

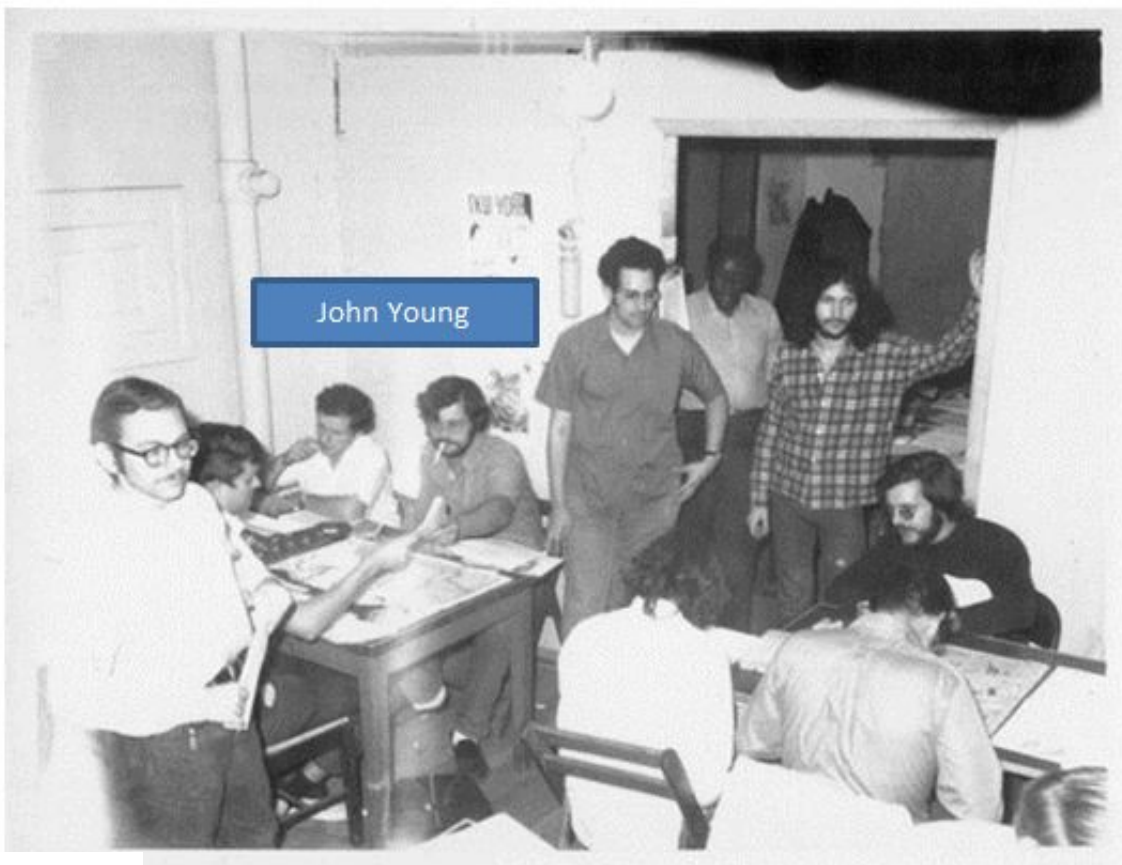
# Wargame Design

*VOL III, Nr. 7 \$7.00*

*Late Summer 2015*

SPECIAL ISSUE

A Designer Remembered—Pre-20th Century Tactical Games.



# Wargame Design, Late-Summer 2015

Editor-Publisher: Kevin Zucker

Copyright © 2015 by Operational Studies Group.  
Baltimore, MD 21211 USA. All rights reserved.

## Wargame Design Back Issues

Prior issues of *Wargame Design Magazine* are available in print:  
WARGAME DESIGN Nr. 1/2  
WARGAME DESIGN Vol. 3 Collection:  
Includes contents of Wargame Design issues 3, 4, and 5 perfect bound, color cover. Limited Edition.

## To Place an Order

email [habitoftvictory@gmail.com](mailto:habitoftvictory@gmail.com)  
or phone 1(410) 367-4004  
or securely at <http://www.NapoleonGames.com>

## Order Inquiries

Orders for games in print are usually shipped within 24 hours of receipt. All customers should receive your game within *one week* of our receiving the order. Contact us if your order has not been received in a timely manner.

## Guarantee

If for any reason you are dissatisfied with an OSG product, return it complete and intact (unpunched) along with proof of purchase for a full refund. If your game has a damaged or missing part, send us the damaged component or describe the missing component and we will replace it free of charge.

## Game Questions

Please provide a self-addressed stamped envelope with your questions. Email questions will be answered promptly. **Important:** Begin by stating the specific rules heading in question with its case number, if any.

## NEXT GAME: NAPOLEON'S LAST GAMBLE

*Tentative Publication Date: 30 October 2015*

Follow link to see your pre-orders of record. Click on "Pre-order list" and then search your name.  
<http://www.napoleongames.com/files.html>

*On the cover:*

**Playtest Night at SPI.**

# WARGAME DESIGN

• C • O • N • T • E • N • T • S •

Editorial.....	2
A Great Designer Remembered, Kevin Zucker.....	3
The Most Ambitious Design Ever, Paul Sarvaas.....	5
John Young and his PRESTAGS, David Bowman.....	9
Follow Up, Kevin Zucker, Andreas E. Gebhardt.....	13
Wavre—Critical Sideshow, Kevin Zucker.....	15
TLNB Update.....	18
Special Offers.....	19

## EDITORIAL

# John Michael Young

In this issue we are finally giving due credit to a designer who brought a spark of imagination and creativity that burned on for a long time. His methods and concepts found their way into the work of OSG, even until today. I was very glad to notice that two gamers from Australia, especially big fans of the exemplary PRESTAGS games, had devoted a blog to John's designs, <http://www.prestags.com/>

I contacted the two and an exchange ensued. This issue is the result. I have added my own history of the period on the next two pages.

We first heard about John's demise when the production of *Napoleon at Bay* was underway.

### Dedicated to the Memory of JOHN MICHAEL YOUNG (1948–1978)

Word of John Young's death, in San Francisco, came to us during the setting of this booklet.

John worked selflessly as treasurer of Simulations Publications, Inc., during the years 1971 through 1975.

It was due chiefly to his efforts that SPI survived its financial crisis of 1973; if he had failed, we would not be publishing games today. However, under the strain of those 60-hour work weeks, he turned increasingly to drink, which in the end caused his dismissal. The Campaign of 1814 was one of his pet projects.

The sacrifice of this gentle life, with his gruff goodnatured exterior, loved by all, is a tragic waste.

Work on *Napoleon's Last Gamble* is proceeding toward production (*see page 15*). Keep up with progress on Consimworld.

—Kevin Zucker

OPERATIONAL STUDIES GROUP

PO Box 50207 Baltimore, MD 21211 U.S.A.  
<http://www.NapoleonGames.com>

# A GREAT DESIGNER REMEMBERED



As I arrived from California to take my new job in New York, Jim Dunnigan and his girlfriend met me at La Guardia airport. They had booked me into the shabby but famous Hotel Chelsea on 23rd Street. I met John Young the next day, my first day at SPI. I quickly became discouraged looking for an apartment, and John was kind enough to let me crash on his couch. He was rarely home, so I had the place to myself mostly. The uprooted, disoriented suburbanite was lucky to have a livable place to land.

John had the second floor apartment in his parent's house in Bay Ridge, an Italian-Irish neighborhood near the Verrazano Narrows, in Brooklyn. Everything about John was steadfastly Irish. The subway was a ten-block windy walk up Fort Hamilton Parkway, then a 30-minute ride on the EE to 23rd St. in Manhattan, where SPI was located. My low point came when John's Russian Blue cat, named "Face," landed squarely



*I can has pizza*

in the middle of my pizza with all four paws.

I had lunch with John most days at the Irish bar a few doors down from the office. A fierce competitor in *Scrabble*, he could always be relied upon to attempt "alternative" spellings such as "ZO" for "ZOO." "Schmirndock" was his all-purpose name for any of his playtesters [or maybe he said "Schmendrick"—an apprentice Schlemiel.] John was very loveable, but his contagious cheerfulness and jovial laugh concealed his true self, which he shared with very few. He hid his cares behind the humor and jesting. One of John's allies in this endeavor was a large squeaky toy with wheels named "Yellow Dog," looking like the Disney character Goofy, which he unleashed on the unsuspecting to let off steam when things got too tense around the office. He also made ample

use of squirt-guns and snowballs. John was employed as SPI's accountant and he designed games in his "spare time." Since he couldn't endure arguments of any kind, he may have tried to conceal the true state of SPI's finances. The company was in a state of accelerated growth but was never solvent. In those early years John even posted the balance sheet in the magazine.

John was an important part of the "hothouse atmosphere" in the R&D Department (see Vol. III, Nr. 1).

I worked with John Young on *Austerlitz*, *Red Star/White Star* and *Rifle & Sabre*. Actually, at SPI the designer took a back seat to the developer after the hand-off. John seemed to lose interest in the small details as he moved on to the challenges of the next design, so it was up to me to pick up the pieces.

