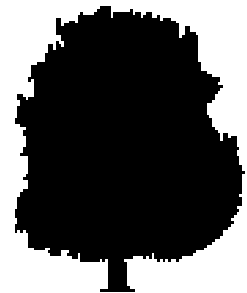




# *Military Muddling*



Volume 16 Issue 11

Chestnut Lodge Wargames Group Newsletter

March 2006

## **Editorial**

As I mentioned in my last Editorial, I have been having a clear out at home and a radical overhaul of my library and wargaming projects. As a result, I have a large number of back issues of magazines – *Miniature Wargames*, *Wargames Illustrated*, *Practical Wargamer* and *Military Illustrated* in particular – which I need to sell. For those interested in such things, there are complete runs of early numbers of the first three titles, from the first issue. If anyone is interested, please e-mail me and I will send you a detailed listing. I shall also be advertising these magazines elsewhere shortly.

## **Arthur Harman**

### **Contributions for Military Muddling**

To: Arthur Harman, preferably as Word attachments in Times New Roman font, point 12, by e-mail to [arthur1815@lineone.net](mailto:arthur1815@lineone.net) but you can also send paper or disks to me at:  
115 Kenley Road, Merton Park, Wimbledon, London SW19 3DP



**DEADLINE FOR APRIL ISSUE: 25<sup>th</sup> March 2006**

## **Officers for 2006**

**GAMES ORGANISER:** Brian Cameron [brian@1974.me.uk](mailto:brian@1974.me.uk)

**ADMIN OFFICER:** Mukul Patel [mukul1965@hotmail.com](mailto:mukul1965@hotmail.com)

**TREASURER:** Andrew Hadley [asnac@hotmail.com](mailto:asnac@hotmail.com)

**EVENTS ORGANISER:** Jim Wallman [jgw@pastpers.co.uk](mailto:jgw@pastpers.co.uk)

**EDITOR:** Arthur Harman [arthur1815@lineone.net](mailto:arthur1815@lineone.net)

## **Forthcoming Events**

**Sunday, 5<sup>th</sup> March 2006, at Jim's office**

**The Price of Victory** by Andy Grainger: playtest of systems for the Somme Megagame

**For the Light of the Trees** by Trevor Duguid Farrant and Andrew Hadley: Middle Earth game

**Saturday, 1<sup>st</sup> April, and Sunday, 2<sup>nd</sup> April 2006, The Games Weekend at Jim's Office**

Please send details of your proposed games to Jim, the Events Organiser, and don't forget to write a brief description for *Military Muddling*!

Please remember, when members are kind enough to allow CLWG to use their homes or workplaces for meetings, to show them the simple courtesy of informing them by telephone or email that you will be attending!

## Minutes of Business Meeting held on Sunday 5<sup>th</sup> February 2006

The meeting was chaired by the Admin Officer who opened it at 12.42pm

### Editor's Report

Arthur apologised for not having produced the statutory one issue per month. This had been due to a number of factors including:

- A computer crash at home which resulted in the loss of some material and delay in preparing *Military Muddling*
- Failure to pass a personal morale check
- Paucity of material

Time had moved on and he had now managed to pass the morale check. He also said that *Military Muddling* was now distributed entirely by e-mail. There was, therefore, no financial cost at all. Members who had not received a newsletter recently should contact Arthur to ensure that he held an up to date e-mail address.

He put in a plea for more material.

In discussion it was decided that:

1. The (new) Treasurer should furnish the editor with a full list of members
2. He (the Editor) should publish each month a list of members from whom contributions were still awaited.

A vote of thanks was awarded to the Editor for his efforts in producing the newsletter in a difficult year and in offering to continue in the post.

### Games Organiser's Report

Jim will create a "games are awaited from..." list for inclusion in *Military Muddling*.

He did not feel that he could award a Golden Chestnut this year but would organise a poll on the mailer for the Best Session.

### Events Organiser Report

Trevor was not present.

### Admin Officer

Mukul admitted that he was having difficulty in chairing the meeting. He said that the venue had settled down to a mix of Jim's office (back in the club heartland of Streatham High Road) and members' houses. He wished formally to thank those who had provided venues in this way.

### Treasurer's Report

Nick had issued a written report which I no longer have. If he can forward it I can be attached to these minutes.

### Fees

The Treasurer had made no recommendation but based on the accounts it was decided to keep them at £5 (no concessions).

### Elections

The following were elected:

Editor – Arthur Harman  
Admin – Mukul Patel  
Games Org – Brian Cameron  
Events Org – Jim Wallman  
Treasurer – Andrew Hadley

### **Any Other Business**

Arthur stated that his school might not be available after September 2007, as it was moving to new premises and the company that owns it might no longer leave the Principal free to make the present arrangements whereby the fee paid by CLWG did not go through the school accounts.

Jim reminded members that the Games Weekend was on 2 April and he was therefore waiting to hear from members with their ideas for sessions. There would be no theme.

*Megagame Makers* was seeking assistance for its stand at *Salute* on 22 April when participation games on the Somme and *Hitler's Henchmen* would be played.

Jim also reminded members off the existence of the Last Friday Dining Club which was seeking younger members in an attempt to change its "Old Git" image.

Andrew Hadley sought advice on the handover with Nick. Dave Boundy kindly offered to assist.

