# Modern Kriegsspiel Rules: Third Edition

Kriegsspiel is a tabletop wargame originating in 19th-century Prussia as a tool to train officers in their highly advanced and modern army in tactics and strategy. The rules, originally by George von Reisswitz and later modified by Erich von Tschischwitz, are incredibly complex, meaning to recreate as realistically as possible battles of the time.

I have endeavored to re-create Kriegsspiel for a modern sensibility, with the aim of being as accurate as possible without sacrificing actual playability with overly complex mechanics. The third edition of these modern rules includes mechanics for naval and air warfare, as well as the means to combine the three theaters into a single campaign. It requires very few things to play: even a proper map is optional. The rules are highly modular and easily adaptable for different campaigns, different militaries, and even different time periods. Before playing a campaign, the players and umpire must agree on a set of internal game rules.

# Basic Mechanics and Principles

Regardless of the actual campaign being played, there are a few things that are universal.

## Players and the Umpire

A Kriegsspiel campaign can be played with any number of players. At minimum, there must be at least two players, each controlling a military command, with an umpire controlling the actual gamespace. There may be more than two military commands, with several armies fighting for control over a certain area. Each military command may have more than one player.

The umpire is a universal. His job is to actually control the battleground and the position of units, keeping track of the game itself and scoring points. No player may actually touch or interfere with the battleground by moving pieces or anything else. The battlefield itself constitutes the gamespace, and can only be altered by the umpire.

## Gameplay

Gameplay of Modern Kriegsspiel is open-ended. Prior to any campaign, the players and the umpire will decide on a set of gamerules, a number of units per player, and the gamespace. The number and position of units need not be equivalent or equal. A player may have better or worse position, better or worse information, or more or less units than his opponent or opponents, as the scenario dictates. The umpire will then decide the order in which players will take their turns.

Each player will begin his turn by writing down and sending commands to the umpire, which will be dealt with according to the gamerules. Those commands are then executed, and the next player does the same. Play continues until a victor is determined.

Victory scenarios are again open-ended, determined only by the scenario. A player might, for instance, win a campaign if they are able to capture a certain objective, destroy a certain structure, pass a certain obstacle, or eliminate all player units. Another way to campaign would be to have a set number of turns, and after all turns are played out, the player with the most remaining hit points wins.

## Gamespace

The gamespace itself consists of the *battlefield,* and the *structures*. All elements are the exclusive domain of the umpire. The battlefield itself may be two- or three-dimensional, at the discretion of the players. It may be as simple as a blank space. The only necessity is that it must be limited in size and reasonably descriptive. In land battles. The topography of the battlefield should be specified, with features like forests, hills, roads, impassable terrain, lakes and rivers clearly displayed if present. In naval battles, islands, reefs, and ocean floor features should be clear.

Structures are parts of the gamespace that are visible on top of the battlefield itself. Some are *intrinsic*, that is, they are present when the game begins, like airfields, populated areas, encampments, and existing fortifications. Others are *extrinsic,* being built by players in the course of the game according to the rules.

Distances on the battlefield are given in this ruleset in centimeters, but this need not be followed exactly. This ruleset is designed for tabletop gaming on battlefields measuring around 1 by 2 meters. If the battlefield is much larger or smaller than these dimensions, distances can be altered by reading the ones given as ratios. For instance, if a given distance is 10 cm, but the battlefield is twice as large, the distance can be changed to 20 cm, and so on, so long as the ratio is maintained. Distances are reckoned from the geometric center of the physical representation of the unit. These distances are radial unless given as diametral.

It is recommended, but not required, that battlefields be divided into coordinate squares for ease of measurement and battlefield management. Compass directions should also be specified so that players can use absolute direction in their commands.

## Units

The military structures of armies on the battlefield are divided into units. In naval battles, the main unit is a ship. The pieces representing ships do not have to look like ships at all, but must clearly display both precise location and bearing, as the direction of ships in naval combat is very important. They must also be labeled with the name of the ship, which must be unique and not shared with any other ship or other unit on the battlefield, and the type of ship.