—Kevin Zucker

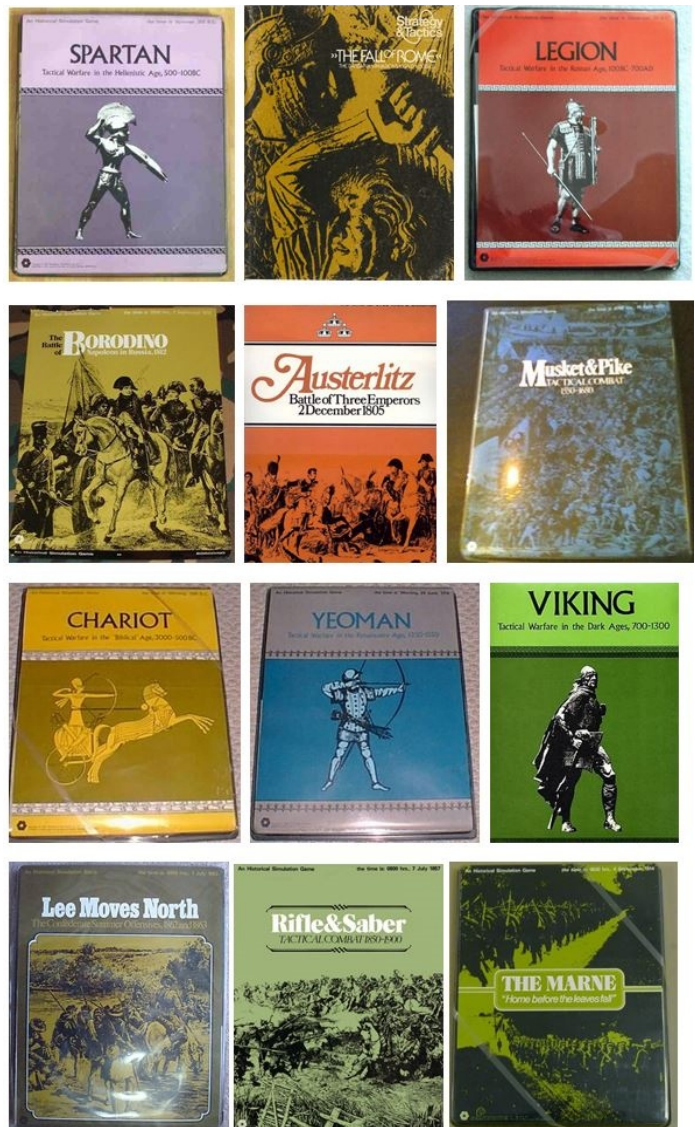
John was assigned to pre-19th century wargame designs. He also designed several American Civil War and Napoleonic games, as well as a World War I game, and even a hypothetical invasion of Britain by the Nazis. From his work you can see his brilliance in simplifying complex military relationships to allow the gamer to play as a protagonist, rather than as a historical accounting exercise. In his *Moves Magazine* articles he is very modest, if a bit self-deprecating and at times touchy on criticism. He is perhaps most famous for using the word "grognard" to describe veteran wargamers.

**Design Credits:** John Young was the primary designer for the following:<sup>1</sup>

ARMAGEDDON, AUSTERLITZ (I), BORODINO, DREADNOUGHT, 1812 (Hex vers.), FALL OF ROME, LA GRANDE ARMÉE, LEE MOVES NORTH, THE MARNE, MUSKET & PIKE, PHALANX, PRESTAGS (including LEGION, CHARIOT, YEOMAN, VIKING and SPARTAN), RED STAR/ WHITE STAR (I), RIFLE & SABER, SEARCH & DESTROY, SEELÖWE, SNIPER! STRATEGY I, and WILDERNESS CAMPAIGN.

<sup>1</sup> Greg Costykian, <http://www.costik.com/spicom/design.html>  
Greg also lists *StarForce* in error.

**Development:** AMERICAN REVOLUTION, ANTIETAM, ANZIO BEACHHEAD, ARDENNES OFFENSIVE, BULL RUN, CA, CEMETERY HILL, CHICKAMAUGA, COMBAT COMMAND, FLYING CIRCUS, GRENADIER, GRUNT, KOREA (1st Ed.), LEIPZIG, MOSCOW CAMPAIGN, NORMANDY (2nd Ed.), SHILOH, USN, WORLD WAR II, and YEAR OF THE RAT.  
**System Development:** BLUE & GREY QUADS I and II.



# THE MOST AMBITIOUS WARGAME DESIGN EVER

## Strategy I and PRESTAGS - A Tribute to John Young

Paul Sarvaas

*As a schoolboy in Australia in the 1970s, I used to sit staring at the mailbox awaiting the latest issue of Strategy and Tactics. I would constantly annoy the owner of a local games shop by complaining that new wargame titles, a tiny part of his inventory in a box in the back corner, took so long in arriving all the way from America. I think I purchased 90% of his wargame stock.*

My favourite wargame was the PRESTAGS series, a product of the astounding ambition of its designer, John Young and his vision of a wargame that transcends a particular battle or a particular campaign, and even transcends any era.

The story starts with a somewhat obscure wargame called “*Strategy I*” which was published by SPI in 1971. This was definitely ‘early period’ SPI and the rules were published with a typeface that looks like somebody hacked it out on an old typewriter.

STRATEGY I is not one game; rather, it is a whole system of games/simulations of the widest scope, embracing as it does the range of military-political conflict from the time of Alexander the Great up to the present and into the future. Although, at first glance, the rules seem lengthy, the number of playing-pieces overwhelming and the double map sheet playing surface huge, the system is actually simple to use: the size and complexity of the game can be varied from small, one or two-player scenarios involving few playing pieces, all the way to lengthy, complex scenarios, using hundreds of counters and as many as eight players!

The scope of this game was jaw dropping, and included 17 scenarios described as nothing less than “*the development ... of strategic military activity during the last 2300 years in Europe*”. The SPI flatbox cover heralded “*the time is: morning,*

*Spring 350 B.C. or 1984 A.D.*”<sup>1</sup>

This game covered millennia. It was an ancient wargame. A medieval wargame. A Napoleonic wargame. A World War II wargame. A modern wargame. Moreover, it was published in 1971 and included a scenario set in 1984, scenario 17 titled “*World War III (????)*”, so perhaps it was also a science fiction wargame.



John Young is credited with the ‘Design & Co-ordination’ of *Strategy I*.<sup>2</sup> While the rules looked scratchy, the map and counters were excellent and I think among the best for a very early 1970s game.

The ambition of the game was not restricted to its huge time scale. The game encompassed economics, plague and disease, plunder and ransom, bureaucracy (reflected in administrative units) and – why not when you’re going for everything – it was one of the first multi-player games.

Regrettably, all of the admirable ambition did not result in a great game. The rules were convoluted and ambiguous (and I’m a lawyer and I like convoluted and ambiguous things) and a 1973 errata didn’t really help. There were some annoy-

<sup>1</sup> Strategy 1, ‘The Scenarios’ foldout, No. 1, page 1.

<sup>2</sup> Strategy 1, Rules, Design Credits, page 1.

ing omissions in the counter icons, especially representations of naval vessels, and the counters were far more suited to the modern rather than ancient or medieval periods. Primarily though, the game was, shall we say, 'playability challenged'.

I think John Young and the design team knew this. When the game was published the designers wrote "We called the game *STRATEGY I* on the assumption that there would be published, eventually, *STRATEGY II, III, IV, etc.* The game is by no means finished. If you want to help a bit in further developing the game, we invite your assistance."<sup>3</sup>

When I look at some of the latest historical-strategic computer games, for example the famous *Civilisation* series, I think that John Young had something like this in his imagination. However in 1971 the very first Macintosh computer was still 13 years away and I believe John was imagining a similar thing in terms of a cardboard map and counters.

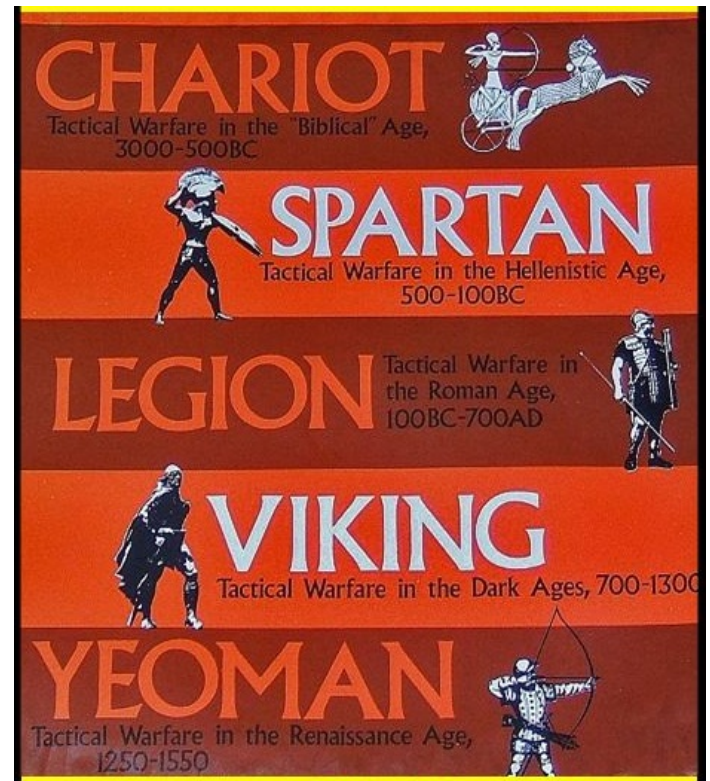
There never was a *Strategy II* let alone a *Strategy III*, but John Young was still thinking in terms of a very ambitious wargame. Four years later in 1975 the *PRESTAGS* series of games was released by SPI.

