult time, as an agreement with Rome meant that his tribe had to move from Iberia to Gaul.

A great opportunity presented itself in 423, following the death of Emperor Honorius. Internal power squabbles gave Theodoric the opportunity to expand his influence and it was at this point that he first locked horns with Flavius.

As time passed, the Romans became embroiled in campaigns against the Franks. Theodoric took the chance to expand his empire and gain the strategic

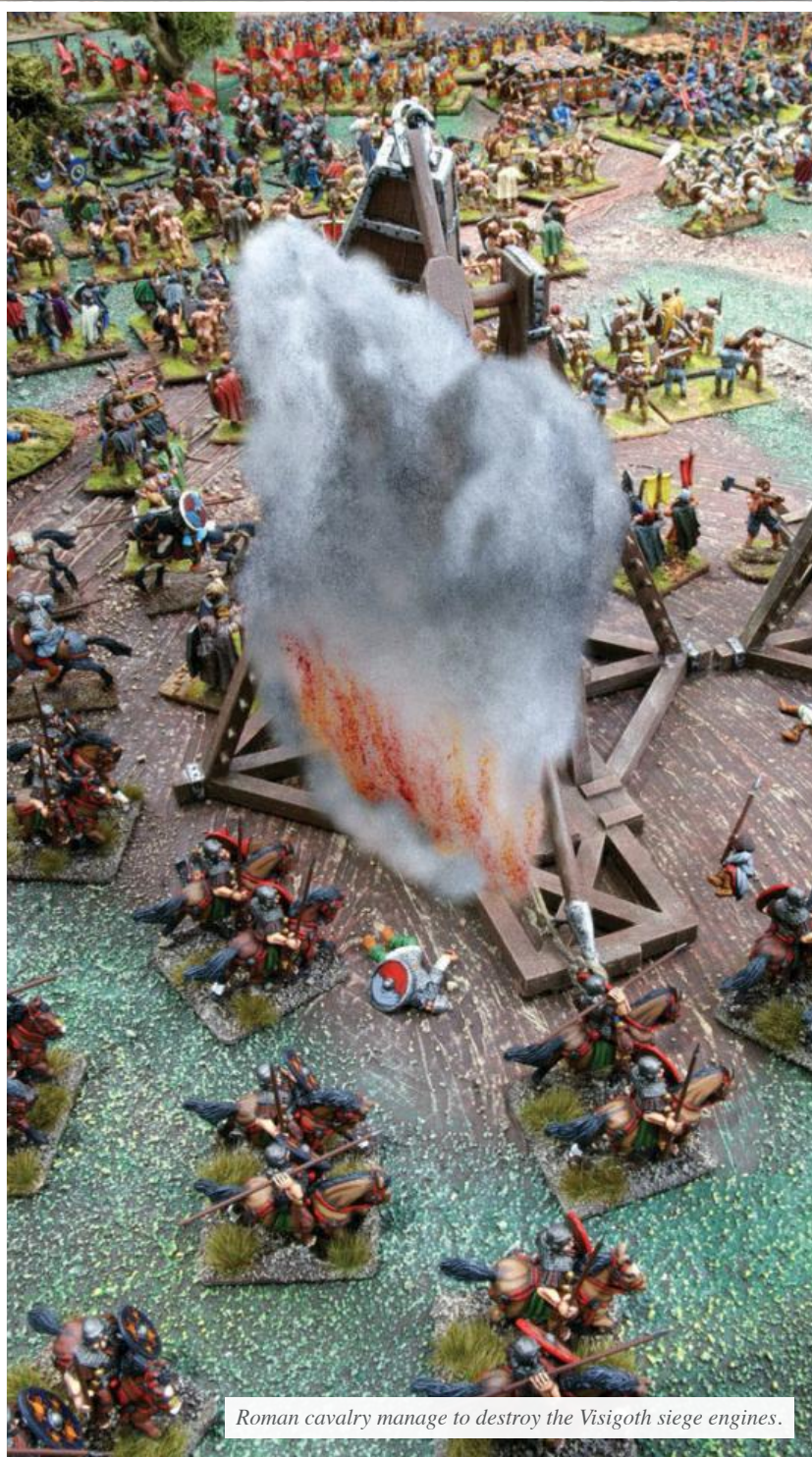
advantage of access to the Mediterranean and the Iberian Peninsula. It was during this period that the Battle of Narbonne was fought.

Although Theodoric was beaten by Flavius at this battle, fifteen years later they would join one another in a grand alliance against the Huns. In the 440s, Theodoric had a very difficult relationship with Flavius; by this stage he was already fighting numerous tribes on several fronts. This was a time when more established tribes, such as the Visigoths, were beginning to prove themselves to be able allies to the Romans; helping defend Gaul

against more aggressive and potentially dangerous newcomers.

We know that at the Battle of Catalaunian Fields the Visigoths, under the command of Theodoric, fought on the right wing of the Roman allied army. They were instrumental in the victory.

There is dispute as to how Theodoric died. He was either thrown from his horse and trampled to death or impaled on an Ostrogoth's spear. In any case his body was not discovered until the following day. He was buried by his warriors on the battlefield. His son, Thorismund, briefly succeeded him until he was murdered in 453.



Roman cavalry manage to destroy the Visigoth siege engines.





Heavy fighting in the centre as the outcome of the battle hangs in the balance.

THE BATTLE

We know that had it not been for the defensive walls that had been built around Narbonne, the city would have fallen very quickly. The precise details of the siege are fairly scant, but what we do know is that the Visigoths had brought up siege equipment. By the time Litorius arrived, the walls were on the verge of collapse.

We also know that the siege must have either caught the defenders unprepared, or it must have lasted for an extensive period of time, as a large proportion of the inhabitants died of starvation.

In some accounts, Aetius is described as having been present at the battle, but it is more likely that Litorius was acting under his direct instructions.

The horsemen that headed towards Narbonne under Litorius's command carried significant amounts of flour. This tells us that the siege may not have been so tight as to prevent messages getting in and out of the city, particularly regarding the hunger of its inhabitants.

What is unclear is whether the Visigoths were defeated by Litorius before he reached the city itself, or whether Litorius's men got into the city and launched their attack to break the siege from there. We do know that the siege was lifted fairly quickly once Litorius had arrived, and that it was a decisive victory that saw at least 8,000 Visigoths killed.

There is also confusion as to the actual date of the battle and whether it was 436 or 437. According to most sources the Visigoths began their siege of Narbonne (Narbo as it was known at the time) in 436 and Litorius relieved the siege the following year.

This was not the end of the Visigoths, by any stretch of the imagination. Litorius continued to fight against them and was fairly successful until 439. At this point he tried to tackle them at Toulouse. He besieged the city but was defeated, captured and (in all probability) executed.

Despite their obvious differences, Aetius and Theodoric joined forces to fight against the Huns in 451. Narbonne was finally conquered by the Visigoths in 462 and Toulouse became the capital of their expanding kingdom.



Roman infantry adopt a protective formation as they come under fire from Visigoth skirmishers and cavalry.







Visigoth cavalry break through the centre of the Roman front line only to be engaged by the reserves.

WARGAMING THE BATTLE

Ron's version of Narbonne is fought on a fairly tight battlefield. The city, being a port, is flanked on the southern face by the Mediterranean. Although it is not clear whether this was the case or not, troops and supplies may well have been brought into the city this way, although given the fact there was starvation during the siege, it assumes that the Visigoths blockaded the sea route fairly effectively.

Ron's refight supposes that Litorius has somehow got himself between the Visigoth siege lines and the city. He has linked up with remnants of the garrison.

TERRAIN

The main battle is fought on fairly flat ground, which could be slightly undulating, outside the city walls. The city walls are merely a backdrop and the assumption is that the army under

Litorius has deployed into battle lines outside the city and that the Visigoth besiegers have mustered to face them.

It is assumed in the battle that the city itself does not play any particular role. If Litorius's field army is defeated then, during the panic, the city will also fall.

TACTICS

The Visigoths did not have large, standing armies. They relied on the use of short-term levies of troops. A large majority of them would actually fight on foot and, rather like their Roman opponents, they fought with thrusting spears, throwing spears, swords and bows. Unlike the Romans, they rarely wore armour. However, having fought alongside the Romans - many of them were probably former allied contingents - some of the Visigoths would certainly have been kitted out rather like the Romans of the time.

Visigoths would often rely on their heavy cavalry. A number of the more wealthy men would answer the levy, and nobles would be accompanied by their own mounted bodyguards. The deal usually was that they would receive weapons, equipment and a share of any loot, but could not keep loot that they themselves had stolen.

The Visigoths made use of feigned retreats, full blown charges, skirmishing, javelin-armed light cavalry and spear-

armed infantry who would operate in tight formations. Archers and slingers were also used.

The Romans of the time were unlike those that had wrought terrific victories during the high point of the Imperial years. Senior units were known as *Palatini*, but these were supplemented, and often replaced, by what became known as *Comitatus* units. Effectively these were retinues of warriors attached to a particular king or chieftain.

At this time legionary units were up to around 1,200 strong. They did not have integral cavalry and artillery units, although they did have light infantry armed with missile weapons, which would mainly have been bows.

What was also significant about the period was that the Romans would have made use of Hun light cavalry. In fact, Aetius had made something of a feature of using Hunnic troops in his numerous battles. The big difference between Hun-like cavalry and many other types of cavalry was that they were prepared to fight at close quarters.

It would seem that both of the armies at Narbonne had elements of the Roman and of the Barbarian.





TIMING AND OBJECTIVES

The battle is best set up with the two armies arrayed outside the walls of Narbonne, ready for a major engagement.

The Roman force, under Litorius, would almost certainly have placed its infantry in the centre of its battle line. There would have been two lines of infantry units, with a small reserve to the rear.

Litorius's cavalry would have had a Hun sub-commander on one flank and a Roman cavalry commander on the other flank.

In typical Visigoth style, the bulk of the front line would have been solid infantry blocks, along with considerable numbers of heavy cavalry. Lighter troops would have been posted on the flanks.

The objective for the Visigoths is to break Litorius's field army, or at least break a wing of it, so that the gate to Narbonne can be threatened. If any Visigoth units manage to enter Narbonne then this is considered a strategic victory. Beating Litorius's field army and forcing it to retreat into Narbonne would represent a tactical victory and ultimately a huge headache for Aetius, who would have to march to raise the siege once again.

For the Romans under Litorius, their main objective (that would deliver a strategic victory) is to break the

Visigoth army. To gain a tactical victory the Romans have to destroy the siege equipment that has been placed on the table as a static objective. If the siege equipment is destroyed then the Visigoths would have to raise the siege themselves.

We should probably assume that the Visigoths awoke to see Litorius's army deployed ready for battle shortly after first light. The game should be largely decided by the end of turn 12. At this stage it should be clear which field army has emerged victorious.



CONCLUDING THOUGHTS

This is not a battle that should be fought to the very last man. Ultimately, although Litorius was charged with raising the siege of Narbonne, it would have been a greater disaster for his field army to have been destroyed outside the city. This would have emboldened the Visigoths to extend their influence deeper into Southern France. Aetius would have

been left with the prospect of having to continue the existing campaigns and handle a major threat to the south. He simply lacked the resources to do this.

The Visigoths, although keen to extend their sphere of influence, would not have risked their field army and resources to the point where it would expose them to extinction.

The battle represents a fairly classic ancient engagement, with the bulk of

the centre a predominantly infantry fight. This can easily turn into a bloody stalemate. The flanks, dominated by cavalry, are the main opportunities and threats for both sides.

The Visigoth cavalry is a strong part of the army, but can be largely nullified by the range of mounted troops available to Litorius.



The Roman cavalry and supporting units breaking the Visigoth right wing.

ORDERS OF BATTLE



Visigoth order of battle

Theodoric's Retinue	One unit of charging heavy cavalry, partially armoured
Right Wing Cavalry	Two units of charging heavy cavalry, partially armoured
Left Wing Cavalry	Four units of heavy cavalry, armed with javelins One unit of bow-armed skirmishers
Visigoth Infantry	Two units of Comitatus armoured infantry Four units of unarmoured, spear-armed infantry One unit of armoured, noble, spear-armed infantry Two units of unarmoured foot archers

Roman order of battle

Litorius' Retinue	One unit of armoured cavalry, armed with lance and bow
Huns	Two units of light cavalry, armed with lance and bow Three units of light horse archers
Roman Cavalry	One unit of Comitatus heavy cavalry, armed with javelins One unit of light cavalry, armed with javelins One unit of Palatini heavy cavalry, armed with javelins One unit of light horse archers
Roman Infantry	Three units of armoured Roman infantry Two units of Auxiliary infantry One unit of Frankish allies Two units of light foot archers





THE RISE OF WESSEX

BENFLEET - 894



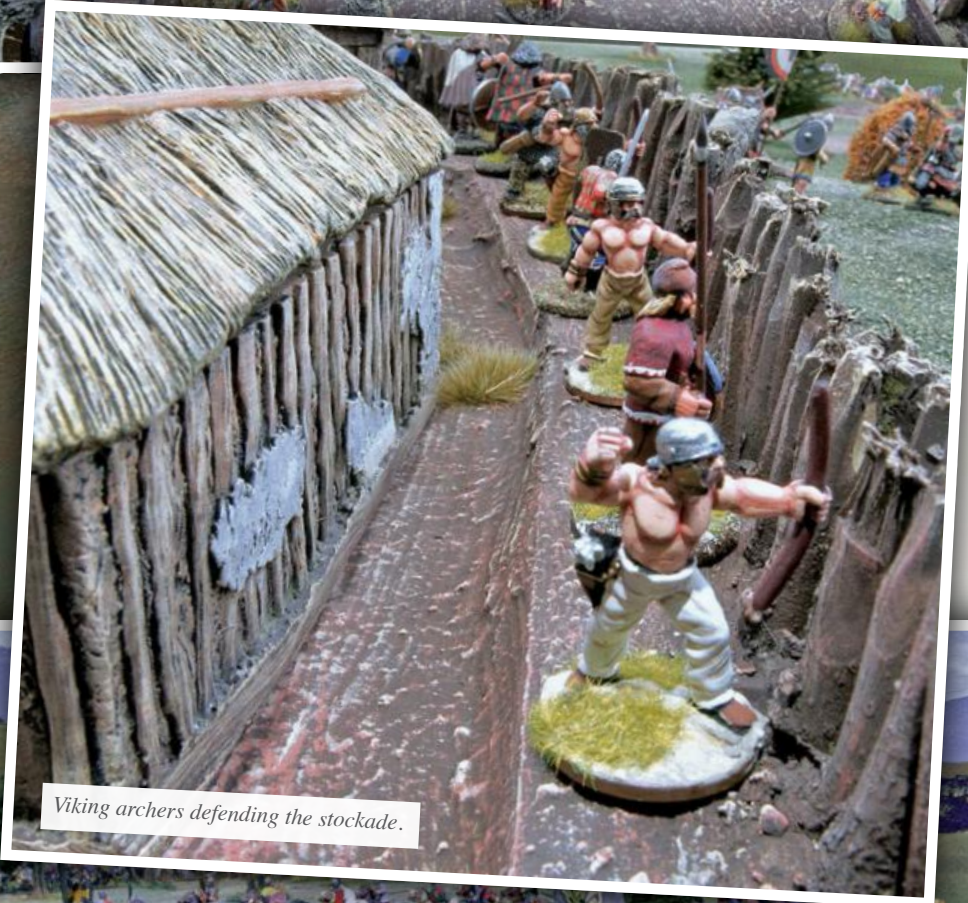
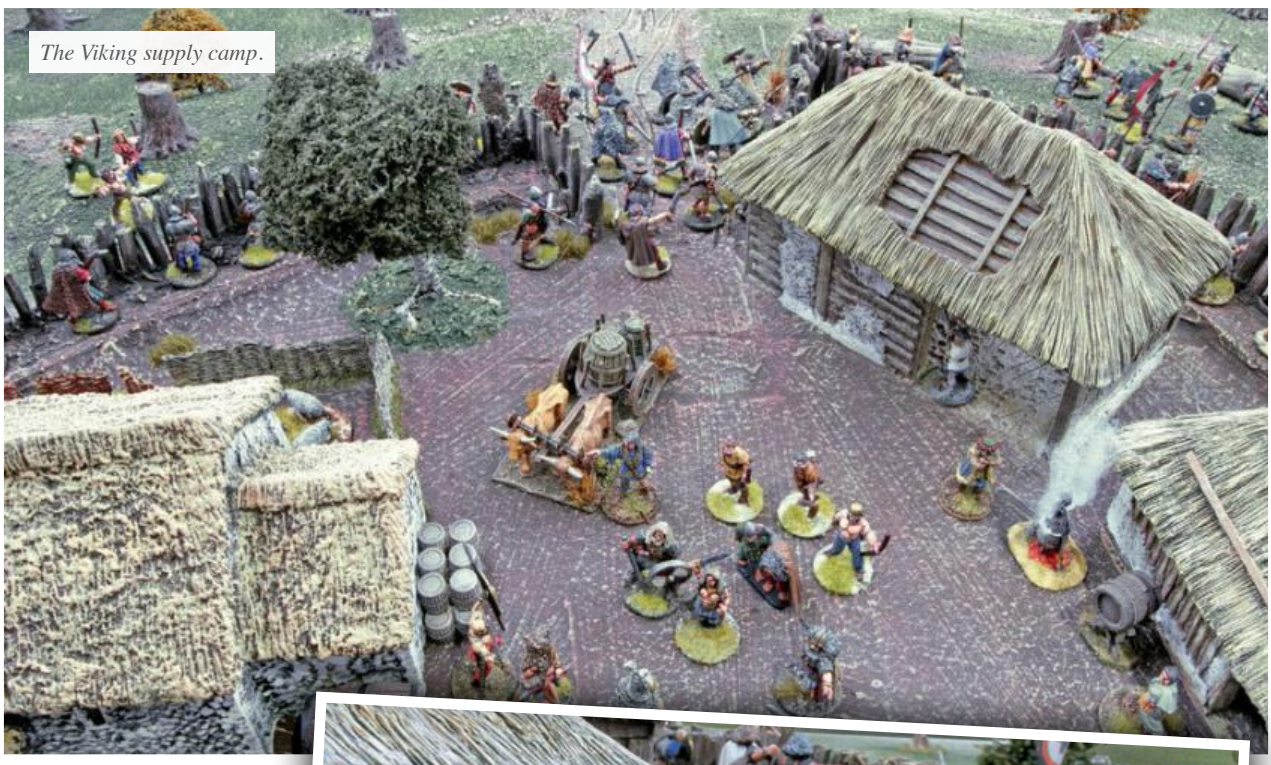
The town of Benfleet sits on the banks of the River Thames, around 30 miles east of London. During the 9th Century successive waves of Viking invaders (mainly Danes) took advantage of the Thames and the other waterways on the east coast of England to strike inland. What had initially been a series of protracted raids became a process of gradual colonisation. As the east coast of England fell under Viking control, pressure began to mount against the Saxon kingdoms further west, mainly Wessex.

However, in 878 that pressure was somewhat relieved with the Saxon King Alfred the Great's victory over the Danes at Edington (present day Wiltshire, England). This led to a peace in which the borders between the Danes and the Wessex Saxons were established.

That peace was destined not to last. Following Viking failures on the continent and an influx of new Scandinavian settlers in England, these Danish-Saxon boundaries came under renewed pressure. With the advantage of well-established settlements in England,

and more warriors from their homeland, the Danes could now make a concerted effort to conquer Wessex. The Saxons, however, were not going to be rolled over without a fight. At the Battle of Benfleet, under the leadership of their King's son, Edward, they struck back.

The Viking supply camp.



Viking archers defending the stockade.

Initial skirmish as Edward's men clash with a Viking foraging party.





Edward's personal retinue.

THE COMMANDERS

Hastein (unknown - 895AD)

Hastein, or Haesten, first appeared to history in the 840's when he is mentioned as occupying Frankish Noirmoutier (on the Atlantic coast of France). He is named again as being involved in a major raid in the Loire Valley in 859.

Between 859 and 862, Hastein raided far and wide in the Mediterranean and masterminded the sacking of Luna, which he mistakenly believed to be Rome. By 866, he had allied himself with the Franks and was part of the army that killed Robert the Strong at Brissarthe.

In 892 Hastein shifted his attention to England, landing in Kent with eighty ships. Unable to link up with his allies that had landed near the Romney Marshes, he came to terms with King Alfred and retreated into Essex. Subsequent Viking defeats left Hastein in command of the combined Viking army. He concentrated his forces at Benfleet in a fortified camp.

After the Battle of Benfleet, Hastein continued campaigning in England and by 893 is mentioned as being "in force" at Chester. The following summer he marched through Wales, causing anguish to the local populous with this army.

Hastein died around 896. His armies seem to have been dispersed around East Anglia, Northumbria and along the River Seine in France.



Edward's mounted scouts thunder over the bridge at Thundersley.

Edward the Elder (874 - 924AD)

The adult Edward first appears in the historical record in 892 when he is granted a charter for land in Wiltshire. It is only two years after this that he is named as the commander of his father's forces at the Battle of Benfleet. Although he was the eldest son of King Alfred, Saxon lineage placed other, older, members of his family ahead of him as claimants to the throne of Wessex (the most powerful of the English Kingdoms). Edward seems to have proved his kingly credentials in arms - as an able and aggressive commander - taking responsibility for campaigning well before he finally succeeded to the throne on the death of his father.

Edward was crowned at Kingston-upon-Thames in June 900. In the following year Aethelwold (a spurned claimant to Alfred's throne), in collaboration with the Danes in East Anglia, launched attacks

on Mercia and Wessex. Edward struck hard and fast. The two sides met at the Battle of Holme, probably in modern day Huntingdonshire. Aethelwold and the Danish East Anglian king, Oehric, were both killed.

Edward regained Chester from the Danes in 907, and in 909, combining with the Saxons of Mercia he forced the Danes from Northumbria following the Battle of Tettenhall, near modern day Wolverhampton.

Edward was able to extend his power base into Mercia, East Anglia and Essex. Towards the end of his reign all Danes to the south of the River Humber had come under his control.

Edward died at Farndon-upon-Dee whilst leading his army against a Welsh and Mercian rebellion in 924.



The Viking shipyard. Note the felled trees.

THE BATTLE

According to the Anglo-Saxon Chronicle, Hastein had built a fortified Viking camp at Benfleet, as a station for his warriors to provide protection for their ships that were moored in the estuary and around nearby Hadleigh. The chronicle goes on to briefly state that the Saxon army, led by Edward, attacked the camp at precisely the right moment; the majority of the invaders having left on a raid, providing the Saxons with an ideal opportunity to storm the camp.

Edward mustered an army, which largely comprised of Saxons from London. He was ably assisted by his daughter's husband, Ethelred of Mercia. The difficulty for Edward was to march the thirty miles from London to Benfleet. This was doubly problematic, as it meant crossing into Danish-held territory, which was criss-crossed with marshes and thick forest. Nominally the land that they were marching over was legally Danish. It is thought Edward ordered his men to move in relatively small groups and then to reassemble close to Benfleet for the assault.

Benfleet was situated in a prime location, giving the Danes easy access to the open sea it had also operated as a repair and resupply base for some years. The Benfleet fort probably consisted of a rampart, stockade and ditch, with



Edward's siege train.



a smaller, 'inner keep' inside. It was protected on three sides by water and tidal marshes.

On several occasions archaeologists have stated that the precise location of the fort had been discovered. Certainly in the 1850s charred timbers and human bones were uncovered in the area. However the precise location is still disputed. Near the site today is the parish church of St. Mary the Virgin, believed to have been built on the exact site that the Saxons constructed a wooden church to commemorate their victory at the battle.

Unfortunately, we know very little about the actual battle and the chronicle does not suggest that Edward faced stubborn opposition. We know that the fort was stormed and that around eighty Viking ships that were still there were burned. We also know that amongst the many prisoners taken back to London were Hastein's wife and sons.

Paradoxically, both Alfred the Great and Ethelred were godfathers to Hastein's sons. The two men would eventually come to terms and Hastein vowed never to attack Wessex again.

The battle, although not huge, definitely marked a turning point in the war between the Danish invaders and the Saxons. It was a step towards Alfred's vision of a united England.

WARGAMING THE BATTLE

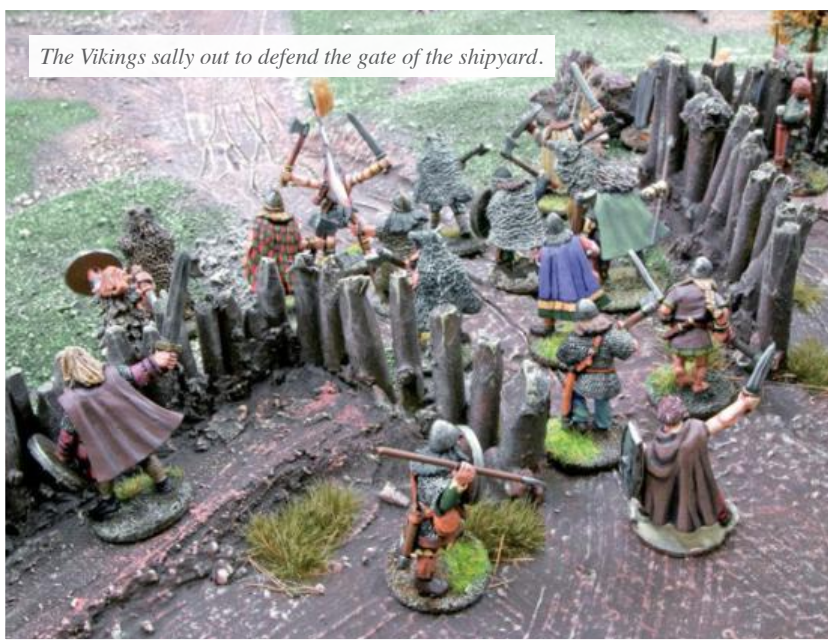
The Battle of Benfleet has a special resonance for Ron, as it is virtually on his doorstep. Ron's depiction of Benfleet is a result of walking the presumed battlefield site on many occasions. There is no right or wrong way to depict the battle, although it is very different from many Dark Ages clashes. The main difference being the Vikings are not only outnumbered, but they are also on the defensive. This makes for an exciting and challenging game.

The wargame works best by having a separate fortified enclosure to protect the ship repair facilities on the creek and a second supply and habitation camp slightly further inland. Ron has placed this on a mound or ridge above the marshland, which falls in line with recent archaeological discoveries. Ron also gives the army of Edward its own supply base, which would have probably been at nearby Thundersley.

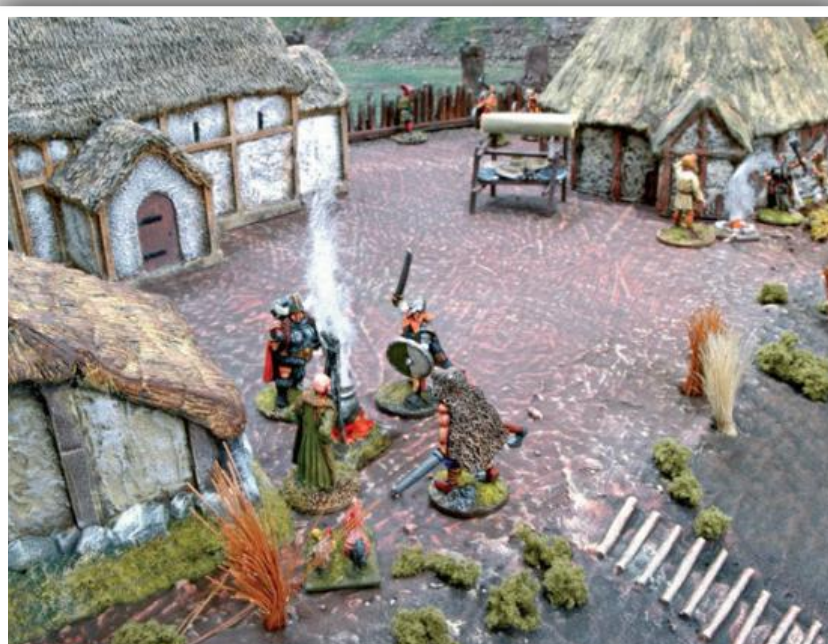
TERRAIN

The area around the shipyard should be criss-crossed with muddy creeks and marshland. Since the Vikings built and repaired ships here many of the trees in the immediate area would have been

The Vikings sally out to defend the gate of the shipyard.



Viking defences around the supply base.





Edward's men moving up the mound toward the supply base.

felled. The rest of the table can have scattered woodland.

The stockade fort protecting the Danish homes should be placed on a rise or ridge overlooking the shipyard. Roads would have been little better than tracks in the area.

TACTICS

In terms of quality, Edward's force is superior to that left behind by Hastein to protect the two stockades. Edward will also have a small number of cavalry.

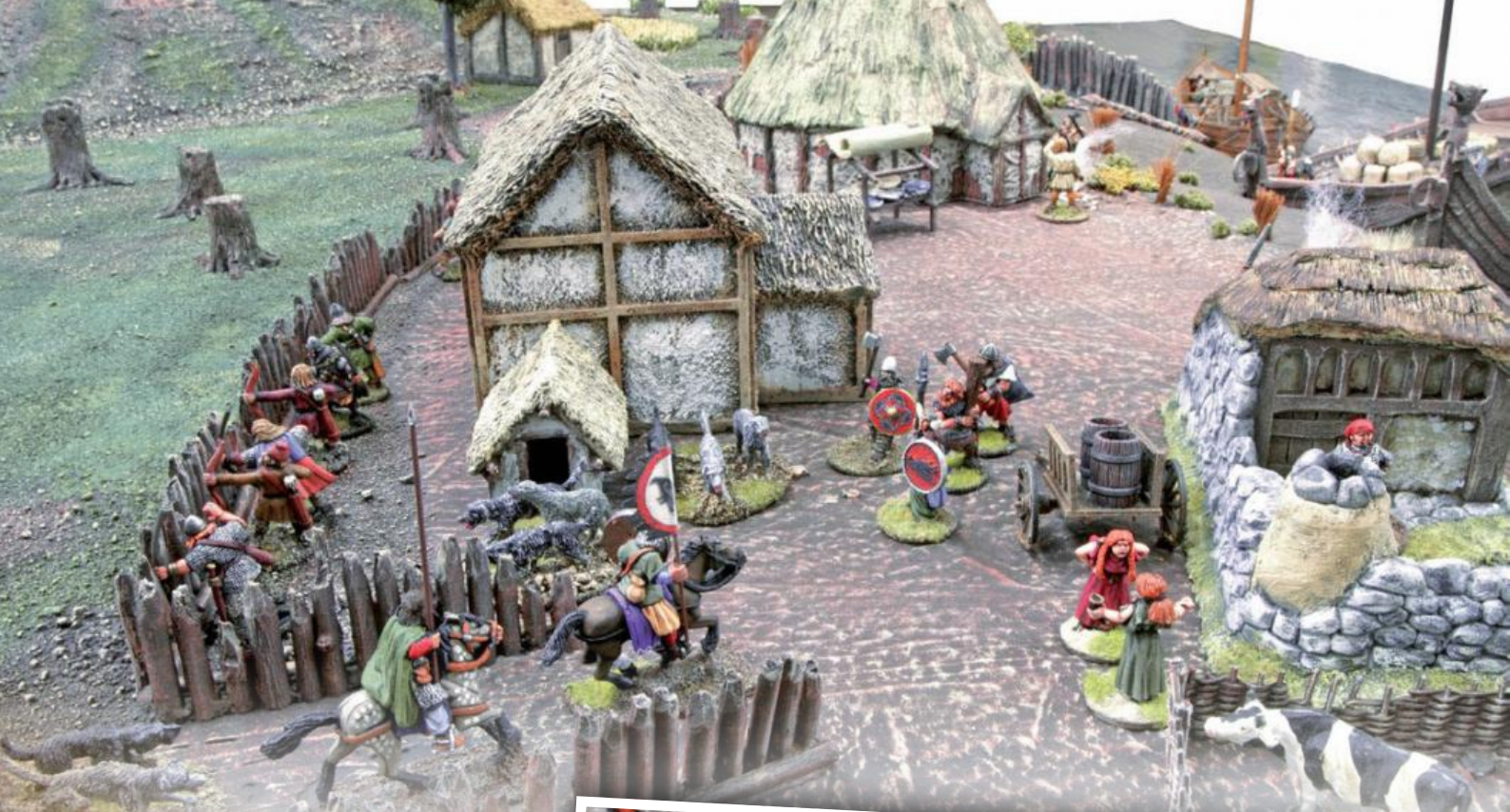
It was common practice to form a shield wall when the two armies came close to one another. The noble warriors in Edward's force would have provided the backbone, with the peasant levy either supporting them or operating on their flanks.

Hastein's army was outnumbered and would have relied on attempting to hold





The battle develops as a mounted Viking raiding force is held off by Edward's cavalry.



one or both of the fortifications for as long as possible. They would then have fallen back to one of the stockades. Their hope would have been that Hastein's raiding force would return before the camps were overrun. They also had the problem of having to protect women and children.

TIMINGS AND OBJECTIVES

It would appear from the accounts that Edward's assault on the fort protecting



The cavalry skirmish.

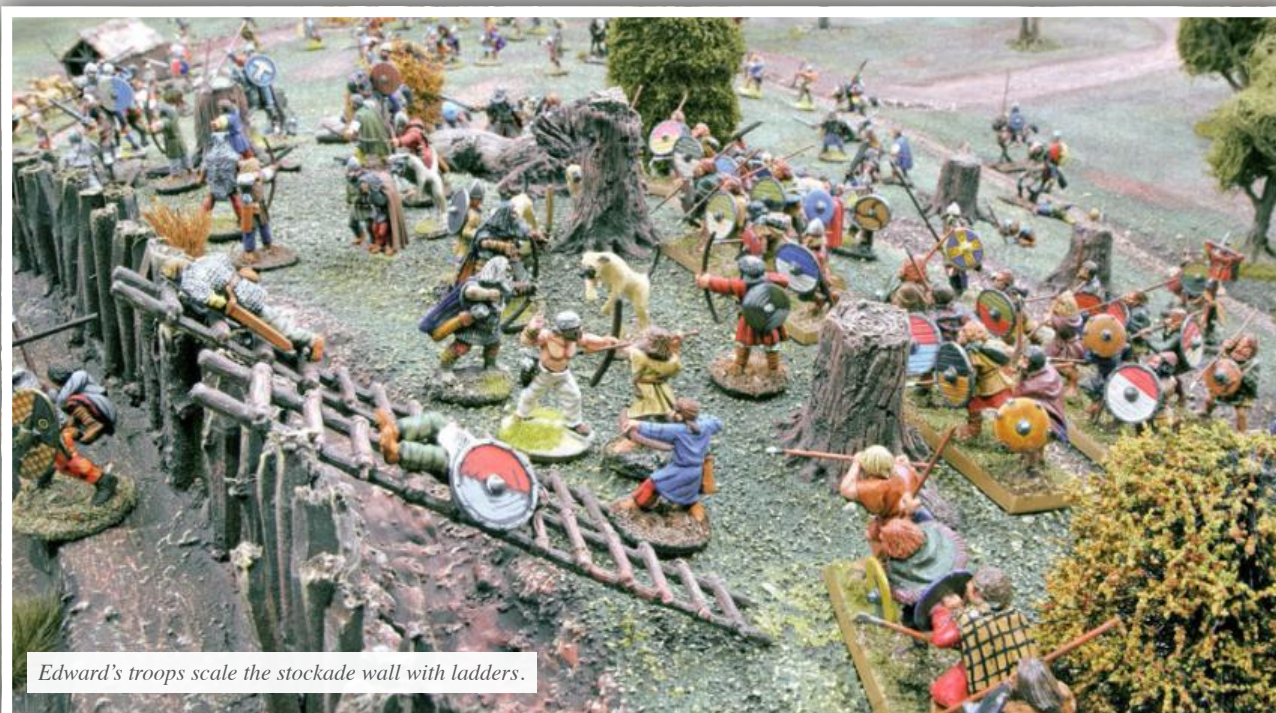


Edward's standard.

the dwellings took place before sunrise. The intention was to get close to the camp before any alarm could be raised. The battle should therefore start around 0500hrs and be played out in turns representing an hour. If the two fortifications have not been overrun by the end of turn 15 then Edward's force will fall back to Thundersley, anticipating Hastein's return.