In land battles, units are more variable. Ordinarily, a single piece represents a battalion or battery of 300 to 500 men, but this is not concrete. In larger battles, a single piece could be a brigade, division, or entire army, while in smaller battles, it may represent a company, platoon, squad, or just a few men. In some battles, commands for combining and dividing units may be used, but care must be taken to maintain accuracy in hit points. For instance, if a unit has 4 HP, and a command requires that four units are combined, the resulting larger unit would have 16 HP. All army units must clearly display their allegiance, type, size, and some unique identifier, like a number or name.

Units may start on or off the battlefield, or a mixture of the two, in accordance with the scenario being campaigned. Different battlefield terrains can have different effects on units. Some terrain slows down the progress of units, while units can hide in other terrain, as described.

Every unit has a set number of hit points, or HP. When a unit’s hit points are depleted, the unit is considered “dead,” and its representation is removed from the gamespace.

## Communication

When it is a player’s turn, he may issue as many commands to as many units as he likes. Units can receive more than one command, but some commands are non-combinable, most commonly “move” and “fire.” When issuing a command, a player must specify the unit or units, the command itself, and any arguments required. If a player fails to be specific enough in a particular command, the umpire will execute it as he assumes it to be.

Games may be played with *perfect* or *imperfect base information.* These game states describe the accuracy of command execution. In games played with perfect base information, which is recommended in naval battles and land battles with flatter terrain, commands always reach their units and are always executed correctly. When playing with imperfect base information, a D20 is rolled for each command. If a certain number or numbers are rolled, the command may either fail to reach the unit entirely, or may be misinterpreted and executed incorrectly, as the game rules may state. Imperfect base information with a 1 in 20 change of non-execution is recommended for most land battles. In some cases, it may be useful to have certain regions of the battlefield have different base information rules: naval combat may be perfect while land combat may be imperfect.

Certain actions or states may cause a change in base information perfection. For instance, the state of being hidden increases the likelihood of a failed command by 1.

Another important feature of units is the ability to hide. Units may disappear from the battlefield, or be present without their piece appearing, under certain circumstances. In such cases, their hiddenness is managed by the umpire and must be kept track of by the player in command of the unit. Only some units may be hidden, and only in certain terrain or circumstances. Some actions taken by other units may cause hidden units to be revealed. In revealing a unit, the umpire will place the unit’s representation with precise bearing and direction in the location where it was previously hidden.

When a military command consists of more than one player, the players may work together on commands, or may not, as the gamerules may specify. Under certain circumstances, players may not communicate with each other except in writing and through the umpire.

# Land Warfare

Land warfare involves those units fighting on land, ordinarily the army. Army units can be categorized broadly into cavalry, artillery, infantry, and special, with several sub-categories. A unit is ordinarily a battalion, but may be something else as provided in the scenario and gamerules.

## Units

This chart serves a summary of different units and their capabilities, and may be furnished to the players as a reference. It is not meant to be exhaustive, as there may be specialty units with differing abilities which might be needed in certain scenarios, but these units described in this chart are fairly general and universal.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Unit Type** | **Information** | | **Weapons** | | **Abilities** | | | | **Units** |
| **HP** | **Movement** | **Small Arms** | **Artillery** | **Build** | **Search** | **Hide** | **Move + Fire** |
| Infantry | 4 | 10 | D4 (3) | None | D4 | YES | YES | YES | 1 |
| Sappers | D8 |
| Fusiliers | 6 | 15 | NO | 2 |
| Grenadiers | 8 | 10 | D8 (30) | NO | YES | NO |
| Bombadiers | 10 | 5 | D10 (20) | NO |
| Hussars | 12 | 10 | D12 (15) | | 4 |
| Dragoons | 16 | 5 | D20 (10) | |
| Special Forces | 20 | 10 | D20 (3) | None | YES | YES | 1 |
| High Command | 5 | D12 (3) | NO | YES | NO |
| Spy Command | 10 | None | | | |  | YES | NO |

*Infantry*

There are three types of infantry units: infantry, sappers, and Fusiliers. Infantry and sappers are functionally identical in hit points, movement, damage infliction, ability to search and hide, etc. All infantry units can move and fire in the same turn, as they carry only small arms, namely rifles. They attack with strength D4 over a distance of 3 cm. Both infantry and sappers have the ability to build (see Commands section for more details). Fusiliers have 6 hit points and can move 15 cm, but cannot build anything. They attack for the same damage as infantry and sappers. When being transported by air or sea, infantry and sappers take up 1 transport space, where Fusiliers take up 2.