*PRESTAGS* is the title of a series of 5 wargames and is shorthand for Pre-Seventeenth Century Tactical Game System. The games are **Chariot** (13 battles from the Biblical age, 3000-500 BC), **Spartan** (Hellenistic age, 500-100 BC), **Legion** (Roman age, 100 BC-700 AD), **Viking** (Dark Ages, 700-1300 AD) and **Yeoman** (Renaissance).

These five games owed some characteristics to a number of earlier games (*Armageddon*, *Phalanx*, *Centurion*, *Dark Ages* and *Renaissance of Infantry*, John Young having designed at least *Armageddon* and *Phalanx*). Just as *Strategy I* was described as "not one game, rather, it is a system of games /simulations of the widest scope ... from the time of Alexander the Great up to the present and into the future"<sup>4</sup>, so the *PRESTAGS* games were described: "this system has been designed

from the ground up to demonstrate the ebb and flow of military systems, throughout most of recorded history, and to permit the game player to match them in any way desired."<sup>5</sup>

In my opinion John Young's strength was maintaining his vision of a wargame that encompassed a long period of military history, and his genius was to switch from a strategic to a tactical game which enabled this vision to be realised.



In many ways the *PRESTAGS* games succeeded in all of the ways in which *Strategy I* failed. In *PRESTAGS* the rules were clear and succinct. The rule variations to cover different historical periods were reduced to only 5 sets of one page rules modifications, which were also optional. The scenarios (being tactical battles rather than strategic periods) had the feel of being more historical rather than abstract. The game and scenarios were mature (including with the benefit of the earlier games) and not rushed. Each scenario was checked for accuracy at least 3 times. Above all, the *PRESTAGS* core game was a classic 'easy to learn, but deep and multivarious in tactics' kind of game. The *PRESTAGS* basic game (only 5 pages of rules) could be jumped into almost

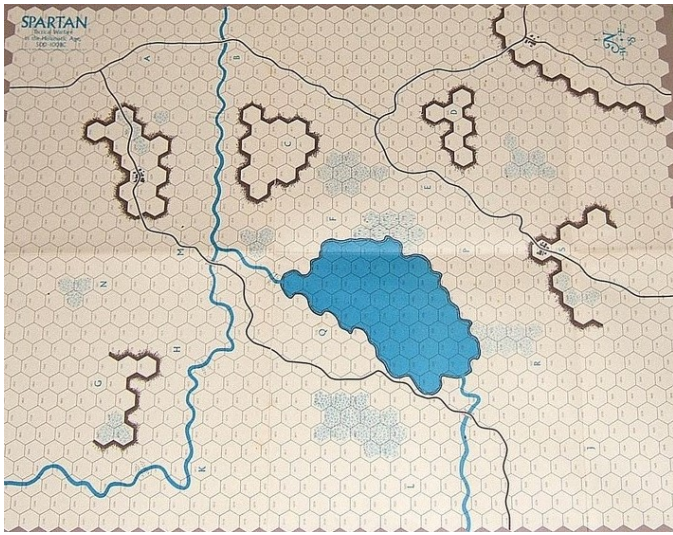
<sup>3</sup> Strategy 1, 'The Scenarios' foldout, No. 1, page 1.

<sup>4</sup> Strategy 1, Rules, page 1.

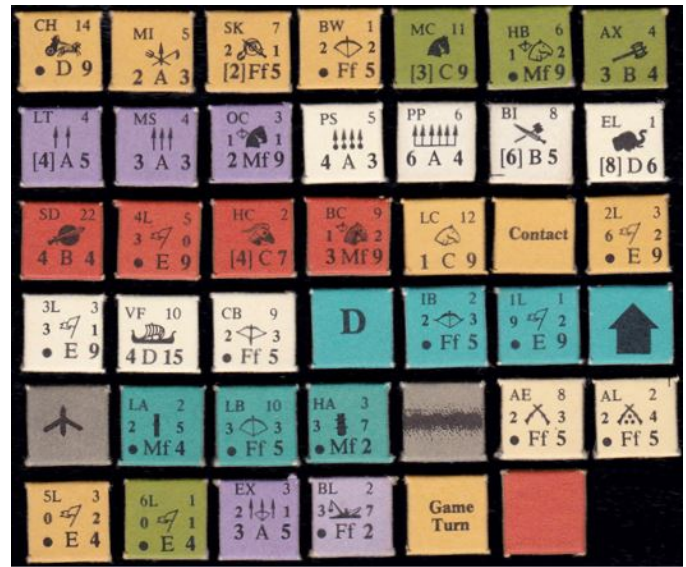
<sup>5</sup> PRESTAGS, Exclusive Rules for Chariot, [7.1], page 4.

immediately, with additional layers of complexity added as players desired (eg panic, facing, contact, simultaneous movement).

There is a vital lesson here for all wargame designers. No matter how big the game, no matter what military period the game is covering, always have a core game with a small number of rules that is completely playable, with everything else being layers of complexity that can be added on. A game which does not suffer from a steep learning curve, and which can be dived into straight away, will encourage frequent playing and will then lead to an appreciation of the more complex versions of the game.



In addition to the traditional two player game, the game lent itself to both solitaire play and, strangely, at the same time multiplayer games (where in most of the scenarios each army could easily be split into two flanks). The *PRESTAGS* maps were relatively simple, but suited the game system and facilitated many different battles using the same map. The ‘softness’ and lack of clutter on the maps also made it easy to ignore terrain features that may not have been required for particular battles. The counters were a stand out, each game having 400 counters which covered a great variety of unit types.



*samples from the 5 games (free therapy!)*

The *PRESTAGS* games were always far and away the most played among my wargames. *PRESTAGS* remains my favourite, notwithstanding almost half a century of excellent wargames and beautiful production values. In addition to the above, I think there is another reason for this. In some kind of magical way, *PRESTAGS* combined great historical authenticity with the ability to explore hypothetical military scenarios, and even to create scenarios from works of fiction. In the age before computer games I remember sitting at my desk and using the *PRESTAGS* games to play solitaire battles from *The Lord of the Rings*.

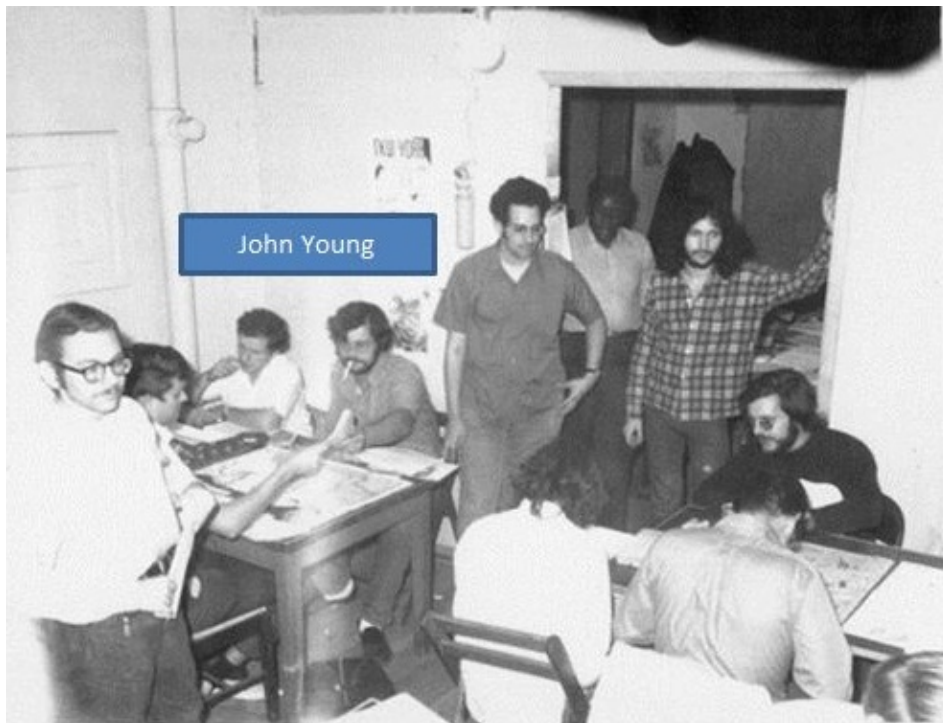
The *PRESTAGS* designer notes made the claim: “for the first time it is possible to match the pharaoh’s armies against a Spanish *tercio*, or Alexander the Great against Scipio Africanus”<sup>6</sup>. This claim was well founded, and in my view surpassed.

I don’t know many personal details about John Young. Sadly, John Michael Young (born 2 September 1947) passed away on 31 May 1978. He was aged only 30, and he died only three years after *PRESTAGS* was published. An obituary in *Strategy & Tactics* included: “John was a man of wide-ranging erudition and quickness of mind. Generous to a fault, he was a prodigious worker and at his best under pressure. There is hardly a

<sup>6</sup> *PRESTAGS*, Exclusive Rules for Chariot, [7.1], page 4.

*gamer in the hobby that has not enjoyed John's work. He will be missed*<sup>7</sup>.

He was SPI's first treasurer and designed in his spare time. Given the quality of his games and his prolific output, I think it is safe to assume that he was mostly focused on wargame design.