In order for the Saxons to claim a significant victory they need to capture both fortifications and burn the Viking boats.

The Vikings need to hold at least one of the fortifications, preferably the shipyard. This would be seen as a chance for the Vikings to withdraw from the area once Hastein has returned. Any other outcome would see them left stranded on this part of the Essex coast.



Edward's troops scale the stockade wall with ladders.





Savage fighting around the supply camp.





CONCLUDING THOUGHTS

Edward would have sent his scouts and light cavalry ahead to harass the sentries protecting the ramparts. This would have given the rest of the army sufficient time to form up for the assault. It is apparent that the Saxons certainly arrived prepared and would have had ladders to scale the log defences.

It is likely that no serious fighting took place until dawn, by which time Edward's army was in position to make its assault. The Vikings would have had limited numbers of archers, but would have thrown spears at the attacking Saxons. They would have also used hot charcoal and any other objects as missiles.

Whilst the onus is on Edward to make the aggressive moves and decide whether he has sufficient forces to tackle both fortifications simultaneously, it is the Vikings that find themselves with the most difficult decisions. They



Saxon fire arrows make short work of the moored Viking long ships.



have insufficient men to protect both fortifications. The belief is that Hastein had only left older men and youngsters to protect the two stockades. There are certainly insufficient men to put up a serious defence and they should not be risked in the open. The Vikings need to decide when to abandon the dwellings on the hill and when to fall back towards the shipyard. If they leave it too late then the likelihood is that both fortifications will be overwhelmed and the Viking units picked off piecemeal. The added danger of Saxon light troops and cavalry makes the withdrawal all the more vital in terms of timing.

The Vikings should not be given the option to be able to evacuate both fortifications and withdraw by ship. This would have left Hastein abandoned and isolated, despite the fact that he had some 3,000 troops with him.

Edward's troops should be allowed to target the Viking ships with flaming arrows once they get within range of the shipyard. It could be considered as a tactical victory if Edward fails to take the shipyard, but has destroyed the ships. Even though the Vikings would be left with a defensible position and the prospect of Hastein reinforcing them at some point, it would have seriously impaired the Vikings, probably for a number of months.

Since the assault took place under the cover of the pre-dawn darkness, withdrawal from either fortification should not be allowed until the first shots have been fired, or a Saxon unit is within charge range of one of the fortifications.

Optionally, the fortifications could be given a rampart stockade and ditch. The latter being studded with sharpened timbers to break up massed attacks.

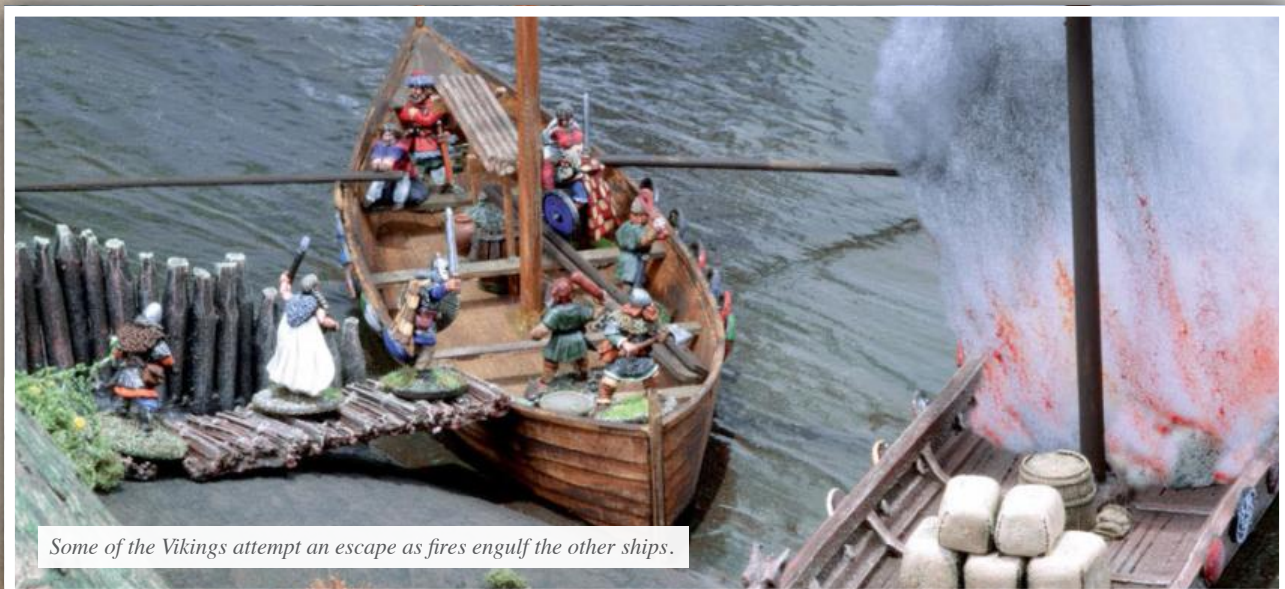
ORDERS OF BATTLE

Edward's order of battle

It is probable that Edward's main force, consisting of noble warriors and a levy from London, amounted to some 1,200 men. In addition to this he would have his own group of noble warriors or retinue. Undoubtedly he would have also made use of locals or those with knowledge of the terrain in this part of Essex. These men would have been employed as scouts or skirmishers.

It is also likely that he would have had a small number of mounted troops, which should be classed as light cavalry. These are not impact troops and should be considered to be mounted scouts. They are ideal for pursuit, but not for charging.

The noble warriors should be classed as either medium or heavy infantry. They



Some of the Vikings attempt an escape as fires engulf the other ships.

would be predominantly armed with throwing spears and axes.

The levy was less well armoured and usually of an indifferent quality. In this instance, with numbers on their side, they should be classed as being fairly confident. They too would have had shields and were probably armed with throwing spears.

The scouts should be lightly armed, shielded infantry and the cavalry on sturdy ponies with a throwing or thrusting spear and shield.

Relatively few figures are needed to represent Edward's army: two or three units of noble warriors, two units of levies, two small units of skirmishers and one unit of light cavalry. In addition to this you will also need rudimentary siege equipment. These should be on horse or ox-drawn wagons, consisting of a small battering ram and a number of ladders.

Viking's order of battle

Traditionally we would give the Vikings a backbone of hirdsmen for their main shield wall, supporting units of spearmen and bowmen and then skirmishers to work ahead of the main formation and to protect flanks.

It has been estimated that Hastein had left Benfleet with a raiding force of around 3,000 men. He had left behind no more than around 400 men.

It is probably best to represent this small force with a single unit of hirdsmen. These men will be relatively heavily armoured and certainly classed as heavy infantry. They would be armed with two-handed axes and shields.

Two units of spearmen armed with light throwing spears or axes are recommended. The throwing spear option is probably best to provide much-needed fire power from the defensive positions.

Two small units of skirmishers armed with bows and a single skirmisher unit armed with throwing spears finishes off the army.

This is not a typical Viking force and should not be expected to stand up to the Saxons on open ground. They should make use of the spearmen, skirmishers and bowmen to provide the defensive fire power, whilst protecting the hirdsmen, who can be used to respond to any breaches in the defences.

The Viking army should also be hamstrung by the need to protect non-combatants. These should consist of a number of women and children, along with wagons and carts containing food and plunder.



GENTLEMAN JOHNNY STILLWATER - 1777

The American War of Independence, or the American Revolutionary War, broke out between Britain and her thirteen American colonies in 1775. After two years of bitter conflict, it was the defeat of Burgoyne's British army following the battles of the Saratoga campaign, that would finally tip the balance in favour of the rebels. France openly entered the war and two French allies - Spain and the Dutch Republic - also went to war with Britain.



The Saratoga campaign aimed to capture the corridor between Lake Champlain and the Hudson River. If this was achieved, New England would be cut off from the rest of the American colonies. The campaign was launched from Quebec, which had formerly been under threat by the Continental Army.

Burgoyne could muster around 10,000 troops. His main force aimed to strike towards Albany. A smaller force was to march down the Mohawk River valley and then link up with him at Albany. The

invasion got underway in June and within the month (6 July) Fort Ticonderoga had been captured.

There was a setback at the Battle of Bennington on 16 August when 2,000 New Hampshire and Massachusetts militiamen, commanded by Stark and supported by other units, defeated a portion of Burgoyne's army on a raiding mission.

Meanwhile, the smaller force was moving down the Mohawk River valley. They managed to ambush militiamen

and their woodland Indian allies at the Battle of Oriskany (6 August). However American reinforcements, under Arnold, forced the British column to pull back towards Quebec.

Burgoyne was in a difficult position; he was short on supplies and down to around 6,000 men. Despite this, he was determined to press on.

The Battle of Stillwater (a.k.a. Freeman's Farm) is also known as the first battle of Saratoga. It came about as a result of Burgoyne trying to outflank Gates' army, which had dug in south of Saratoga, in New York State.



THE COMMANDERS

John Burgoyne (1722 - 1792)

Burgoyne was born in Bedfordshire in 1722. At the age of fifteen he purchased a commission in the Horse Guards. He became well known for his elaborate clothing and lifestyle, acquiring the nickname 'Gentleman Johnny'. Although he sold his commission in 1741 to cover gambling debts, by 1745 he had joined the British army once more, with the 1st Royal Dragoons. Within two years he had managed to buy himself a captaincy.

Burgoyne was involved in a scandal when he eloped with the daughter of Lord

Derby. To support his new wife, he had to sell his commission again.

When the Seven Years' War broke out in 1754 he bought another commission with the 11th Dragoons and within four years he was a lieutenant-colonel in the Coldstream Guards. Burgoyne saw active service, particularly in Portugal and, during the 1760s, served terms as a member of parliament.

As a major-general he arrived in Boston in May 1775, but saw no combat. This led to him returning to England. In 1776 he commanded British reinforcements sent to raise the siege of Quebec. The following

year Burgoyne took command of the troops earmarked to capture Ticonderoga and then advance on Albany. The plan was to cut off New England from the southern colonies. The British operation was bungled due to over-confidence and, after his defeats around Saratoga, Burgoyne surrendered his whole army on 17 October 1777.

Rightly or wrongly, Burgoyne was blamed for the disaster and he left the service, returning to political life. Burgoyne was also a competent playwright and author.

He died in London in August 1792.

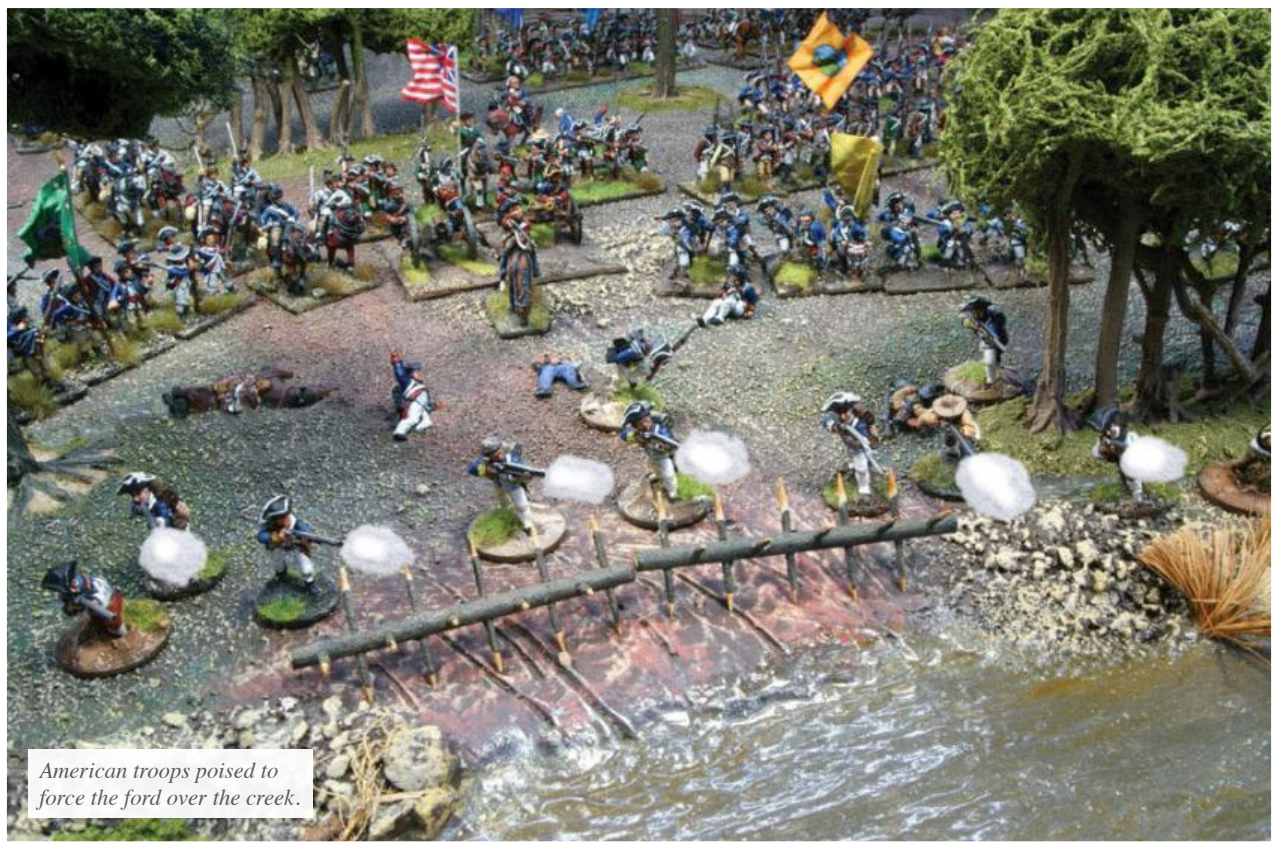


The Hessian fort.





The opening moves, as American forces drive in the British piquets along the creek.



American troops poised to force the ford over the creek.



Horatio Gates (1727 - 1806)

Gates was born in Essex and, in 1745, he bought a commission, serving with the 20th Foot during the War of the Austrian Succession. Nine years later he sold his commission and became a captain in a New York independent company.

Gates operated under the command of Braddock during the French and Indian Wars. He was injured in combat, but by 1759 was a brigade major. He was involved in the capture of Martinique in 1762.

In May 1775, at the outbreak of the War of Independence, he offered his services to Washington. He became the first adjutant-general of the US Army. What he really wanted was a field command and he achieved his ambition in June 1776 when he was given command of the Canadian Department.

In August 1777, Gates was given command of the Northern Department and led the army in its victory against Burgoyne's invasion.

There was some talk about Gates replacing Washington, and political manoeuvrings soured the relationship between the two men. Gates was posted to command the Southern Department and it was in this role that he was defeated by Cornwallis at the battle of Camden on 16 August 1780.

Gates retired from service in 1784 and remarried after the death of his wife.

He died in New York in April 1806.





British and Loyalist units race to defend the outskirts of Stillwater.





Lead American units cross one of the Stillwater Creek bridges.

THE BATTLE

In order to succeed in the campaign, Burgoyne needed to either decisively defeat the rebels or find winter quarters that could easily be defended. It was in Burgoyne's nature to choose to go forward, with the intention of wintering in Albany.

The Continental Army was encamped south of Stillwater when Gates assumed command on 19 August.

On 7 September, Gates moved the army to the north of Stillwater, about ten miles south of Saratoga. The position was called Bemis Heights.

Burgoyne, meanwhile, was advancing south and the lead elements of his army reached a point about four miles to the north of Saratoga on 18 September.

Gates undoubtedly intended to fight a defensive battle based around the defensive works on Bemis Heights. But British moves indicated that on 19 September there were three distinct columns on the move. Riedesel and his troops were on the left, closest to the Hudson River. In the centre was a concentration of troops under Hamilton, which were clearly going to make an attempt on the Heights. However it was the right wing of the British army that gave Gates the greatest concern. These light infantry and grenadiers, commanded by Fraser, clearly aimed to use the heavily-wooded area to flank the American positions. With great reluctance, Gates allowed Arnold and Morgan to advance and take advantage of the difficult terrain to break up the British columns.



Morgan's men soon engaged the lead units of Hamilton's column. Then Fraser arrived and Morgan's left was shattered. On learning the news, Gates began to send more regiments piecemeal to support the effort.

The battle seems to have ebbed and flowed in phases. There were intense fire fights and then one side or the other would fall back and regroup. At around 1500hrs Burgoyne received a request for instructions from Riedesel. Burgoyne ordered him to leave as few men as possible to guard their supply train and join the battle. As Riedesel's men began to engage, more American units had to be pushed forward to plug the gaps. It was fortunate that by this stage dusk was falling and the Americans were able to pull back towards Bemis Heights. Had

there been another hour or so of daylight then it could have ended in disaster for them. Although the British were in control of the field, their casualties were double those of the Americans.

Burgoyne's position, however, was deteriorating. He was short on men, food and ammunition, but he refused to fall back. On 7 October, he attempted to force Bemis Heights. By this stage he was seriously outnumbered and lost around 400 men over the course of an hour. The Americans were then able to launch their own attack, which successfully drove the British from their defensive positions. Burgoyne was now outnumbered by more than three to one and was forced to come to terms when he found himself surrounded at Saratoga on 13 October. Four days later he surrendered his army.

WARGAMING THE BATTLE

This battle, like most of the engagements in the American Revolution, is ideal for wargaming, as the amount of troops involved is not particularly high, so you can opt for fairly low figure to man ratios. Ron started his game with Burgoyne, his British regulars, and the Hessians occupying both of the towns. The Continentals are formed up ready to launch their attack on Stillwater.

This particular battle can develop in a number of different ways. The bulk of the fighting is likely to take place in fairly difficult, wooded terrain, with troops largely deploying in loose order unless the opportunity arises for them to form up.

The result of the actual battle was a costly (particularly for Burgoyne) stalemate. The day would probably have been lost had Riedesel's Hessians not arrived.

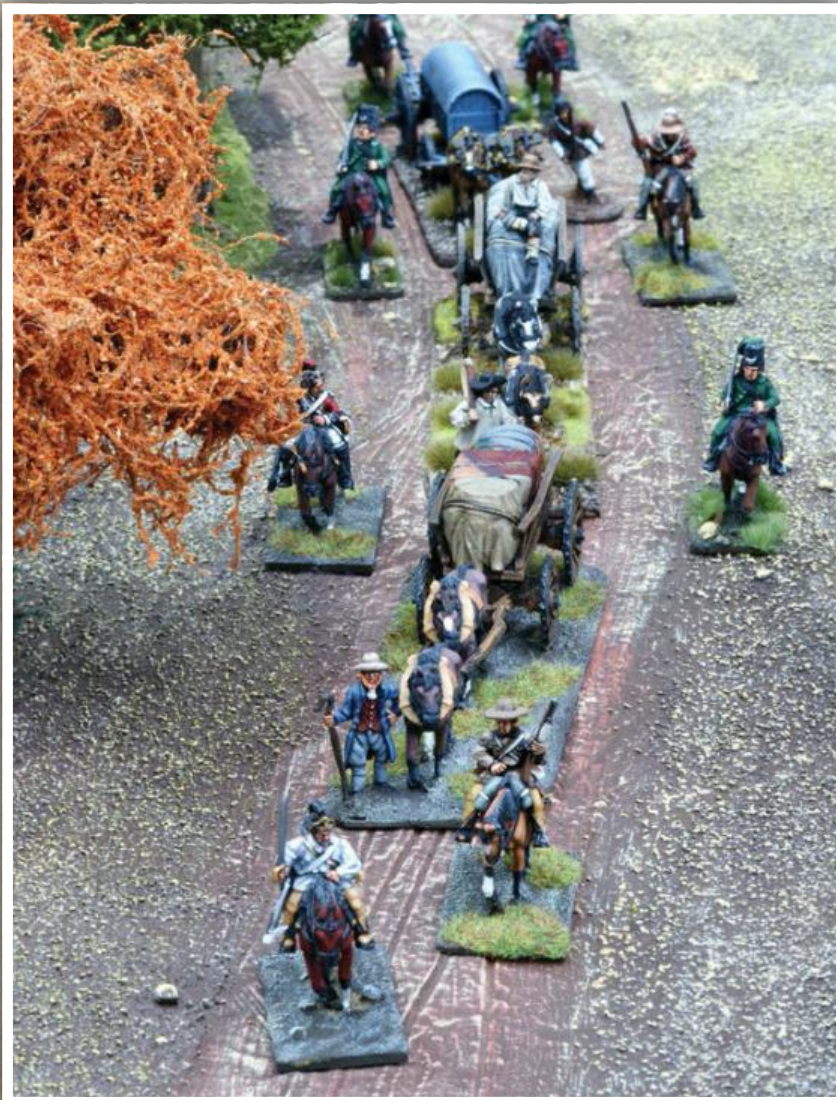
The key to re-fighting this battle is to split the British into three columns and to push elements of the Continental Army forward, having a workable mechanism to release American reinforcements.

TERRAIN

Ron's version of this battle shows the towns of Saratoga and Stillwater. The gap between them represents fourteen or so miles of fairly well-wooded ground and a river valley. For practical purposes, units in column should be restricted to moving on the roads and tracks. Keeping cohesive lines moving in the terrain will also prove to be problematic. Hence, the majority of strategic movement will probably be in loose order.

The British front line should begin anchored to the north of Mill Creek. The creek should not present too much of an obstacle. You should slow down movement whilst crossing the creek and not allow artillery across, except via the bridge. In fact there were two bridges, but one was considerably further east.

The areas to the southeast and northwest of the table are particularly heavily wooded. The rest of the table has scattered woodland. In Ron's recreation of the battle, a certain amount of field defences have been allowed, along with a representation of the Hessian-manned fort.





One of the understrength British regiments at Stillwater.



A view from the British positions as the Americans make a determined attempt to overrun Stillwater.





The Americans manage to break through part of the defensive line as fresh British units are rushed forward.

TACTICS

Ron's game allowed the main British force to be in defensive positions around Stillwater to simulate their forward positions to attack Bemis Heights. More troops were moving up. Once the creek had been crossed by the rebels, further Continental troops were released to attack the flank of the British army. Towards the end of the battle, Riedesel's Hessians were allowed to enter the table to tackle the Continental reinforcements.

The British regulars and the Hessians were consummate exponents of battles that required good drill and the ability to engage in fire fights on open ground. Washington and the rebels quickly learned that they had little chance in such situations.

Stillwater is a great example that the battles of the American War of Independence were more to do with manoeuvre than fighting ability. Perhaps one of the most significant aspects of

the War was the development of light infantry. In fact, in this particular battle light infantry companies were stripped out of regiments and formed into cohesive battalions so that they could operate to offset the inherent skirmish abilities of the rebels.

Stillwater and, in fact, the whole Saratoga campaign, took place in terrain that was difficult for traditional British tactics. The rebels made great use of their frontiersmen, who would use irregular tactics to counteract British tactical superiority.

The Continental Army was trained to fight using the linear tactics that were in vogue in Europe. They did not perform that well in this regard. In fact, many had an entirely different view on how to fight.

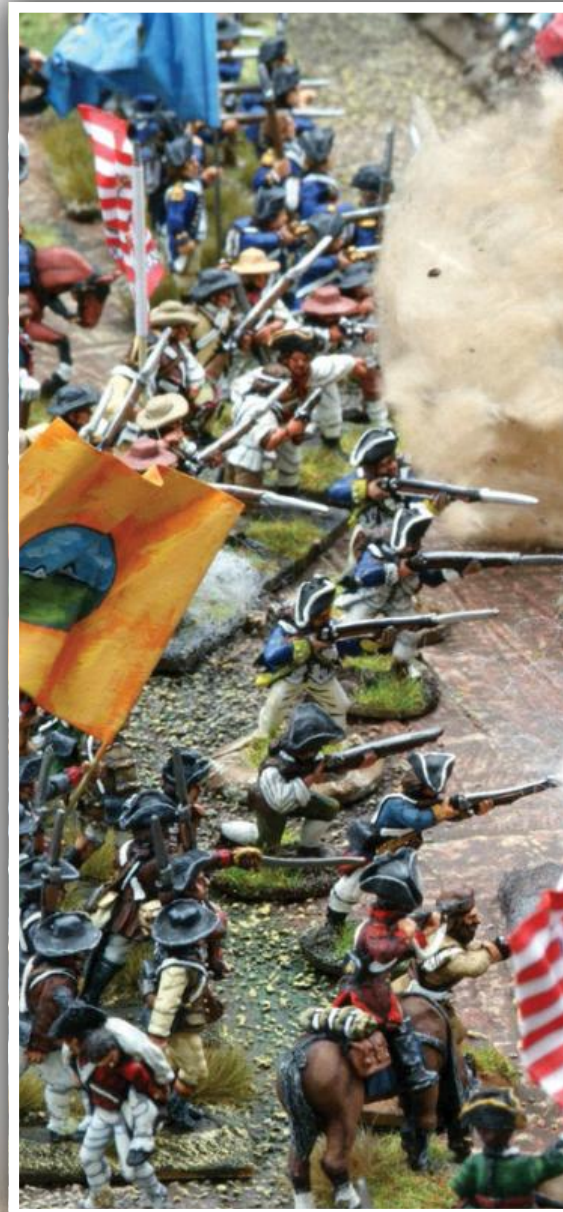
The rebels preferred to operate as individuals and not to use close formations. They would make use of cover. They were not concerned too much about having to fall back if hard-pressed.

Sometimes, however, this free form of fighting would cause panic and a rout would ensue.

Many of the men fighting the British would have had extensive experience with Indian warfare. They were woodsmen, and they were good shots. They were not keen on hand-to-hand fighting, whereas the British would often deliver the final blow with a bayonet charge.

Washington was very keen to take advantage of the fact that there were good riflemen available to him. These men could deliver a good rate of fire and they could reload on the run. They were excellent for skirmishing and scouting. The downside was that they often lacked bayonets.

Undoubtedly, the tactics used by the British during the war and the tactics they witnessed being used by the rebels were the blueprints for the British light infantry that would perform so well in the Peninsular War.





Detail of the vicious fighting around Stillwater at the highpoint of the American assault.

TIMING AND OBJECTIVES

The Americans' orders are fairly straightforward. They need to cut the lines of communication between the two settlements. This objective will effectively stop reinforcements from reaching Burgoyne's men. A second American force was positioned so that it was four turn moves away from Saratoga.

The main assault against Stillwater should be launched by Arnold. These troops should be deployed just to the south of the creek, with the objective of storming Stillwater.

The right wing, under Gates, should be held back and only released if one of the following two conditions applies. First, two formed rebel units have managed to breach the Stillwater defences. Alternatively, if there is no intact rebel unit to the north of the creek by the end of turn 6.

From turn 2, begin the countdown for the arrival - on the table's edge at the end of turn 6 - of the centre of the American army. These troops have the objective of overcoming Saratoga.

On turn 8, Riedesel's force can arrive at the far end of the table, with the objective of preventing the rebels from taking Saratoga.

For the British, the defensive line in Stillwater should consist of Hamilton's force with Fraser's right wing to the west of Stillwater. Burgoyne and his troops should be placed in Saratoga.

In terms of victory and defeat, the British score a strategic victory if they are able to defeat and rout the rebel left and right wings, whilst holding onto Stillwater and



Saratoga. They will win a tactical victory if they manage to break one of the wings or centre of the rebel army and still hold Saratoga.

The rebels will win a strategic victory if they manage to take both settlements. They will win a tactical victory by routing two of the four British columns.

CONCLUDING THOUGHTS

This battle is part of a campaign that certainly saw the ill effects of attrition,

particularly to the British army. The ability of the Continental army to be reinforced and to replace casualties was certainly greater than Burgoyne's army. Even if clear outcomes have not been achieved by the end of the battle, a comparison of the relative strength of surviving units will quickly reveal whether the British have suffered irreplaceable losses. Burgoyne could hardly risk losing men for no discernible advantage. He was already effectively cut off. If his force was further depleted he would find it not only impossible to

remain in position, but also to actually risk either a further offensive or a withdrawal towards Ticonderoga. This is, in effect, what actually happened to him and what precipitated his surrender within the month.

When playing this type of game, in order to simulate the fact that so many British officers and artillerymen were killed, you should try to incorporate a mechanism that allows for officer casualties when units such as Morgan's Rifles are engaged in fire fights.

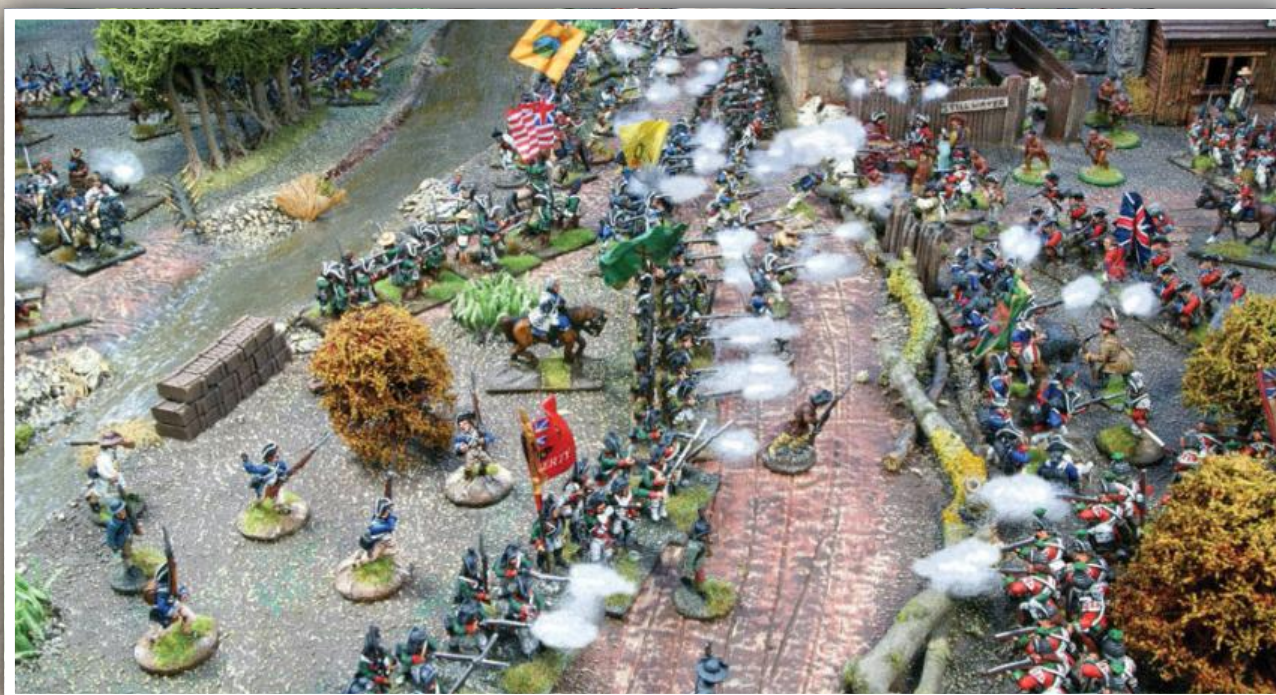


The Americans fall back in the centre, but the fighting continues around the redoubt on the flank.

ORDERS OF BATTLE

British order of battle

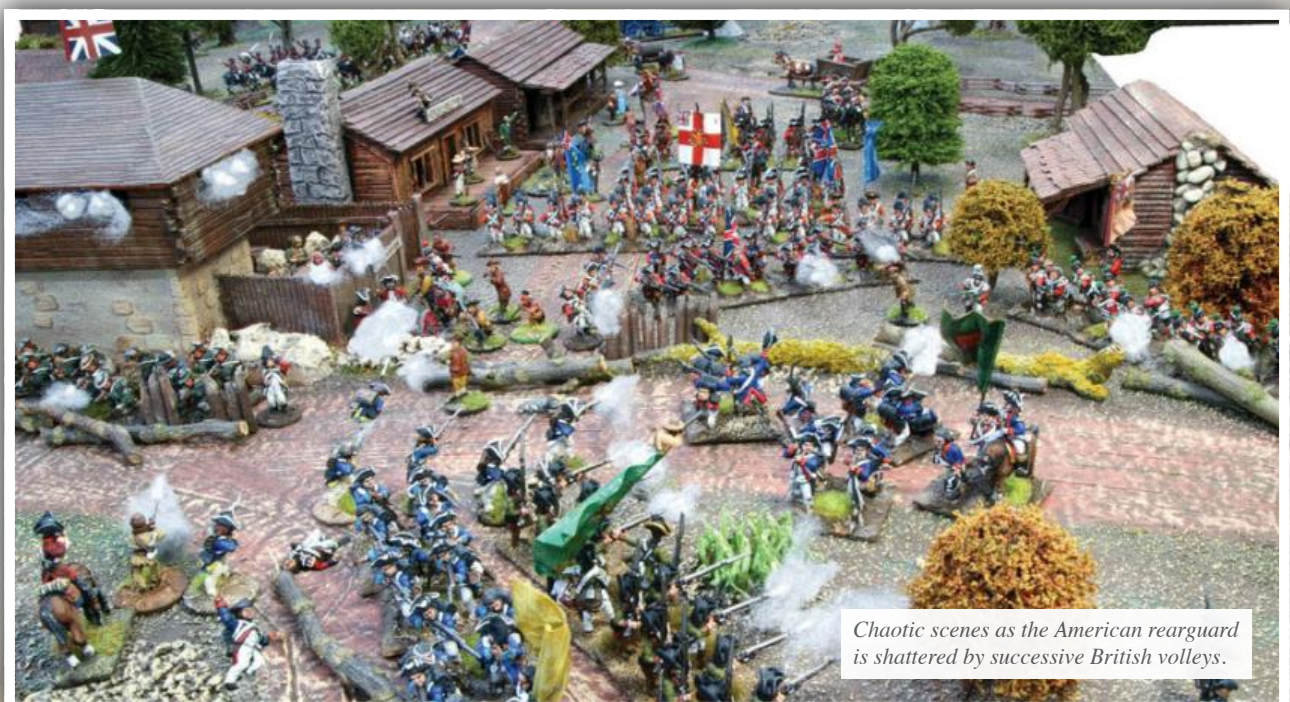
Right Wing (Fraser)	Grenadier companies from 9th, 20th, 21st, 24th, 29th, 31st, 34th, 47th, 53rd, and 62nd Foot (Acland) Light companies from 9th, 20th, 21st, 24th, 29th, 31st, 34th, 47th, 53rd and 62nd Foot (Balcarres)	24th Foot Breyman's Jägers Indians (500) and Canadians (300) Artillery Brigade of eight cannon (6- and 3-pounders)
Centre (Hamilton)	9th, 20th, 21st and 62nd Foot	Artillery Brigade of six cannon (6- and 3-pounders) commanded by Captain Jones
Left Wing (Phillips & Riedesel)	Riedesel's Regiment Specht's Regiment Rhetz' Regiment	Captain Pausch's Hesse Hanau Company of Artillery
Rear (Burgoyne)	47th Foot Hesse Hanau Infantry	Prinz Ludwig Dragoons King's Loyal Americans Queen's Loyal Rangers





American order of battle

Right Wing (Gates)	Brigadier Glover's Continental Brigade Colonel Nixon's Continental Regiment	Brigadier Paterson's Continental Brigade
Centre	Brigadier Learned's Continental Brigade Bailey's Massachusetts Rgt	Jackson's Massachusetts Rgt Wesson's Massachusetts Rgt Livingston's New York Rgt
Left Wing (Arnold)	Cilley's New 1 st Hampshire Rgt Hale's 2 nd New Hampshire Rgt Scammell's 3 rd New Hampshire Rgt Van Cortlandt's New York Rgt	Livingston's New York Rgt Connecticut Militia Morgan's Riflemen Dearborn's Light Infantry
Artillery	Independent Continental Artillery battalion (22 guns)	
Cavalry	2nd Continental Light Dragoons	2nd Connecticut Light Horse



Chaotic scenes as the American rearguard is shattered by successive British volleys.