*Artillery*

Artillery units are either grenadiers or bombadiers. Grenadiers batteries have fewer hit points and deal less damage, but can fire further and travel further. When attacked on the ground, artillery batteries act like infantry units, dealing D4 damage over a distance of 3 cm. Grenadiers batteries can also hide in relevant terrain, unlike Bombadiers. Both light and Bombadiers batteries can also launch anti-aircraft missiles with similar damage infliction to their shelling during aircraft turns. Artillery units take up 2 transport spaces.

*Cavalry*

Cavalry units are either light or heavy, possessing no small arms capability. Hussars units have fewer hit points and deal less damage, but can fire further and travel further, much like artillery. Cavalry cannot hide, search, or build, and take up 4 transport spaces. Like artillery batteries, cavalry units cannot move and fire in the same turn.

*Special Units*

Special units include special forces, the high command and espionage command. Special forces units are limited but exceptionally powerful, dealing heavy damage over infantry range, with high HP and ease of movement. They can hide and search, and take up 1 transport space. The high command, of which there may be only one per military on the battlefield, has a high HP and damage but limited mobility. If the high command is destroyed, base information imperfection is increased by 1 in 20. The espionage command is a hidden unit which may be placed anywhere on the board at the beginning of the campaign, if included. The presence of an espionage command allows the player controlling it to receive secret information about the other player. The quality of such information is determined by the base information imperfection plus 4. The espionage command, like the high command, cannot be transported by air or sea once placed.

## Commands

*Move*

Move commands are issued with the specification of unit, direction and distance. Locations can be used instead of cardinal directions if desired. The maximum distance is assumed unless specified. Multiple units can be moved at the same time if desired. A unit can move while hidden, and can move and then hide in the same turn. Certain units can move and fire in the same turn, but not all.

*Attack*

Attack commands are only used for small arms or cavalry fire. When the attack in question is an artillery shelling or missile launch, use the “fire” command. Attack commands must specify the attacking unit as well as the unit or units to be attacked. A hidden unit that attacks is revealed. The attacking player rolls a die or dice relevant, and the damage is distributed among units attacked evenly.

*Fire*

Valid only for artillery batteries, but if given to a non-artillery battery it defaults to “attack.” Fire commands are used for artillery shelling and missile launches. Syntax is similar to the “attack” command, specifying attacking units and target unit or aircraft. A hidden artillery battery that fires shells or missiles is revealed. An artillery battery cannot fire and move in the same turn.

*Build*

Only valid for infantry and engineer units. In the command, the unit and type of building to be built must be specified. Any structure listed under the “Terrain and Structure” section can be built. When a structure is completed, it will have hit points according to the table and can be attacked like a unit. A unit that is building cannot also attack or move in the same turn. If a structure reaches 0 HP, it is removed from the battlefield, but can be rebuilt.

*Hide*

Only some units can be hidden as described in the chart above. When a unit is hidden, it can move as much as it wants, provided it does not attack or leave the terrain hiding it. Doing so results in the unit being revealed. In the command, a player must specify which unit is to be hidden and where. A unit can move and hide in the same command.

*Search*

Some units have the ability to search regions. A unit can move and search in the same turn. When this command is issued, the unit will search a region with a radius of 5 cm, or a single building. If any enemy unit is hidden in that radius or building, it will be revealed on the battlefield.

*Convert*

Artillery and cavalry units can be converted into infantry if needed for better movement, but cannot be converted back. A unit can convert and move in the same turn.