I have found a rare photograph of John Young on the internet, where he is supervising playtesting. I suspect his wargame maps were stained with cigarette ash (mine are stained with coffee and wine). I understand he also had a degree in history, and his greatest love was ancient war-games, especially the hellenistic period: “*a great deal of care has been lavished on Spartan, perhaps more so than any other PRESTAGS game, because the designer has a special feeling for the period.*”<sup>8</sup>

One also detects a good sense of humour, in his designer notes, and he clearly did not take himself too seriously. He was reputedly an excellent shot with a water pistol and a masterful snowball fighter.

Some 15 years after *PRESTAGS* was published, *Strategy & Tactics* no. 137 published *Men at*

*Arms* which was aimed at being a (then) modern take on a *PRESTAGS* like wargaming system. A couple of years later there was an article in *Moves* magazine no. 68 which praised *Men at Arms* and criticised *PRESTAGS* as being ‘*ultimately unsatisfying... bland and generic*’. I could not disagree more.

While *Men at Arms* is a good game, and while it was designed by wargaming legends James Dunnigan and Albert Nofi, I believe this modern version was actually the bland game, and to me it only acted to highlight that *PRESTAGS* was a great game. This is especially so given the advantage that *Men at Arms* had in terms of 15 years of wargame design development and experience.

*PRESTAGS* used 5 related games to fulfill its ambition, but *Men at Arms* attempted to squash 2,700 years of tactical combat into just one *Strategy & Tactics* magazine game. Despite the undeniable talent at *S&T* in 1990 this was well past the magazine's glory days and this was just taking things too far. The *Men at Arms* map was terrible, and the abandonment of hexes a heresy. I found the unit range in the counters to be limiting, and the core simplicity, playability and adaptability that had been at the heart of the *PRESTAGS* success was missing.

Ambition can be a wonderful thing when it is realised, and John Young nailed it with the *PRESTAGS* wargames. We can only wonder what incredible wargames he may have designed, and what multi-epoch gaming systems he may have developed, if he didn't depart so soon. We can also only imagine what John Young could have done with *PRESTAGS* if he had an opportunity 15 years later to rework his original design. I pray that John Young is at the great wargame convention in the sky, enjoying a game.

<sup>7</sup> *Strategy & Tactics Magazine*, No. 66, by James F. Dunnigan.

<sup>8</sup> *PRESTAGS*, Exclusive Rules for Spartan, [7.0], page 4.



# John Michael Young and his *PRESTAGS* games

## David Bowman

It was still hotter than it had been at midday. The thirsty troops of the Ammun division were setting up camp, surrounded by a shield wall. The sergeants were shouting lustily, more to impress the young Pharaoh. He could see the walls of Kadesh and hear an old priest warbling a long prayer.

"I am Pharaoh, who makes the Nile flood," thought Pharaoh, "your gods will bow before me." To the west he spotted a cloud of dust—a squad of his scouting chariots returning from a patrol. As they drew closer, he saw they had prisoners being hurried along. Calling for his interpreters, he walked out to meet them.

"We found these three watching us from a gully by the Orontes, divinity" the captain of the patrol reported. "They claim to be merchants..." Turning to his interpreters, the young Pharaoh Ramesses ordered that they be beaten and then questioned as to the whereabouts of the Hittite host. "Kill one," he suggested, "so the dogs know we don't want lies." Pharaoh took a goblet of wine with his generals to plan the attack.

"And the Seth division?" Ramesses asked. "Several hours behind, divinity...."

He could see the Ra division on the southern horizon. Perhaps that would be enough to take this annoying town. He would need it as a depot to support the upcoming campaign against Muwatalli and his allies.

The cries of the prisoners became screams and then an aide reported they were willing to talk. The eldest of the prisoners lifted his head with a nasty smile.

"Lo, the king of Hatti has already arrived,

together with the many countries who are supporting him. They are more numerous than the grains of sand on the beach. Behold, they stand equipped and ready for battle behind the old city of Kadesh."

"That is not possible," he thought, "those merchants said he was in the land of Aleppo—days from here."

"Sound the alarm", the young Pharaoh commanded, "get the men around their standards, I want scouts out in all directions, and question these wretches further in case they change their story!" As Ramesses was putting on his armour, the worst news arrived. "Divinity, there is a cloud of dust coming from the east, 1000 chariots. They are descending on the Ra division!"

His army was being attacked on the march. They would be annihilated piecemeal. There would be no Ramesses the Great, unless he made a brilliant decision right now. How did he get himself into this mess?



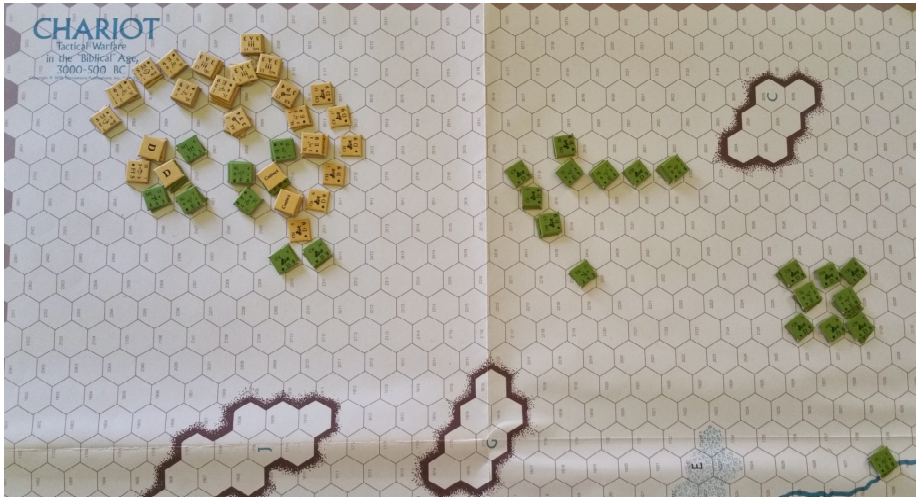
I do know who got me into this mess though—it was John Michael Young!

Young was an accountant who had studied history. In about 1970, he took a job with a young company called Simulations Publications Inc., managing their accounting books, but his curiosity saw him move into the business of wargame design. Probably his first step would have been as a play tester, but after writing a great article on

Alexander the Great (*S&T* 27), he became an assistant editor on SPI's magazines *Strategy and Tactics* (*S&T*) and *Moves*.

The era was an exciting one for wargaming. Up to the 1960s, wargaming usually involved a huge table holding terrain and obstacles, model soldiers, measuring tapes, a large number of dice and a fat rule

book full of exceptions as the purists ensured that the Prussian Grenadiers did have a longer musket range than their Austrian counterparts. As a result, the modern wargamer would find those battles almost



unplayable, involving several references to the rules and no doubt numerous arguments on interpretation. The players were more like accountants than generals.

SPI was part of a revolution where the table was replaced with a map printed with terrain features, the model soldiers were combined into units represented as cardboard chits, and these were packaged into a game which focused on a single battle or campaign. However, the rules had not yet been simplified.

The first wargame I bought was such a game: Pharsalus published 1977. The game covered the decisive battle between Caesar and Pompey, and the counters and map make the game look playable, but during the battle, I had to adjust the manpower of each unit with a counter, track its fatigue and whether it had charged already and whether it still had its pilia (Roman javelin). There were special rules for two of Caesar's under-strength legions who fought as one. Unsurprisingly, I never finished a game - I was a teenager who had homework to do and brothers to manage. Further, I was once annoyed by my brother who once formed up his army in a series of columns, much like

Nelson did with his ships in Trafalgar. On contact, they formed lines, but there was no penalties for such a ludicrous tactic.

John Young was part of the vanguard that changed that. He described how everyone in the office was playing *Napoleon at Waterloo*. This was a very simple, very playable and elegant game; the first game I played—when my friend Paul introduced me to the hobby in 1976. I think what struck John Young about this game is how it allowed players to try different tactics without having to worry about which rule they had forgotten.

When the idea for *PRESTAGS* (PRE Seventeenth century TActical Gaming System) came about, John Young had already designed some games (*Strategy I*). He quipped that he was considered an expert in Roman history as he was a Roman Catholic. He was given five similar games that had appeared in *S&T* magazines (*Armageddon* [also one of John's], *Phalanx*, *Centurion*, *Dark Ages* and *Renaissance of Infantry*), and worked them into a common system. The result was five games (*Chariot*, *Spartan*, *Legion*, *Viking* and *Yeoman*) each with 15-25 scenarios. In his design notes he discussed his goal of letting you replace the French in Agincourt with a Macedonian army to see how it played out against Henry's long-bowmen.

John's approach was to create a very simple game where units can fight and/or loose missiles, on par with Napoleon at Waterloo, but with no retreating—a retreat was pretty much the end for an ancient army. Unit training and quality was elegantly summarised into a stacking level; the better army could concentrate more force at key points. Leaders were very important to ensure your army could move (so you get clusters around the leaders and should that leader die, you get near paralysis in that

cluster) and they gave the units they lead a decisive advantage.

Showing great discipline, John kept the number of different units down to a minimum, again to allow the players to quickly recognise effective combined arms options without having to study the rules. For example, a Roman Legion counter is also Henry V dismounted men at arms, a Mongol horse archer counter is also a Spanish jinette, a Macedonian phalanx counter is also a Swiss pikeman. There are some special units for the extraordinary military experiments found in history, such as elephants, cataphracts, long-bowmen and musket men, but not so many as to overwhelm.

In its basic form, *PRESTAGS* is a game with a fabulous set of scenarios to give an introductory player a huge variety of games that can be played in under an hour. As a teenager, I used to enjoy reading the introductory paragraphs to each of the scenarios to see the change and evolution of tactical systems. The scenarios of Spartan and Legion neatly describe the rise and fall of Ancient Greece and Rome respectively. In particular, by checking the stacking levels of each army you can see how John Young rated the state of training and esprit de corps over the centuries.