WELLINGTON'S FIRST SPANISH VICTORY TALAVERA - 1809

The French had never intended the Peninsula (Spain and Portugal) to be a major theatre in the Napoleonic Wars. The British had different ideas and saw it as a means of grappling with the French on the continent.

For the French, the key was not Spain, but Portugal. In imposing the so-called "continental system" on Europe, the intention was to prevent any British trade into Europe. Portugal still offered the British a market for their goods.

When the French marched through Spain and invaded Portugal, the Portuguese royal family fled to Brazil. Napoleon deposed the Spanish king and replaced him with his brother, Joseph. It was not an act which endeared the French to the Spanish.



Answering the Portuguese pleas for help, the British landed an expeditionary force in August 1808. The British commander, Sir Arthur Wellesley (later the Duke of Wellington) forged two victories against the French at Rolica (17 August) and Vimeiro four days later.

The French had their backs to the wall, but the British signed the Convention of Cintra which allowed Junot's French army in Portugal to be evacuated on British vessels. The agreement was highly controversial and would come back to bite the British.

An enquiry back in Britain required Wellesley to return home. In his place Sir John Moore took command of the expeditionary force. The British plan had been to advance into Spain and link up with Spanish troops. Unfortunately, the

Spanish were not yet ready to make a meaningful contribution. Moore found himself facing the French alone.

Napoleon himself stormed into Spain. He retook Madrid from the rebels and forced the British into a ruinous retreat through the harsh Spanish mountains. Napoleon, content that the British were finished, left Marshall Soult to deliver the final blows. Napoleon was already immersed in the planning of his campaigns against the Austrians.

For three months there would be no British field army in the Peninsula. For the time being there would just be the 10,000 men in garrisons at Lisbon, but

this would soon change and Wellesley would take full command, launching his own series of offensives.

Wellesley arrived in Lisbon on 22 April 1809 which caught Soult on the hop. Wellesley chased Soult off and liberated Oporto on 12 May.

At this point, the French were fairly strung out in Spain. Victor's 1st Corps was in Estremadura watching Cuesta's Spanish army, Suchet's 3rd Corps was

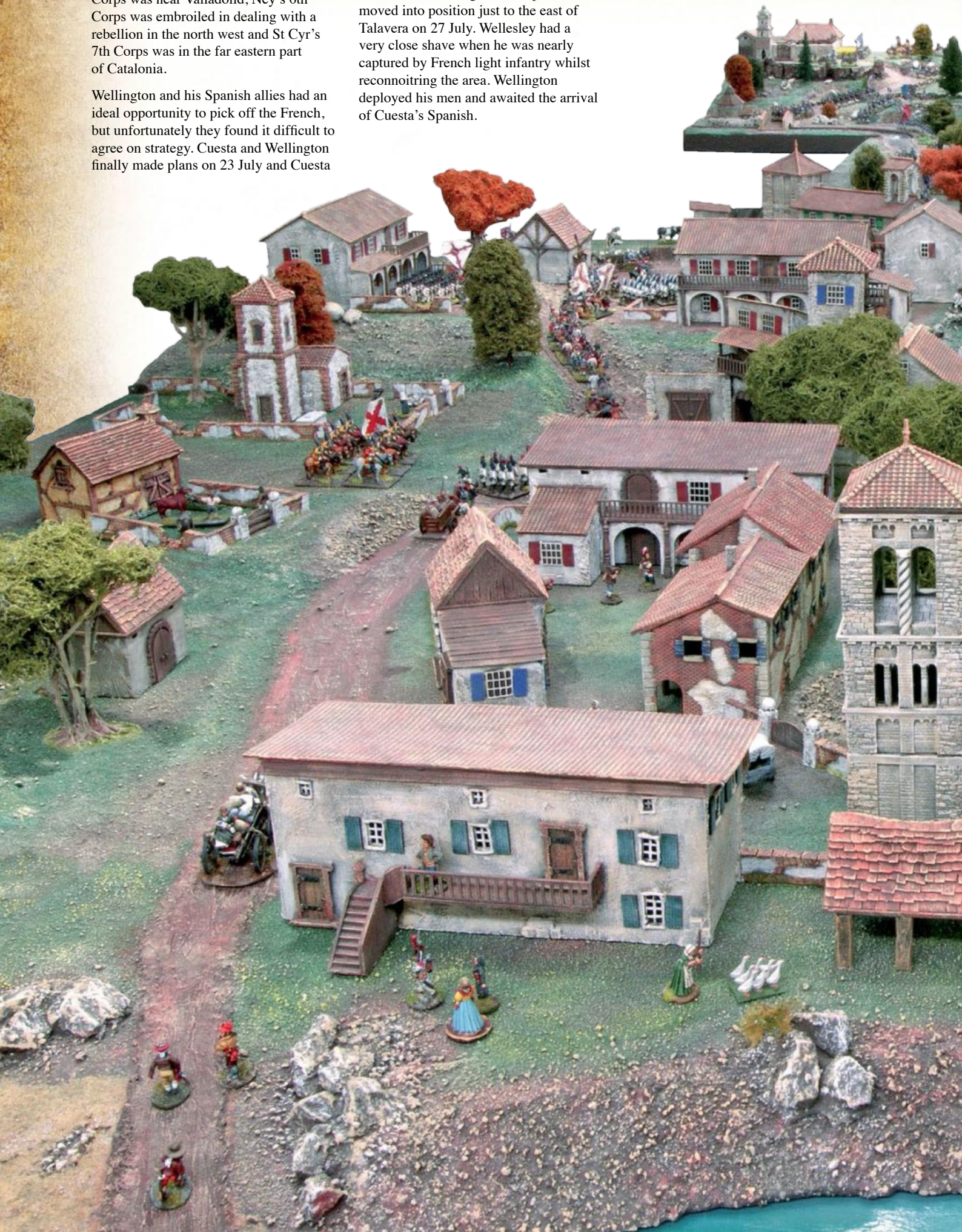


in Aragon, Sebastiani's 4th Corps to the south east of Madrid (keeping an eye on another Spanish army), Mortier's 5th Corps was near Valladolid, Ney's 6th Corps was embroiled in dealing with a rebellion in the north west and St Cyr's 7th Corps was in the far eastern part of Catalonia.

Wellington and his Spanish allies had an ideal opportunity to pick off the French, but unfortunately they found it difficult to agree on strategy. Cuesta and Wellington finally made plans on 23 July and Cuesta

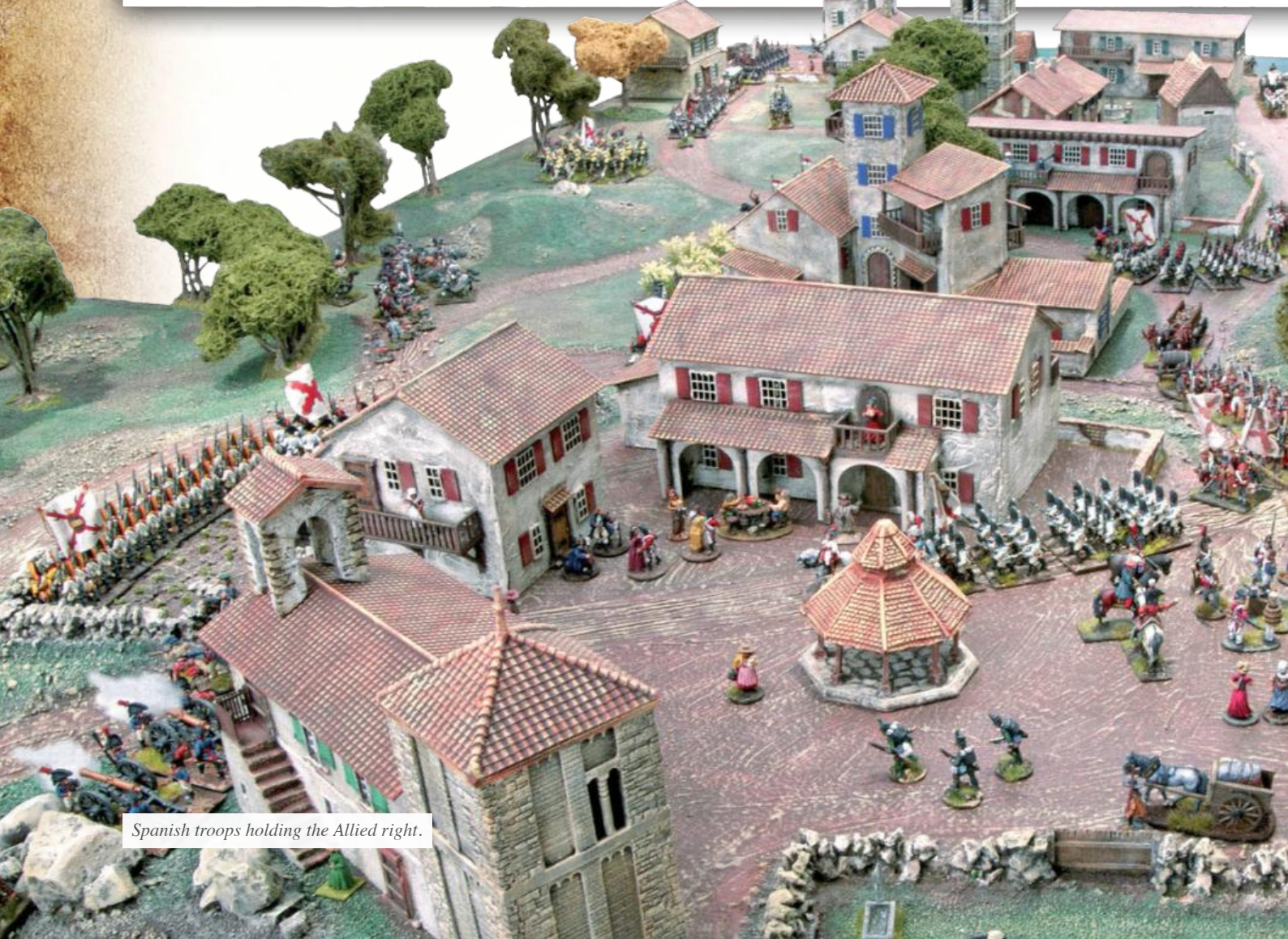
chased off after Victor, only to be beaten by him on 25 July.

Meanwhile, Wellington's troops had moved into position just to the east of Talavera on 27 July. Wellesley had a very close shave when he was nearly captured by French light infantry whilst reconnoitring the area. Wellington deployed his men and awaited the arrival of Cuesta's Spanish.





Spanish troops near the Tagus River.



Spanish troops holding the Allied right.



THE COMMANDERS

**Arthur Wellesley, Duke of Wellington
(1769 - 1852)**

Wellesley was to become one of the key military and political figures of the 19th Century. He was born in Dublin and joined the British army as an ensign in 1787. By 1796, he had become a colonel and saw action in Holland and then in India. It was there that he came to prominence, winning the Battle of Seringapatam (1799) and going on to become a governor and promoted to major-general in 1803, after the Battle of Assaye.

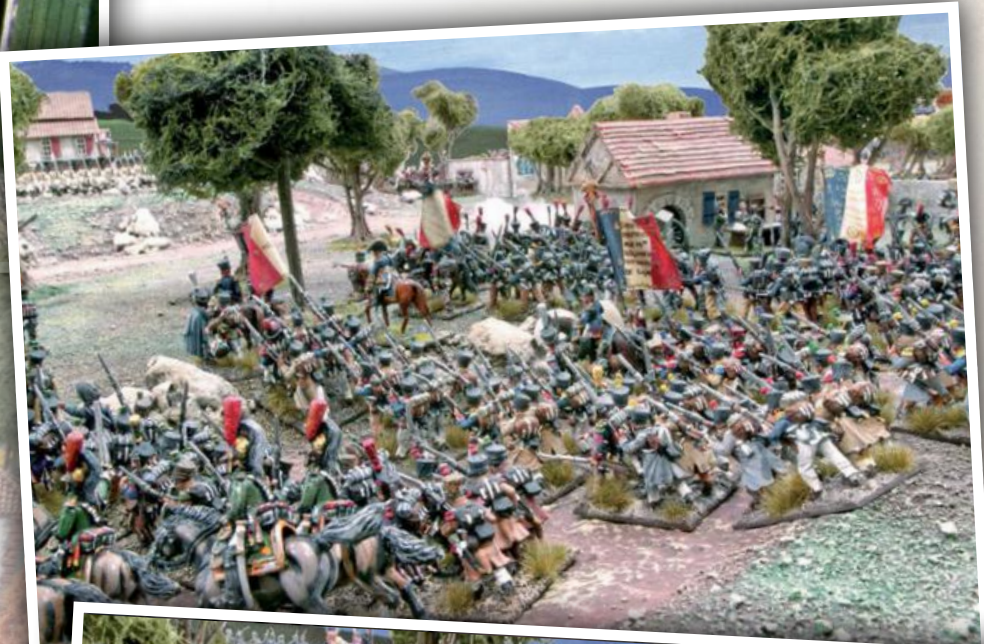
It was during the Peninsular campaign that Wellesley achieved his greatest accolades. He was again promoted to the rank of field marshal following success at the Battle of Vitoria (1813).

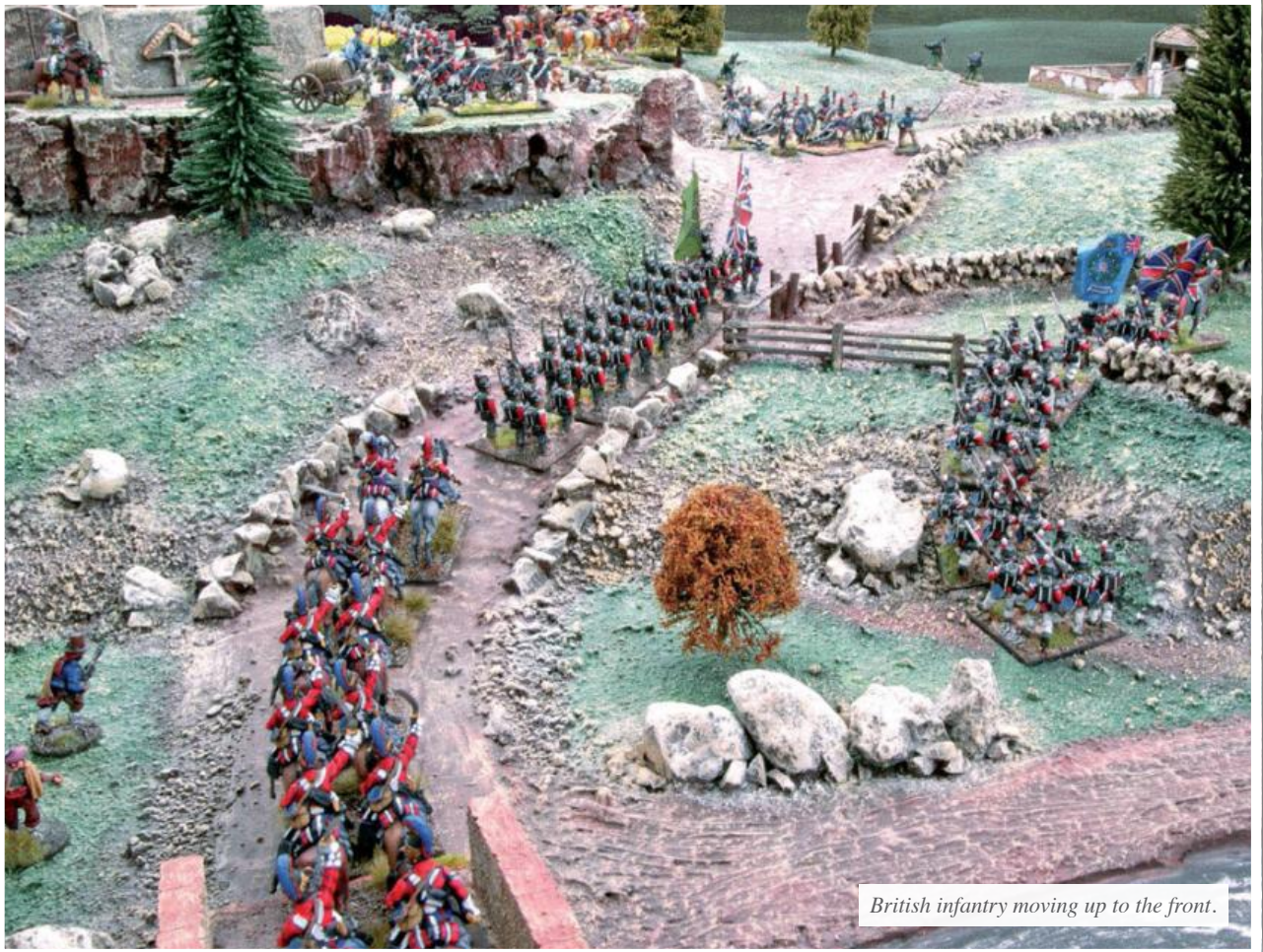
After his enemy, Napoleon Bonaparte, went into exile in 1814 Wellesley was

granted a dukedom and served as the ambassador to France. The following year he led the Allied army, together with the Prussian army, led by Gebhard Leberecht von Blücher, and defeated Napoleon Bonaparte at the battle of Waterloo (1815).

Wellesley had been involved in at least sixty battles throughout his career as a military leader, but once hostilities had ended he turned to a career in politics, retiring as commander-in-chief in 1828. He was a Conservative and served twice as prime minister (1828-30 and 1834) but remained in the House of Lords until he retired from politics.

Arthur Wellesley died after suffering a stroke on 14 September 1852. He was given a state funeral in London. Queen Victoria granted his former regiment, the 33rd, the title of the Duke of Wellington's Regiment on the anniversary of the Battle of Waterloo.



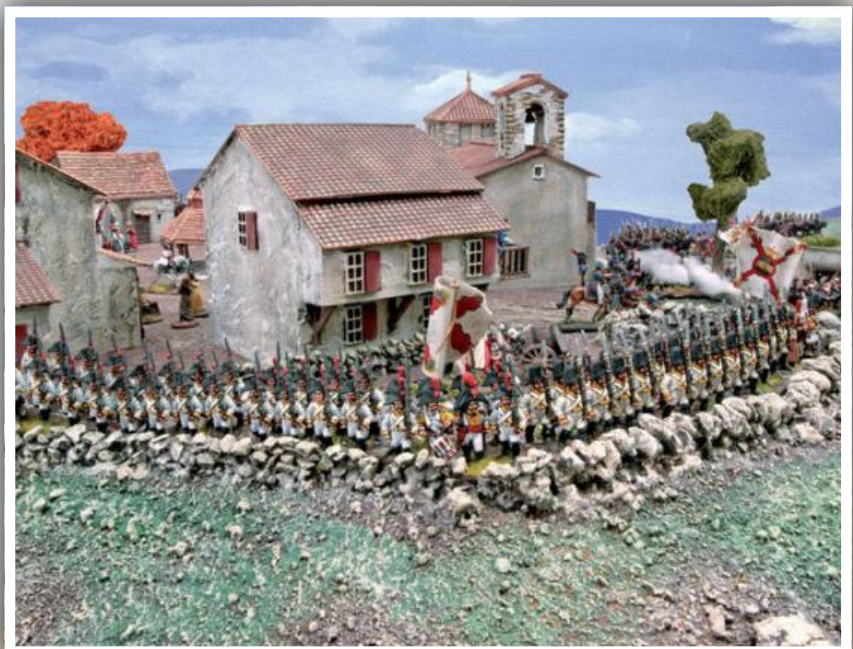


British infantry moving up to the front.





The main Spanish defence line.



Claude Victor-Perrin (1764 -1841)

Victor was born in the Vosges region and joined the army in 1781. He served for ten years and then joined the reserves. He quickly became a battalion commander and by 1793 had risen to command a brigade.

He fought in the Pyrenees and then during the Italian campaigns of 1796-1799. By this stage he had been given command of a division. Victor fought well at Marengo (1800) and was then given command of the Batavian army.

Victor worked as Lannes' chief of staff for the V Corps, fighting at Saalfeld and Jena. He commanded the I Corps at Friedland. In 1808, he was sent to the Peninsula, fighting major battles at Espinosa, Talavera, Barrosa and Cadiz. Victor was then given a corps command for the invasion of Russia in 1812. He lost Napoleon's confidence in 1814 which set him on a road that would see him head a commission to apportion blame during the "Hundred Days", the period running from Napoleon's escape from exile and his defeat at Waterloo.

In 1821, Victor became the French War Minister. By 1830, he commanded the Royal Guard. After the so-called July Revolution that year, he retired and died in Paris eleven years later.

THE BATTLE

The French began their approach at around 2200hrs. They crossed the valley and a stream and tried to storm Cerro de Medellin; a hill dominating Wellesley's left flank. After a tough fight, the French were beaten back.

Hostilities resumed at 0500hrs on 28 July, with an artillery duel. The French then sent infantry forward in three columns, led by Ruffin. Steady British fire broke up the assault and by 0700hrs the French were withdrawing. There was then a lull in the fighting until around 1300hrs when another 4,500 French infantry struck at the point where the British and Spanish troops met. Again they were driven off. Preceded by artillery, the French launched another infantry assault but this too was shattered.

Some British troops, sensing the French were broken, pursued and into the gap 22,000 French infantry and cavalry advanced. In the nick of time the gap was plugged. The French columns were shot to pieces.

The French tried once more; this time striking at Cerro de Medellin again. Wellesley threw Anson's cavalry brigade forward and the French promptly formed squares. However Ruffin's men, who had led this attack, were beginning to waver and they began falling back. Wellesley kept his men in position all night, expecting attacks, but the French thought better of it and retired.

In essence, neither army was decisively defeated. The battle should be considered a tactical victory for the allies. However, the Spanish army had actually played a very minor role in the battle and was still largely intact after its rough handling only a few days before.

Wellesley, not having broken the French as such, was forced into a retreat towards Portugal. Soult's army was threatening his communication and supply lines. For the time being Wellesley would have to content himself with what was essentially a defensive war in the Peninsula. It would not be until the decisive battles in 1812 at Ciudad Rodrigo and Salamanca that the powerful hold that the French had over the Peninsula would begin to weaken. By 1814 the French had been largely overrun and Wellesley was fighting a series of decisive battles on southern French soil. He would return to haunt Napoleon and his French army when Napoleon returned to France in March 1815, having escaped from exile on Elba.



WARGAMING THE BATTLE

Ron's depiction of Talavera, as with most battles with a potential frontage as long as this, is necessarily foreshortened. The three key points are Talavera on the British right, Pajar (a fortified farm) in the centre, and the hill Cerro de Medellin on the left. The French are deployed across the whole front, and the stream, the Portina, is also depicted. In Ron's game the edge of Talavera is bounded by the Tagus River.

TERRAIN

The overall effect of the terrain is to depict a typically rolling Spanish countryside. It is interspersed with scattered trees and small settlements. The dominant features in terms of attack and defence are the stream and the hills and rises along the allied deployment area, which the French will need to attack.

From the accounts of the battle the lines of sight were fairly clear, as for extended periods both sides engaged in artillery duels. The French certainly tried to soften up the allied lines with their artillery.

The stream should not be classed as a river; in fact it is more like a brook and is described as such. It should possibly only slightly slow down movement, but is unlikely to cause any disorder or disruption to units.

Ron's table also shows, on the far left of the allied line, the town of Segurilla, although this is not strictly necessary.

The terrain should be arranged to allow fairly free movement of French assault columns.

TACTICS

Defeats at battles such as Vimeiro (1808) had dispelled the myth of the invincibility of the French. Their reputation for overwhelming concentration of force in the shape of attack columns had, up until this point, shattered many opponents. In the Peninsula they faced the British army that was perfectly happy to take on these columns using relatively thin lines of infantry to maximise fire power. Whilst the French could rely on being able to out-manoeuvre, out-think and out-fight the relatively inexperienced Spanish troops, they would find Wellesley's veterans a completely different prospect.

The French had adopted the linear tactics that had been used to such a great effect by Frederick the Great. The major problem was that only the front ranks could fire their muskets. Ideally then the French column, although it packed

a punch if it hit home, was extremely vulnerable unless it was preceded by a heavy artillery barrage and screened by skirmishers.

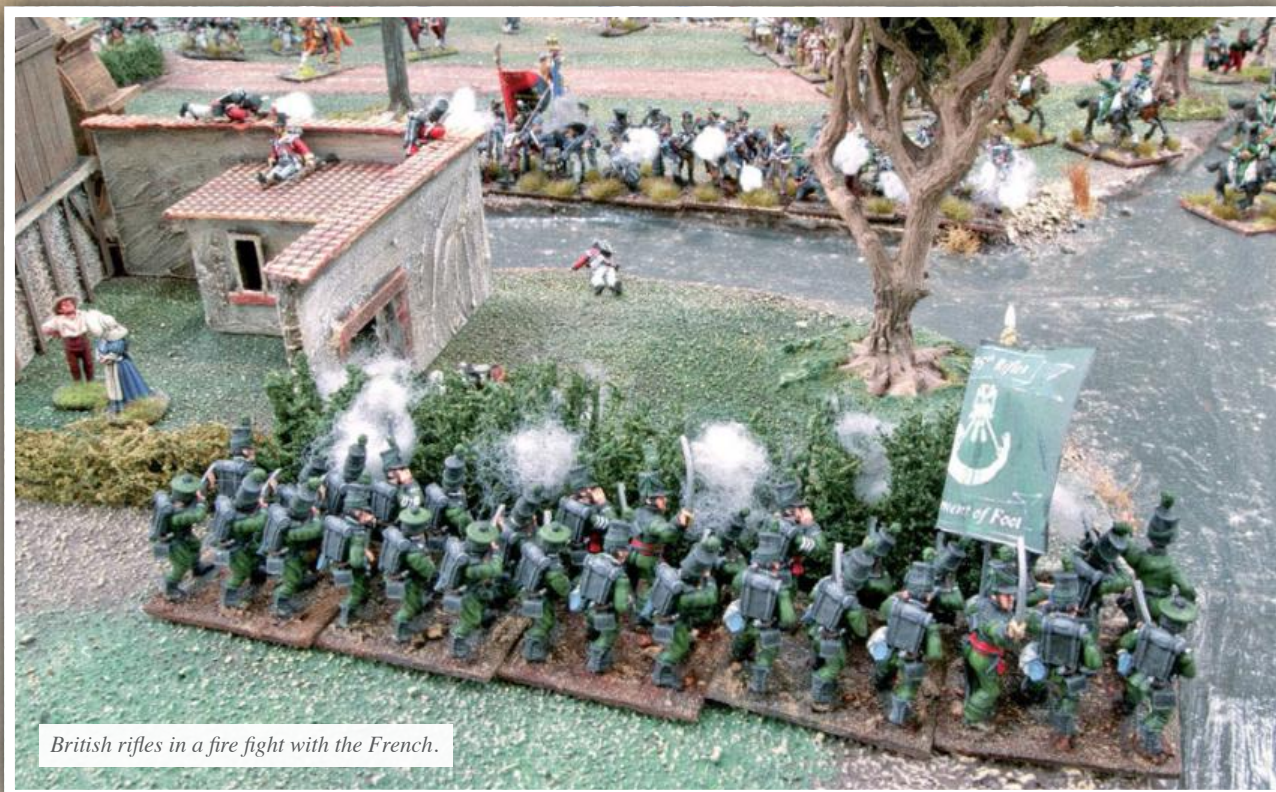
In facing Wellesley they came up against a consummate tactician. To neutralise the destructive power of a French artillery bombardment he would often order his men to form up on the reverse slope of a ridge. In some cases he would order the men to lie down. Once the French columns were on the move he would throw a heavy skirmish line forward to deal with the French skirmishers and then, at the precise moment, unleash devastating volleys into the columns.

What often happened on the battlefield was that the French, once they encountered British infantry in line, would try to deploy into line themselves to increase their own fire power. The French never quite got to grips with dealing with Wellesley's tactics.



Spanish Lancers attempting a charge as the French surge forward.





British rifles in a fire fight with the French.

TIMINGS AND OBJECTIVES

Setting aside the failed attempt by the French to storm Cerro de Medellin on the night of 27 July, the battle neatly falls into two distinct phases. This also provides an opportunity to focus in on specific parts of the battlefield and fight those out as individual engagements.

The first attack was launched by Victor's 1st Corps against Cerro de Medellin, which was held primarily by Hill and Mackenzie. Only elements of the French

I Corps should be allowed to be engaged in this assault. The French should begin just beyond the stream and should be given eight turns to secure the summit.

The second phase of the battle saw a continued attempt to take the hill, but also a determined effort to overcome the fortified farm of Pajar. This was covered by Campbell and Sherbrooke. The French 4th Corps, consisting of three divisions, was launched against this position. The French should begin at similar start lines, just beyond the stream and be given six turns to overcome the defences.

In the battle itself, although the French cavalry manoeuvred towards Talavera, there was very little real attempt to tackle the Spanish troops that were deployed in this sector of the line. In fact, looking at the movements of the French troops, the major efforts were actually made along a relatively short part of the front, between Cerro de Medellin and Pajar. The extreme left flank of the allied line was refused and never came under any serious pressure.

As far as the allied army is concerned this is a defensive battle. The key objectives





French cavalry attempt to charge the British lines.

are Talavera, Cerro de Medellin and the Pajar fortified position. If all three are held by the allied army by the end of game turn 15 then this is considered a significant victory.

Ideally, the French need to break the allied line and this can be achieved by occupying two of the three key positions. Psychologically the most important was Cerro de Medellin, as it would mean that the whole allied army was flanked. Capturing this alone would net the French a tactical victory.

CONCLUDING THOUGHTS

Although Victor is in command of the French army at Talavera, King Joseph I was present. He was known to interfere. To simulate this, preceding a major Corps move, a die can be rolled to see if Joseph concurs with the intended plan. A roll of a 1 or 2 on a D6 means he has interfered and that the move is delayed one turn.

Joseph was also sure that the French infantry would be victorious and that the cavalry should be held back to cut up the enemy army in retreat. Each time French cavalry is moved forward, on the roll of a 1 it should not be allowed to move.

The French reserves from Madrid should not be present on the table at the beginning of the game. They will begin appearing on game turn 3, one at a time, and will deploy on the far left of the French line, facing Talavera.



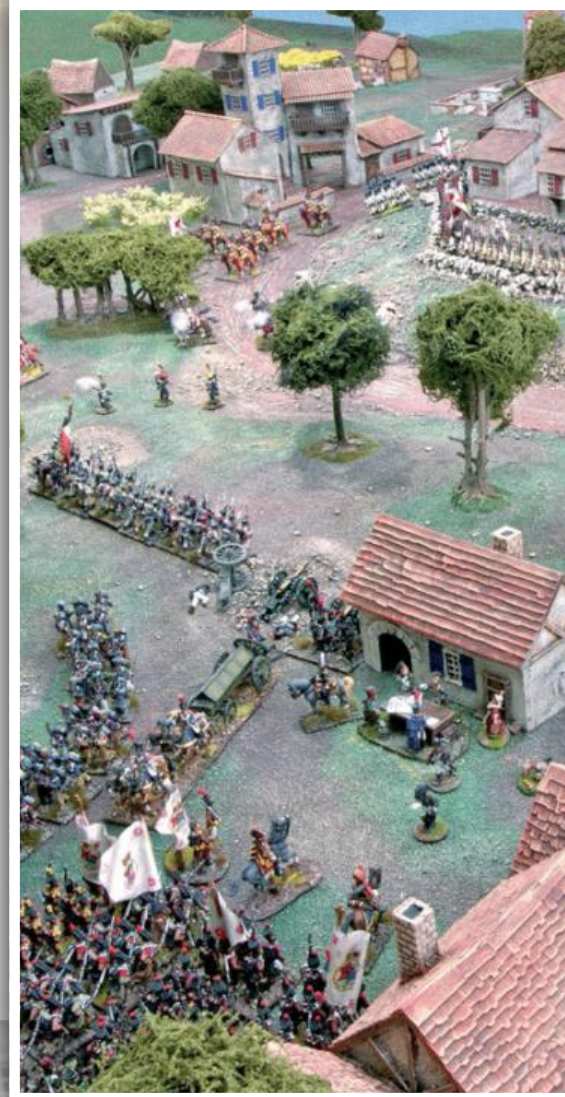
ORDERS OF BATTLE

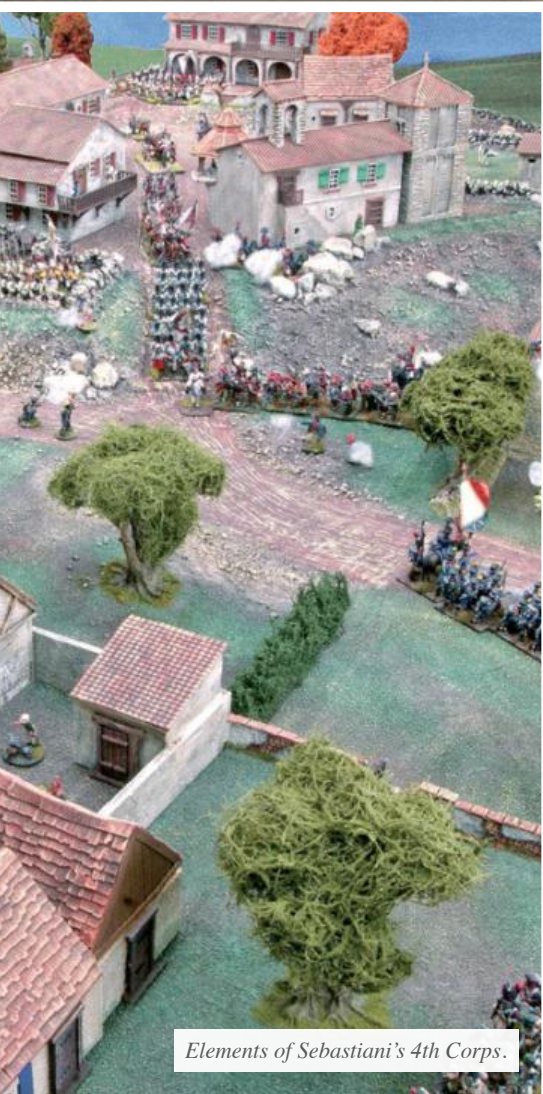
British order of battle

Sherbrooke's 1st Division	Campbell's Brigade 1st battalion, Coldstream Guards 1st battalion, 3rd Guards One company 5/60th Foot	Cameron's Brigade 1/61st Foot 2/83rd Foot One company 5/60th Foot
Hill's 2nd Division	Tilson's Brigade 1/3rd Foot 2/48th Foot 2/66th Foot One company 5/60th Foot	R Stewart's Brigade 29th Foot 1/48th Foot 1st battalion of Detachments
Mackenzie's 3rd Division	Mackenzie's Brigade 2/24th Foot 2/31st Foot 1/45th Foot	Donkin's Brigade 2/87th Foot 1/88th Foot Five companies 5/60th Foot
Campbell's 4th Division	A Campbell's Brigade 2/7th Foot 2/53rd Foot One company 5/60th Foot	Kemmis's Brigade 1/40th Foot 97th Foot 2nd battalion of Detachments One company 5/60th Foot
British Artillery	Lawson's Battery Sillery's Battery Elliot's Battery	
German Artillery	Rettberg's Battery Heyse's Battery	
Payne's Cavalry Division	Fane's Brigade 3rd Dragoon Guards, 4th Dragoons Anson's Brigade 23rd Light Dragoons 1st Light Dragoons, King's German Legion	Cotton's Brigade 14th Light Dragoons 16th Light Dragoons

French order of battle

Victor's 1st Corps	1st Division (Ruffin) 9th Léger (three battalions) 24th Line (three battalions) 96th Line (three battalions)	2nd Division (Lapisse) 16th Léger (three battalions) 8th Line (three battalions) 45th Line (three battalions) 54th Line (three battalions)
	3rd Division (Villatte) 27th Léger (three battalions) 63rd Line (three battalions) 94th Line (three battalions) 95th Line (three battalions)	Cavalry (Beaumont) 2nd Hussars 5th Chasseurs
Sebastiani's 4th Corps	1st Division (Sebastiani) 28th Line (three battalions) 32nd Line (three battalions) 58th Line (three battalions) 75th Line (three battalions)	2nd Division (Valence) 4th Polish Regiment (two battalions)
	3rd Division (Leval) Nassau (two battalions) Baden (two battalions) Hesse-Darmstadt (two battalions) Holland (two battalions) Frankfort (one battalion)	Merlin's Light Cavalry 10th Chasseurs 26th Chasseurs Polish Lancers Westphalian Chevaux-Légers
Reserve Cavalry	1st Dragoon Division (Latour-Maubourg) 1st, 2nd, 4th, 9th, 14th and 26th Dragoons	2nd Dragoon Division (Milhaud) 5th, 12th, 16th, 20th, and 21st Dragoons 3rd Dutch Hussars
Troops from Madrid	12th Léger (three battalions) 51st Line (three battalions)	King's Guard Infantry King's Guard Cavalry 27th Chasseurs (2 squadrons)





Elements of Sebastiani's 4th Corps.