## Terrain and Structures

Summary of battlefield terrain and information:

|  |  |  |
| --- | --- | --- |
| **Terrain Type** | **Speed** | **Hideable** |
| Plain/Field | 1x | NO |
| Forest | 1x | YES |
| Hills | 0.75x | NO |
| Thick Forest/Swamp | 0.5x | YES |
| Desert | 1x | NO |
| Mountains | 0.25x | NO |
| Rivers/Impassable | Cannot be traversed | NO |

Terrain should be clearly marked on the battlefield if present.

In addition to terrain, structures can also be present on the battlefield, though they may be either pre-existing or built by players. Any structure on the battlefield can be damaged by attacks, and even destroyed.

|  |  |  |
| --- | --- | --- |
| **Structure** | **HP (intrinsic HP) and max size** | **Summary** |
| Settlements | Cannot be destroyed |  |
| Single Building | D4 (3) | Can hide 1 unit |
| Bridge | D6 (4) 10 cm | Allows travel over rivers |
| Road/Pass | D8 (6) 10 cm | Allows 1x travel in any terrain |
| Fortification | D4 (3) 5 cm per build turn | Defends unit |
| Port | D4 (3) | Allows for amphibious landing |
| Airfield | D6 (4) per build turn | Allows for takeoff of aircraft |

# Naval Warfare

Naval warfare involves ships as their basic unit. Ships can be characterized as regular ships, coastal ships, submarines, and heavy ships. Many naval ships have transport capabilities, and can move both army units and airplanes on the sea. A ship may be sunk instantly in some scenarios, or if it reaches 0 HP, in which case the representation is removed from the battlefield. A ship sunk also loses anything it is transporting.

## Units

This chart serves a summary of different units and their capabilities, and may be furnished to the players as a reference. It is not meant to be exhaustive, as there may be specialty units with differing abilities which might be needed in certain scenarios, but these units described in this chart are fairly general and universal.

|  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Ship Class** | **Information** | | | **Warfare Actions** | | | | | | | |
| **HP** | **Movement** | | **Subsurface** | **Surface Artillery** | | **Air** | | | **Transport** | | |
| **Dist.** | **Deg.** | **Light (D4-30)** | **Heavy (D8-15)** | **Sortie (25)** | **Def.** | **Missile (25)** | **Air** | **Surf.** | |
| Aircraft Carrier | 16 (D20) | 5 cm | 45° | 2 D6 Def. | 3 | None | 1 D8 | D8 | None | 8 | 8 | |
| Battleship | 12 (D12) | 6 | 4 | None | D6 | D8 | 4 |
| Cruiser | 10 (D10) | 7 cm | 30° | 1 D6 Def. | 4 | |  | None | 1 | 4 | |
| Destroyer | 8 (D8) | 10 cm | 2 | | D12 | 2 | |
| Corvette | 4 (D4) | 15 cm | 1 | | D4 | 0 | 1 | |
| Amphibious Assault | None | None | | 4 | |
| Patrol Boat | 2 | 1 | |
| Attack Submarine | 1 | 360° | 1 D6 Attack | 0 |  |
| Missile Submarine | 2 D8 | 0 | |

*Ordinary Ships*

Ordinary ships are, in increasing order of size: corvettes, destroyers, and cruisers. All have a maximum bearing adjustment of 30 degrees per turn, with a max. distance of 10, 7 and 5 cm and hit points of 4, 8 and 10 respectively. Corvettes have no air transport capacity, but can ferry 1 army transport unit, equivalent to a single infantry, engineer, or special forces unit. Destroyers can ferry 1 air unit and 2 land units, while cruisers can ferry 1 air and 4 land units. Corvettes have a D4 air defense capability, destroyers have D12, and cruisers have D6. Corvettes have 1 light and 1 heavy shell, destroyers 2 and 2, and cruisers 4 and 4. As far as subsurface defense, all ordinary ships can drop 1 D6 depth charge per turn.