Because John was a historian, he also wanted to have something in *PRESTAGS* for the purists. He first appears in SPI's *Moves* magazine editing "The Great Arrow Debate", where military historians debate the actual and effective range of pre-longbow archery. Thus he has a number of optional rules to cover the more specialised aspects of pre-seventeenth century combat. These include unit facing, army panic, impact of fighting up hill vs down hill, contact (engaged units in combat cannot withdraw or manoeuvre) and retreat before combat. You do not need these rules to have a great gaming experience, but I find these rules give battles a better feel.

Finally, each period has a number of

exclusive rules that add chrome and really put you into the period. For example, in Chariot, you get special combined arms rules for the difference between levy and professional soldiers, and of course chariots.

Interesting, John seems unaware of the balance he achieved between playability and simulation. In an article in *Moves*, he was defending his flanking rules against a military historian who insisted that a Macedonian Phalanx would not survive a flank attack because their pikes required two hands to hold. In the *Moves* article, John became a bit tetchy. If I might speak for him, I would say that an appreciation of the whole is often more important than the finer details of the behaviour of the parts, and in most *PRESTAGS* battles, a unit attacked in the flank does not last long anyway; Be the general, not the accountant!

With the Battle of Kadesh, John Young had to simulate an army surprised, so the set up is spread across the map and the Hittites arrive on any of three map edges during the first turn. The Hittites have stacking of 3 vs the Egyptians 2. I think John is noting that the Egyptians were always fighting disordered during the battle where the Hittites were well prepared. The Egyptians have more chariot units, making them more mobile, and effectively this gave them the battle at the end. The Egyptian chariots were lighter and faster than the Hittite chariots, but John left that out - it only became particularly relevant during the pursuit at the end of the battle. The battle was actually a draw with both sides claiming victory when they got home (and historians are still arguing about who won!) However, the Hittites had the chance to destroy the Egyptians and failed to make this happen. To simulate this, John requires the Hittites to inflict higher casualties than they receive, so Pharaoh can win by just holding his own.

So how did the boy Pharaoh go in the battle. In my view he was lucky. The Hittites

routed the Ra division and fell on the Ammun division (where Ramesses was) while the camp was being set up. Pharaoh lead several counter-attacks. At one point he found himself surrounded: "No officer was with me, no charioteer, no soldier of the army, no shield-bearer". At this point,



Ramesses called on his gods, and turned the tide. "I was before them like Set in his moment. I found the mass of chariots in whose midst I was, scattering them before my horses."

With the other divisions marching up to the battle, the Egyptians routed the Hittites in turn. The Egyptian army was mauled, but the Hittites has lost most of their chariots, so neither army could continue their campaigns. After some indecisive skirmishing the next day, both armies returned to their homelands and claimed victory. One interesting upshot of the battle is that it lead to the first recorded international peace treaty.

In the situation John Michael Young put me into, I also managed to stop the Hittites (<http://www.PRESTAGS.com/2015/03/pharaoh-falls-victorious.html>), but Ramesses died in the fighting. In most of the *PRESTAGS* games, you need to turn a flank to win, and chariots make this quite easy. If you are

lucky and have a Roman Legion, a Macedonian Phalanx, or Gothic Heavy Cavalry, you can win with the Napoleonic tactic of dividing the opposing army with a frontal assault and then destroying the parts piecemeal. However, you do have a deadline with such a tactic; if you let a weaker army surround you, they will destroy you, no matter your tactical efficiency.

I have seen other wargames take on the ancient, classic and medieval periods, but none have a simplicity of John Young's effort. The pendulum of playability versus purity has swung back now and special rules abound. If you are interested in the period and like games that can be completed in a couple of hours, dig up an old copy of *PRESTAGS*—you will not be disappointed.

*John Young died at the age of 30, in 1978, just after I became involved in the hobby. His passion for history and playability lives on.*



*David Bowman is a 50 year-old mathematician and IT guru living in Sydney. He has three large boxes of wargames in the attic that his wife keeps asking what he plans to do with. His PRESTAGS games are not above the ceiling; they are in the top cupboard of his study waiting for a challenger to emerge.*

FOLLOW-UP

## Reserves in TLNB

Kevin Zucker

A Napoleonic unit commander at whatever echelon would always strive to keep a reserve. When a unit has no more reserves, it becomes very brittle—any reverse means that unit is removed from play.<sup>1</sup> But this doesn't mean every man in the unit is a casualty; rather the unit is just temporarily withdrawn from the fight. That is why units can be reorganized, and even “Permanently Eliminated” units are only so for the duration of the game. When a unit is “eliminated” it has lost temporary combat effectiveness, but the men are still there on the battlefield. Taking the unit off the map is the most straightforward way of representing its temporary inability to do anything.

The key point is that casualties are not the most important determinant of victory. Both sides' losses are relatively equal until the retreat. At the battle of Eylau, the Russians pulled back overnight without any harassment from the French, and losses were equal. It was the overall situation that forced the Russians to pull out, not merely their manpower losses...

In my view, the outcome of combat isn't really about accumulated losses at all. A unit could collapse any time. The important question is whether that unit has supports nearby (in the game, these may be stacked or adjacent).

A lack of reserves does not always imply losses. It could be that a unit might be spread too thin over the ground; there are many other possibilities. In a narrow defile, such as in street fighting or at a bridge, the reserves are often unable to deploy in support of the forward elements. We have a special Shock Combat Table for that situation, where the advantage goes to the side with the highest initiative unit (no longer based on total strength in the hex).

While researching *Napoleon at Bay*, I decided to build-up the Combat Results Table based on the outcome of the actual battles in that campaign. I simply plugged-in the results of each battle into the proper odds-column. In this exercise I confirmed an observation that I had noticed in reading history from the Battle of Tannenberg in 1410 to WWII air combat—the number of casualties does not increase in direct proportion to the increase in the strength. In the Napoleonic era it depends more on the level of activity of the whole army, so it is related to attrition. Since losses on either side tend to be close up until the retreat/pursuit, it follows that a simple tally of casualties alone cannot be the determinant of victory.

---

<sup>1</sup> or at least be pushed back several hexes

FOLLOW-UP

## The Mystery of 17 Oct. 1813

Andreas E. Gebhardt

In Sabine Ebert's new novel "Blutfrieden" I am more than stunned that she put your personal view on the missing French trains into it! She is telling "your" story of the missing train park by narrating about the numbers of train wagons, the composition of their load, even mentioning Napoleon's war chest!

And she is putting the whole into a smooth narrative, giving especially the not-so-familiar, ordinary reader a good perspective of how deep and decisive the impact for the ongoing battle at Leipzig was that the train didn't manage to come through!

In the translation below (pp.62-63), it is just after Macdonald arrived at IHQ at Lindenau, reporting that there is a massive delay at the only usable bridge—no other emergency crossings had been provided and there is no report on the whereabouts of the train wagons...

“Napoleon Bonaparte didn't answer Macdonald's accusations. He would have had to answer: ‘Do you ignoramus really think that I, the greatest military genius in our times, could lose sight of something as important as pontoons?’

“River crossings aid rapid advances and retreats are decisive for the outcome of war, as everybody knows. Building bridges to advance, destroying them for an unopposed retreat. Yesterday I already ordered Bertrand with his IV Corps to Weissenfels to prepare our river crossing over the Saale River.

“But who should build crossings over here when the complete train park with all the accessories for bridge building got lost two days ago between Eilenburg and Torgau? About seven thousand men and five hundred and four wagons! Because Ney once again didn't obey his given orders correctly!

“Therefore there was no back door. The Elster bridge blew up just in that moment as I have ordered: When the first sight of the enemy shows up. To cover our retreat, to hold up the pursuer. Tough luck for those still in the city.

“I have sacrificed thirty thousand men to save my army.’

“But the reactions of Macdonald's words show that this approval would have led to riots.

“It wouldn't show him in a positive light. Therefore he should better declare the bridge destruction as a mishap of a scared sapper and bring someone to court martial. ...”

*Sabine Ebert's previous novel, 1813 Kriegsfeuer, about the Leipzig campaign, sold over 100,000 copies. We discussed the campaign during the bicentennial, 2013.*



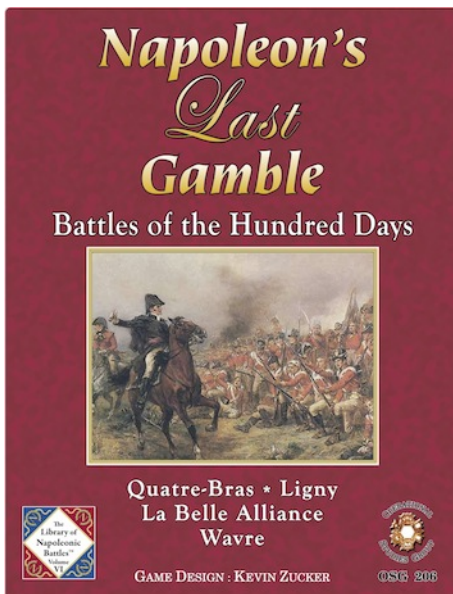
# NAPOLEON'S LAST GAMBLE™

*Battles of the Hundred Days,  
June 16-18, 1815*



## QUATRE-BRAS, LIGNY, WAVRE, WATERLOO, LA SOUFFEL

*The strains of reveille resounded in bivouacs across the northern tier of France. With the clatter and rattle of arms and equipment, the men began to fall-in to their places in their march columns, moving out toward the Belgian frontier. Pajol's cavalry screen advanced through the darkness to scour the countryside, and crossed onto Belgian soil about 03:30 on June 15th.*



### COMPONENTS

Two 22" x 34" maps  
One 17" x 22" map  
560 die-cut units  
100 playing cards  
2 rulebooks  
15 player aid cards  
Box

[ORDER NOW](#)

### BATTLES SIMULATED

#### *Quatre-Bras* Ney at the Crossroads, 16 June

The French attacked on two fronts simultaneously. The tenacious defense of Quatre Bras by the Anglo-Allied troops saved the Prussians from receiving the full weight of the *Armée du Nord*.