Spanish order of battle

Vanguard (J Zayas)	2nd Voluntarios of Catalonia Cazadores de Barbastro (2nd battalion) Cazadores de Campo-Mayor Cazadores de Valencia y Albuquerque Cazadores Voluntarios de Valencia (2nd battalion)	
Infantry Divisions	1st Division (de Zayas) Cantabria (three battalions) Granaderos Provinciales Canarias Tiradores de Merida Provincial de Truxillo	2nd Division (Iglesias) 2nd of Majorca Velez-Malaga (three battalions) Osuna (three battalions) Voluntarios Estrangeros Provincial de Burgos
	3rd Division (de Portago) Badajoz (two battalions) 2nd of Antequera Imperial de Toledo Provincial de Badajoz Provincial de Guadix	4th Division: (Manglano) Irlanda (two battalions) Jaen (two battalions) 3rd of Seville Leales de Fernando VII (1st battalion) 2nd Voluntarios de Madrid Voluntarios de la Corona
	5th Divisio: (Bassecourt) Real Marina, 1st Regiment (two battalions) Africa (3rd battalion) Murcia (two battalions) Reyna (1st battalion) Provincial de Sigüenza	
Spanish Cavalry Divisions	1st Division (de Henestrosa) Rey Calatrava Voluntarios de España Imperial de Toledo Cazadores de Sevilla Reyna Villaviciosa Cazadores de Madrid	2nd Division (de Albuquerque) Carabineros Reales (part) Infante Alcantara Pavia Almanza 1st and 2nd Hussars of Estremadura
Artillery	30 guns	



FIGHTING WELLINGTON TO A DRAW QUATRE BRAS - 1815

By the time Wellesley was informed that Napoleon had abdicated in April 1814, he and his army had marched some 6,000 miles. The armistice and peace would be short-lived. Napoleon was sent into exile on Elba, but managed to escape and set foot once more on French soil on 1 March 1815. His old corps commanders and friends rallied around him and, with a growing army behind him, Napoleon marched on Paris.



The allies had to react quickly and the initial response to Napoleon's threat would have to come from the Prussian and Anglo-Dutch armies. Napoleon hoped to pick both of them off before other allied armies could reinforce them. He chose Blücher's Prussians as his first target, as they were deployed in Belgium.

Meanwhile Napoleon sent Ney, with two corps, towards Quatre Bras to hold off Wellesley, who had been elevated to become the Duke of Wellington following Napoleon's abdication.

Napoleon's plan was that Grouchy, the French reserves, and the Imperial Guard would deal with the Prussians, then the combined French army would tackle Wellington.

At 1430hrs on 16 June, French troops began moving against the Prussians, who were holding a series of ridges around the town of Ligny. Napoleon struck the centre, Vandamme the right and d'Erlon was sent to launch an enveloping attack. This turned out to be a mistake, as d'Erlon was unsure as to whether or not he should be supporting Napoleon at Ligny, or Ney at Quatre Bras.

This confusion in the orders gave Blücher the chance he needed to slip out of the noose that the French had so carefully crafted for him.

Napoleon was on the verge of launching his Imperial Guard against the Prussian centre when troops were seen approaching from the distance. Fearing

that they were Prussian reinforcements, he hesitated, but it was, in fact, d'Erlon. This terrible confusion would turn out to be Napoleon's undoing. The Prussians were not annihilated as he had planned.

Towards the end of the battle Blücher, having taken part in a cavalry charge, was nearly left for dead.

Meanwhile Ney was closing in on the crossroads at Quatre Bras, which was on the significant Charleroi to Brussels road. Ney would soon discover that Prince Bertrand's Dutch had already reached there on the evening of 15 June.



**NAPOLEONIC WARS
1803-1815**



A panoramic view of the French build up as they head towards the cross roads.



French and Dutch infantry fire volleys back and forth, as French cavalry surges forward.



Dutch infantry in square fend off waves of French cavalry.



THE COMMANDERS

**Arthur Wellesley, Duke of Wellington
(1769 - 1852)**

After chasing the French out of the Peninsula, Wellesley launched an offensive across the Pyrenees and fought a series of battles in southern France. He was considered a conquering hero by the allies, and was subsequently awarded the title of Duke of Wellington. He had spent six years campaigning against the French and, after Napoleon's abdication, it seemed as if a life in politics would be his next career move.

As it was, with Napoleon on the loose again in 1815, Wellesley headed to Belgium to take command of the allied armies, alongside the Prussians. The battle of Quatre Bras was indecisive and the less than complete victory over the Prussians at Ligny led to Wellington taking up a defensive position on a ridge on the Brussels road to the south of the small town of Waterloo.

Napoleon and his army closed in on him on 18 June. This would be the first time that Wellington faced Napoleon himself. He was more than up to the task. Waterloo was a close run victory, but it cemented Wellington's reputation as a master tactician.

Wellington would go back to politics and, in the role of Prime Minister, he saw through the Roman Catholic Relief Act (1829), which was an important step for a staunch Catholic like Wellington.

Wellington retired from politics in 1846 but still remained Commander-in-Chief of the British Army. He died in September, 1852, at the age of 83. He is remembered as being a stern disciplinarian. He rarely showed any emotion and was happy to rough it, just as he expected his soldiers to do on campaign.





Vicious fighting near the crossroads as desperate Dutch infantry hold firm.



Michel Ney (1769 - 1815)

Ney was born in Saalouis, which was located beside the River Saa. He was the son of a veteran of the Seven Years War. Initially Ney was a civil servant, but he joined a hussar regiment in 1787. It was clearly his forte and he saw action with the Army of the North between 1792 and 1794. Ney was in command of a brigade by the summer of 1796 and in the following year, at the battle of Neuwied, he led a cavalry charge against Austrian lancers. In the fight he was taken prisoner but was soon exchanged and was in command of a division by the spring of 1799.

In the early summer of 1804, Ney became a marshal and he would go on to fight at Jena and Friedland. By 1808 he was operating in Spain and in command of VI Corps. He was in command of III Corps for the invasion of Russia in 1812. During the retreat he commanded the rearguard, which afforded him the reputation of having been the last Frenchman to leave Russian soil.

Napoleon considered Ney to be the "bravest of the brave" and by Quatre Bras he had been wounded several times during his military career. He would also be wounded in the future. Napoleon showered titles on Ney and after the emperor abdicated, he was made a peer by Louis XVIII. When Napoleon returned to France, Ney swore that he would bring



the former emperor to Paris in a cage. Despite this proclamation, Ney promptly joined Napoleon.

Ney commanded the French at Quatre Bras and the left wing of the French army at Waterloo. He was responsible for the enormous cavalry charge against Wellington during the battle, which went in unsupported. During Waterloo alone he had five horses killed beneath him.

After Napoleon's defeat, Ney was arrested in August 1815. He was found guilty of treason and executed by firing squad in Paris on 7 December 1815. He refused to wear a blindfold and actually gave the firing squad the order to shoot.



Heavy fighting in the centre as the outcome of the battle hangs in the balance.



British skirmishers fall back to the main line as the French juggernaut advances.



THE BATTLE

Ney's forward troops encountered the lead elements of the Anglo-Dutch army on the evening of 15 June. Ney would be criticised for his lack of pace and seemingly indecisive moves that night, and the following morning. Initially, the 8,000 or so Dutch facing Ney could have easily been swept aside.

As it was, Ney did not launch any serious attempt to dislodge the Allies until 1400hrs on 16 June. He sent Reille's Corps forward and it was beginning to make headway. However, by the middle of the afternoon Wellington had arrived on the battlefield. Wellington immediately despatched the Brunswick Corps to support the Dutch.

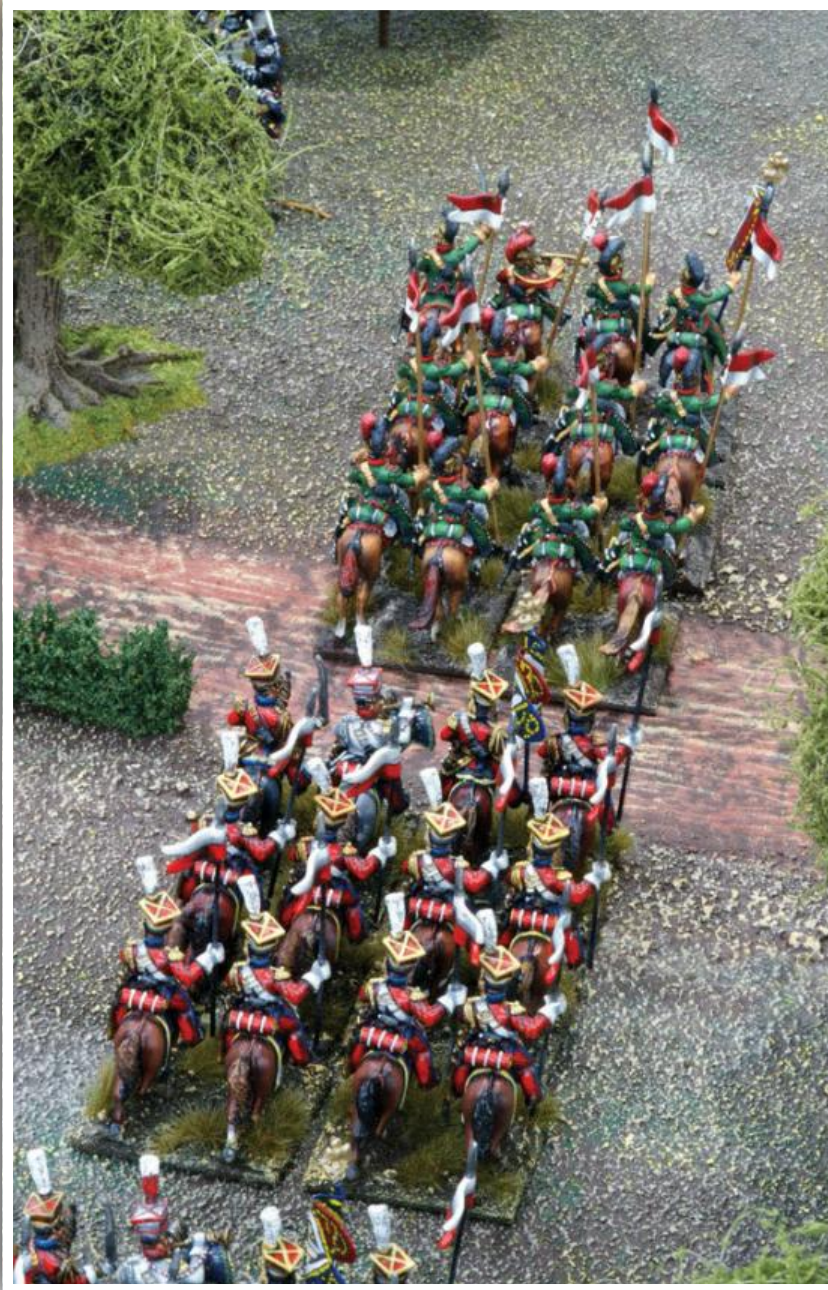
Ney was hoping that d'Erlon's Corps would arrive to deliver the final blow, but they were marching towards Ligny. Ney was still trying to press the enemy, so he sent Kellerman's cavalry forward to capture the Quatre Bras crossroads.

Wellington countered by sending British infantry forward. The two sides collided before many of the British regiments could form a square. There was desperate fighting around the crossroads. However,



the advantage still lay with Wellington as each passing moment saw more Anglo-Dutch troops arrive on the battlefield. The French cavalry badly mauled parts of the Allied army, particularly the Prince of Orange's troops. By late afternoon, Wellington had 36,000 men on the battlefield. He was then able to launch a major counter-attack at 1830, by which time the French were exhausted and faltering. Fighting continued until around 2100hrs, with Ney having been driven from the crossroads.

After the battle, Wellington retired further up the Brussels road and set up his troops along a ridge to the south of Mont St Jean. He awaited the arrival of the French army in the hope that Blücher would be in a position to support him at his earliest opportunity. As we now know, Blücher did arrive in the nick of time and, at 1630hrs on 18 June, the lead Prussian corps began to arrive on the Waterloo battlefield. It turned the tide and even the French Imperial Guard could not dislodge Wellington from his positions. Blücher and Wellington met at La Belle Alliance that evening. Their foe, Napoleon, was to die a broken and embittered man in exile in 1821.

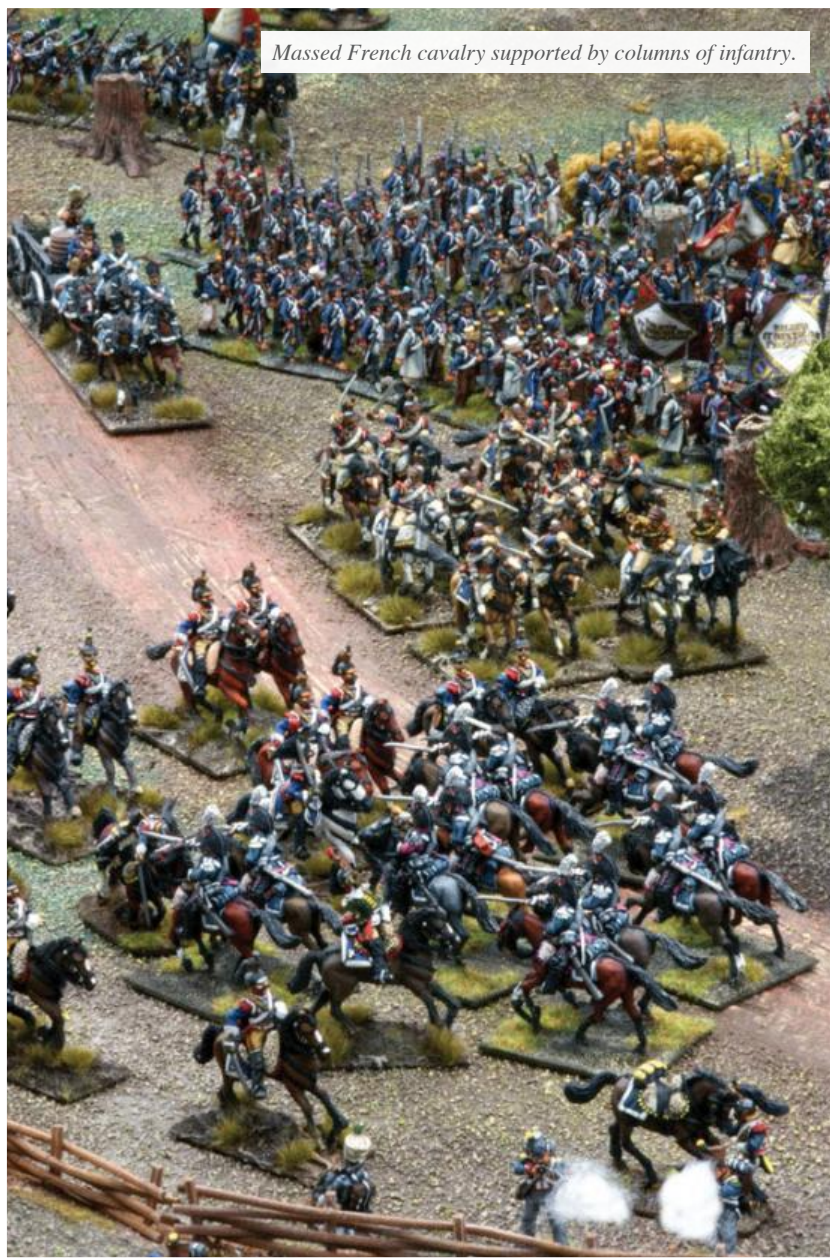


The French about to hit the main British defensive line.





Massed French cavalry supported by columns of infantry.



WARGAMING THE BATTLE

Ron's Quatre Bras battlefield is flipped around so that the French have to traverse the length of the table with the crossroads of Quatre Bras in a central position.

This allows the inclusion of the village of Tyhle and the bridge over the river near there, which should be the only point at which the French artillery can cross the river.

The key point on the battlefield is, of course, the crossroads which is the junction of the Charleroi to Brussels Road and the Nivelles to Fleures Road. To the southwest of the junction there was a forest; slightly further south were two farms. To the north of Quatre Bras is ground that must have been specifically chosen by Wellington, as it provides the reverse slope that he favoured.

TERRAIN

There are not too many significant rises of any note in the battlefield beyond the slope to the north of the crossroads. For the most part the battlefield should be fairly good cavalry country.

Fields are depicted as being bounded by a variety of hedges, fences and walls. These form natural breaks and defensive points in the landscape.

The village of Quatre Bras is actually better described as being a hamlet as there were only a handful of houses there. All other buildings on the battlefield, including the farms, should not be considered to be significant defensive positions.

If fields are part of your terrain for this battle they should be counted as soft cover. If you are depicting Bossu Wood, then artillery cannot pass through it and all other units will be disordered by it.





French cavalry overrunning British artillery as more French cavalry speed up the road and into Quatre Bras.





TIMING AND OBJECTIVES

The game should last for around 14 turns, each representing half an hour. Historically the battle opened at around 1400hrs and it would have been difficult to continue the action much after 2100hrs.

The allies should deploy first, with Lieutenant-General Baron Hendrik George de Perponcher Sedlmitsky's 2nd Netherlands Division deployed to cover Quatre Bras and the crossroads. Elements of this division can be pushed forward as far as the Allied commander dares. The Prince of Orange should also be present, as he was in command of the I Corps of the Allied army. Wellington, along with Picton's 5th Division and the 3rd Light Brigade, commanded by Van Merlen, should arrive at the end of turn 2. The Brunswick Corps, along with the balance of the Allied cavalry should appear at the end of turn 4. Von Alten's 3rd Division makes an appearance at the end of turn 6 and Cooke's 1st Division at the end of turn 8.

For the French, all units with the following exceptions are available at the beginning of the game and can be deployed in whatever formation the commander chooses. The French cavalry,

under Kellermann, will appear at the end of turn 6. In the battle, the light cavalry of the Imperial Guard and the Horse Artillery were actually held in reserve. After turn 4 these units will be released on the roll of a 6 on a D6.

As far as objectives are concerned, the French need to rout the Dutch troops before they can be reinforced by Wellington. Possession of the Quatre Bras crossroads alone by the end of the game will only count as a tactical victory for the French. In order to claim a strategic victory and achieve what Ney singularly failed to do himself would be to break the bulk of Prince William of Orange's 1st Corps. In practical terms this means eliminating or routing the whole corps. At this point it would have been arguable whether or not Wellington would have risked his reserves and the Brunswick Corps.

If the Allied army can hold the Quatre Bras crossroads until at least game turn 10, they can then begin a progressive withdrawal from the battlefield. This will be considered to be a tactical victory. To achieve a strategic victory they must eliminate the offensive ability of the French II Corps by breaking or eliminating two of the three infantry divisions.



French infantry close in on the British squares around Quatre Bras.



French cavalry breaking one of the British squares on the outskirts of Quatre Bras.



CONCLUDING THOUGHTS

The Allies should certainly deploy first and the 2nd Netherlands Division, whilst it may look relatively powerful on paper, is not really capable of holding off a determined effort by the French II Corps.

Light units can be pushed forward to delay and disrupt the French. However, the infantry will be vulnerable to French cavalry, particularly given the fact that the Allied cavalry will be some way behind them and relatively late arriving on the battlefield. The Dutch need to concentrate around the crossroads and also cover the possible lines of attack from the French for long enough to allow Wellington to reinforce.

The French will undoubtedly focus on the crossroads, but may well try and flank the Dutch and catch them on the move with their cavalry. The French should move up their artillery as soon as possible. They will need to take advantage of the fact that their cavalry will force the Anglo allied infantry into squares. These will provide excellent targets.

This is a fascinating 'what if' battle. Both sides were certainly anticipating support that never arrived. For Wellington's part, he was hoping for a junction with elements of the Prussian army. Had these arrived then Ney's attempt to force the crossroads would have ended in disaster.

For the French, the certainty of support must have been in the back of Ney's mind. His initial deployment and attack anticipated the arrival of d'Erlon's corps. As it transpired, this did not happen as d'Erlon became embroiled at Ligny.

A possibility is for both sides to be forced to anticipate outside intervention in the engagement. One way of achieving this is to force Wellington to deploy a brigade on either side of his flank. For the French, the simple expedient would be to stop Ney from being able to use the elements of the Imperial Guard and hold these as reserves in the rear.

Quatre Bras works best as a long and fairly narrow battlefield. Getting the balance in terms of reinforcements is important, as is trying to convince the French commander that there is a realistic expectation of d'Erlon's corps arriving.

Depending on the length of the table being used, it may be sensible to consider doubling the number of game turns so that they represent quarter of an hour intervals. This would certainly allow enough moves for the French to be able to manoeuvre the length of the table and fully engage the Allied army, even if it has fallen back beyond the Quatre Bras crossroads.

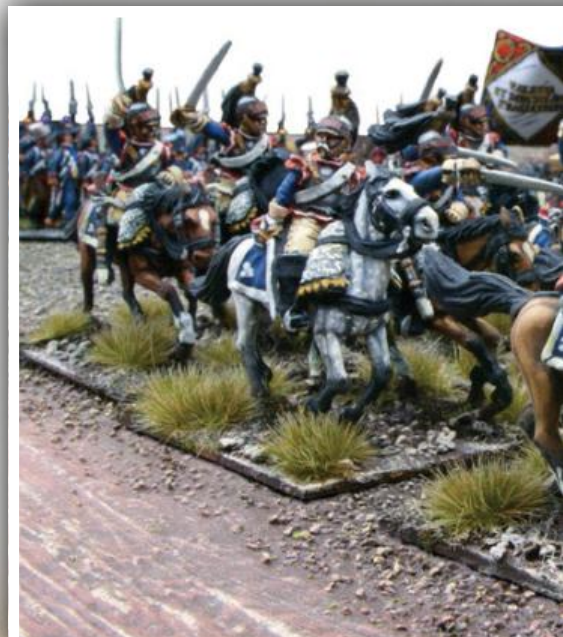


ORDERS OF BATTLE



Anglo-Dutch order of battle

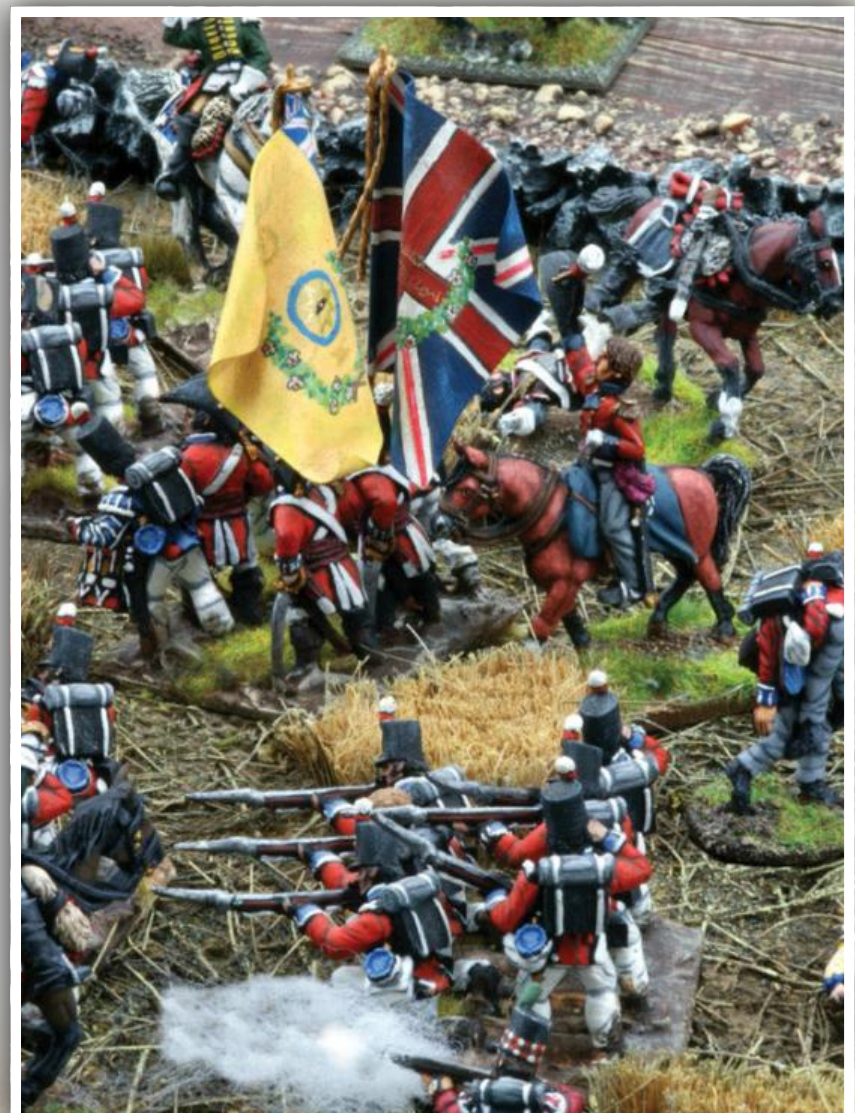
William of Orange's 1st Corps		
Cooke's 1st Division	Maitland's 1st Brigade 1st & 3rd Battalions, 1st Regiment of Foot Guards	Byng's 2nd Brigade 2nd Bttn, Coldstream Guards 2nd Bttn, 3rd Foot Guards Sandham's battery Kuhlmann's battery
Von Alten's 3rd Division	Halkett's 5th Brigade 2nd Battalion, 30th Foot 33rd Foot 69th Foot 2nd Battalion, 73rd Foot	Von Kielmansegge's 1st Hanoverian Brigade Bremen Field Battalion 1st Duke of York's Osnabrück Field Battalion Grubenhagen Light Battalion Lüneburg Light Battalion Verden Field Battalion Field Jaeger Battalion (part) Lloyd's Battery Cleeves's Battery
Baron Sedlmitsky's 2nd Netherlands Division	Van Bylandt's 1st Brigade 27th Light Battalion 7th Line Battalion 5th, 7th and 8th National Militia Battalions Stevenart's Foot Battery	Von Goedecke's 2nd Brigade 2nd Nassau infantry (three battalions) 28th Orange-Nassau Regiment (two battalions) Volunteer Jager Company Van Bijleveld's Horse Artillery Battery
Hill's 2nd Corps	Symphers's Battery (1 troop) Roger's Battery Braun's Hanoverian Foot Artillery	
Reserve (under Wellington and all elements of Picton's 5th Division)	Kempt's 8th Brigade 1st Battalion, 28th Foot 1st Battalion, 32nd Foot 79th Foot 1st Battalion, 95th Rifles	Packs's 9th Brigade 3rd Battalion, 1st Foot 42nd Foot 2nd Battalion, 44th Foot 92nd Foot
	Best's 4th Hanoverian Brigade Lüneburg Landwehr Battalion Munden Landwehr Battalion Osterode Landwehr Battalion Verden Landwehr Battalion	
Brunswick Corps (Duke of Brunswick) Advanced Guard	Von Butlar's 1st Brigade Guard Battalion 1st, 2nd and 3rd Light Infantry Battalions	Von Specht's 2nd Brigade 1st, 2nd and 3rd Line Infantry Battalions Mahn's Artillery Heinemann's Horse Battery Moll's Foot Battery
Paget's Cavalry Corps	Von Cramm's Brunswick Cavalry 2nd Hussars One squadron of Uhlans	Van Merlen's 3rd Light Brigade 5th Light Dragoons 6th Hussars





French order of battle

Reille's II Corps 7th Battery, 2nd Artillery		
Bachelu's 5th Division 18th Battery, 6th Artillery	Husson's 1st Brigade 2nd Light (4 battalions) 61st Line (2 battalions)	Campy's 2nd Brigade 72nd Line (2 battalions) 108th Line (3 battalions)
Jérôme Bonaparte's 6th Division 3rd Battery, 2nd Artillery	Baudin's 1st Brigade 1st Light (3 battalions) 3rd Line (2 battalions)	Soye's 2nd Brigade 1st Line (3 battalions) 2nd Line (3 battalions)
Foy's 9th Division 1st Battery, 6th Artillery	Marbais's 1st Brigade 92nd Line (2 battalions) 93rd Line (2 battalions)	Jamin's 2nd Brigade 100th Line (3 battalions) 4th Light (3 battalions)
Pire's 2nd Cavalry Division 2nd Btty, 4th Horse Arty	Hubert's 1st Brigade 1st Chasseurs 6th Chasseurs	Wathier's 2nd Brigade 5th Lancers 6th Lancers
Kellermann's III Cavalry Corps		
L'Heritier's 11th Cavalry Division 3rd Btty, 2nd Horse Arty	Picquet's 1st Brigade 2nd Dragoons 7th Dragoons	Guiton's 2nd Brigade 8th Cuirassiers 11th Cuirassiers
Lefebvre-Desnouette's Imperial Guard Light Cavalry Division	Lancer regiment Chasseur and Mameluke regiment	

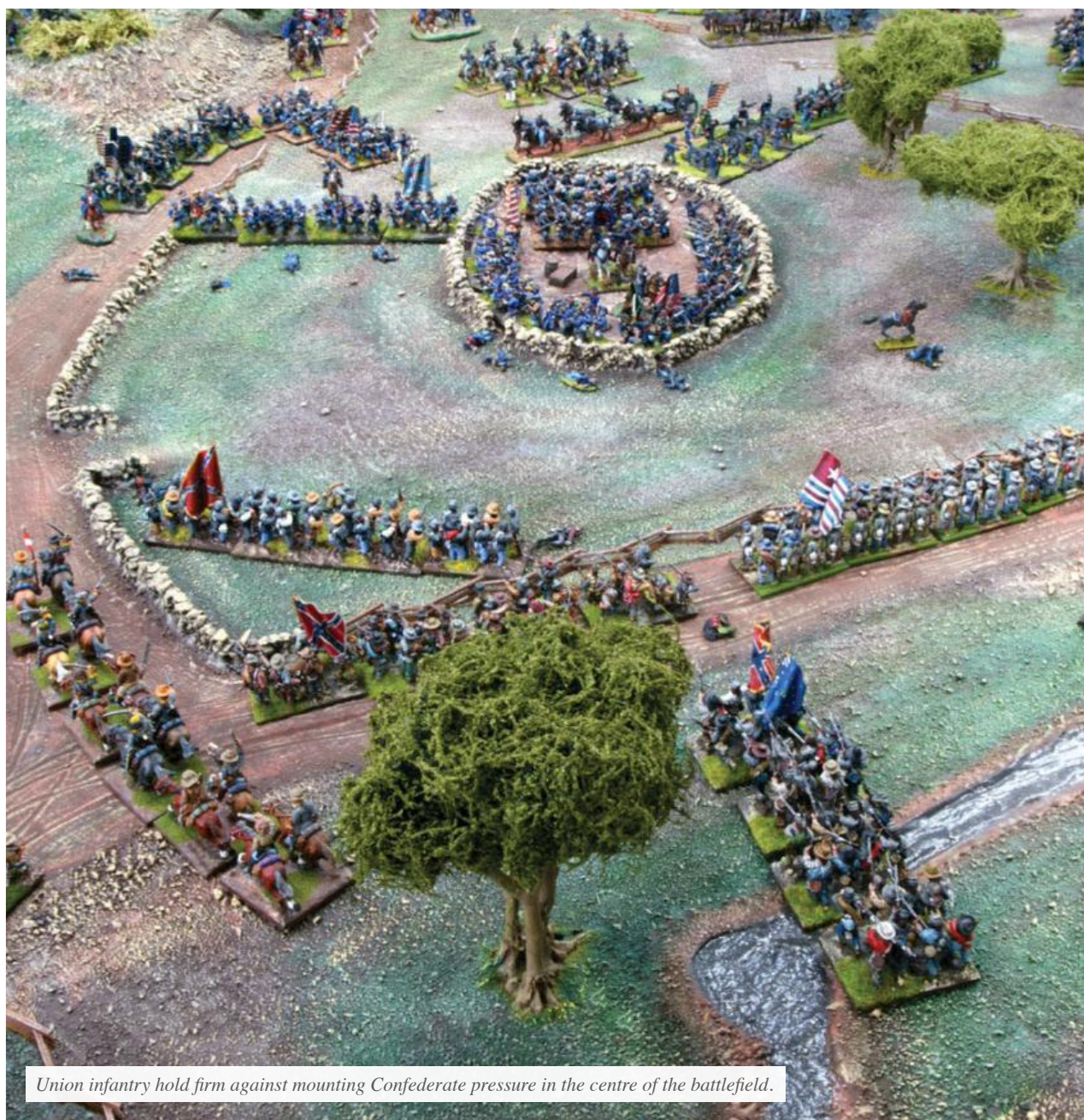


THEY CAME AND DIED

GETTYSBURG- 1863

It is possible to trace back the antagonism between the North and South for nearly 100 years before the outbreak of civil war in 1861. Nationalism in the South, and the determined independence of specific states, had been growing ever since the War of Independence. The South, a predominantly agricultural economy, was facing an uncertain future on at least two fronts. The Northern states were becoming far more populous and wealthy and, at the same time, the economic importance of agriculture was being trampled by the industrial power of the North. Money, in the form of taxation, seemed to be flooding out of the South to benefit the North.





Union infantry hold firm against mounting Confederate pressure in the centre of the battlefield.

The South had relied upon a plantation system, with a widespread use of slaves. In 1850 there had been the Missouri Compromise, which sought to limit the extent of slavery in the United States. A confederacy was emerging, but the Union president, Abraham Lincoln, was determined to meet any southern military posturing with equal force.

The American Civil War is remarkably different to those of European conflicts of the 19th Century. The bulk of the forces employed by both the Confederate and Union armies were essentially amateurs. The armed forces of the US and her state militias had been around for less than 100 years. The South, however, prided itself on a military tradition, while those from the North were considered inferior fighting men.

During the first two years of the war, the Confederates outmanoeuvred and

outfought larger Union armies at every turn and it can probably be said that, until the summer of 1863, the Confederacy was winning the war. However, under Lincoln's determined guidance, the North made the momentous decision to ban slavery. This fixed a second definable purpose behind resisting the Confederacy. The war would be won to preserve the Union and to ensure the freedom of all Americans.

By 1863, the Confederate Army of Northern Virginia was at an all-time high in terms of manpower. Lee's plan was simple; he would march north, find a suitable place to stand and then encourage the Union army to destroy itself trying to dislodge him.

The Confederate advance caught the Union forces unaware. On 9 June, Union cavalry was engaged by Jeb Stuart in a running battle, and this confirmed that the

Confederate army was on the move. The Rebels were advancing northwest along the Blue Ridge Mountains. They overran Winchester and crossed the Potomac River near Sharpsburg. Washington was in uproar and thousands more men were mobilised.

The Union army began marching to intercept. On 27 June they reached Frederick in Maryland. It had been decided to replace Union commander General Hooker with Meade. Meade stepped up the pace of the march, moving north and shadowing the Confederates.