*Coastal Ships*

Coastal ships are either amphibious assault ships or patrol boats, both of which can travel 15 cm in a turn with a maximum bearing adjustment of 30 degrees and anti-aircraft capability of D4. Neither ship possess any shelling, missile, or depth-charge capability. Amphibious assault ships have 4 HP and the primary goal of moving land units to and from the coast. As such, they can transport 4 land units. Patrol boats have 2 HP, making them one of the weakest units in Kriegsspiel, but they can traverse rivers and disembark land units without a port, abilities no other ship has.

*Submarines*

Submarines are classified as either attack or missile. Submarines possess only 1 hit point and no air transport capacity, but can travel 15cm in any direction without needing to stop to change direction. They also do not have anti-aircraft capability, but are immune to air attacks. Both attack and missile submarines are hidden ordinarily, and only become visible when they attack ships, disappearing again once out of depth-charge range. Submarines can torpedo ships, dealing D6 damage, with a 6 instantly sinking a ship. Missile submarines possess the additional capability of launching 2 D8 missiles to attack either ships or land units.

*Heavy Ships*

Heavy ships are either battleships or aircraft carriers. Both can travel 5 cm with a maximum heading change of 45 degrees, can transport 8 land units, and drop 2 D6 depth charges. Battleships have 6 light shells and 4 heavy shells, 12 HP, D6 air defense, and can transport 4 air units. Additionally, battleships have the ability to launch 1 D8 missile against other ships or land units. Carriers have 3 light shells and no heavy shells, 16 HP, D8 air defense, and can transport 8 air units. Uniquely, carriers can act as floating airports for sorties. These sorties do not count towards air transport, being part of the naval air force as opposed to the proper air force.

## Commands

*Move*

When issuing move commands, a player must specify the ship they wish to move, in what direction, and how far. When altering direction, the heading must not change more than the maximum allowed, and must be specified by an alteration of degrees, minutes, and seconds north or south of the current heaving. A “move” command can only be combined with a “disembark” command, and nothing else.

*Change Direction*

If a ship wishes to change direction more than the maximum in a particular turn, they can issue a change direction command. A change direction command simply alters the heading, but cannot move or alter position in any way. A ship changing direction cannot receive any other command. Submarines never need to change direction.

*Depth Charge*

A ship under attack by a submarine can drop either one or two depth charges, in the case of heavy ships. For each depth charge, a D6 is rolled. A 6 on this roll sinks the submarine, while a 5 disables the submarine for one turn but does not sink it. Anything else is a failed roll, and nothing else happens. Depth charge commands can be combined with any other except a “change direction” or “move” command.

*Fire*

A ship can fire heavy shells to any ship within 15 cm and light shells within 30. When issuing fire commands, a player must specify both the ship firing and the ship or ships being fired upon. If a ship has multiple guns of any kind, it can fire on more than one ship in range. Light shells inflict D4 damage, while heavy shells inflict D8. Fire commands can be combined with any other except “change direction” or “move.”

*Sortie*

Aircraft carriers can launch sorties of air attacks. They can strike any ship within 25 cm. When a player launches a sortie, they must specify the carrier launching it, and the ship to be attacked. For a sortie, the attacking player will roll a D8, and the defending player will roll a die relevant to their anti-aircraft defense. If the attack roll is greater than the defense, the ship under attack will lose the difference in HP. If the defense roll is greater than or equal to the attack, the sortie is repelled with no damage inflicted. A carrier launching a sortie can also fire shells and drop depth charges as normal.

*Launch Missile*

Missile submarines and battleships can launch missiles up to 25 cm. These missiles can strike anything on land or sea, with D8 damage. Hidden submarines can launch missiles and remain hidden. If a missile is launched to or within range of any ship with shelling capability or any land-based artillery unit, they can defend against such missile strikes. Their defense is equivalent to the highest single-die shell they can launch (Bombadiers: D10, heavy shells or Grenadiers: D8, light shells: D4), where defense works according to similar rules as the air defense. A submarine launching missiles can also fire torpedoes, and a battleship launching missiles can also fire shells and drop depth charges.