#### *Ligny*, The Last Victory, 16 June

Finally unleashed, the Guard pushed the Prussians back from the Ligny brook. Blücher himself was wounded and separated from headquarters. But Napoleon's hoped-for knock-out blow remained undelivered.

#### *Wavre*, Grouchy's Blunder, 18 June

Napoleon separated the two wings of his army, ordering Marshal Grouchy on the track of the Prussians while he pursued Wellington. Grouchy's prescribed route was wide of the mark, and took him to the outer flank, allowing the Prussians to interpose themselves between the two French wings—Blücher achieved a strategic reversal of the opening.

#### *Waterloo*, A Near Run Thing, 18 June

While Grouchy frittered away time engaging the Prussian rear-guard at Wavre, Ney conducted the mid-phase of the battle like a rear-guard action in the Peninsular Campaign, failing to provide infantry support for his spectacular cavalry charges. Wellington fought a successful defensive battle, managing to cling to his ridge until the arrival of three Prussian corps. The broken French army retreated toward Charleroi; Grouchy's intact wing moved south-east toward Namur.

#### *La Souffel*, Rapp's Last Stand, 28 June

Three days after Waterloo, Rapp woke up and began a slow withdrawal from the Rhine, pursued by the vanguard of Schwarzenberg's Army. On June 26 the heavily-outnumbered Rapp skirmished with the Austrian III Corps. Two days later he made a stand along the Souffel River, and the Austrians attacked.

EST. PUBLICATION DATE: 30 SEPTEMBER 2015

**Napoleon's Last Gamble** contains five battles from the Waterloo Campaign, which Napoleon began by seizing the central position between the Prussian and British Armies. On June 12th, Napoleon left Paris and moved to his Center of Operations at Avesnes. On the 15th the *Grande Armée* was unleashed across the Sambre River. Allied screening forces sent out the warning to headquarters. The Allies executed a forward concentration behind the cover of their screens. As the 16th dawned, troops of both sides still converged on the battlefields.

### DESCRIPTION

**Library of Napoleonic Battles Series:** 480 meters per hex, 1 hour per turn, 400-800 men per strength point. Each Approach to Battle game lasts about 22 turns. The Full campaign links the individual battles.

# Wavre: Critical Sideshow

Kevin Zucker

Despite the burgeoning of new publications on the Battle of Waterloo, only a few new studies on Wavre have appeared. This battle merits a little more investigation. Different decisions made during the approach to battle at Wavre could have rendered Blücher's support of Wellington much more difficult. Blücher was able to leave Thielmann's III Corps posted along the Dyle River and march to Waterloo with three other corps, while Grouchy's entire force of 30,000 Frenchmen was prevented from intervening on or near the critical battlefield.

Our data on the units in this campaign is limited. We only have data on the armies at the start of the campaign, about the 15th of June. We needed to find a reliable way to figure out how many men Thielmann had available for the fight at Wavre and along the Dyle; and what proportion of his 30 battalions, 24 squadrons and 6 batteries was lost on the 16th at Ligny, and during the retreat. Before Ligny, around the 15th of June, Thielmann had 20,611 infantry, 2,405 cavalry, and 1,440 artillerymen and engineers: about 680 men per battalion and 100 men per squadron. But how many of these were lost on the 16th and 17th?

Our best source is Alain Arcq's recent book, "Wavre." On page 45 he examines the Prussian defense of Wavre by von Thielmann and von Stengel, who had 27<sup>2</sup>/<sub>5</sub> battalions (17,520), 25 sqd (1,775) and 4<sup>3</sup>/<sub>8</sub> btys (740 men incl. pioneers). Stengel himself had 3<sup>2</sup>/<sub>5</sub> bns., (2,000), 2 sqdn. (142), and 1 batt. (160).

## Prussian Dispositions June 18th, 6 PM

### III CORPS, Thielmann

A. Defending Wavre – 24 bns., 23 sqdn., 3 <sup>3</sup>/<sub>8</sub> batt. (10th, 11th, and 12th Bdes., Marwitz cav.)

B. Basse (Lower) Wavre

Maj. Dittfurth – 2 cos., 3rd bn., 1st Kur LW

C. Wavre (Sablon suburb)

Zeppelin — 2 ½ bns., 30th Line + tirailleurs

D. Bierges

Jaegers of 10th and 12th Bdes.

1st and 2nd bns., 3rd Elbe Rgt. (II Corps)

E. Limale von Stengel (I Corps)

19th Line (3 bns.),

6th Uhlans (2 sqdn.)

Westphalian LW Cav. (1 sqdn.)

6th Kür LW Cav (2 sqdn.)

Thielmann's infantry was reduced in its tangle with Grouchy's cavalry on the evening of Ligny (see "Designing the Wavre set-up," below). He took few losses in cavalry, but lost about 56% of his guns. One of his batteries was captured during the retreat. His corps was reduced to about 18,000 remaining of his original force of 24,000 men. "Thielmann had no more, to defend Wavre, than 24 battalions, or nearly 14,860 men, 23 squadrons representing 2,070 sabres and 5 batteries composed of 860 gunners."<sup>1</sup> In addition, Thielmann had two Elbe Landwehr battalions from II Corps, on loan at Bierges; and von Stengel from I Corps with 3<sup>2</sup>/<sub>5</sub> bns., 2 sqdn., and 1 battery at Limale. Evaluating these troops as 619 men per battalion and 100 men per squadron would add 3,338 infantry, 200 cavalry, and 172 arty. The total for the Prussians participating in the defense at Wavre would then be: 18,198 infantry, 2,270 cavalry, and 1,032 arty, or 21,500 men overall.

One reliable source on the overall Prussian losses at Ligny is Müffling. The Prussian commissioner at Wellington's HQ, writing in 1815, admits to 20,900 men including 8,000 missing (who went to Namur).

We know that the I Corps lost 12,711 on the 15th and 16th, and about half, 6,111 of these, were missing. We have calculated III Corps losses, above, as 4,860, so between I and III Corps, a total of 17,571. That leaves 3,330 men as the calculated loss of the II Corps. Michael Leggiere tells us that the 1st, 2nd, 3rd, and 4th Brigades (of I Corps), and the 6th Brigade (II Corps) suffered the greatest losses.<sup>2</sup>

25. Blücher to Katharina, Wavre, 17 June 1815, *BB*, 283.

26. Damitz, *Geschichte des Feldzuges 1815*, 1:183. Estimates of Blücher's losses at Ligny vary according to the source. American historian John C. Ropes placed Prussian casualties as high as 18,000 men, while French historian Houssaye cites them at 12,000. The German writer and contemporary August von Wagner also claims 12,000 casualties. Plotho, another German contemporary, maintains that Blücher lost 14,000 men. Ollech, citing Gneisenau's report, places the army's loss at 15,000 men. Becke wrote that Blücher lost 16,000 men. An English contemporary, William Siborne, claimed that Prussian losses totaled 12,000 for both the fifteenth and sixteenth. Müffling cited Prussian losses on both days at 20,900 men. Included in Müffling's figure are approximately 8,000 deserters; discrepancies likewise exist regarding this total. Gneisenau to Friedrich Wilhelm, 17 June 1815, in Ollech, *Geschichte des Feldzuges von 1815*, 163–64; Becke, *Napoleon and Waterloo*, 118; Houssaye, 1815, 107; Müffling, *History of*

<sup>1</sup> André Sonmereyn, *Wavre 1815*, p. 24.

<sup>2</sup> Michael Leggiere, *Blücher, Scourge of Napoleon*, p. 403

Estimates of Prussian losses at Ligny vary widely. Hofschröer *1815* vol 2 p 35 gives the figures used here of 10,000 casualties and 8,000 deserters. Michael Leggiere *Blücher* p 403 says 12,000 casualties and 8,000 deserters. Fortescue *History of the British Army* vol 10 p 326 following James *Campaign of 1815* p 136 puts Prussian casualties at only 6,000, but this is unconvincing. At the other extreme, Becke *Napoleon and Waterloo* vol 2 p 266 puts the Prussian losses at 16,000 men, a figure also given by Parkinson in his life of Blücher (*The Hussar General* p 225). Houssaye *1815: Waterloo* p 107 says 12,000 Prussians, while Uffindell, in his study of the battle says ‘20-25,000, including 8,000-10,000 deserters’ (*The Eagle’s Last Triumph* p 204). Siborne *The Waterloo Campaign* p 255 says 12,000 but this includes casualties suffered on 15 June taking the losses at Ligny down to a little over 10,000. The British believed that the Prussians had lost some 14,000 casualties (Frazer *Letters* p 544 written on the morning of the 18th).