Lee was heading towards Gettysburg, but on 30 June, Union cavalry arrived in the town. The following day, their commander, Buford, deployed his men on McPherson's Ridge, ready to delay the Confederates. What followed would become the most famous (and bloody) battle fought on American soil.

THE COMMANDERS

George Gordon Meade (1815 - 1872)

Meade was born in Spain, the son of a formerly wealthy American merchant. His family was financially ruined as a result of the Napoleonic Wars.

Meade entered West Point in 1831, graduating 19th out of 56. He showed little interest in an army career and became a civil engineer, but re-enlisted in 1842, seeing service in the US-Mexican War. Shortly after the Civil War broke out he was made a brigadier-general of

volunteers in Pennsylvania. He fought in this role during the Peninsula campaign, and was wounded twice before going on to fight at Second Bull Run and South Mountain in the late summer of 1862.

Meade was in command of a division by December 1862, and in command of the 5th Corps at Chancellorsville in the spring of 1863. On 28 June he was given command of the Army of the Potomac.

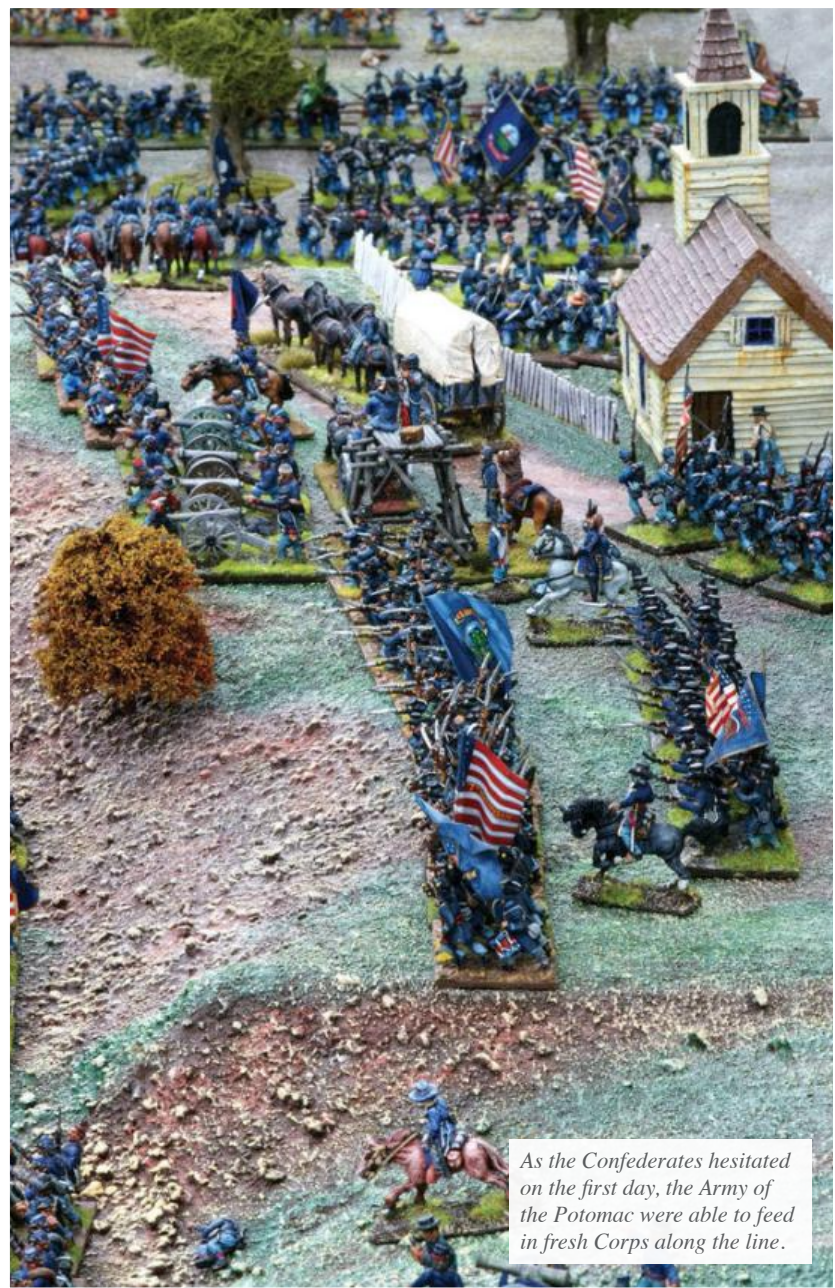
Under Meade's command, the Union army managed to repulse several Confederate assaults at Gettysburg, albeit

at a high cost. The biggest criticism was that he failed to follow up and chase the Confederates off. He tendered his resignation, but this was declined.

Nominally, Meade remained in command of the Army of the Potomac, although by the spring of 1864 Grant was calling the shots. Meade continued in this role until the Confederate surrender in April 1865. He was considered a faithful and trustworthy leader and he remained in the army post-war.

Meade died from pneumonia in Philadelphia in November 1872.





As the Confederates hesitated on the first day, the Army of the Potomac were able to feed in fresh Corps along the line.



A Union salient in the centre under threat of being overrun.



Robert Edward Lee (1807 - 1870)

Robert E Lee was born at Stratford, Virginia on 19 January 1807. He graduated from West Point in 1829 and entered military service as a second lieutenant of engineers. He achieved a number of promotions relatively quickly.

Lee served as a member of General Winfield Scott's personal staff during the US-Mexican War and was engaged in the battles of Contreras, Churubusco, Molino del Rey and Chapultepec.

Lee was in Washington in 1859 and John Brown's raiding party was forced to surrender to him at Harper's Ferry. On 1 March 1861, General Scott asked Lee to command the Union army, which he declined, resigning his commission in the US Army the following month.

Jefferson Davis assigned Lee the command of the Department of Georgia, South Carolina and Florida, where he organised a system of coastal defences. Later that year, he took over command of the Army of Northern Virginia and entered into the Seven Days battles, fought to prevent McClellan's Union force from threatening Richmond.

Lee achieved a number of successes through the first half of the American Civil War, including Second Bull Run (Manassas), Antietam, Fredericksburg, and Chancellorsville.

Lee failed to be sufficiently aggressive early on in the Battle of Gettysburg, allowing the Union army to create a coordinated and tough defensive line. It was his first major defeat.

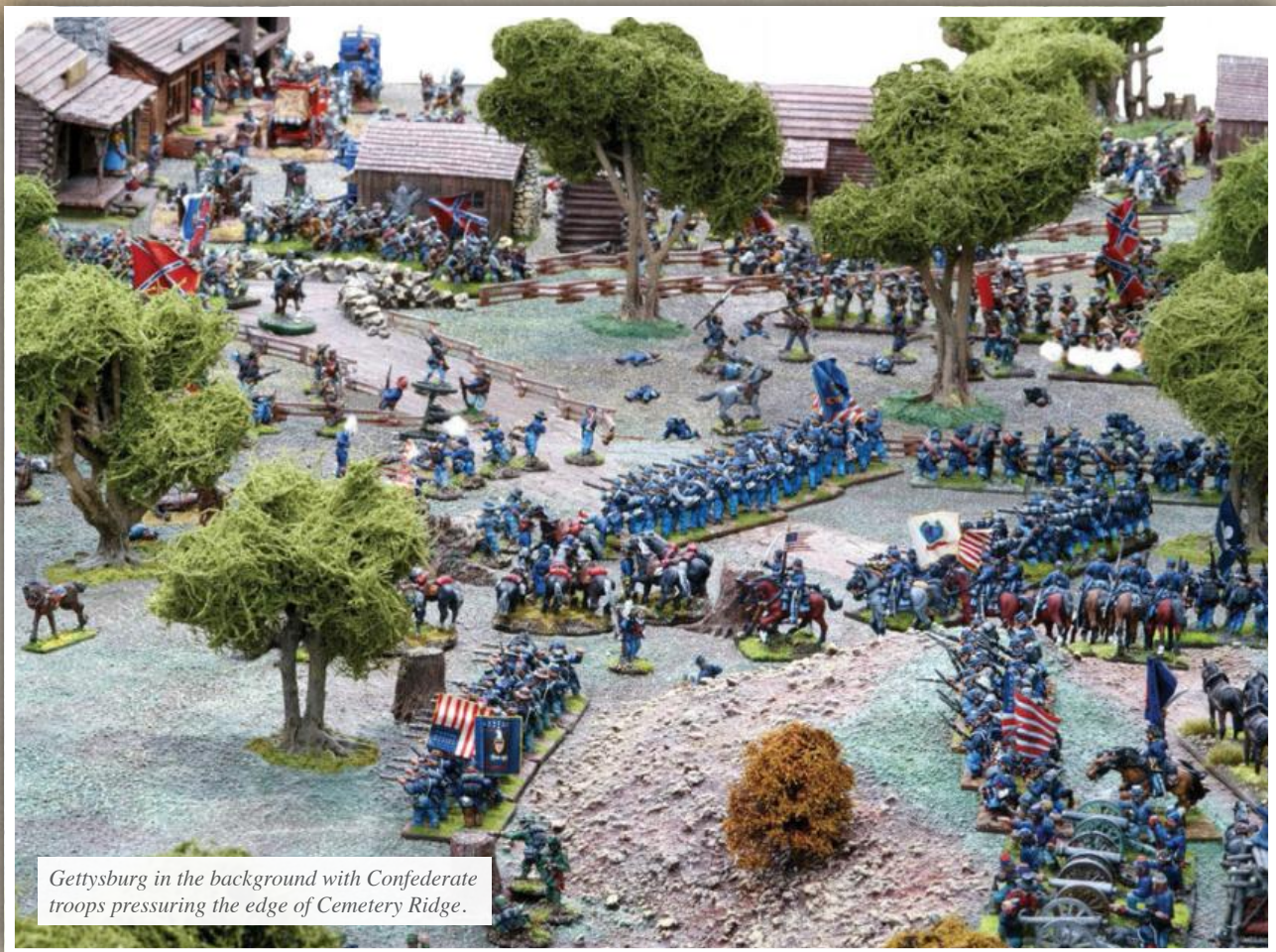
By the beginning of 1865 Lee was Commander-in-Chief of the Confederate armies. He fought several holding actions in attempts to retain Richmond and Petersburg but was forced to retreat towards Appomattox. He finally accepted surrender terms on 9 April.

Post-war, Lee was stripped of all rank and privileges, including his citizenship. In fact, due to an administrative error, this was not restored to him until the 1970s, posthumously of course, as he died in Lexington in October 1870.

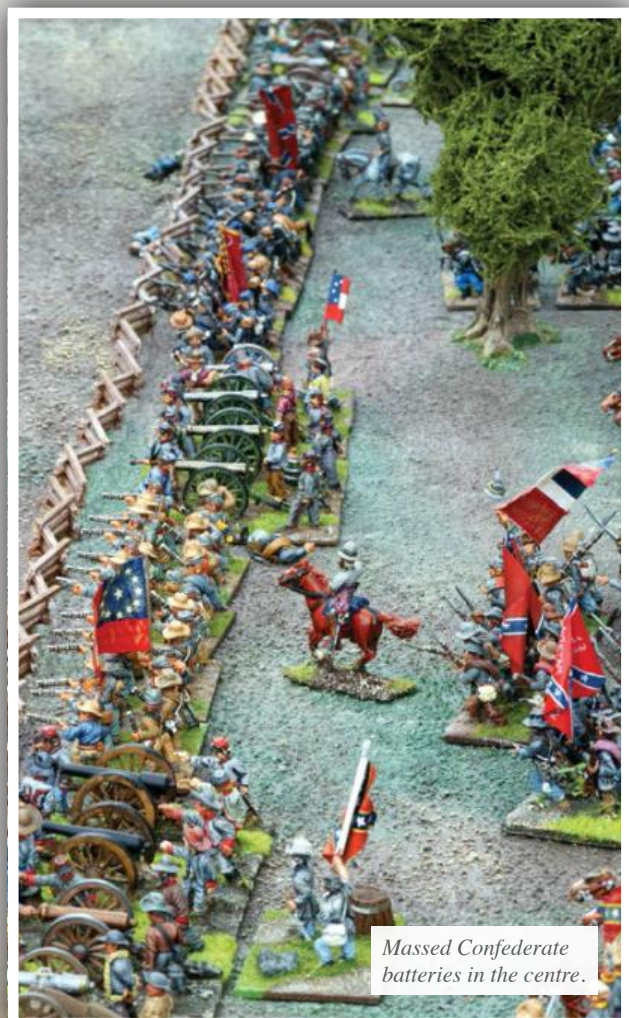
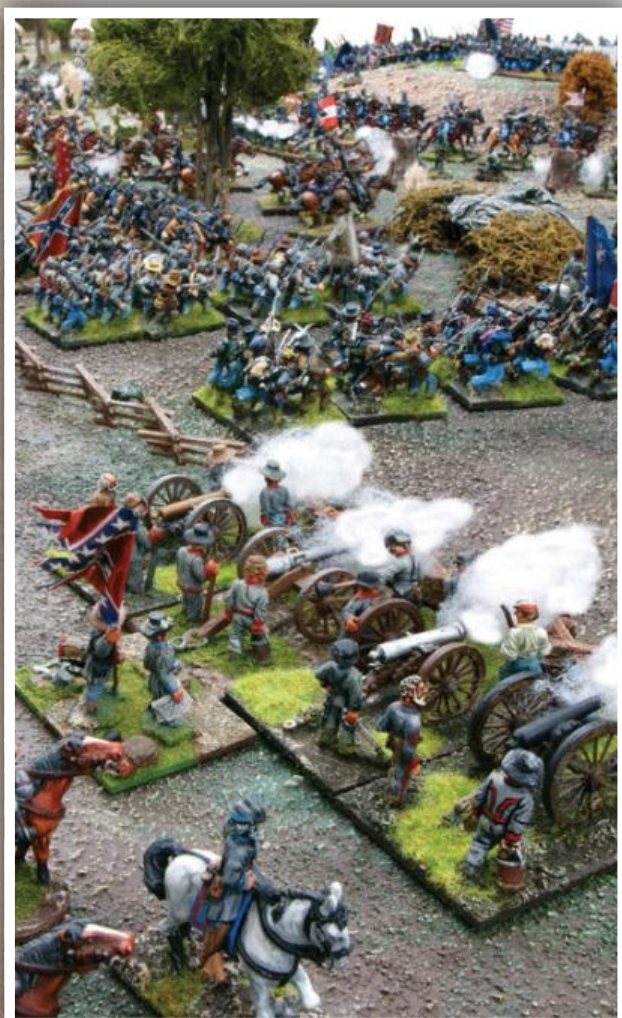


South Carolina infantry trying to work their way forward under fire.





Gettysburg in the background with Confederate troops pressing the edge of Cemetery Ridge.



Massed Confederate batteries in the centre.



THE BATTLE

The four-year Civil War produced over 1,000 shooting engagements, from minor skirmishes to pitched battles. However, it is Gettysburg that stands head and shoulders above all other engagements as the quintessential struggle between the Union army and the Confederates.

As the Confederates under A.P. Hill approached Gettysburg on 1 July 1863, they believed that the town was only held by a handful of local militia. The lead elements, under Heth, ran into Buford's skirmishers and as the day progressed more Confederates arrived on the scene.

Reynolds, in command of the Union I Corps, had promised Buford he would get to Gettysburg as quickly as possible and he kept his promise. Unfortunately, Reynolds was killed early on that first day of fighting.

Both armies continued feeding men into the battle which, from the point of view of both Lee and Meade, was unexpected and unplanned. Soon Buford's cavalry, I Corps (now commanded by Doubleday) and Howard's XI Corps were holding a line in position above the town.

When Lee arrived on the battlefield he was appalled to see his men so heavily engaged. Arguably it was at this point that he made his biggest mistake. He ordered A.P. Hill to hold back until Longstreet and the rest of the army could arrive to reinforce them. At this point the two Union infantry corps could have been rolled up by striking the Union right. Instead Lee sent his men on a frontal assault.

Union troops fell back towards Cemetery Hill, but by now more Union troops were arriving and the battle line was gaining cohesion.

Our refight was somewhat loosely based on the actions of 2 July. All but one Union corps and Pickett's Confederates were in position. Lee's plan was to send Longstreet around to the right; this would allow the Confederates to strike the Union flank. The fighting took place in and around sites that would become legendary: the Peach Orchard, Devil's Den, the Wheatfield, and Little Round Top. It was at this last locale that the Union defensive line was weakest and relatively isolated units, like the 20th Maine who held the extreme flank of the

Union army, saw the fiercest fighting on that second day.

I say our battle was loosely based on the second day as, after laying out the terrain boards, we felt compelled to bring out almost all of Ron's ACW collection. While the Confederate cavalry was noticeably absent from the real battle, several of Ron's beautifully painted units ahistorically took to the tabletop.

On the final day of the Battle of Gettysburg, instead of reinforcing the flank attempt, Lee opted to hit the strongest part of the Union main line. It was an incredible (and ultimately doomed) act of bravado. Of the 15,000 Confederates involved in the assault, only a third made it back to the Confederate lines.

After what has become known as Pickett's Charge failed, the Confederates were spent. Lee acknowledged defeat and began steadily withdrawing towards the south. On the battlefield the two armies had suffered over 50,000 casualties between them, and Gettysburg remained the furthest north that the Confederacy ever managed to strike during the war.



Union sharpshooters trying to hold off a determined Confederate surge.

WARGAMING THE BATTLE

Recreating the whole battle of Gettysburg is a serious undertaking and even stretches Ron's large collection. The focus of the refight is the second day, which allows the engagement to be fought along the length of Cemetery Ridge and into the more difficult country around the Round Tops.

Ron's Union battle line extends in a hook-shape, close to the base line, with the bulk of the table occupied by Confederate troops. The battle can be fought in a series of phases, or even broken into specific episodes of the battle or specific locations along the Union battle line.



TERRAIN

Having walked the battlefield, the first major observation is the very obvious dip between the Confederate starting lines on Seminary Ridge and the Union line arrayed along Cemetery Ridge. The centre ground is criss-crossed with fences and represents fairly rough and difficult terrain.

From the valley floor, extending up through Devil's Den and to the Round Tops there is an ever-increasing, steep climb. It is only the Round Tops that have any significant number of trees. From an observation point of view, troops manoeuvring around Seminary Ridge and into the valley are in plain sight from the Round Tops and Cemetery Ridge.

Roads in the area, although not metalled as such, are broad enough to take regiments in column and, at this time of the year, would have been sufficiently dry to allow fairly rapid movement.

Although the town of Gettysburg did not see any major fighting, Ron has chosen to represent it at the far end of the table. All other buildings and structures represent scattered houses and barns.

TACTICS

Tactics had moved on somewhat from the Napoleonic Wars, where lines and columns dominated the battlefield. Probably the best way to describe American Civil War tactics is to focus on the reinforced line.

Troops would move up at the double in column and then, in full sight of the enemy and certainly in range of artillery, deploy into line, with successive lines forming up behind them. The idea was to bring as large an amount of firepower as possible to bear on exposed enemy units.

Skirmishers were extensively used by both sides. Men would be thrown out ahead of the regiment or brigade. There were few specialist skirmishing units, but

a notable exception was the green-clad Berdan's Sharpshooters. Effectively they operated just like British riflemen, being trained to fight in skirmish order.

Each brigade, as part of a corps, would have its own artillery. These would be used to soften up enemy positions prior to an infantry firefight and assault. In other cases, massed batteries would be used. This was particularly the case on the third day of Gettysburg, when all available Confederate artillery opened fire on Pickett's objective in the Union centre.

Cavalry at Gettysburg was noticeable by its absence after the first day. In fact Stuart's cavalry never made an appearance at all. The cavalry of both sides were primarily used strategically as the eyes and ears of the army on the march, or tactically as mounted infantry. Cavalry rarely (if ever) charged formed enemy infantry. As already mentioned, however, we couldn't resist including some of the Rebel cavalry in our "re-fight".





Longstreet's main effort to the right of the centre of the battlefield.



TIMINGS AND OBJECTIVES

One of the most exciting and challenging parts of the engagement to fight is the extreme flank of the Union army. Although Ron's game represents the whole second day, it is perfectly possible to set up a table to cover the action that took place in and around Little Round Top, hence the timings and orders of battle represent this. It also reduces the number of regiments that are required for the game.

The end of one table should represent the edge of Little Round Top and the Confederate start point. The top of the slope represents the peak of Little Round Top and the Union deployment area.

The objectives are simple: Hood's Division of Longstreet's 1st Corps needs to have cleared the top slope of Little Round Top and have at least two intact regiments in position there by the end of turn 12.

The Union objectives are equally straightforward: they need to deny the Confederates Little Round Top and hold long enough for reinforcements, in the shape of Weed's Brigade, to arrive.

With a second reinforcing line in place, the Union army holds firm.





Reserve Union regiments being rushed to the centre to plug gaps.

CONCLUDING THOUGHTS

In the real battle, the Union brigades had been on Little Round Top for barely ten minutes before the lead elements of Law's Brigade arrived. The Confederate regiment facing the 20th Maine, who were the extreme flank of the Union army, was the 15th Alabama, commanded by Oates. As his men ascended the hill it was clear that the Round Top was very thinly protected. He was reinforced by the 4th Alabama and the 4th and 5th Texas, but as they began to climb they came under murderous fire.

The first Union volleys sent Oates's men scrambling for cover. Oates had to quickly take control of the situation. Any hesitation was fatal and he began working around the 20th Maine, commanded by Chamberlain. Chamberlain reorganised his men into an L-formation in order to protect his vulnerable left flank. After numerous attempts to overrun the 20th Maine, the men of the 15th Alabama were exhausted, but Chamberlain's men were down to their last rounds.

Further down the slope, Oates was trying to organise his men to make one last attempt. Suddenly, with bayonets fixed, Chamberlain came hurtling down the slope at the head of the 20th Maine and overwhelmed him. It was this feat that brought immortality to Little Round Top as a battlefield and the 20th Maine as exemplifying the fighting spirit of the Union army.

For simplicity's sake (with so many models on the tabletop!) it is probably best classing all troops as having rifled muskets.

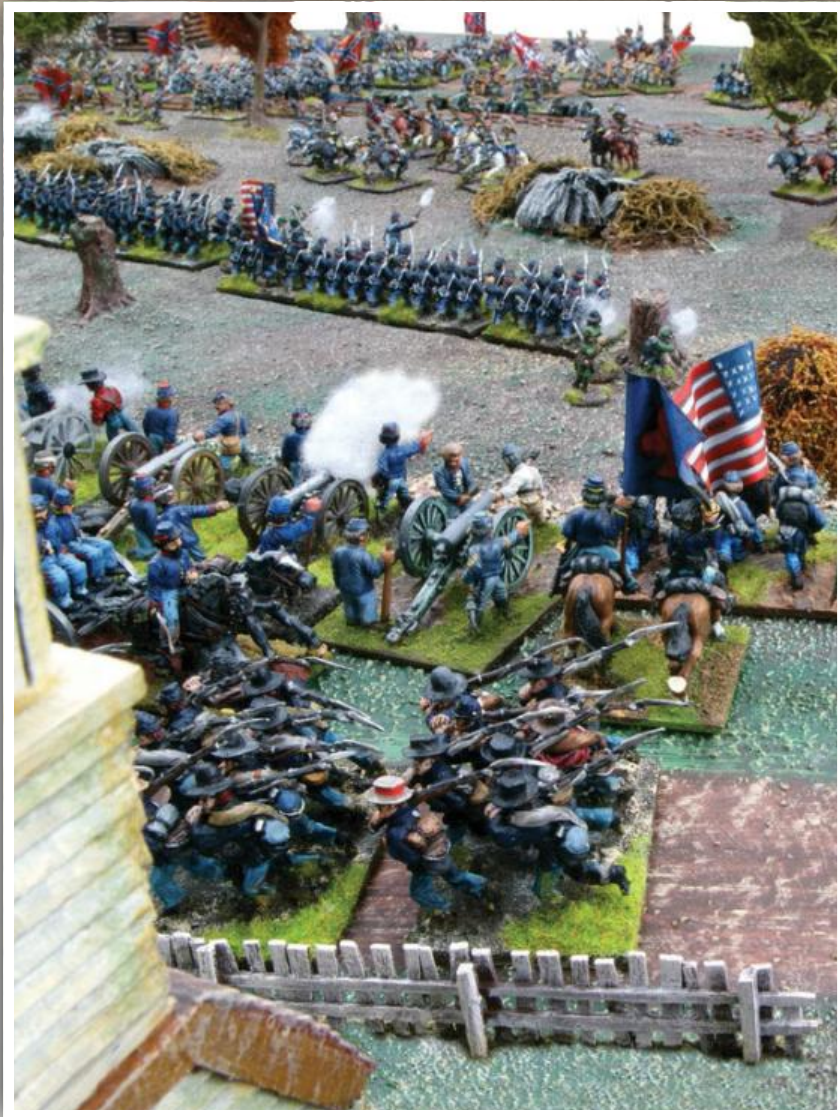
As the Confederates will be expected to traverse difficult, wooded terrain they should be allowed to adopt skirmish order. This means that your rules may have to accommodate the fact that they may move out of normal command range. They will be advancing into the face of determined fire from above and will need to have more flexibility in terms of movement and tactics, as they will have taken advantage of cover.

In the battle itself, and certainly as depicted in the *Gettysburg* movie, the 20th Maine eventually began to run out of ammunition. This is what is said to have precipitated the counter-charge downhill which rolled up the Confederate assault. In order to simulate this, an extra dice can be rolled each time they fire. If a 1 is thrown then they should take a negative modifier from that point, when firing, to simulate reduced rounds.

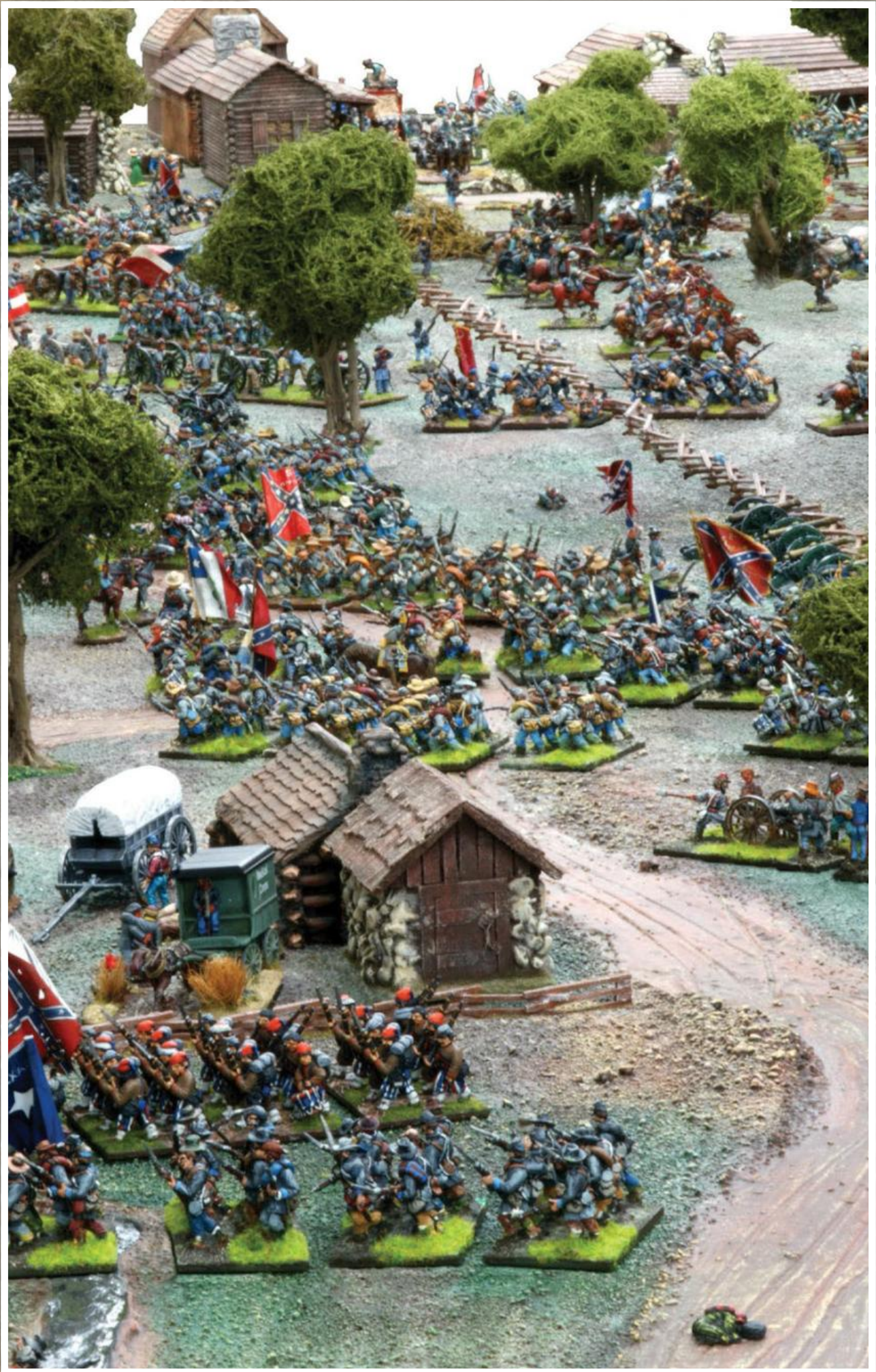
Unless the Confederates coordinate their assault they will be defeated in detail, which is what actually happened in the battle. On numerous occasions regiments attempted to break the Union line one at a time. They were forced back in disorder and had to reform to make another assault. Your rules should try to reflect this, but should also accommodate that gradually they will become exhausted.



Massed Union regiments pour volleys into the advancing Rebs.



Confederate cavalry making a suicidal charge.



UNION ORDER OF BATTLE

Vincent's Brigade is deployed on Little Round Top. This consists of the 20th Maine, 16th Michigan, 44th New York and the 83rd Pennsylvania. All these troops should be graded as above average, and Vincent as an above average commander. Although Chamberlain and his 20th Maine received all of the plaudits for saving the Union army, the fighting along the whole line on Little Round Top was fierce, so the Union regiments in the front line need to be classed in such a way as to prevent them from breaking easily.

Arriving on game turn 6 is Weed's Brigade. His four regiments are the 140th New York, 146th New York, 91st Pennsylvania and 155th Pennsylvania. These troops, and the commander, should be classed as slightly above average.

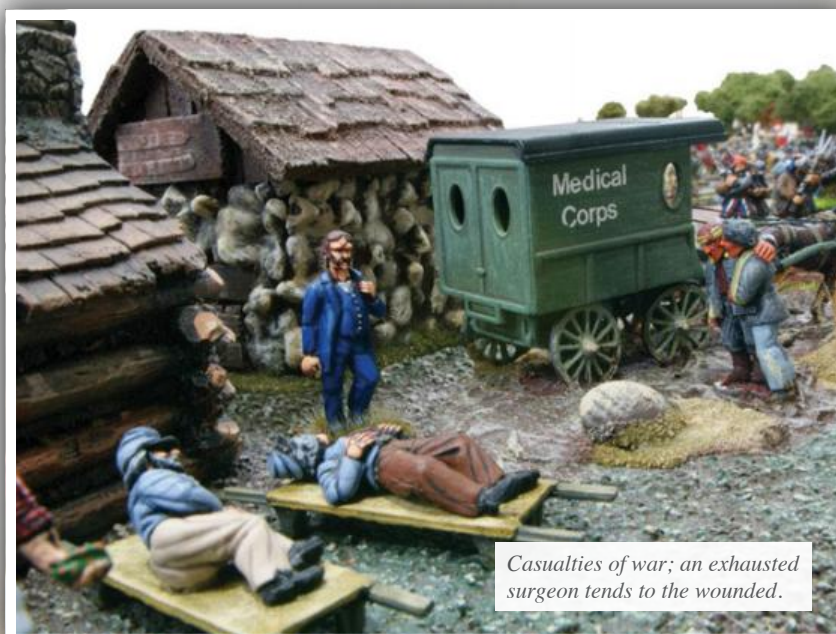


CONFEDERATE ORDER OF BATTLE

At the beginning of the game, elements of Law's Brigade should already be on the table, with the rest arriving on specific game turns. Law should be classed as a good commander and be deployed at the foot of Little Round Top along with the 15th and 47th Alabama. Two more of his regiments, the 44th and 48th Alabama, arrive on game turn 3 and the 4th Alabama on game turn 6.

Robertson's Brigade is the key reinforcement. Robertson should be graded as a good commander and his men generally slightly better than Law's Brigade. Robertson's two lead units begin at the foot of Little Round Top at the start of the game, in the shape of the 4th and 5th Texas. Robertson, along with the 3rd Arkansas and 1st Texas, arrive on game turn 3.

In each case the starting units are given first and then the game turn on which the reinforcements arrive.



Casualties of war; an exhausted surgeon tends to the wounded.

CLEARING THE WAY TO MONTE CASSINO CIORLANO - 1943

The hill town of Ciorlano lies to the north of the River Volturno, in Italy, and was part of two lines of German defences; the the Voltruno and Barbara Lines.

After the successful capture of Sicily, July to August 1943, elements of the British 8th Army landed on the toe of Italy on 3 September. This prompted an armistice between the Italian government and the Allies.

On 9 September, the US 5th Army landed at Salerno in what was called Operation Avalanche. They encountered heavy German resistance. The hope had been that with the Italians surrendering the Germans would retreat to the north.



The Allies were advancing into extremely difficult terrain. There were a succession of ridges and rivers that cut across their lines of advance.

The German/Italian theatre commander, Kesselring, was of the opinion that Italy should be defended as far south as possible. He quickly constructed two lines of defences called the Volturno and the Barbara. These were south of Rome.

Ciorlano represents a typically difficult assault against German-held positions. On 22 September, the 133rd Infantry Regiment of the US 34th Infantry Division landed at Salerno. They struggled ashore amidst fevered activity, collecting up their trucks, jeeps and artillery. The troops marched around five miles to form camp. The regiment remained in the area until around 25 September when they were shuttled forward 25 miles to take up a position in the 45th Infantry Division's sector. Their

objective was to secure a route leading northwest into the sector and pursue the enemy. However, travel was slow because of the poor roads and the blown bridges. The regiment found the local Italians to be very helpful, indicating to them German minefields, and even going so far as to mark them out.

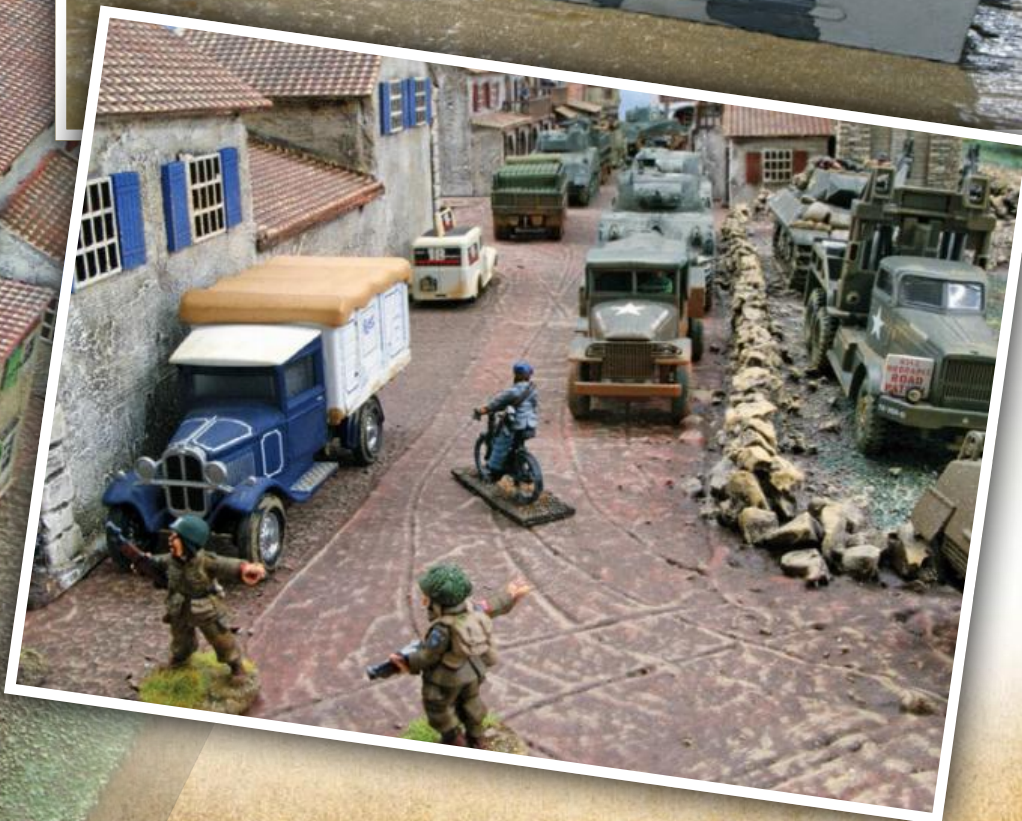
On the night of 29 September, tasked with the job of taking high ground to the west of Chiusano, the 133rd had its first encounter with the Germans and their first casualty. On the morning of the next day they saw off a German tank with bazookas.

