

to from first to last. The umpires take note of the moment when any fresh information is obtained, or any fresh orders issued, and the time these require to reach their destination; and no movements can take place in consequence till this time has been elapsed.

As the two parties approach each other, the umpire reduces the number of moves allowed at a time—perhaps five are now given. The players begin to get their pieces into such formation and position as troops would take up in battle. The artillery are brought more forward by means of the longer moves allowed them. The regiments hitherto marching in a long column along the road are formed in more compact bodies, or broken up into companies and detached to occupy woods and favourable points. The umpire exchanges the pieces for the player, giving him eight small pieces representing companies, and removing a battalion; and thus by degrees the players find themselves drawn up opposite one another in what exactly represents the fighting formation they would adopt in the field. Only one move at a time is now allowed. Each side sees a great deal of his adversary's dispositions; but pieces representing reserves and other troops that would still be kept out of sight are concealed either by partly covering the map or by temporarily removing them.

So far the Kriegspiel has been entirely one of moves, and the position of the combatants and their prospects are just as clearly intelligible to any one who understands tactics as a game of chess would be to a good player. One player may find himself in a position where, in real war, defeat would evidently be certain, or discover when too late that he has entirely misjudged the intention of his adversary, who perhaps is moving round and threatening his communications. And this is the most instructive part of the game. The players have had the same data to guide them that they would have on real service—surmises as to the enemy's intentions, based on the partial information brought in by patrols and others; and the accuracy of their judgment, and soundness of the arrangements adopted to meet the various possible contingencies, are tested in a manner patent to the players themselves and to every looker on. Sometimes the game is stopped at this point. If it is carried further—that is to say actual fighting is to be represented—the element of chance is introduced. In real war chance bears a very important part. Three men ought always to beat two, but we know they do not always. Many accidents may affect the result; the same men are brave one day, and cowards the next; an attack may fail on account of the death of the leader, or be effected by accidents of ground, too small to be shown on any map. To represent this uncertainty in the playing, dice are used, and "tables of chances" framed according to which the results of the attack are determined. The relative number of troops, their condition, and the losses they are supposed to have suffered already, their position, and other circumstances affecting them are all calculated by the umpire, each circumstance receiving its due weight according to carefully compiled rules; and when the chances have thus been determined the dice are thrown, and the result decided accordingly. Thus, if one player proposes with three battalions to attack two others posted in a wood, the numerical superiority will give certain chances in favor of the assailant; but the advantage of the position of the defenders would more than counterbalance this. On the other hand,

the assailants may have shelled the wood with their artillery for some time beforehand, and may be able to attack in flank as well as in front, both of which would increase the probabilities on their side. Supposing that, after giving weight to these various circumstances, the chances are calculated at two to one in favor of the assailant, the die is then thrown, and if one, two, three or four turns up the assailant wins, but if five or six turns up the defender wins, and the attack is repulsed. Another set of tables is used with the dice to estimate losses inflicted by artillery and musketry fire. Here also there are a number of elements of uncertainty, the steadiness of the men firing, the direction of the wind, the smoke and condition of the atmosphere, the hardness and softness of the ground, all of which in reality materially affect the results of fire, but which cannot be allowed for in the game. Elaborate tables have therefore been prepared, showing the probable maximum and minimum effect of the several kinds of fire at different ranges, and between these extremes the result is determined by the throw of the dice. Thus, if a player having brought up a battery of artillery wishes to open fire, he gives notice to the umpire of his intention, and of the object—the adversary also being informed of the fact. The umpire decides whether the effect is generally good or bad, being guided in this by relative position and amount of cover. After each move the die is thrown, and reference made to the table to determine the losses inflicted; and when these amount to the loss of a company, a squadron, &c., a piece representing that force is removed from the board by the umpire. There are numerous and minute rules for determining the results of cavalry actions, of attack on villages, &c. but though some of these contain very sound tactical principles, they are difficult to master, even for the professional student and would only bewilder the unprofessional reader. Moreover, they do not affect the general principles of the game. The play itself being purely instructional, is only played out so far as the umpire thinks desirable with that point in view, and not to a definite conclusion.

