

KRIEGSSPIEL IN THE CHILTERN



As interpreted by our circle, Kriegsspiel is any fun conflict simulation using umpires to limit the information available to the combatants, thus providing for example hidden movement and the 'fog of war' in a military simulation. We play face to face games and increasingly these days online, following the recent publication by Matrix of a groundbreaking multiplayer computer game permitting the full 'feel' of commanding horse and musket units on the basis of limited battlefield information.

Kriegsspiel was invented by the Prussian army at the beginning of the nineteenth century, as a grand tactical simulation, and the subject matter of the games is still usually (though not exclusively) military or naval activity. The scale of the game can however vary very widely - we have played maps varying from a small region in Alsace to the whole of the Indian Ocean.

Founded twenty or more years ago by Bill Leeson of Hemel Hempstead, translator of Colonel Von Reisswitz's original Prussian Army ruleset, Kriegsspiel games have been played regularly in the Chilterns ever since. The club is the foremost exponent of the Kriegsspiel in the UK, and has received visitors from North America and from several European countries interested in the game.

We presently play monthly (but not around Xmas or in the school summer holidays), at Little Gaddesden Village Hall, an exceptionally attractive location. Rural and forest walks, the Ashridge stately home golf course and deer park, a recreation ground and a very pleasant pub and garden the Bridgewater Arms are all nearby.

More information and details of forthcoming games available on our website at <http://forum.kriegsspiel.org.uk/>, or by email from [martin.a.james \[AT\] virginmedia.com](mailto:martin.a.james@virginmedia.com)