The following days are typical of the kind of fractured fighting that was taking place all across this mountainous area in Italy. They engaged a small enemy force, but they were still making steps forward despite the rugged terrain and the difficulties in bringing up supplies and ammunition.

After capturing Benevento in early October, the regiment made its first crossing of the Volturno River. They advanced ten miles and on 18 October they were ordered to seize another bridgehead across the river. Five days later they fought off a tank assault on high ground to the northwest of St Angelo d'Alife. At the end of the month they were tasked with assembling to the southeast of Pratella; their new orders were to move northeast to relieve a battalion of the 135th. They would then use this position to make an assault on the high ground around the area of Ciorlano.



US landing craft ferrying in a jeep and another Sherman.



THE COMMANDERS

Dwight D. Eisenhower (1890 - 1969)

Eisenhower was born in Texas, the third of seven boys of a family whose roots were originally in Germany. He went to West Point in 1911, graduating in 1915. He was denied the opportunity for an overseas assignment during the First World War.

By 1919 he was a major, a rank which he would hold for sixteen years. He served with all of the iconic American commanders, such as Pershing, MacArthur and Marshall. But his military career had stalled.

In 1935 he acted as MacArthur's military advisor to the Philippine government, but even when the US entered the Second World War in 1941 he had still not held an active combat command. This is even more remarkable given the fact that in June 1942 he was appointed Commanding General European Theatre of Operations and in the November, Supreme Commander Allied (Expeditionary Force) for North Africa.

He showed his inherent skills in masterminding Operation Torch and by February 1943 his command now encompassed Montgomery's 8th Army. He oversaw the invasion of Sicily and then the Salerno landings.

By the end of 1943 he had become Supreme Allied Commander in Europe and he would go on to be instrumental in masterminding Operation Overlord and Operation Dragoon (the invasion of southern France).

Post-war, he oversaw the demobilisation of millions of US soldiers and ultimately moved into politics as a Republican. He served as US President between 1953 and 1961. His commission was reactivated after his presidential terms and he became a five-star general again. He donated his family farm, adjacent to the Gettysburg battlefield, in 1967 and he died in Washington in March 1969.



Albert Kesselring (1885 - 1960)

Kesselring was born in Bavaria and joined a Bavarian artillery unit in 1904. He served with the artillery until 1917 when he was posted to the general staff. Ultimately he went on to command a Bavarian division and then operated as a staff officer with two Bavarian corps.

Kesselring had a major change of direction in 1936 when he became Chief of Staff of the Luftwaffe. His main task was to support the Condor Legion (German volunteer pilots) operating in the Spanish Civil War.

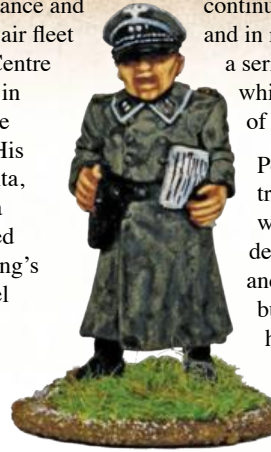
His Luftflotte 1 was involved in the Polish campaign in 1939. He was then transferred to Luftflotte 2 and controlled

operations in Holland, France and the Battle of Britain. His air fleet supported Army Group Centre in the invasion of Russia in 1941, but in November he was transferred to Italy. His job was to neutralise Malta, support Rommel's Afrika Korps and to disrupt allied supply convoys. Kesselring's relationship with Rommel was rather fractious.

By October 1942 Kesselring had command of all German forces in North Africa, except for Rommel's Afrika Korps. This was a situation that

continued for the campaigns in Sicily and in mainland Italy. Kesselring set up a series of formidable defensive lines, which eventually halted the advance of the Allies.

Post-war, Kesselring was put on trial in 1947 for war crimes. He was found guilty and sentenced to death. However this was commuted and he was pardoned and released, but by this time he was in poor health. Kesselring died in July 1960 at the age of seventy-four in Badnaheim.



Reinforcements moving up in the foreground, as the Germans attempt to hold the line.



Civilians look on as a column of US tanks, halftracks and trucks rumbles through the town.





Detail of the harbour as US reinforcements are unloaded.



THE BATTLE

On the last day of October 1943 the 133rd Infantry Regiment was given the task of taking the area around Ciorlano. This was a seven-mile climb into the face of a determined German defence.

We know that the 1st and 3rd Italians scrambled up the scrubby ridges to attack and occupy the village and to seize the high ground to the north and northwest. They were supported by the 100th Infantry Battalion. These were men primarily from Hawaii and many of them were sons of immigrants from Japan. Most of these men had spent part of the early months of America's war in internment camps, but they had volunteered to fight.

The 1st battalion was leading, with the 3rd battalion echeloned to the right rear. The opposition waiting for them was elements of the 29th and 115th Panzergrenadier regiments. They would have been a pretty scratched and battered formation by this stage and would undoubtedly have been supported by scattered elements of other units.

We know that the German positions were well hidden and that they made extensive use of minefields and *nebelwerfers* (multiple rocket launchers). The exact progress of the battle is not well documented. But what we do know is that the German positions were heavily shelled, which would have then triggered a response by the German artillery. Often as not the German artillery would zero in on the advancing American infantry. We know a similar crossing by the 100th Infantry Battalion on 3 November saw 30 US deaths as a result of German artillery catching them whilst crossing the river.



German headquarters.

Like so many other assaults on these mountain villages, Ciorlano was taken by the Germans as an opportunity to sting the Allied advance and then to withdraw before the positions were overrun. They could ill-afford to lose men and equipment. A prolonged battle of attrition would not have suited the Germans. Once it became clear that the village was under serious and imminent threat they would have slipped away to their next defensive line.

This particular battle provides the opportunity to fight a predominantly infantry battle, supported by artillery, with a handful of tanks and armoured cars on either side.

The village clung to the terraced slope of La Croce Hill. The 133rd managed to force the Germans out of the village, whilst to their right flank the 168th Infantry Regiment stormed Fontegreca. This allowed the regiments to advance to take Capriati a Volturmo on 1 November.





US armour is exiting Pratella.



WARGAMING THE BATTLE

Ron's depiction of the battle of Ciorlano incorporates the battlefield, encompassing the American start point at Pratella and extending to encompass La Croce Hill and Ciorlano at the very edge of the table. Just before the village itself and the hill, a second minor stream cuts across the table. The table is designed to provide the Germans with a series of potential defensive lines focused on walled farms, hedge lines and copses of trees.

TERRAIN

The two most significant settlements are Pratella, which should serve as the main start point for the American forces, and the village of Ciorlano. This is placed on a significant rise at the far end of the table. There is a single road running from Pratella, gradually gaining height, until it reaches the village. Subsidiary tracks were added to farms and other small hamlets.

The inclusion of field perimeters, in the shape of hedges, lines of trees and stone walling, were placed to provide the Germans with anchor points for their defence lines. The Germans were also given the opportunity to place supporting artillery on La Croce Hill. They would need to have forward observers, although a good deal of the table was in plain line of sight to them.

Eyewitness accounts of the terrain in this part of Italy suggest that it was very stony, scrubby, undulating and difficult. Whilst the terrain might impede movement, it also provided good defensive positions and also provided significant cover for a cautious advance. The village of Ciorlano is some some 330m (1,000') above sea level.

TACTICS

During this phase of the Italian campaign the Germans had carefully planned how they would protect the area between the Volturno and Barbara lines. It required them to hold up the Allies for the longest periods of time at the least cost. They were heavily outnumbered, both in terms of manpower, air superiority and fire power. They therefore had to depend on their ability to use the inherent defensive qualities of the terrain.

They would carefully study the areas where they expected the British or American troops to advance. They would then organise a carefully planned withdrawal. As was seen by the 100th Battalion on 3 November, the Germans had already registered the coordinates of likely crossing points along the river. Effective shelling worked time after time to disrupt and delay the Allied advance.

They would also register their own gun positions and emplacements in the certain knowledge that once these had fallen, they would be occupied by the enemy. Mines and booby-traps were also used, along with demolition charges, to block streams and roads. They would often use anti-personnel mines along hedges and walls.

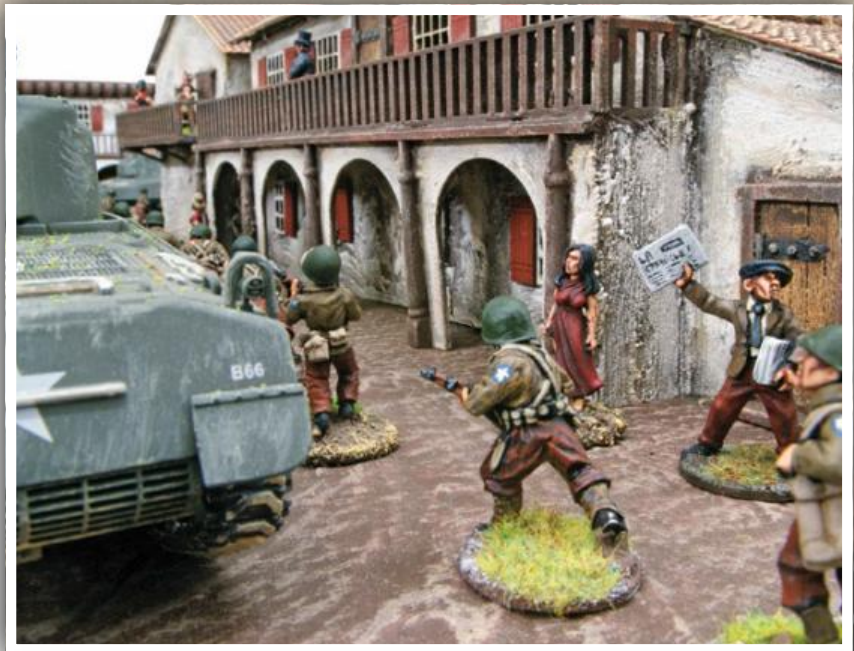
The Germans tended to use small, mobile infantry units for their rearguard actions. As at Ciorlano, they would support these with heavy weapons, such as a handful of tanks or self-propelled guns. These would often be hidden against buildings or amongst trees and would be used to cover the infantry's withdrawal.

This type of warfare was very different from that being fought in the open plains of Italy in the British zone. The Germans had concentrated the bulk of their strength against the British. This meant that inland the hilltop and mountain villages had to be used to command Allied approach routes.

The Germans would only tend to counter-attack if there was a definite opportunity to inflict disproportionate casualties and cause extra delay. In all other cases they would retreat to new and ready-prepared positions. In order to deal with Allied air supremacy they would tend to move under cover of darkness.

It was for these reasons that the US 5th Army took twenty days to secure the entire bridgehead along the length of the lower Volturno River. This was achieved by advancing up to twenty miles along the forty mile front.

Despite the dogged defence, the Germans were in fact forced to retreat faster than they had anticipated.



A US amphibian emerges from the murky waters.



TIMINGS AND OBJECTIVES

The none-too-simple task facing the Americans is to traverse the difficult terrain, overwhelm successive German ambush points and to capture the village of Ciorlano. Achieving this will certainly count as a significant victory. However since this phase of the war is not so much about gaining ground as wasting time, then victory needs to be tempered with a tight timescale.

Under normal movement conditions the American troops should be able to reach the village using the roads in around four turns. However, the Germans are not likely to allow them to do this. Equally the Germans will not be prepared to fight to the last man and will seek to fall back if the situation is becoming desperate. Therefore capturing Ciorlano within ten turns should be considered a significant American victory.

If it is captured within 15 turns this can be classed as a tactical victory.

If the Germans can hold on beyond turn 15, or can extricate the bulk of their forces intact, having delayed the American troops for at least 12 turns then this would be a significant victory for them.





CONCLUDING THOUGHTS

The orders of battle that follow are guidelines. Ron deployed a full American infantry battalion, supported by a medium tank battalion, some M7 Priests for artillery fire and two companies representing the 504th Parachute Infantry Regiment.

For the Germans it is recommended to use a slightly depleted Panzergrenadier battalion to represent elements of the 29th and 115th. They should be supported by 105mm artillery and a scratch selection of assault guns and, as chosen by Ron, a single Tiger.



Americans overwhelm the first German defence line.

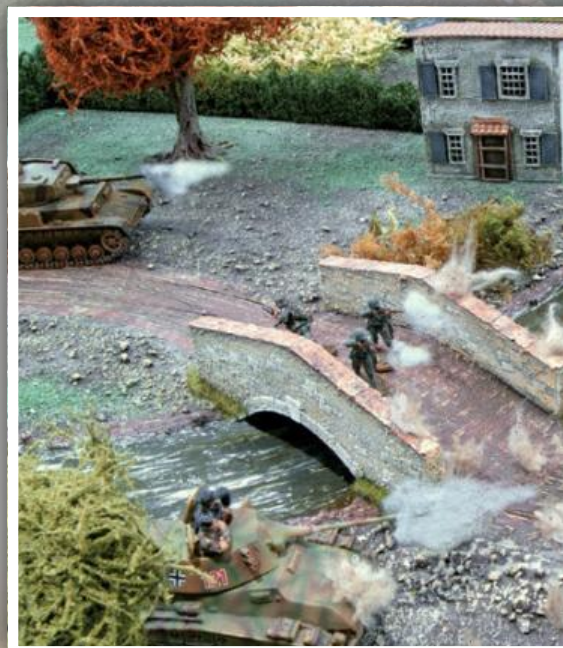


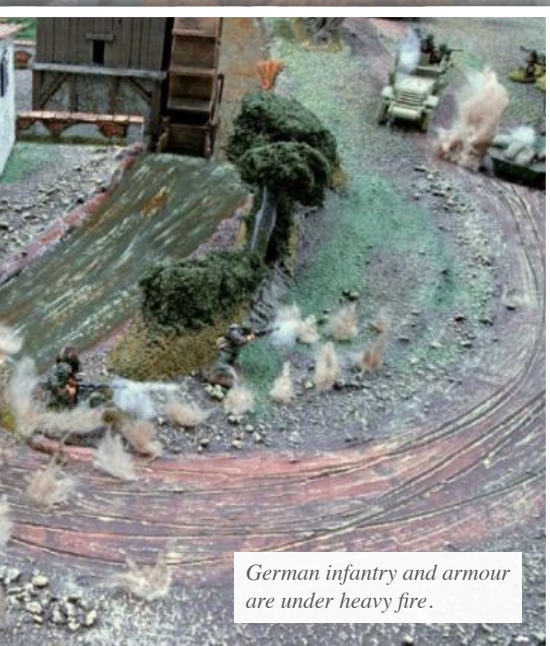


US tanks and infantry are passing a knocked out German tank.



A US tank destroyer makes short work of a German Tiger.





German infantry and armour are under heavy fire.



ORDERS OF BATTLE

AMERICAN ORDER OF BATTLE

In order to accomplish the task of dealing with the potentially stubborn German defence line the backbone of the American forces should consist of motorised infantry. Having said this, much of the terrain will have to be traversed on foot.

As the Americans built up around the River Voltumo there is an opportunity to make use of some of the more colourful units that were available in that sector. In fact guarding the right flank was the 504th Parachute Infantry Regiment of the 82nd Airborne Division. They actually came up the Voltumo valley and were operating in the mountain areas.

The Americans will also need tank and self-propelled artillery support.

American Infantry Battalion 1942 to 1943

HQ	CO, 1 Officer, 1 man with bazooka, 1 man with radio, 5 men with rifles in 2 jeeps
3 Infantry Companies	Each: 1 man with LMG, 9 men with rifles
Support Company HQ	1 Officer, 2 men with bazooka, 2 men with rifles in a 15 cwt truck
Machinegun Support Platoon	2 MMG each with 2 crew, 1 x HMG with 3 crew
Mortar Support Platoon	1 x FOO, 2 x 81mm mortar with 3 crew each
Battalion Anti-tank Platoon	1 x 37mm M3 A1, 1 Officer, 3 men with rifles in a 15 cwt truck

Note: The HQ section can be given a truck instead of two jeeps. The infantry companies can be given a jeep and a 2 ½ tonne truck, as can the MG Platoon. The Mortar Platoon can be motorised by giving them two 15 cwt trucks and a jeep for the FOO.

American Medium Tank Battalion 1943 to 1945

HQ	1 x M4 A3 Sherman (CO), 1 x M31 or M32 recovery vehicle
Light Tank Company	3 x M5 Stuart or 3 x M24 Chaffee
3 Medium Tank Companies	3 x M4 A3 Sherman
Assault Gun Company	3 x M8 HMC or 3 x M4 105mm
Mortar Platoon	1 x M4 or 1 x M21 MMC
Reconnaissance Platoon	1 Officer, 3 men with rifles in a jeep with HMG fitted

American Artillery Battalion 1942 to 1945

HQ	CO, 1 Officer, 1 man with radio, 3 men with rifles in a 15 cwt truck or M3 Halftrack, 1 x 10 tonne recovery truck, 3 FOOs and 3 men with rifles in jeeps or 3 x M20 with 3 FOOs and 3 men with rifles
3 Towed Batteries	1 x 105mm M2 gun or 155mm M14 gun with 4 crew towed by 2 ½ tonne truck, 1 x 2 ½ tonne supply truck

Note: To represent an armoured battalion substitute the jeeps for the FOOs with either M5 light tanks or M4 A3 Shermans. Also for armoured units replace towed artillery with T19s up to 1943 and M7 Priests from 1943 to 1945. To represent heavy batteries replace the 105mm guns with 155mm M1s with four crew or 155mm self-propelled M12s or 203mm M2s.



A German Tiger II leads a counterattack.





GERMAN ORDER OF BATTLE

German Motorised Grenadier Battalion 1942-1945

HQ	CO, 1 Officer, 1 man with radio in field car, 1 x SDKFZ 11 recovery, 2 x MG 34 each with 3 crew in a 1 ½ tonne truck
3 Grenadier Companies	2 men with LMG, 2 men with Panzerfaust, 6 men with rifles in a 1 ½ tonne truck
Anti-tank Platoon	2 x 50mm PAK 38 or 75mm PAK 40 with 3 crew each towed by two 1 ½ tonne trucks
Mortar Platoon	2 x 8cm mortar with 4 crew towed by a 1 ½ tonne truck
Pioneer Platoon	5 men with rifles and engineering equipment and a 1 ½ tonne truck
Artillery Platoon	1 x 7.5cm infantry gun with 3 crew towed by a 1 ½ tonne truck

Note: It is possible to replace the 7.5cm infantry gun with a 120mm mortar with four crew to represent units 1943-1945.

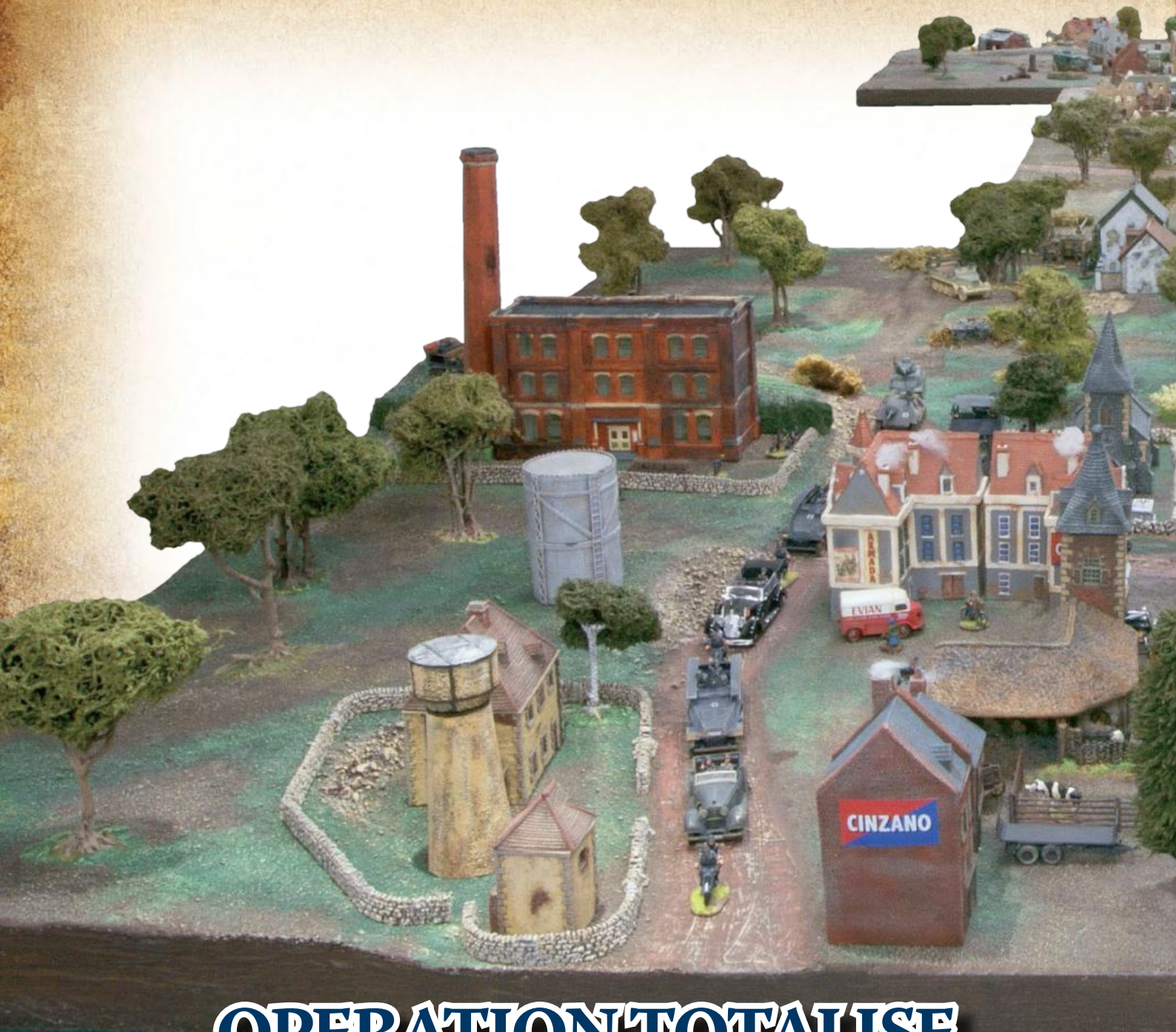
German Panzer or Panzergrenadier Anti-tank Battalion 1942-1945

HQ	CO, 1 Officer, 1 man with radio, 3 Panzerjagers, 1 SDKFZ 9 with crane
2 Self-propelled Anti-tank Companies	3 x Panzerjager
Motorised Anti-tank Company	3 x 75mm PAK 40 with 3 crew towed by either 3 x 1 ½ tonne truck or SDKFZ 10

German Panzer or Motorised Artillery Regiment 1938 to 1944

HQ	CO, 1 Officer, 1 man with radio in SDKFZ 251/3, 4 FOOs and 4 men with radio in field cars, 1 x SDKFZ 9 with crane
Light battery	4 x 10.5cm gun towed by 4 x SDKFZ 11 with 4 crew each; 1 x 2 ½ tonne supply truck





OPERATION TOTALISE FALAISE - 1944

The so-called Falaise Pocket or Gap was a pivotal but flawed operation in the battle for Normandy. The Allies had landed on the Normandy beaches on 6 June and initially their attempts to drive inland were met with a ferocious defence.

Cherbourg was captured on 27 June and, despite the best efforts of the British and Canadian troops under Montgomery, Caen still held out. This provided Montgomery with an opportunity; if he could draw the bulk of German forces into his sector it would allow the Americans to burst through the thinly-held German lines protecting Brittany.

Operation Cobra was launched on 25 July and quickly saw extraordinary advances. The entire German army was in grave risk of being overwhelmed. To compound the issue Hitler demanded a German counter offensive. Codenamed Operation Lüttich, the Germans scraped together all available armour and struck west. It was an abject failure

and only served to place more German units at risk of encirclement.

To speed up the collapse, Operation Totalise was launched on 8 August. The target for the 1st Canadian Army was the high ground to the north of the town of Falaise. The idea was for the Canadians to link up with the encircling American forces and put a noose around the necks of tens of thousands of German troops.

By 10 August, Anglo-Canadian troops occupied Hill 195, to the north of Falaise.



The race was now on to encircle as many Germans as possible, and Patton's 3rd Army was tasked with closing the gap by capturing Alençon and Argentan. They were ordered to push on towards Falaise and close the pocket.

THE COMMANDERS

Bernard Montgomery (1887 - 1976)

Montgomery was born in London, the son of an Anglo-Irish priest. A military career beckoned him and he entered Sandhurst but was nearly expelled for his violence and rowdiness. After graduation he joined the Royal Warwickshire Regiment in 1908. He steadily rose in rank within the regiment and saw action during the First World War as a front line officer, until late 1914 when he was seriously wounded. He then had a series of staff duties.

Post-war he remained in the army and was posted to various locations in Britain and then in India. He also served in Palestine in the late 1930s.

Montgomery was in command of the 3rd Division at the outbreak of the Second World War and after Dunkirk he became commander of II Corps. He held several other key positions until he was given the unexpected opportunity to take command of the 8th Army in North Africa. He had not been the first choice. Gott, who had been selected for the role, had been killed and a suitable replacement was urgently needed.

Montgomery certainly transformed the 8th Army and during his greatest series of victories he defeated Rommel at Alam Halfa (August 1942) and then launched his own offensive, culminating in the victory at El Alamein. Montgomery

remained with the 8th Army to campaign all the way to Tunisia and then Sicily and finally into the Italian mainland. He returned to Britain in January 1944 to take command of British and Canadian forces that would take part in Operation Overlord.

The merits of Montgomery's career, including his battles in Normandy, are often debated, but he was a careful and, where necessary, very aggressive and forceful commander. He masterminded the doomed Operation Market Garden, but was instrumental in helping to stem the last German counter offensive in the west during the Battle of the Bulge in December.

He remained in the army post-war and even after his retirement remained very active. Montgomery died in Hampshire at the age of 88 in 1976.

Gunther von Kluge (1882 - 1944)

Kluge was born into a Prussian military family from Poznan. He operated as a staff officer during the First World War and in 1936 he became a lieutenant-general. In the following year he became commander of the 6th Army Group (later the German 4th Army). He was involved in the invasion of Poland in 1939 and in 1940 he commanded the 4th Army in its attack through the Ardennes.

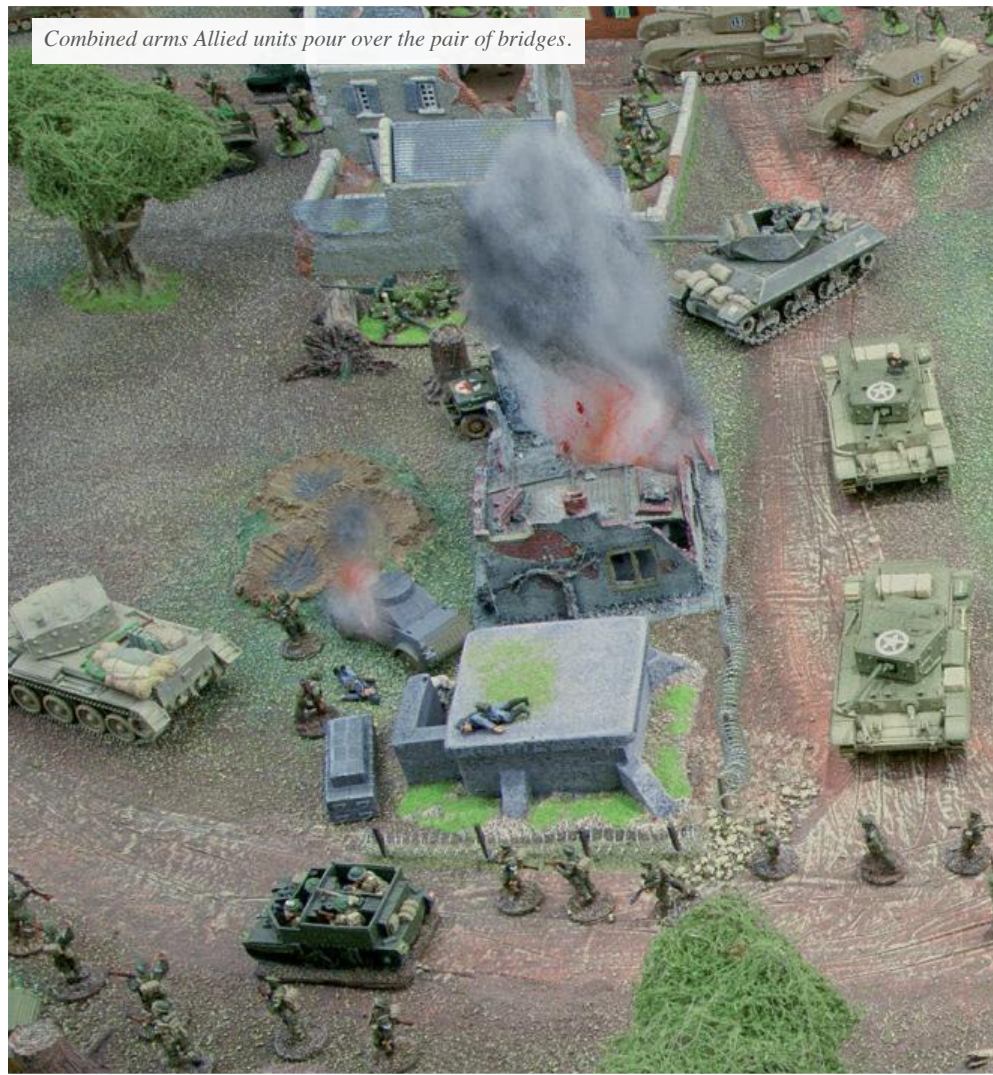
By July 1940 he had risen to the rank of field marshal. He also commanded the 4th Army in the invasion of Russia in 1941. Kluge took over as commander of Army Group Centre towards the end of the year. He was badly injured in a car accident in October 1943 and did not return to active duty until July 1944. At this point he was given command of all German forces in the west, replacing von Rundstedt.

Kluge was implicated in the plot to assassinate Hitler in July 1944 and he was recalled to Berlin. Kluge chose to commit suicide by taking cyanide, rather than return to Germany.

THE BATTLE

Initially Patton's 3rd Army made steady progress. By 13 August it was firmly established around Argentan, but the town was still German-held. Patton wanted to keep moving, but he was ordered to halt.

Combined arms Allied units pour over the pair of bridges.



The retreating German column represented the shattered remnants of several units.



Meanwhile, to the north, the Canadian 1st Army had made some progress, but was waiting to launch Operation Tractable, which would follow up on Operation Totalise, with the aim of striking south to close any gap.

German resistance proved to be very strong and it was not until 16 August that the 2nd Canadian Infantry Division got into Falaise. It took them a full day to clear the town. However the encirclement was still incomplete.

The Polish 1st Armoured Division, a part of the Canadian 1st Army, was ordered to sweep southeast and link up with American forces at Chambois. By the evening of 19 August they had made a junction with the French 2nd Armoured Division and US forces.

The Germans were still fighting hard to escape. On 19 August elements of the 2nd Panzer Division broke through at St. Lambert and held the road open for six hours. More units escaped, particularly through the weakly-held area covered by the Poles. It has been estimated that around 10,000 Germans slipped out of the pocket.



A Hurricane prowls the skies over the battlefield. Most were from RAF No 83 Group. They relentlessly pounded the retreating Germans with rockets, cannons and bombs.





German command centre.





The Poles occupied a strategic position called Hill 262 and used it to direct artillery fire onto the retreating columns of German troops. They came under huge pressure until the Canadian Grenadier Guards reinforced them.

It took until the evening of 21 August for the pocket to be finally sealed. The German losses in the operation were staggering; of the 100,000 or so that had been caught in the encirclement at least 10 to 15 per cent had been killed, upwards of 40 per cent taken prisoner and around half had escaped.

WARGAMING THE BATTLE

Ron's Falaise game focuses on the final attempts of the 1st Canadian Army, spearheaded by the Poles, to close the Falaise Gap having just captured the town. The Germans are represented by a collection of small units. Some are detailed to hold the gap open whilst the bulk of the German forces try to slip out of the pocket before it is closed. Falaise is represented by a collection of typical French buildings, many of which have been heavily shelled by the Allies during their advance.



The German Panther. This one, 424 was commanded by Ernst Barkman, 4 Kompanie, 2nd SS Panzer Regiment.





TERRAIN

Falaise is on the banks of the River Ante, which is a tributary of the Dives, and is 19 miles to the southeast of Caen. Some two-thirds of Falaise was destroyed by Allied bombing in the build-up to the liberation of the town.

The terrain is represented as being fairly flat, with stout and defensible, stone-built farms and dwellings and scattered trees. The Germans were also given a handful of strongpoints to anchor their outer defences.

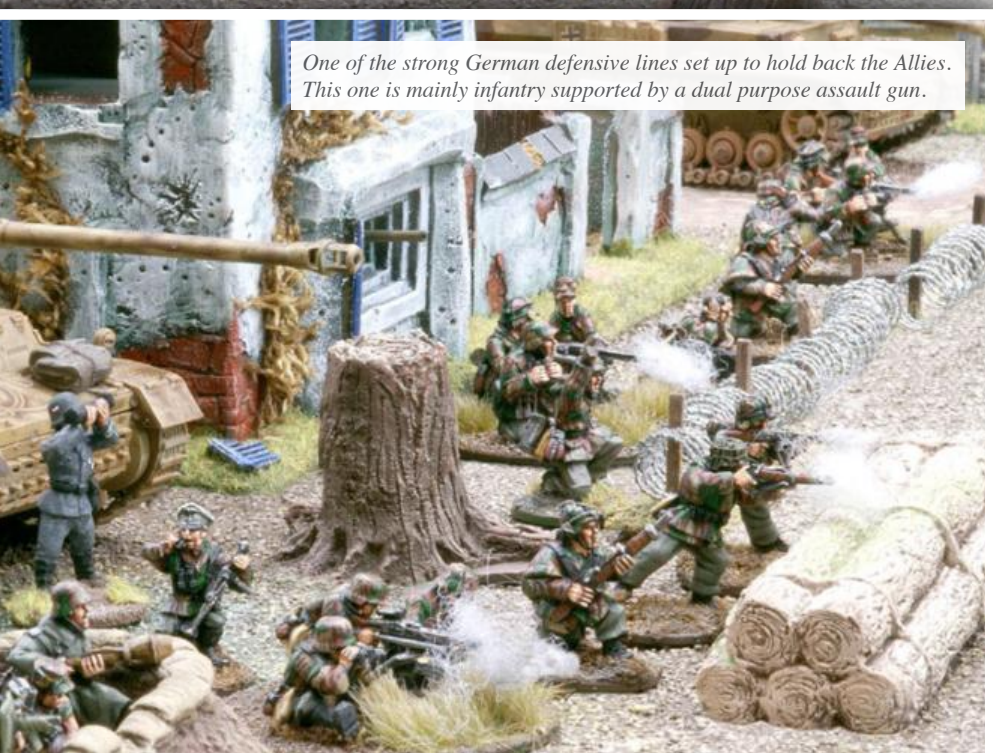
The main road runs straight out of Falaise, over the river, into the outskirts and then away to the west, this being the main retreat route for the German forces.