But that is still not the full story. That 3,330 figure for II Corps appears to be too low. Generally losses in III Corps are taken to be the lightest (at least for the battle itself), because III Corps only faced the French cavalry for most of the battle (9th Brigade was transferred toward Ligny late in the day).

After the battle, III Corps—the one relatively intact corps—was posted to Gembloux to cover the reorganization of I and II Corps further north, by their very presence stymieing Grouchy’s pursuing cavalry.

The Study Folder for *The Emperor Returns* (1985) concluded the Prussians lost 16,000 on the battlefield and 10,000 others who went back toward home. Chandler agrees that the Prussians “lost 21 guns and more than 16,000 men during the battle, and over the following night some 9,000 more deserted and fled toward Liege.”<sup>3</sup> When it came to creating a working estimate for *Napoleon’s Last Gamble*, Derek took the first shot, apportioning losses among the three Prussian Corps. Derek’s original estimate of losses for the counter mix showed 9,000 infantry in I Corps, 6,000 in II Corps, and 2,600 in III Corps. Those numbers are good—but they only include combat losses.

I wrote to Derek- “The French loss distribution looks fine, but looking at the Prussians, their total seems to leave out the 10,000 deserters. I seem to recall that the French cavalry estimated 10,000 troops on the road to Liege. Those were troops from the newly-raised regiments of Westphalia, Berg and Rhineland. Some of them got as far as Aachen.”

“I noticed that III Corps only had 2,500 men in the lost column at Ligny...

“My proposal is to ELIM some of the reduced units in I and II Corps, to reach the total of 26,000 losses (16,000 k&w, 10,000 missing, 21 guns).

Derek comments- “I’m not sure that the Prussian losses were really as high as 26,000. You quote 16,000 K&W plus 10,000 MIA (stragglers and deserters).

“When I was putting the Prussian orbat together I looked at losses and most sources give lower figures than that.

“For K&W, IIRC the figures that I saw varied from 12,000 to 16,000. I based my calculations on a figure of 14,500 casualties.

“For MIA, I saw figures of 8,000 to 10,000 quoted. However, the thing that struck me about that is the uncertainty of it. Nobody really seems to know what proportion were stragglers (who returned to their units during 17th) and what proportion were deserters (who never returned). I think that is an important point, because I don’t buy the theory that 100% of those men were deserters who never came back. In the end I opted for a figure of 8,000 MIA—of which I estimated that 4,000 were temporary stragglers who would have returned to their units by 18th.

“So that is how I arrived at total (net) losses of 18,500. The Prussian Army lost 22,500 on the 16th, but recovered 4,000 men on 17th. Obviously my figures are estimates, so you could increase the proportion of deserters if you wanted to weaken the Prussians a bit more on 18th.”

The Wikipedia article on the Battle of Ligny explains the lack of French pursuit. “The retreat of the Prussians was not interrupted, and was seemingly unnoticed, by the French. Crucially, they retreated not to the east, along their own lines of communication and away from Wellington, but northwards, parallel to Wellington’s line of march and still within supporting distance, and remained throughout in communication with Wellington. On the Prussian right, Zieten’s I Corps retreated slowly with most of its artillery, leaving a rearguard close to Brye to slow any French pursuit. On the left, Lieutenant-General Thielemann’s III Corps retreated unmolested, leaving a strong rearguard at Sombreffe. The bulk of the rearguard units held their positions until about midnight, before following the rest of the retreating army. In fact, Zieten’s I Corps rearguard only left the battlefield in the early morning of 17 June, as the exhausted French had failed to press on. Pirch’s II Corps followed I Corps off the battlefield and Thielemann’s III Corps moved last with the army’s various supply parks in tow. The last of III Corps moved out in the morning and was completely ignored by the French.”

<sup>3</sup> Chandler p. 1046



“Having reached Wavre in safety, the Prussians, though they had lost none of their courage, began to feel greater confidence. The defeat at Ligny had merely damped their ardour for a space; it had in nowise impaired their fighting value. The men were eager for a further trial with the French, and they were now more determined than before to regain prestige and humble the victors of Jena. Nevertheless, among the lesser troops and the newly raised corps from the Rhenish provinces, there had been many desertions. Most of these had once been French soldiers themselves, and knew the fear of Napoleon. To the number of 8,000 these men "absented" themselves after the battle of Ligny, while some fled headlong to Liege.”<sup>4</sup>

Derek-“Yes, those estimates of losses fit in with what I was saying. Casualties are generally thought to have been somewhere between 12,000 and 16,000. Personally, I think 14,500 is the most likely figure, but anything from 14,000-15,000 is probably about right.

“The stragglers / deserters question is the really tricky one. I don't dispute that there were at least 8000 stragglers after Ligny. What I have a problem with is the notion that none of those men rejoined their units the following day. I don't think that all 8000 were really deserters.

“Okay, maybe my estimate that 4000 returned and the other 4000 disappeared was a bit off. Maybe only 2000 returned and 6000 disappeared. I just can't accept that all 8000 disappeared. That would mean entire regiments virtually disintegrated en masse. If that was really true then I don't see how the army could have performed as effectively as it did on 18th. IMHO it just doesn't add up.”

KZ-“We do not know all the numbers, but the numbers in the end are still the only guide we have. We just have to see which numbers we trust the most. We do not know which of these various estimates is correct, but it does appear that the Prussians probably lost 11,500-12,500 casualties at Ligny and another 1,600 on the 15th. I say, the minimum end range would be equal to French losses for the battle.

“After a defeat you always lost many men in the pursuit. I do not doubt that those 8,000 to 10,000 men who retreated by Namur were lost for the remainder of the Waterloo saga. That is because they are marching to the south (Namur), instead of east (to Liege). Any troops that were heading back toward Liege (on the road by Gembloux to Hannut), might have been scooped up by III Corps (which retreated through Gembloux later), or else they could turn back

at Sart à Walhain or even Perwez. But the troops which retreated on Namur just evaporated.

“If we knew the number of Prussians who fought at Wavre, then we could calculate the attrition. But in this case, there is no data. The best book I have on Wavre still gives the states for the start of the campaign.”

Derek-“I came up with a theory that makes sense, at least to me. What if the figure of 8,000 and the figure of 10,000 are BOTH correct?

“What I was thinking is this: there were 10,000 "stragglers" after Ligny, maybe 8,000 of them went towards Namur and effectively became deserters (we can discount them). However, what if the other 2,000 went in the same direction as the retreating Prussian Army and were re-assimilated on 17th?

“If I'm right, then the figure of 10,000 stragglers is correct, and the figure of 8,000 deserters is also correct. As I say, only a theory, but I think it makes a lot of sense because surely not all of the stragglers would have gone in the same direction.”

By June 18 the Prussians had lost 30,000 men, a third of whom had deserted.

The I Corps had 4,600 men at Waterloo-

- Steinmetz, 1st Bde (-)
  - Treskow II, 1st Cav Bde
  - Lehmann, 24 guns
- (remainder of corps en route)

This corps started the campaign with around 33,000 men. From the 15th-17th it had borne the brunt of the fighting along the Sambre as it fell back. By the 18th it had lost over 13,500 as it was heavily engaged at Ligny.

The II Corps had 12,800 men at Waterloo-

- 5th Bde Tippelskirch
- 6th Bde Krafft
- 7th Bde Brause (-)
- 2nd Cav Sohr (-)
- Röhl, Arty, 24 guns

Losses at Ligny amounted to almost 6000 with as many again deserting in the retreat to Wavre.”<sup>5</sup>

Thielmann had 24,400 at Ligny, 18,950 at Wavre and none of his corps went to Waterloo.

GRAND TOTAL OF LOSSES: I- 12,711; II- 6,600; III- 5,500 = 24,811 (including 9,000 deserters and 3,000 other missing).

If we add 3,300 to von Müffling's 20,900—to reach total losses of 24,200—that will allow for a total of 6,600 men lost in II Corps.

<sup>4</sup> Hyde Kelly, *The Battle of Wavre and Grouchy's Retreat*

<sup>5</sup> Mark Adkin, *The Waterloo Companion*, p. 66 ff.

And so we arrived in a position to re-apportion the combat and attrition losses (see spreadsheet on page 00). We know that the Prussian I Corps had 48% prisoners or missing, and among the missing were probably many men from the 28th and 29th Infantry Regiments, from the Rhineland principality of Berg, who had served Napoleon for many years. The 6th Brigade (in II Corps) had many men from the Elbe Regiments, also newly acquired territory. The III Corps troops, by contrast, had stronger political ties to the Prussian state. Their Landwehr Regiments were from the very heart of Brandenburg, and two of four line regiments were made up of former “Freikorps” volunteers. The 30th Regiment was the former Russo-German Legion,<sup>6</sup> and the remaining regiment, the 8th, was known as the “Liebregiment” or Life-guards, one of the best in the army.

### Apportioning the Losses at Ligny<sup>7</sup>

#### Prussian Army: 24,170

I CORPS—12,711

1st Bde., 27%; 2nd-3rd Bdes., 35-40%; 4th Bde., 50%+ of original unit strength.

II CORPS—6,600

5th, 6th, and 8th Bdes., 20-25%; 7th Bde, 4%

III CORPS—4,860

HArt. Batteries elim: No. 14 (II), No. 19 (III).

Arty. Batteries reduced: 12lb No. 4 (II), No. 8 (II).