To many it will appear that the whole thing partakes too much of the character of a toy to engage seriously the attention of grown men and of soldiers who have seen the realities of war. But it is quite otherwise. Officers who have won a high name in the field are among its most eager students, and are the most ready to acknowledge how much they can learn from it. Almost every move raises some questions which have not occurred to them before; and the whole is invaluable as an incentive to study and thought. It is difficult for any man, the most zealous, to set himself puzzles and work them out—to play, as it were right hand against left. But when the problem is set him by one who respects as a master in his art, when he finds himself pitted against others, and knows that his every move will be watched and criticised by an intelligent audience, his interest becomes keenly aroused, and no one who has seen the Kriegspiel can realize how much it brings out the actual character of the players—one man absorbed in details and trying to accomplish his purpose by a multiplicity of intricate manoeuvres; another nervous and vacillating, changing his plans everytime he sees a fresh piece of his adversary; while another adheres boldly and consistently to a line of action determined on from the beginning. To suppose that a man can really learn war by any game is, of course absurd; but as-

surely he can increase his knowledge of many details of his profession, accustom himself to solve rapidly important problems, learn at any rate his own deficiencies, and acquire a most valuable insight into the character of those about him by joining occasionally in the "War Game."

The *Borsen Zeitung*, of Berlin, publishes an account of the military forces of the great powers of Europe, from which is drawn the conclusion that "several of the powers which have hitherto been ranked as of the first class, will, in consequence of their military development not having kept pace with other great powers, be incapable of going to war in future unless they have allies. This is especially the case with Austria, England, and also with Italy." The strongest military power says the writer is Russia. The Russian army, which hitherto consisted of 778 battalions (equal to 771 German ones) is now raised to 223 regiments of infantry with 684 battalions, 228 rifle battalions, 260 reserve battalions under the new army organization, 72 regiments of the Guard and of the line, 50 regiments of Don Cossacks (for service in Europe) with 500 squadrons and 303 batteries of eight guns each. Of this force 96 battalions, 20 squadrons, and 16 batteries belong to the Caucasian or Asiatic army, so that there remains a force of 815 battalions on active service, and 250 reserve battalions for disposal in Europe. Next comes Germany. This power reckoning only the troops which are ready for the field has 148 regiments of the Guard and infantry of the line, (equal to 444 battalions) 24 rifle battalions, 302 battalions of the Landwehr, 120 cavalry regiments with 556 squadrons, and 382 batteries including 72 reserves of six guns each. The French army will, under the new organization, consist of 148 infantry regiments (including four Turcos regiments) and 30 rifle battalions, making in all 513 battalions on active service, and 288 reserve battalions. To these must be added 64 cavalry regiments with 384 squadrons and 360 batteries of six guns each. Austria has only infantry regiments (240 battalions) 40 rifle battalions, 41 cavalry regiments, and 176 batteries of six guns each. Her 160 reserve and 140 Landwehr battalions are as yet raw troops, which it would take some time to train for active service. The Italian army is similar in strength to that of Austria. It consists of 80 infantry regiments, 10 of Bersaglieri, 20 of cavalry, and 10 of artillery—270 battalions in all—and 160 batteries of six guns each. The last of the European states as a military power concludes the *Borsen Zeitung*, is England, which can only muster for service in Europe 107 battalions, 92 squadrons, and 84 batteries of six and eight guns each. We take this from the *Pall Mall Gazette*, and we wonder our contemporary did not remind the German that we can snap our fingers at the greatest military power as long as we have our fleet.

Canadian interest is concentrated on the admission of Prince Edward Island to the Confederation, the latest intelligence is as follows:—The Prince Edward Island delegation had a long interview with the Ministers yesterday. Every effort is being made to complete arrangements immediately for the admission of the Island into the confederation, and this may be accomplished before the close of the session. The island will have six representatives in the Dominion Parliament.