Hedgerows and stone walling were used, but none of the famed bocage of the Normandy region.

TACTICS

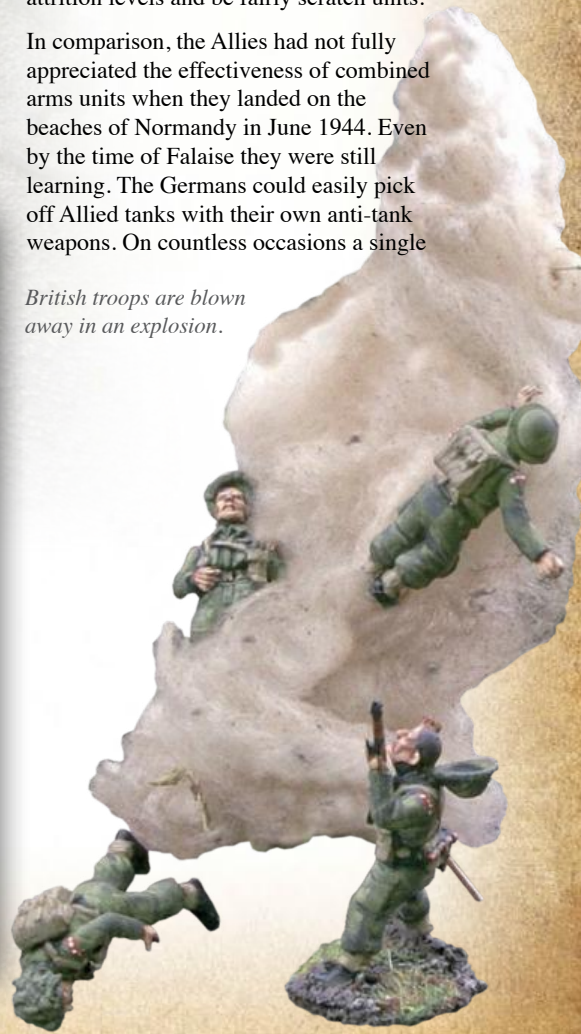
A properly organised and largely intact German battle group, or *kampfgruppe*, would have consisted of a combination of armour, mechanised or mobile infantry and their own integral artillery and anti-aircraft units. The Germans had learned the lessons of combined arms on the Eastern Front. By the time the Falaise pocket took place organised German units would have been subject to very high attrition levels and be fairly scratch units.

In comparison, the Allies had not fully appreciated the effectiveness of combined arms units when they landed on the beaches of Normandy in June 1944. Even by the time of Falaise they were still learning. The Germans could easily pick off Allied tanks with their own anti-tank weapons. On countless occasions a single



One of the strong German defensive lines set up to hold back the Allies. This one is mainly infantry supported by a dual purpose assault gun.

British troops are blown away in an explosion.



German tank, anti-tank gun or even a handful of men with panzerfausts could pick off the Allied tanks. They would then use carefully-sited machinegun nests to mow down the infantry.

In the difficult countryside of Normandy the Allies had to quickly adapt. It was fine in open country for tanks to take the lead but in built-up areas, infantry needed to move in first. They would have

to identify enemy positions and call in artillery fire. If these positions were not spotted then the Allied tanks would be knocked out one after another. Communication and interdependence was the key to overcome these stubborn German positions.

In one instance, unerringly accurate German artillery fire was falling on a US infantry unit. The Americans realised that there was a German spotter watching them from a nearby church tower. The artillery fire stopped the men from getting anywhere





A German Stug desperately holding off a determined Allied advance on the flank.



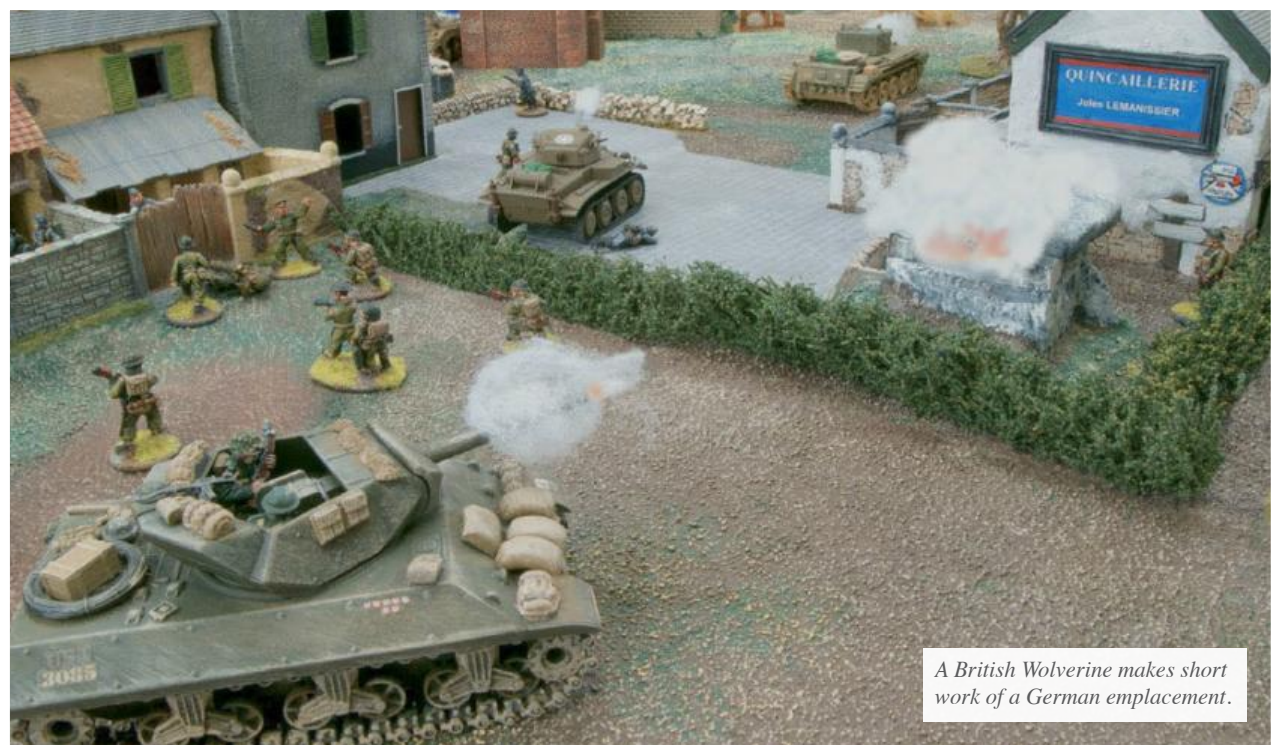
near him. A Sherman appeared and an infantry officer had to wave to the tank commander to get him to fire at the church tower. One shot and the church tower was down and the German artillery ceased.

This was also a period of the war when the Germans were shifting more from tanks to assault guns. These vehicles were originally designed to be tank destroyers but they were actually very good self-propelled artillery. They could provide decent fire support. In this game, which requires the Germans to be on the defensive, the assault guns certainly work well in that role.

The tanks still available to the Germans at this stage would be used in conjunction with infantry to form a defensive line. However, more often than not they were held back to plug any gaps.

This is a game that focuses on small German units ambushing, delaying and demoralising the Allies. It is unlikely that there will be sufficient German infantry and vehicles to launch a determined localised counter-attack.





A British Wolverine makes short work of a German emplacement.



TIMING AND OBJECTIVES

The objectives of the Allies are simple. They need to traverse the length of the table by breaking through the successive thin crusts of German defensive lines and capture or destroy as many German units as possible.

The German player has a column of sundry vehicles and infantry progressing slowly up the main road towards the exit point. These should be considered as non-combatant troops, as they represent transport units, officers and wounded men.

The Germans assigned to the defensive lines should gradually fall back once their line has been compromised or is about to be overrun. In essence they need to leapfrog units back up the table. They should hold only long enough for the retreating column to escape.

The number of game turns will be determined by the length of table. In Ron's case the table is around 20' long. The road movement of a typical vehicle is around 18", which means that unimpeded the entire table can be traversed in 12 to 14 turns.

The German retreating column starts about a third of the way into the table. The end vehicle or element of the column



French Resistance handing over some captured German senior officers to the Allies.

needs to be in line with the first German defensive position.

The Allies should start in and around Falaise itself, with their lead element about to cross the bridge in pursuit.

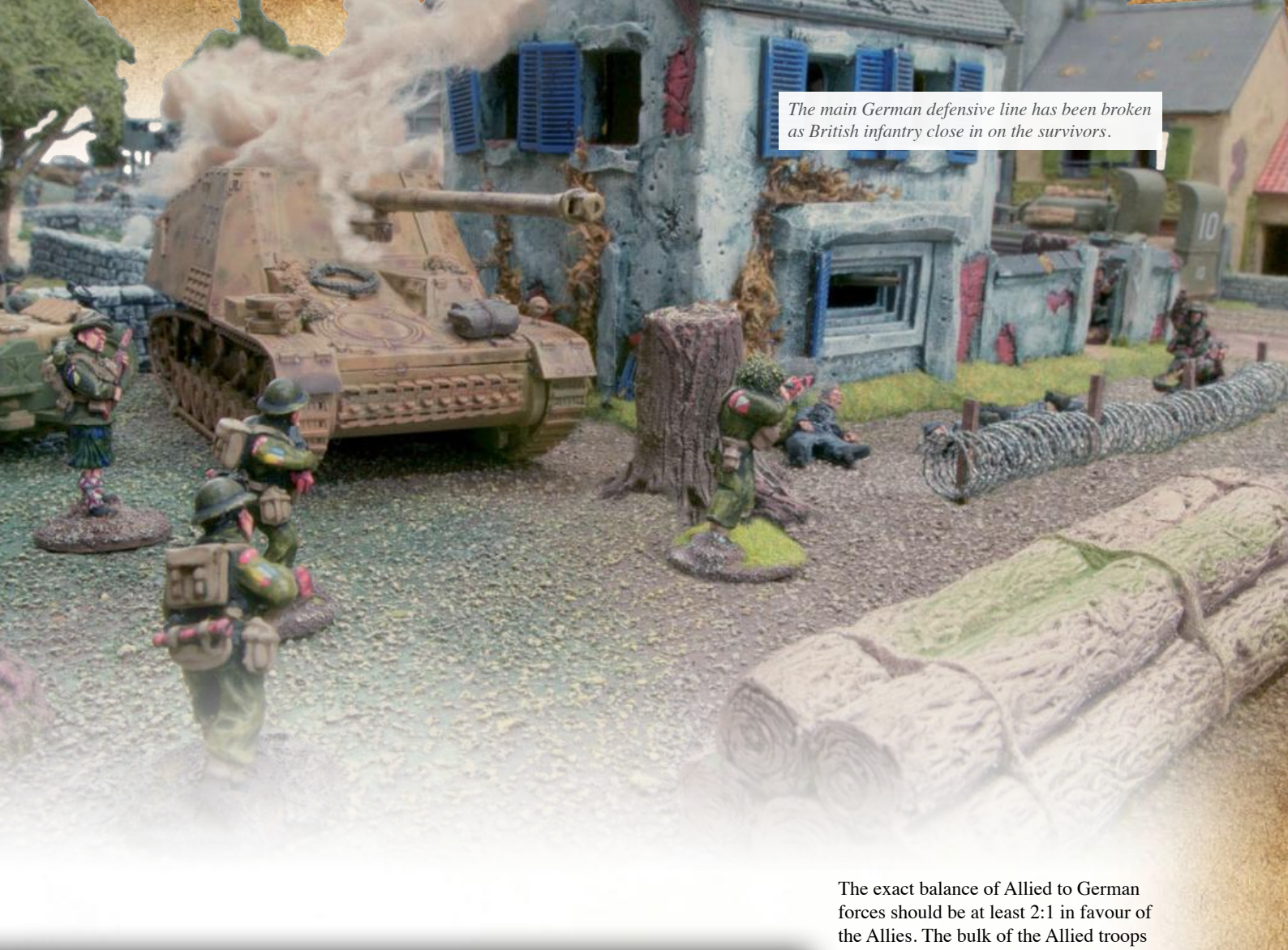
CONCLUDING THOUGHTS

The notable addition to this game is the overwhelming air superiority of the Allies. This was represented by rocket-firing

Typhoon aircraft. They should be allowed to make a sweep of the battlefield every other turn. It is important that they are only allowed to target the visible retreating column, or units in German defensive lines that have been spotted by ground troops.

The Germans should be allowed minimal anti-aircraft cover. This should be restricted to simply driving off the Typhoon attack, rather than eliminating it.





The main German defensive line has been broken as British infantry close in on the survivors.



The exact balance of Allied to German forces should be at least 2:1 in favour of the Allies. The bulk of the Allied troops should be motorised, otherwise the chances of them catching the column will be minimal.

The following orders of battle are suggestions as to the type of organisation that would have been typical for this period of the war. The German troop and vehicle mix is fairly flexible, as it represents some small, organised German defensive units and a confused jumble of vehicles and other troops in the retreating column. As the latter plays no active role in the game other than a mobile objective, this could consist of a handful of trucks and staff cars.

The Allies' order of battle indicates the use of Shermans and Fireflies. In Ron's collection, Cromwells are also present and this is perfectly acceptable as an alternative. The bulk of his infantry are motorised either in half-tracks or trucks. The Allies should also have access to field artillery, which would have been 25pdrs. These can either make an appearance on the battlefield or be 'virtual' and provide off-table fire support.

This game is essentially a race, with the primary objective of the Germans to slip away off their exit table edge, having suffered the least amount of casualties in terms of men killed or captured and vehicles destroyed.

BRITISH ORDER OF BATTLE

British Infantry Battalion 1943 to 1945

HQ	CO, 2 Officers, Man with Radio, 2 x Men with Rifles, one man with PIAT, one man with 2" Mortar
4 Rifle Companies	9 x Men with Rifle, 1 x Man with LMG.
Carrier Platoon	3 Universal Carriers with 10 men operating 1 x PIAT, 1 x 2" Mortar, and 3 x LMG.
Mortar Platoon	2 Universal Carriers each with 3 men and one 3" Mortar
1 A/T Platoon	Universal Carrier towing 6 pdr A/T gun with 4 Crew
Pioneer Platoon	Universal Carrier with 4 men, one with Flame-thrower
MMG Platoon (Attached)	2 Universal Carriers each with 3 men with 1 Vickers MMG

British Medium Armoured Regiment Europe 1943 to 1945

HQ	1 x armoured vehicle (same as used in troop) carrying 2 Officers, 2 Men with radios plus Sherman or Cromwell ARV (must be the same tank type as the regimental tanks)
1 Troop(CO)	2 Sherman I or II or 1 Cromwell IV and 2 Cromwell VII
1 AA Troop	2 Crusader II AA
1 AA Troop	1 Vickers Light Tank AA
3 Squadrons	4 Sherman III or V
Or 3 Squadrons	3 Cromwell IV and 1 Sherman Firefly (only 22nd Armoured Brigade in NW Europe)
Or 3 Squadrons	4 Comet (only NW Europe from June to August 1944)
1 Squadron	3 Stuart V

British Infantry Tank Regiment 1943 to 1945

HQ	1 Churchill IV/NA75 or VI (CO), 1 Churchill IV/NA75 or VI, 2 Churchill V, 1 Churchill or Sherman ARV
3 Squadrons	3 Churchill IV/NA 75 or 3 Sherman III



GERMAN ORDER OF BATTLE

German Infantry Battalion 1943-1945

HQ	CO, Officer, man with LMG, man with radio, 3 men with rifles in a 3 tonne truck
3 Rifle Companies	One man with LMG, 1 man with Panzerfaust, 8 men with rifles
Machinegun Company	4 MG 34 or MG 42, each with 2 crew
Mortar Platoon	Three 8cm mortars, each with 3 crew in wagons, FOO and man with radio
Heavy Mortar Platoon	120mm mortar with 4 crew, horse drawn

German Heavy Tank Battalion 1942 to 1945

HQ	Tiger I (CO), Tiger I, SDKFZ 9 with crane
3 Tank Companies	3 Tiger I

Note: This unit represents the SS Heavy Panzer Battalion 102.

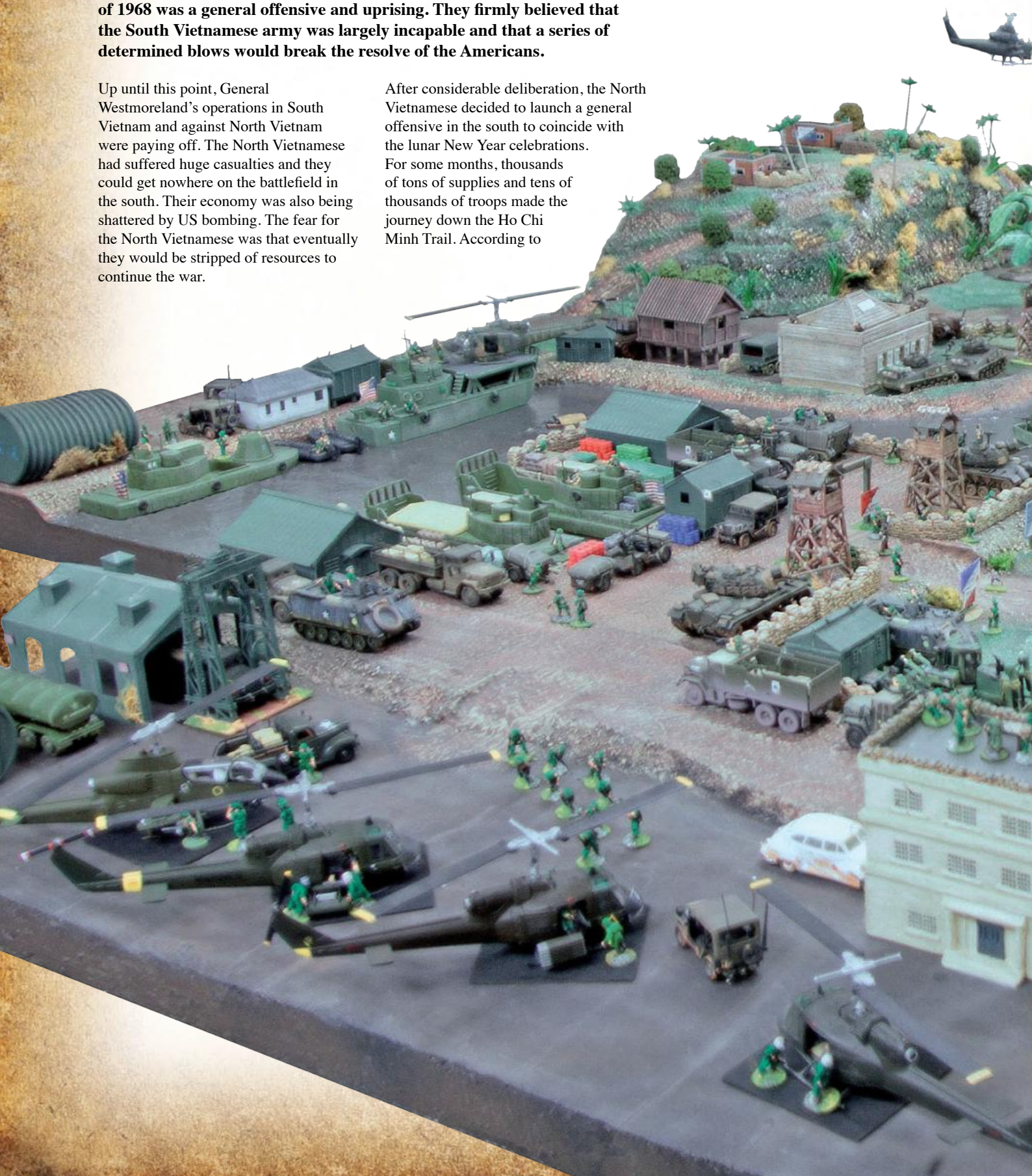


TURNING POINT IN VIETNAM TET OFFENSIVE 1968

As far as the Communists in Vietnam were concerned, the Tet operation of 1968 was a general offensive and uprising. They firmly believed that the South Vietnamese army was largely incapable and that a series of determined blows would break the resolve of the Americans.

Up until this point, General Westmoreland's operations in South Vietnam and against North Vietnam were paying off. The North Vietnamese had suffered huge casualties and they could get nowhere on the battlefield in the south. Their economy was also being shattered by US bombing. The fear for the North Vietnamese was that eventually they would be stripped of resources to continue the war.

After considerable deliberation, the North Vietnamese decided to launch a general offensive in the south to coincide with the lunar New Year celebrations. For some months, thousands of tons of supplies and tens of thousands of troops made the journey down the Ho Chi Minh Trail. According to



US Intelligence, the Communists had mustered 160,000 Viet Cong (South Vietnamese Communists), 130,000 North Vietnamese regulars and over 30,000 support troops.

To face them the combined strength of the South Vietnamese military amounted to 350,000. They could also call on over 150,000 South Vietnamese regional forces (militia) and a similar number of militia from the South Vietnamese Popular Force. Also in South Vietnam were 330,000 US Army, 78,000 US

Marines, and several other smaller units, along with Australians, Thais and South Koreans.

The widespread offensive was almost entirely unexpected. In fact the North Vietnamese had announced that there would be a seven day ceasefire between 27 January and 3 February. Westmoreland was suspicious and urged the South Vietnamese to cancel their plan to allow half their troops to take a holiday.

On 28 January some Viet Cong that had been captured were found to have audio messages addressed to the occupied populations of major cities. A general alert was called, but there was still no real sense of urgency. Westmoreland was certain that something was going to happen and he informed US authorities that he expected imminent widespread Communist attacks.



The US M48 Patton tank. Around 600 of them saw service in Vietnam.

THE COMMANDERS

William Westmoreland (1914 - 2005)

Westmoreland was born in South Carolina. In 1932 he attended West Point Military college. He became an artillery officer after his graduation and during the Second World War saw action in North Africa, Italy, France and Germany. By September 1942 he had reached the rank of lieutenant-colonel. As an artillery specialist his 34th Field Artillery

Battalion of the 9th Division provided fire support for the 82nd Airborne in France. He became executive officer for the 9th Division's artillery in 1944 and, after Germany's surrender, he was given command of the 60th Infantry Division as part of the occupation force.

Between 1946 and 1950 he commanded the 504th Parachute Infantry Regiment of the 82nd Airborne. He was sent to Korea as commander of the 187th Regimental Combat Team. After a year in this role he served at the Pentagon for five years.

By 1956 he was a major-general and commanded the 101st Airborne.

His association with Vietnam began in 1964 when he became the deputy commander of the Military Assistance Command, Vietnam (MACV).

Westmoreland became increasingly convinced that in order to defeat the enemy in Vietnam, artillery and air power were key and that they should try to engage them in set piece battles. As it was, the enemy was not prepared to risk that type of warfare.



Supply Base 242 aka Fort Bronx, the main operations base for Ron's US forces. Note the helipad on the riverine vessel in the background.

Shortly after the Tet Offensive, Westmoreland was replaced in Vietnam. He was considered to have been caught somewhat off-guard. He then served as the Chief of Staff of the US Army between 1968 and 1972. He tried unsuccessfully to become governor of South Carolina in 1974.

Westmoreland died at the age of 91 in Charleston and was buried at the West Point Cemetery.

Hoàng Văn Thái (1915 - 1986)

Hoàng Văn Thái was born in Thai Binh Province in Northern Vietnam. He joined the Indo-China Communist Party in 1938. In the early 1940's he was trained at military school and fought to liberate Indo-China from the Japanese.

By September 1945 he was named Chief of General Staff of the People's Army of Vietnam. He was the commanding officer in the Battle of Dong Khe, which took place in September 1950 against the French.

In 1954, he was the joint campaign chief of staff during the Battle of Dien Bien Phu. In 1959 he rose to the rank of lieutenant-general. Eight years later he was assigned to command the South Vietnam Liberation Army as deputy secretary of the Central Office for South Vietnam. Theoretically this put him in overall command of military operations in South Vietnam. He commanded the troops at the Battle of Loc Ninh (October to December 1967). This ended in considerable losses.





Undeterred, he masterminded the Tet Offensive in January 1968, which was seen as a strategic error in hindsight and lengthened the course of the war.

From 1974 he operated as deputy minister of defence and in several other military/political posts. He became a member of the Central Committee of the Communist Party of Vietnam in his later years. He died of a heart attack in July 1986.

THE BATTLE

The first attacks took place shortly after midnight on 30 January. The assaults

tended to follow a similar pattern: rockets and mortars were fired into enemy positions and then battalion strength Viet Cong and North Vietnamese units would launch mass assaults.

For the most part the assaults caught the South Vietnamese and their allies by surprise, but in the majority of cases the Communists had been driven out of their objectives by first light. Many of the engagements did not involve American troops, with the fighting sometimes lasting for two or three days.

Saigon was a major target. There were six objectives in the centre of the city alone, many of them military headquarters or other targets such as the palace and the radio station. Around Saigon ten Viet Cong battalions attacked other objectives. Small groups of Viet Cong spread out across the city, armed with lists of individuals to be executed. There were major set piece battles, such as in Hue. The bulk of that city was overrun by around 7,500 Communist troops and it fell on the US 1st Marine Division and South Vietnamese troops to clear the city, house by house.



At Khe Sanh the attacks had actually begun on 21 January. It was defended by some 6,000 US and South Vietnamese troops and was being besieged by around 20,000 North Vietnamese regulars. This siege would last until 8 April. A major relief operation reached Khe Sanh, by which time the North Vietnamese had already begun their withdrawal. At least 8,000 North Vietnamese were killed.

The Tet Offensive continued, with North Vietnam sending reinforcements to replace losses. Isolated camps and military bases across the whole of South Vietnam were subjected to vicious and determined assaults. Saigon was struck again in August and it is estimated that the Communists lost around 20,000 men in this operation.

It has been estimated that at least 180,000 Viet Cong and North Vietnamese troops were killed in 1968. This radically changed the balance of Communist troops in South Vietnam. At least 14,000 civilians had also been killed. The South Vietnamese army had lost nearly 28,000, US losses in the first week alone were over 500 killed and 2,500 wounded.

The Tet Offensive had a massive impact on the American administration and general public. Up until this point they had been led to believe that the Communists were losing the war. But it was now clear that they were capable of delivering devastating offensives.

WARGAMING THE BATTLE

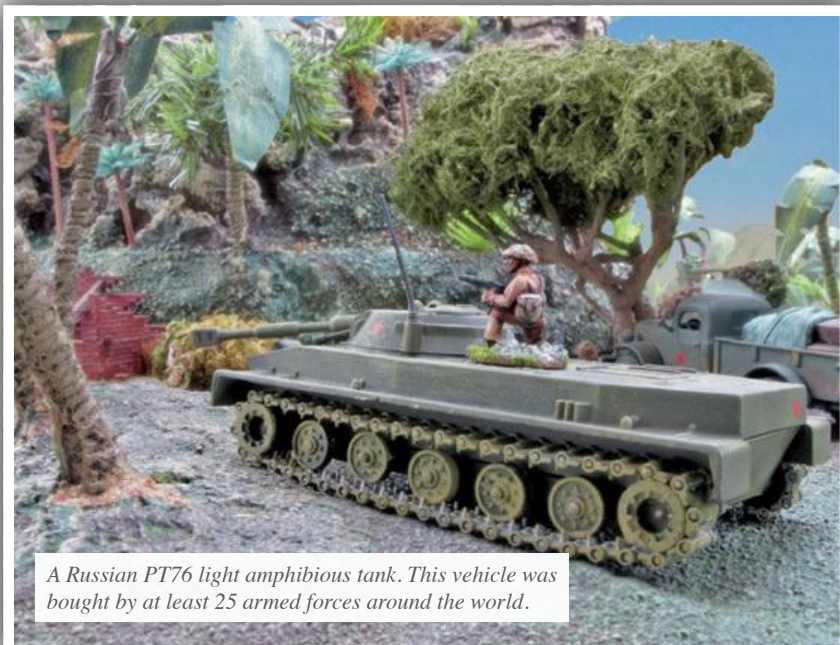
There are many ways of wargaming the Tet Offensive. Ron's version focuses on the very beginning of ground operations and is based around the Mekong River. His set up incorporates Fort Bronx, officially known as US Supply Base 242. The base handles supplies and equipment for outposts and fire bases further up the river.

The US troops are aware of the fact that the North Vietnamese and the Viet Cong have infiltrated in force along both banks of the Mekong River, between Fort Bronx and the US outpost at Chau Phu.

Ideally this game works well by using a series of blinds or cards representing North Vietnamese and Viet Cong forces. These are moved around the table until they have been spotted or have come into contact with US troops.

TERRAIN

Dominating the length of the table is the Mekong River. At the far end of the table is Fort Bronx. This is a collection of US Army depot buildings, with sandbag defences, built around the grounds of a former French Colonial







US Navy jets delivering a napalm strike on a concentration of North Vietnamese armour.

mansion. Fort Bronx uses a combination of trucks, river transport and helicopters to resupply bases further up the river.

Fort Bronx is built on flat and cleared ground, but the rest of the table on either side of the Mekong River is hilly, undulating and covered in jungle. The Mekong River also has a tributary and a

bridge has been constructed there, which is protected by US ground forces.

TACTICS

The coordinated attacks during the Tet Offensive aimed to inflict a series of minor and major defeats that collectively would end in disaster for South Vietnam.

What is particularly striking about the Tet Offensive is the widespread use of armour and fighting vehicles by the Communists. This was not a guerrilla offensive; it was more a series of conventional assaults that ultimately played into the hands of the US and their South Vietnamese allies.



Communist forces can be broken down into three distinct groups. Firstly there are the North Vietnamese regular troops. At the time of the Tet Offensive they would have the support of a mixture of Soviet and Chinese surplus equipment and vehicles. The second group is the main force Viet Cong. These were also uniformed, full time soldiers. They were trained to operate in their own districts and were able to launch large scale offensives. The third group is the local Viet Cong. These tended to be younger

soldiers, indifferently equipped and would only operate in small groups. North Vietnamese and main force Viet Cong tended to be armed with Chinese copies of the AK47. They also had a range of light and medium machineguns and would use heavy machineguns against American helicopters. The local

Viet Cong tended to be further down the food chain and were often armed with a motley collection of Second World War vintage Russian army surplus weapons. The Communists also had access to rocket propelled grenades, mortars and recoilless rifles.

Technically, the US Army and the Army of South Vietnam (ARVN) had superior weapons and fire power. It was therefore unsurprising that up until Tet the Communists had learned to avoid pitched battles, to focus on hit and run tactics and to site their bases as far away from main enemy concentration points as possible.



The Americans and the ARVN had a series of fixed bases. These were designed to pacify and police areas. They would use helicopters to transport platoons in and out of positions and to help provide air cover. In effect they would use "search and destroy" as their primary tactic.

The Communists also used sappers, which were special assault troops. They were trained to infiltrate and attack fire bases and other fortified positions.

The armour used by the Communists ranged from the Second World War vintage T-34/85 through to the Chinese version of the Russian T-54 and the Russian amphibious light tank, the PT-76.

The American M48 Patton tank was used extensively by the US Army. The ARVN used the M41 Walker Bulldog light tank and the Australians deployed the British Centurion. The latest US tank, designed to be landed by parachute, was the M551 Sheridan, although these missed the Tet Offensive and did not arrive in Vietnam until a year later.

TIMING AND OBJECTIVES

The US objectives are to ensure that three routes of supply to outposts and fire bases further up river are kept open. On Ron's table there is an overland trail that snakes through the jungle along the banks of the Mekong River. The river itself is also used to transport heavy equipment by barge. Finally, the air route is used to evacuate wounded and to deploy squads of troops where they are most needed.

To make things more difficult for the Americans the US outpost at Chau Phu, located at the far end of the table, was reported as being low on ammunition. At the beginning of the game a munitions column was placed on the road with orders to resupply them. The base at Chau Phu was also allowed to be on high alert as a result of a helicopter having been shot down shortly after daybreak. Its location was fixed at a place called Ka Nhang, which was located a short distance south of the camp. At the beginning of the game a medical evacuation helicopter was en route to pick up the survivors.





Mixed North Vietnamese and Viet Cong infantry supported by a World War Two vintage T34!





US infantry reinforcements being rushed to a "hot spot" up river.

The North Vietnamese and Viet Cong players had to split their forces into several different groups, each with specific objectives. The first major objective was to overrun the base at Chau Phu. The second was to destroy the munitions convoy and/or to wreck the bridge over the tributary of the Mekong River. Other units were assigned to make assaults on isolated villages and execute known enemy sympathisers and ARVN personnel. They had the advantage of not having to disclose their precise position

until they had been spotted or actually launched the attack. This was achieved by marking their positions on a map and by using blind movement cards (some of which were blank to fool the US player).

The Communist players can win a tactical victory by overrunning Chau Phu and cutting one of the three supply routes. If they manage to destroy the munitions convoy or halt it, overrun the outpost and cut two of the supply lines then this is a major victory.

The US forces have several tasks; maintain the three supply routes, ensure Chau Phu does not fall, make sure the munitions convoy gets through and eliminate at least half of the Communist vehicles. This would be considered as a significant victory. Holding the three routes open and maintaining Chau Phu is a tactical victory.





An American M113 manoeuvres into position to provide extra fire support.

CONCLUDING THOUGHTS

The structure of this type of game lends itself to having several individual commanders, each with their set of objectives. For the Americans a commander for Chau Phu, another for Fort Bronx, a third for the air mobile units and a fourth to control the supply routes would be ideal.

It should also be a part of the game to restrict communication between each of the American players unless they have direct radio contact with one another. This communication could be disrupted by random factors and require a die roll to ensure that information can be passed between them.

The Communist players need to hit hard and fast and not be tempted to concentrate their forces. In this game our Communists suffered huge casualties from helicopters and (towards the end of the game) from napalm attacks, delivered by US Navy jets. This aspect of the game should be sparing and, perhaps, no more than one or two sorties allowed. They should not be called in before game turn 5 and at that point a dice should be thrown to determine how many turns before the sortie can be launched.



The climax of the battle as US helicopters, riverine forces and ground units pound the remaining North Vietnamese.





Chau Phu base awaiting supplies and reinforcement.



US howitzers zero in on enemy troop concentrations with the help of aerial observers.

ORDERS OF BATTLE

US Army order of battle

The orders of battle were fairly flexible for this game and simply required an infantry platoon to be positioned at Chau Phu. The main US base at Fort Bronx should have a full air mobile rifle company, along with a headquarters company, a mortar platoon and a gun section consisting of two 105mm howitzers. For evacuation and supply an aviation platoon should also be available, which would consist of one or more UH-1D helicopters.

The American player was also given additional troops, which he was required to dole out in small groups across the table, primarily to protect key positions such as the bridge. This can be achieved by providing a mechanised rifle platoon, consisting of M113s, and a platoon of M48A3 Patton tanks.

The river transport was mixed between unarmed barges and vehicles that mounted .50 calibre machineguns.

Critical to the Americans' ability to deal with the Communist attacks is maintaining radio contact.

Vietnamese Communist order of battle

The backbone of the attacking force consisted of two fairly large companies of North Vietnamese regulars, supported by one company of main force Viet Cong and several smaller squads of local Viet Cong.

They were also given a mixture of Russian and Chinese vehicles. The balance is quite difficult to achieve, as they will suffer huge casualties once they had been spotted and come under attack from the superior US fire power.

Army lists, such as those produced for *Flames Of War Vietnam*, provide excellent breakdowns of companies, platoons and specific batteries. Bear in mind that this is relatively early on in the war and the Americans would not have had access to vehicles such as the Sheridan.