The meeting closed at 13.35pm

Minutes taken by Andy Grainger

## **OFFSIDE REPORT ON 'OPERATION RHEINUBUNG' by John Rutherford**

### **HELLO SAILOR!**

Nazi-battleship hunting, 1941. I was in charge of British aviation while Jim Wallman ran the much more complex naval side and the convoy orders. I found the search mechanism easy to follow and fun to do, and the attack system intriguing.

### **IT'S THE ONLY WAY TO FLY!**

I had six 'search' squadrons [2 each of Catalinas and Hudsons, and one each of Northrops and Spitfires; ] and I was able to task them, well in advance, by marking a number of squares on Dave's map according to each unit's capacity, given as range [e.g. 20] and search area [e.g. 75 squares for the 200 Squadron of Ulster-based Catalinas, effective number available 3 craft] I handed to Dave a wipe-off laminated sheet on which I had dotted the correct number of squares, and awaited the report. I found myself using the technique of either:

- a. Building a 'barrier' such as off northern Scotland, whereby I would fill in a line of squares, then double back and thicken it until I ran out of 'search'; or
- b. Starting a search based on a fix or a 'guessed location'; I would start at that square and then spiral outwards until I ran out of squares. I have no idea whether the way I approached it was anything like the way the RAF and RN aviation did it in reality, but it felt right and was certainly exciting.

### **LOOK AT THOSE BRISTOLS!**

Then, I got a fix; the KM *Scharnhorst* and the KM *Gneisenau* were spotted in the Bay of Biscay and I was able to send a strike force of Bristol Beauforts [2 squadrons] from their base in Scotland; the range was 15 squares, which meant I could just reach them. Lucky die-rolling meant I got a few hits and a bit of damage to the Hun, which was gratifying. What seemed surprising to me what that I had been able to launch a

worthwhile strike at what seemed to me such a massive range. The attack was well out into the Bay and I was amazed at being able to hit so far from Scotland; but Dave was pretty sure that this matched his info on the Bristols' capabilities. I'd like to hear from any aircraft buffs out there about real missions by that kite at extreme range, and what happened, to check Dave's assumptions, and I know because he agreed, that he'd like to hear more anecdotes too if anyone has them.

### **OFFSIDE REPORT ON 'LITTLE LAMBENT METEORS' by John Rutherford**

This game was pure fun and I could have played it all day. I was genuinely sorry when we stopped, it had everything I enjoy about gaming and it was a typical Wallmanesque cracker of a game.

Jim had built a slightly stylised street map of the area of London north of St James' park during the 'anti-Catholic' Gordon Riots of summer 1780. I played the part of a local magistrate [John Q. Law] and a local MP [Bufton Tufton] accompanied by a group of NPC heavies, our 'staff.' My team was the military, soldiers forming up in St James' Park. Our opponents were a gaggle of n'er-do-well rabble-rousing demagogues. Through a system of competitive die-rolling, the demagogues tried to excite the 'populace', represented by numbered mini-mobs, into violence and rioting, while the forces of Law and Order tried to calm them down. My favourite moment was when Bufton, squared up to a by a radical loudmouth, rolled very well and knocked him out, and out of the game, with a single blow. It all became more difficult for us after that, and finally Bufton's house was burned down, while the squaddies stood about wandering whether it was worse to risk hanging by firing on the mob, or risk the wrath of an MP by not firing. The risked my wrath, ah well. By this time, the soldiers were pounding the streets, and my magistrate was having his broken brow soothed by the Spanish Ambassador's lovely daughter, so it was all right in the end.

The main suggestion I had for developing the game was a more structured system for finding out what was happening elsewhere on the Map. We could see, as there was only one map, what was happening elsewhere and it was tempting to head towards trouble even though, historically, it would have been unlikely we'd have known about it unless we had an organised intelligence network, such as a gang of bribed ragamuffins, a kind of 'Urchin Recce' or suchlike, told to report any riots as soon as they started. I think Jim was pondering this, and also I think he was considering having two maps for hidden movements and hidden riots, which would make the game more scary for the players, the only downsides being the usual ones of requiring more space, and more ink and paper, to set up.

I think Jim is planning to give this concept another outing, and I look forward to it.

### **OFFSIDE REPORT ON *STUDS 'N' SLAGS* by John Rutherford**

Adam, my sixteen-year old son, has been a CLWG member for a while and this is his first game as a designer. I think it was a hit. This game was very 'involving' for several of the players, and a great deal of fun was had as we role-played horrid teenagers living lives of petty crime, drug abuse and bad sex [yes, you, Darren, very bad sex in your case]. Adam took away some ideas to polish up the game systems and I hope to see an onside report from him soon [memo to self: speak to No 1 son about this whenever he chooses to come home next time].

### **FLOWERS BY REQUEST**

Thanks to Mukul who brought a bunch of flowers for my wife at the CLWG meeting held in our house. She does appreciate that and she often comments about what a nice bunch of lads the CLWG is, tidy, polite and agreeable. Maybe it's by comparison with my other friends, some of whom are truly awful, barely houstrained, rude and smelly. If you are reading this, Clive, I do mean you in particular. In the meantime, I hope the CLWG Treasurer will make sure that Mukul is reimbursed for the flowers, as the gift benefits the whole club by keeping my spouse reconciled to occasional wargamer invasions. John Rutherford