#### French Army

II CORPS—Girard’s division—49%

III and IV CORPS—20%+

GUARD, 1 CAV, 2 CAV, 4 CAV CORPS—5%-12%

### Designing the Wavre Set-Up

We still do not know how many men to allow for Thielmann’s Corps and the defenders. We have sources that say 15,000, 17,000 and 19,000. The 10th Brigade just faced French cavalry all day on the 16th with minor skirmishing and an attack around 6 PM. However, the 10th Brigade had to defend Tongrinne against Hulot’s French infantry, while the 9th Brigade also engaged with Hulot near Ligny around 6 PM, and two battalions of the 30th Line were battered. We can say the 27th and the 30th Regiments are first two choices to be reduced.

On page 45 of Alain Arcq’s book the dispositions of the III Corps are given at about 6 PM, when the other corps had already departed the map.

<sup>6</sup> formed from German prisoners-deserters left behind in Russia

<sup>7</sup> Andrew Uffindell, *The Eagle’s Last Triumph*

“Thielmann had just 15,000 men and 35 guns with which to hold at bay Grouchy’s 33,000 troops and 96 guns.<sup>8</sup> He retained the bulk of his III Corps in reserve, north of the Dyle valley. His headquarters were at the Château of La Bawette, 1400 meters north of Wavre. Near the château stood Thielmann’s Reserve Cavalry under Major-General von Hobe. Further forward were the infantry brigades, each of which had two cavalry squadrons and an artillery battery attached to it. Behind Wavre were 10th and 11th brigades while 12th brigade was at the village of Bierges.

“Only advanced posts and skirmishers lined the Dyle itself. The river was swollen after the heavy storms of the previous night and was impassible except by several bridges. The Prussian eastern flank rested on the village of Basse-Wavre. This post was held by sharpshooters, who destroyed the wooden bridge here.<sup>9</sup> On the Prussian west wing lay the mill of Bierges, which guarded a wooden bridge. A company of the 31st Infantry garrisoned this mill, which stood on the north bank of the Dyle.”<sup>10</sup>

## ***Rules of Play*** UPDATE

TLNB Rules v. 6.7

27 April 2015

### **(20.23) Forces Removed from March Orders:**

A unit is removed from the March Order at the moment:

- it reaches its objective hex (or as near as possible).
- it becomes adjacent to an Enemy unit.
- at the Player's option, the force is placed in Command by a Leader during any friendly Command Phase. *NOTE: If a Commander places an individual unit in command, it does not remove the March Order for the rest of the Formation.*

The M.O. endures until the last unit reaches the destination or is removed. When a unit comes out of a March Order it is Demoralized for the rest of the Player Turn.

Units that reach a March Order destination are removed from the M.O. Other units under the March Order can either continue to use the M.O. or they can be removed. The units removed from a March Order can freely use their remaining MA that turn, without being constrained by the former M.O.

<sup>8</sup> Thielmann’s cited strength is too low and Grouchy’s too high. Compare the numbers given on the first page of this article.

<sup>9</sup> “Basse-Wavre, with its bridge destroyed, was occupied by troops of Major Ditfürth and men of two companies of the 3rd Bn., 1st Kurmärk Landwehr.” Arcq, p. 45

<sup>10</sup> Andrew Uffindell, *On Fields of Glory*, p. 271

# Special Offers

Our Latest Quad Game: *Napoleon Against Russia*- 20% off

*Wargame Design Magazine Volume 3 Collection*- 40% off

Please follow the url below. Offers are **not** found on our public store page.

Only readers of *Wargame Design* have this link. <http://www.napoleongames.com/summer2015.html>

## NEW THREE PACK ANNOUNCED

If you ordered Three-Pack #1 it just finished with *Napoleon Against Russia*. If you have ordered Three Pack #2 you still have one more game to come - 206-*Napoleon's Last Gamble*. Either way, our new 3-pack will keep you in line for 207-*Peninsular War II*, 208-*War of Liberation I*, and 209-*War of 3rd Coalition*.

## PUBLICATION SCHEDULE: *Next games in the TLNB Series*

**206-*Napoleon's Last Gamble***, 1815 - Quatre-Bras, Ligny, Wavre, Waterloo, Le Souffel (Fall '15)

**207-*Peninsular War II***, 1811-13 - Fuentes de Oñoro, Sagunto, Salamanca, Vittoria (Summer '16)

**208-*War of Liberation I***, 1813 - Lützen, Bautzen, Luckau (Spring 2017)

**209-*War of 3rd Coalition***, 1805 - Ulm, Dürenstein, Schöngrabern, Austerlitz (Winter 2017)

**210-*Peninsular War I***, 1808-09 - Gamonal, Espinosa de los Monteros, Tudela, La Corunna (Fall 2018)

**211-*War of the 1st Coalition***, 1796-97 - Lodi, Castiglione, Arcole, Rivoli (Summer 2019)

## SPANISH BATTLES REORGANIZED

In *Peninsular II* we have substituted Fuentes de Oñoro and Sagunto for the originally-scheduled Albuera. *Peninsular I* is now completely different, reproducing the campaign of November 1808 - January 1809, while Napoleon was in Spain. The result will be four quad games covering 15 Spanish battles in all:

***Peninsular War I*** - Gamonal 10 November 1808, Espinosa de los Monteros 10-11 November 1808, Tudela 23 November 1808, La Corunna 16 January 1809

***Peninsular II*** - Fuentes de Oñoro 3–5 May 1811, Sagunto 25 October 1811, Salamanca 22 July 1812, Vittoria 21 June 1813

***Peninsular III*** - Medellín 28 March 1809, Oporto 12 May 1809, Talavera 27–28 July 1809, Ocana 19 November 1809

***Peninsular IV*** - Chiclana (Barrosa) 5 March 1811, Sabugal 3 April 1811, La Albuera 16 May 1811

## SPECIAL STUDY Nr. 7

Companion to *La Patrie en Danger* - The Campaign in France, Jan-Feb 1814

This book is in the final editing stage. I have finished editing the Main Text, and some appendices; that means more than half the book is done. Now it is on to the Maps.

Check file to see if you have already pre-ordered <http://www.napoleongames.com/nar-pre-orders.html>

## NAPOLEON AGAINST RUSSIA UPDATE KIT \$16.05 post paid worldwide

### Includes:

24-page TLNB Rulebook v. 6.7 (printed April 2015)

Revised Maloyaroslavets TRC

Revised Smolensk TRC

French Initial Set-up, page 1

Remove From Card Deck list

NAR Update sheet

## NAPOLEON'S LAST GAMBLE EXPANSION KIT

Contains two 11" x 34" map sections to extend the map south to Charleroi and north to Brussels, one 4-page scenario folder. ONLY \$12.95 plus \$3.00 postage anywhere in the world.

*Estimated Publication Date: (ships with Napoleon's Last Gamble)*

# Order Form

Print and mail this form, or make a paypal purchase at online...

<http://www.napoleongames.com/summer2015.html>

Mail with a check or credit card info. to:

OPERATIONAL STUDIES GROUP

PO Box 50207

Baltimore, MD 21211 USA

1 (410) 367-4004

<http://www.napoleongames.com/order-now.html>



**POSTAGE CHARGES:** Make sure you add postage for each game.

U.S.: first game \$11.59, two games \$14.42, three games \$21.31; 1st book \$5, two books \$12.

CANADA: magazine \$5.83, first game \$17, two games \$35, each additional game \$5; up to two books \$17.

OVERSEAS: magazine \$6.30; first game \$26.70, two games \$43.55, each additional game \$7; up to 2 books, \$24.

Indicate quantity of each item desired and total:

## PRE-ORDER UPCOMING LIBRARY SERIES GAMES

_____ 1815: Napoleon's Last Gamble (30%-off)	\$69.00	_____
_____ NLG Expansion Kit (30%-off)	\$12.95	_____
_____ 1811-13: Peninsular War II: 3 Battles (30%-off)	\$76.00	_____
_____ THREE-PACK #3: <b>Pre-order and SAVE \$100.00!</b>		
<i>Peninsular II, War of Liberation I, War of 3rd Coalition</i>	\$236.00	_____

## GAMES IN PRINT

_____ 1812: <i>Napoleon Against Russia</i> (20%-off)	\$96.00	_____
_____ <i>La Patrie en Danger</i> (10% off)	\$80.00	_____
_____ <i>Napoleon at Leipzig</i> , 5th Edition (10% off)	\$89.00	_____
_____ <i>The Last Success</i> (10%-off)	\$98.00	_____
_____ <i>The Coming Storm</i> (10%-off) (19 copies left)	\$108.00	_____
_____ THREE PACK: <i>PED, NAL, TLS</i> (20% off)	\$237.00	_____
_____ FOUR PACK: The above plus <i>NAR</i> (30%-off)	\$292.00	_____
_____ <i>Napoleon Against Russia</i> Update Kit	\$11.00	_____

## BOOKS

_____ <i>Special Study Nr. 7 1814</i> (30% off pre-order)	\$28.00	_____
_____ <i>Wargame Design</i> Vol. III Nr. 1-2 limited supply	\$8.00	_____
_____ <i>Wargame Design</i> 2014 Collection (40% off)	\$17.00	_____

POSTAGE (see above) \_\_\_\_\_

I'm paying with a  check  credit card

Order Total \_\_\_\_\_

\_\_\_\_\_/\_\_\_\_\_  
credit card no. exp date cvv

Name on card \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_ Country \_\_\_\_\_

email or phone \_\_\_\_\_ date of order \_\_\_\_\_