DAY OF THE RANGERS MOGADISHU-1993

In early 1991 the President of Somalia, Mohammed Siad Barre, was overthrown by a loose coalition of several armed clans. The capital Mogadishu fell under the control of the United Somali Congress. In reality this was really two separate armed factions, one led by the future president Ali Mahdi Muhammad and the other by his opponent Mohamed Farrah Aidid.

By September, the situation in the city had become impossible, the fighting had paralysed the area and it was necessary for foreign food aid to be shipped in. A huge proportion of this food aid was stolen by the clans' leaders. The net result saw hundreds of thousands dying from starvation by mid-1992.

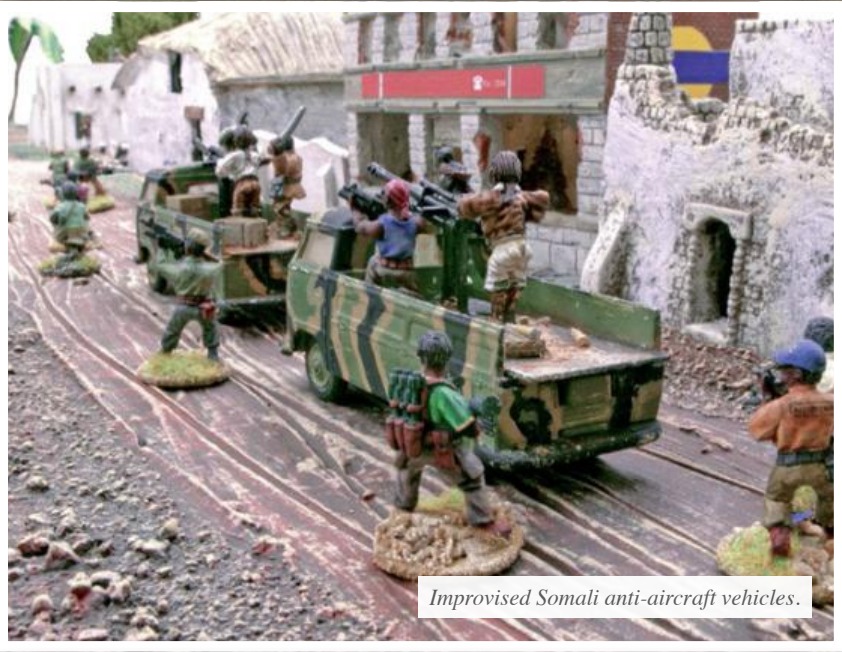
Finally, a cease fire was organised and UN observers were sent in to oversee the fair distribution of food. In December, a US-led coalition launched Operation Provide Relief. US Marines landed in

Mogadishu and were able to secure around a third of the city. The situation across Somalia and in Mogadishu itself remained difficult and tense.

In March 1993, a conference was held in Addis Ababa in neighbouring Ethiopia. No less than fifteen different Somali factions were represented, all were in agreement that a restoration of peace and the democratic process were in the interests of the country - all but the faction led by Mohammed Farrah Aidid; he felt that the UN were seeking to marginalise his claims to power.

Aidid launched an attack on a Pakistani UN force on 5 June 1993. On the following day, the UN declared war on Aidid. Within the week, US forces were mounting operations in an attempt to capture or kill Aidid.

On 12 July, the US attempted to capture Aidid who was believed to be hiding in a safe house. There was considerable loss of life, but Aidid was nowhere to be seen. On 8 August, Aidid masterminded a bombing operation that killed a number of US personnel. It was then decided to deploy a special task force, comprising of US Army Rangers and Delta Force men, codenamed Task Force Ranger, to take the lead in capturing or killing Aidid.



Improvised Somali anti-aircraft vehicles.



Loading the ordnance at the US base.

THE COMMANDERS

William F Garrison (1944 -)

Garrison entered Officer Candidate School in 1966, he then served on two tours in Vietnam, during which he won the Bronze Star and the Purple Heart. He was involved in the CIA-backed Phoenix Programme which aimed to neutralise key members of the Viet Cong. Garrison had the reputation for meticulous planning and was regarded as a brilliant tactician and a great supporter of unconventional forces. He steadily rose through the ranks and held posts in army intelligence and then the 1st Special Forces Operational Detachment, better known as Delta Force.

Garrison was always firmly of the opinion that traditional conventional forces and weapons were not the solution for the challenges that faced the US Army. They had to be capable of dealing with many different types of engagement.

The culmination of his thoughts and a chance to test them out came in August



A World War 2-vintage, Russian-made, Pakistani assault gun.

1993 when he was given command of a task force and an operation codenamed Gothic Serpent. Effectively the main mission was to suppress the Somalia warlords and capture Aidid. Garrison ordered the task force into the city on 3 October.

After the operation, which became known as the Battle of Mogadishu, US involvement in Somalia had ceased by 1995. Garrison became the commander of the John F Kennedy Special Warfare Center at Fort Bragg. On the very day after Aidid was killed in Somalia, on 2 August 1996, Garrison retired from the army with the rank of major-general.

Mohamed Farrah Hassan Aidid (1934 - 1996)

Aidid was educated in Rome and Moscow. He served as a member of the Italian Colonial Police Force in the 1950's and was also later a member of the Somalia National Army.

When the Somali president was assassinated in 1969 Aidid was Army Chief of Staff. He was detained by the military junta that took over. After six years in prison he was released and became involved in a war against

Ethiopia in 1977. Aidid went on to serve as an ambassador and as an intelligence chief. When the military junta collapsed in the late-1980's, a civil war broke out. Aidid clashed with other factions to control the capital. In 1993, 24 United Nations troops from Pakistan were killed and the US put a bounty on Aidid's head.

The Battle of Mogadishu took place as a direct result of the US desire to capture Aidid. By 1995 he was in a position to declare himself president of Somalia, but he was still in vicious conflict with his arch rival Ali Mahdi Muhammad, who had also been elected president.

In July 1996, after a gun battle in which Aidid was wounded, he died of a heart attack on 1 August. It is not clear as to the exact circumstances of his death. His son, Hussein, immigrated to the US when he was seventeen and served with distinction in the US Marine Corps.

THE BATTLE

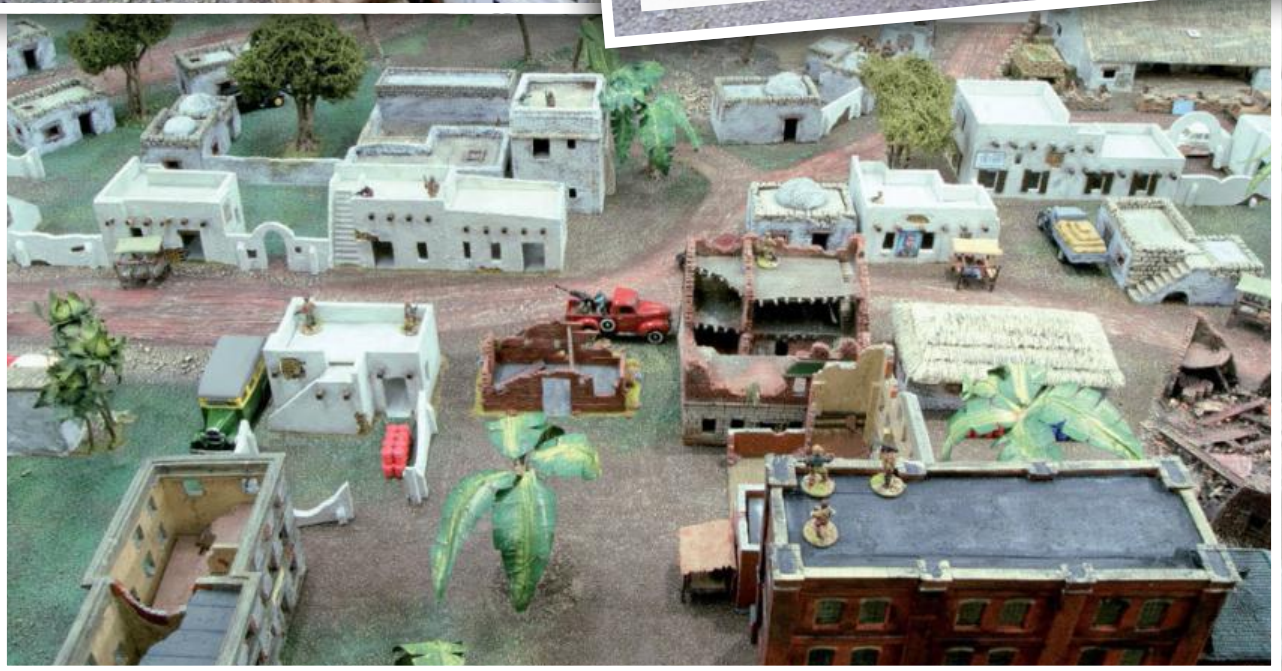
US Intelligence indicated that there was going to be a meeting of senior Aidid commanders and supporters in Mogadishu. Garrison, in command of army rangers, elements of Delta Force and other special operations personnel, decided to order a task force into the city on 3 October 1993. The idea was that it would be a coordinated attack. Helicopters and rangers would create a perimeter around the target site and a Delta Force unit would be inserted to capture the warlords. At the same time, a motorised ranger column was to drive into the centre of Mogadishu and extract the prisoners.

Garrison earmarked twelve vehicles, sixteen helicopters, three aircraft and 160 men to carry out the mission. He wanted a quick, surgically precise operation. The mobile ranger column had to move through the streets quickly and achieve

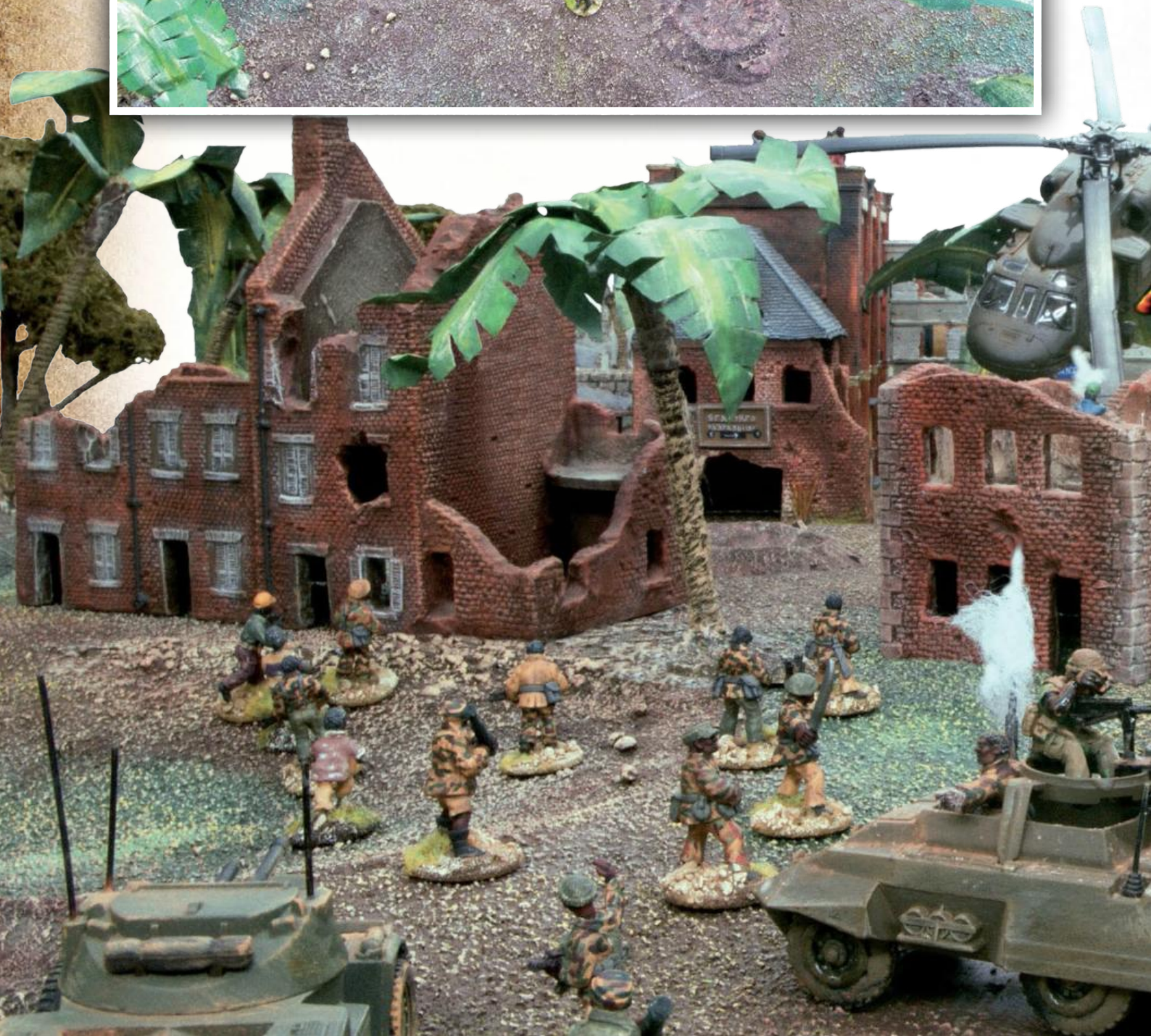


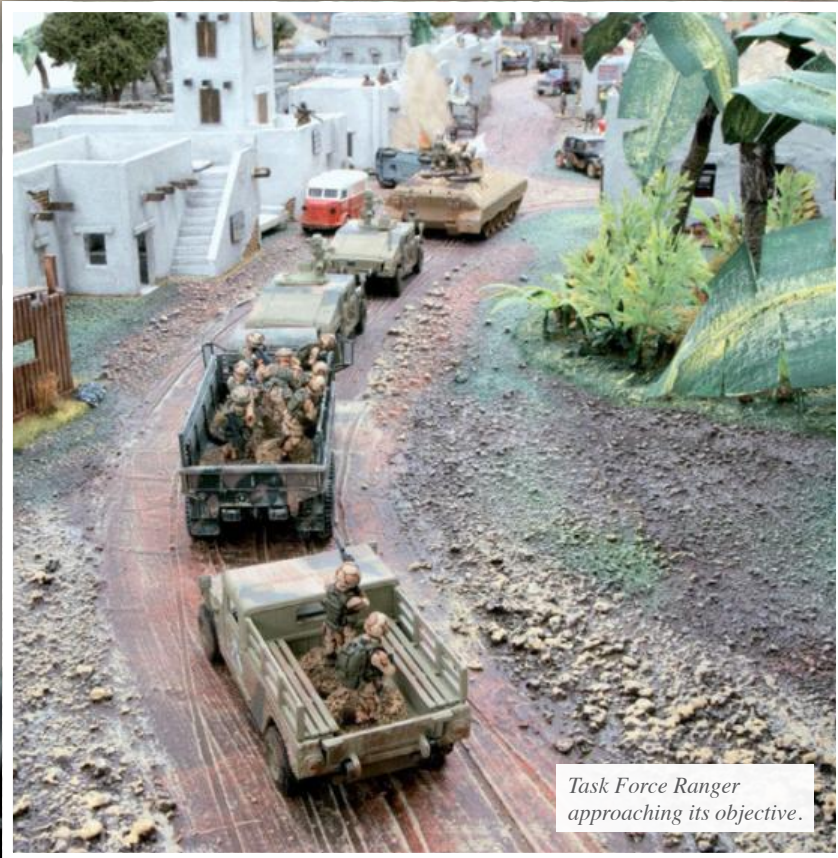


A film crew captures the action.



Task Force Ranger en route.





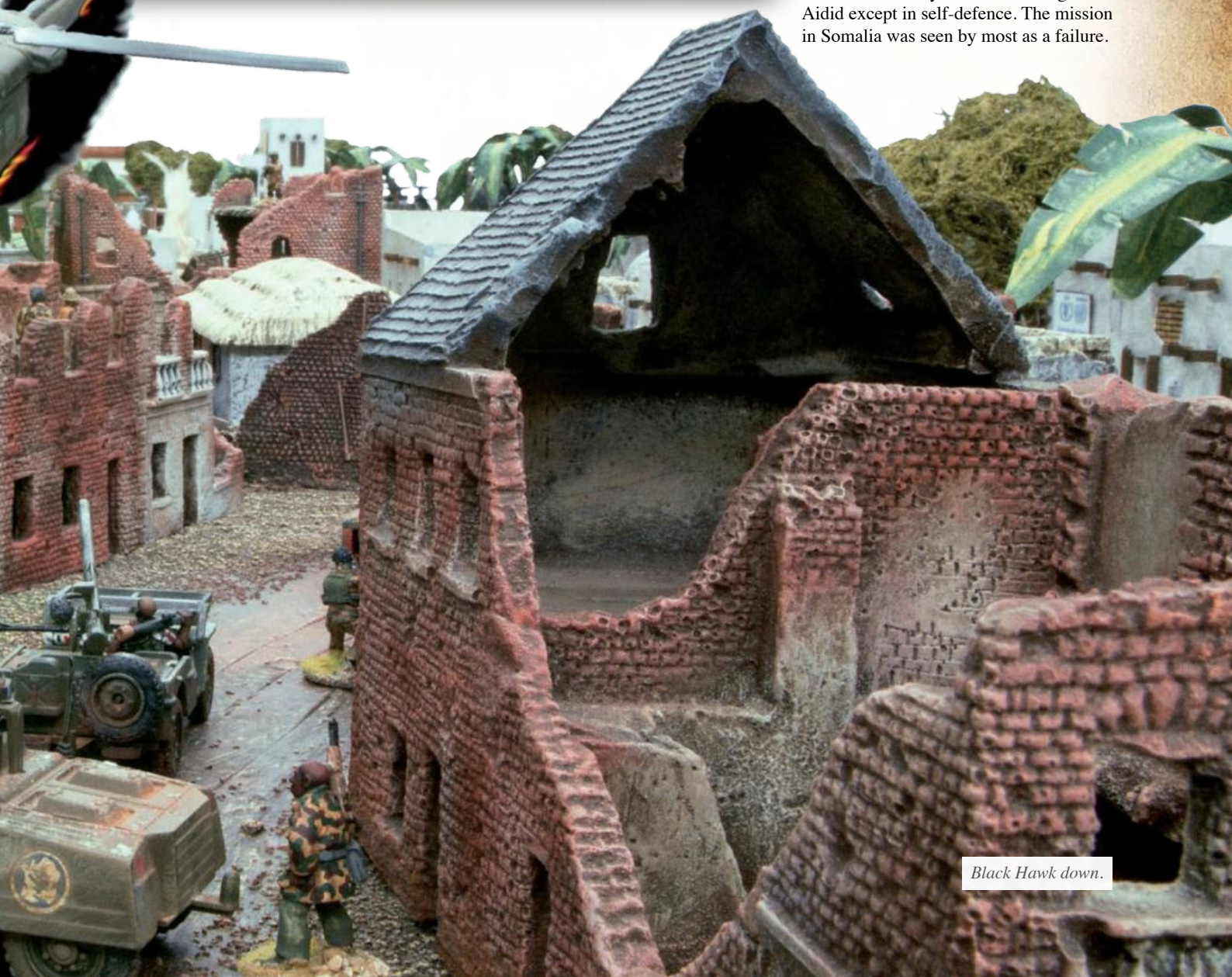
*Task Force Ranger
approaching its objective.*

its objectives. He did not want to have to seek the support of other United Nations' forces in the area.

Initially the operation went well and several senior aides were captured. However, Somali clan members quickly surrounded the US forces. Two US helicopters were shot down by rocket-propelled grenades. The net result was that the task force quickly became bogged down. They not only had to try to extract the prisoners, but also the helicopter crews and small groups of US forces that had been cut off.

The UN and the US 10th Mountain Division pulled together a relief column and forced their way into Mogadishu to extract the remnants of the operation. The net result was a higher death toll than had been anticipated, with nineteen US personnel killed, seventy three wounded and one captured. Other UN losses were one Pakistani soldier and one Malaysian. Aidid claimed that 315 militia and civilians had been killed and over 800 wounded. The US estimated between 1,500 and 2,000.

The fallout saw then-US President Bill Clinton forbid any further action against Aidid except in self-defence. The mission in Somalia was seen by most as a failure.



Black Hawk down.



WARGAMING THE BATTLE

Ron's version of Mogadishu incorporates the rabbit warren that was the city, a stretch of open countryside interspersed with jungle and a base camp at the far edge of the table. The base camp is not entirely necessary, but operates as a start point for both the helicopters and

the motorised column. Ron has added additional units, in the shape of Pakistani armour and infantry, which were present as the main conventional force in the area.

The focus of the battle is on landing the Delta Force unit and the other supporting units around the target area, capturing Aidid's warlords and then successfully extracting them with minimal losses.



*Somali rebels engaging
Task Force Ranger.*





A stricken Black Hawk over Mogadishu.





TERRAIN

The city of Mogadishu is represented as a collection of stone-built and rough plaster buildings, which should all be classed as providing significant cover. The Somalis also made use of several road blocks, which should also be considered as cover. They are not, of course, protected from attack from above by US helicopters.

Whilst Ron's version of the game incorporates the US/UN base, it should not be necessarily considered an option for the Somali militia to launch an assault against this target.

Several of the buildings in Mogadishu can be represented as full or part ruins. Trees and scattered scrub, as far as the game is concerned, is for purely decorative purposes.

TACTICS

Despite the disproportionate fire power between the US/UN troops and the Somali militia, it was the latter that actually had tactical advantage. Fighting in the streets of Mogadishu, they were operating on familiar ground. The warlords could muster several hundred men very quickly.

As far as the Americans were concerned it was impossible to know whether they were encountering friends or foes, as the militiamen were not uniformed.

The Somalis also knew that it would take time for the US/UN to bring in effective air support to assist any ground forces. They had also seen that the US Army was used to cordon off areas where Delta Force units had been dropped.

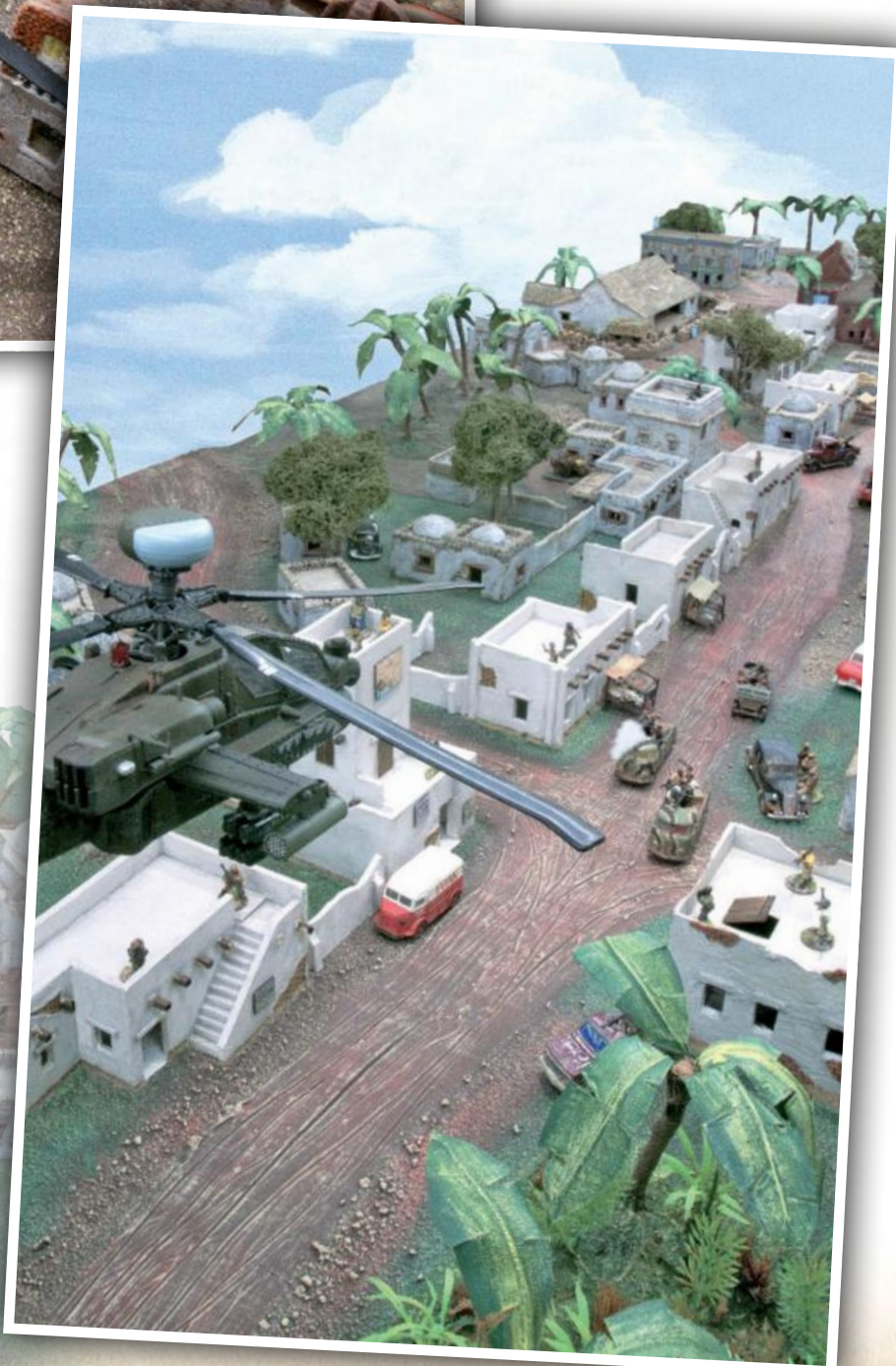
The Special Forces were predominantly lightly armed. Delta Force tended to have rifles; the Rangers had small calibre machineguns as additional fire support. The lightly armoured HUMVEE had heavy calibre, vehicle-mounted weapons, but the main support came from the Black Hawk and Little Bird helicopters. The Black Hawks had a pair of heavy machineguns and the Little Birds had machineguns, rocket pods or mini-guns.

This battle is essentially an urban-based skirmish. The streets and passageways are quite narrow. The road leading into Mogadishu was fairly wide, but once inside the city the alleyways and streets were often blocked with road blocks and debris. The US forces had to quickly adapt from their traditional training of fighting in the open to fighting in closely defined areas.

One thing that was certainly the case is that weapons were not in short supply in Mogadishu and the Somali militia could put down a considerable amount of fire power when needed.

In the actual battle, literally within minutes, hundreds of armed militia were making for the American positions. They fired RPG-7 rockets at helicopters circling above. The convoy that was initially sent in came under fire very quickly. It was shot at by small arms and by rockets. Even the bullet-proof glass and armour was not that effective at close range. The gunners were exposed at the top of the HUMVEE and many of these became casualties.

There was also insufficient transport to get everyone out, so some of the US troops had to start marching out of Mogadishu on foot. The US troops are primarily on the defensive throughout the whole battle.



In Ron's version of the game, elements of the Ranger and Delta Force make their way to one of the downed Black Hawks and try to hold a perimeter until relieved. Without the second convoy coming in to support them, the 90 or so US troops that had made a defensive position around the site of the first crash would have been overwhelmed.

It was the UN Quick Reaction Force, consisting of US, Pakistani and Malaysian troops, that actually rescued the operation from being an absolute disaster.

TIMING AND OBJECTIVES

The battle itself can actually follow a fairly precise timeline. The following outlines when and where certain events took place:

- **15:32** - the US Task Force is launched
- **15:42** - the assault begins, with the Delta Force troops dropping around the target house
- **15:47** - Somalis begin moving toward the target area
- **16:02** - the assault force secure their targets and the process of loading the captives and the men into the convoy begins
- **16:20** - a Black Hawk is hit by an RPG and crashes to the northeast of the target building. Almost immediately Somali militia head for the site
- **16:26** - the road column begins to move out and ground forces head for the helicopter crash site
- **16:35** - the convoy takes a wrong turn and is now under heavy attack by Somali militia
- **16:40** - the second Black Hawk is shot down about a mile to the southwest of the target building. Somali militia begin moving towards the site. Two snipers are dropped to help protect the crew.
- **16:54** - the convoy, with mounting losses, abandons its move towards the first crash site and tries to head back to base
- **17:03** - a small emergency convoy is dispatched from the base to assist
- **17:34** - having linked up with the emergency convoy the original convoy gets back to base
- **17:40** - the second helicopter crash site is overrun. Nearly 100 men are still trapped in the city.
- **23:23** - a much larger rescue convoy moves out towards the first helicopter crash site



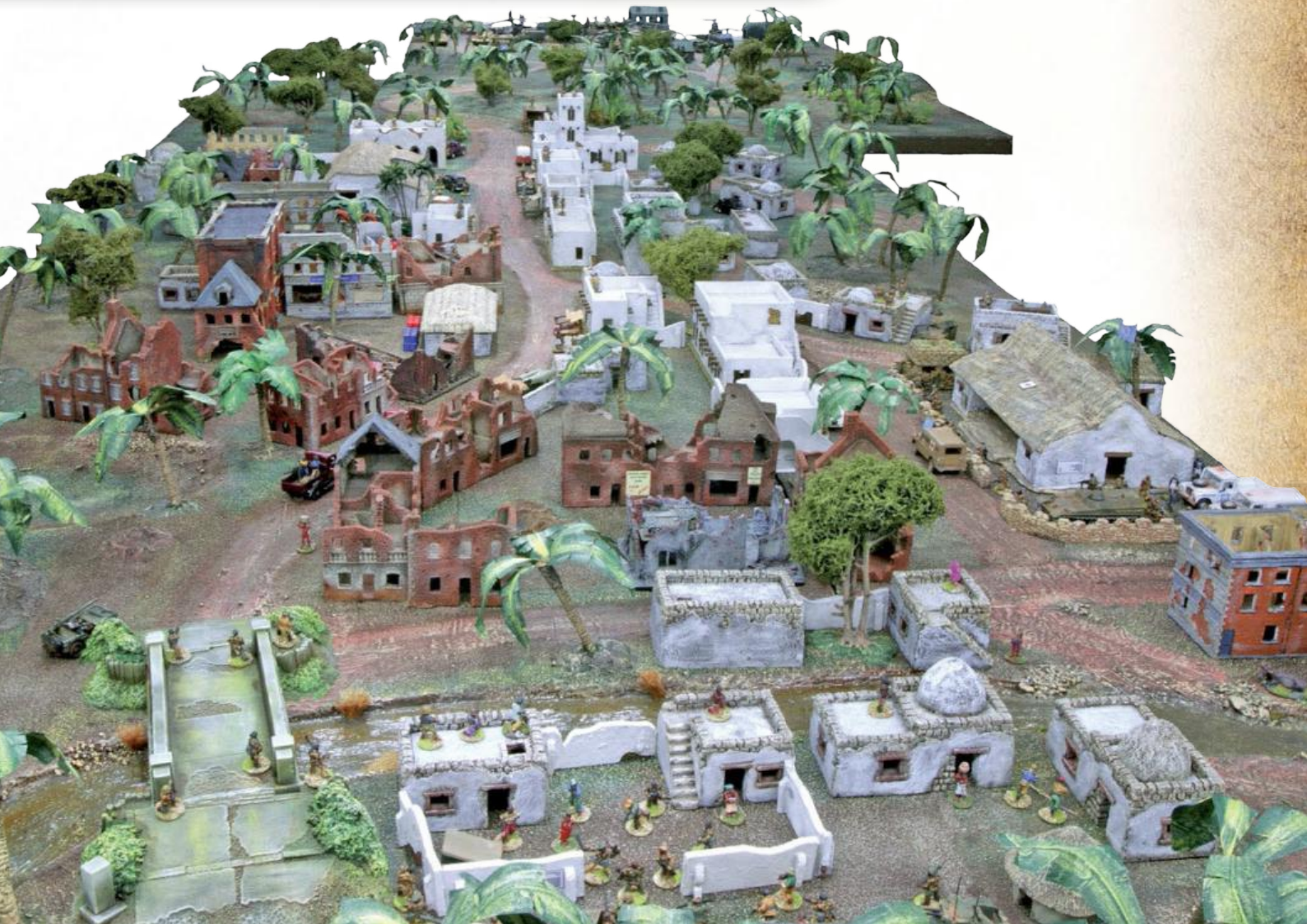


Somali jeeps with recoilless rifles crossing the bridge.

- **01:55** - the convoy reaches the trapped force. Elements of the convoy make it to the other crash site
- **05:30** - the remnants of the force and the convoy move out of Mogadishu
- **06:30** - the force makes it to the UN base, known as the Pakistani Stadium

In practical terms, playing the game presents a series of choices. It can either begin with the initial insertion of the teams, tasked with capturing and extracting the prisoners from the city, or it can begin at the point when the first US helicopter is shot down.

In Ron's version of the game the action began with the initial insertion and the movements of the HUMVEE columns, sent in to extract the prisoners. Ron had a small group of ten Delta Force, supported by two Ranger 'chalks'. These chalks consisted of a three-man headquarters, two teams of six figures and a supporting machinegun team. The HUMVEE convoy consisted of five HUMVEEs and two trucks.



The Somalis were randomly generated, with D10 figures appearing on all four sides of the target house. These were reinforced each turn by another D10 figures for each game turn the Delta Force and Rangers remained at the target house. Each time the US troops moved to a new building or part of the city another D10 militia was generated. When the HUMVEE convoy started moving a D10 militia would appear either side of the road and placed on rooftops. If US helicopters came overhead then D6 RPG rounds would be fired at them.

This is a game that is best dealt with using a number of victory points. For each prisoner successfully extracted the US should receive five victory points. They should receive one victory point for each militiaman killed.

The Somalis should receive five victory points for each US soldier killed or captured, five for each US vehicle knocked out and ten victory points for each downed helicopter (reduced to five victory points if the helicopter is subsequently blown up by the US player).

CONCLUDING THOUGHTS

In the real engagement there were reportedly some 90 people at the meeting house. One was supposed to be Adid, but he was never actually there. In the confusion many of the Somalis managed to escape. US forces captured 24 of them.

In the game these were represented by ten figures. They would remain prisoners as long as each pair of them had a single US figure in base-to-base contact with them, either on the ground or in one of the vehicles.

Shots fired at vehicles containing prisoners ran the risk of killing some of the Somali leaders. If a successful hit is achieved then count up the number of figures in the vehicle and roll an appropriate dice to see which figure becomes a casualty.

This game works well at using a relatively detailed set of skirmish rules. It should allow for the superior training of the US troops, compared to the the wild, but heavy, firepower of the Somali militia.





Reinforcements being readied at the UN base.



ORDERS OF BATTLE

Strictly speaking, all that is required to play this battle is units representing Task Force Ranger and additional elements representing the relief column.

For the Somalis, irregular-sized groups of militiamen are needed, supported by a collection of older armoured vehicles and converted civilian vehicles with weapons mounted on them.

US and UN order of battle

Task Force Ranger	Delta Force - C Squadron, 1st Special Forces Operational Detachment
	Rangers - Bravo Company, 3rd Ranger Battalion, 75th Ranger Regiment
	Helicopters - MH-6J and AH-6 Little Bird light helicopters and MH-60 A/L Black Hawk helicopters

10th Mountain Division	1st Battalion, 22nd US Infantry Regiment
	2nd Battalion, 14th US Infantry Regiment
	1st Battalion, 87th US Infantry Regiment (only 3rd Platoon, C Company)
	15th Frontier Force Battalion, Pakistani Army
	19th Lancers, Pakistani Army

UN forces	19th Battalion, Royal Malay Regiment (Mechanised)
	11th Regiment Grup Gerak Khas Malaysian Special Forces
	7th Battalion, Frontier Force Regiment, Pakistani Army

Notes: The movie *Black Hawk Down* depicts the relief column as being primarily US, whereas in fact the Pakistani and Malaysian troops extracted many of the US units that had become cut off.

Somali order of battle

Somali National Alliance	Between 2,000 and 4,000 members of the Habar Gidir Clan (although other clans were present and took part in the battle)
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The desperate defence around the downed US helicopter.



Somali rebels close in around the downed chopper.



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Designed in the United States and the United Kingdom.
Printed in Lithuania.

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ISBN 978-0-992255596-6



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