*Torpedo*

Both types of submarines can fire torpedoes at any ship. However, firing a torpedo reveals the location of a hidden submarine until the submarine leaves torpedo range. When firing a torpedo, both the submarine and ship must be specified, and a D6 is rolled. If the attacking player rolls a 6, the ship is instantly sunk. Any other roll deals that much damage to the ship.

*Disembark*

If a ship is within 5 cm of a port, or moving to within 5 cm of a port, or if a patrol boat is within 5 cm of any land, it can disembark some or all land units. A ship that is disembarking cannot fire any shells, missiles, sorties, torpedoes, or depth charges. Land units disembarked appear on the short or port closest to the ship, and are able to receive commands on the next move. Air units are not disembarked during the regular turn, but rather are dealt with during the air warfare part of the turn.

## Terrain and Structures

The only terrain in naval warfare apart from coastlines is ocean-depth, which should also be clearly marked. Ocean depth is either abyssal, benthic, or littoral. Abyssal regions are considered “true ocean,” and can be freely traversed by any ship. Benthic regions cannot be traversed by heavy ships. Submarines can travel through benthic regions but are visible when they do so. Littoral regions, making up shorelines and rivers, can only be traversed by littoral ships. No structures can be built in the ocean, and bridges built over rivers do not inhibit the movement of littoral ships.

# Air Warfare

## The Air Warfare Turn

Since air warfare is much faster than land- and sea-based combat, air combat takes place in a separate turn from the rest. Prior to each full turn, each player will have a chance to execute as many air commands as they want. Air warfare has perfect information, being unaffected by communication problems elsewhere on the battlefield. In addition, there are no terrain or structure effects on air units, and travel is uninhibited. For the purposes of record-keeping, air warfare damage is considered part of the turn it precedes.

Please note that air warfare as described in this section does not include naval air strikes by carrier-based sorties, and those sorties do not count towards unit transport.

## Summary of Units

In air warfare, the ordinary unit is a single plane. Planes, except drones, must start and end the air warfare turn landed on either a ship or a terrestrial airfield. Planes that fail to land properly during their turn are considered downed and are removed from the battlefield.

The chart below summarizes the different planes available to players. Planes are categorized as either fighters, bombers, or stealth planes.

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Plane Type** | **Information** | | **Weapons** | | | **Abilities** | | | **Transport** | |
| **HP** | **Movement** | **Guns** | **Missiles (10 cm)** | **Bomb** | **EMP**  **(D6)** | **Spy** | **Airfield** | **Sea** | **Surf.** |
| Light Fighter | 4 | 30 | D4 | D6 | None | NO | YES | YES | 1 | 0 |
| Heavy Fighter | 8 | 15 | D6 | D8 | NO | 2 |
| Stealth Bomber | 10 | 10 | D4 | D6, 5cm | YES | 4 | 2 |
| Bomber | 12 | 15 | D8, 10 cm | 5 cm | NO |
| Transport | 12 | 20 | None | None | NO | YES | 1 | 4 |
| Recon | 4 | 7 cm | 2 | 0 |
| Drone | 4 | 25 | D4 | D10, 5 cm |  | YES | NO | 1 |

*Fighters*

Fighters are either light or heavy. Fighters cannot drop bombs or EMP pulses, or transport any surface units. Light fighters possess 4 HP and can travel up to 30 cm away from their airfield. Their guns have strength D4 and their missiles D6. Unlike heavy fighters, light fighters can be hidden and return information. When being transported by ship, light fighters take up 1 transport unit. Heavy fighters have twice the HP and half the movement, with guns of strength D6 and missiles D8. They cannot spy or be hidden, and take up 2 transport units at sea.

*Bombers*

Bombers are either stealth or ordinary. Bombers have guns of strength D4 and missiles of strength D8. At sea, bombers take up 4 transport units and can transport 2 surface units. Stealth bombers have 10 HP and a range of 10 cm, with D6 bombs striking a radius of 5 cm. They can be hidden and return information. Ordinary bombers have 12 HP and a range of 15 cm, with D8 bombs striking a radius of 10 cm. They cannot hide. Ordinary bombers have the power to drop EMP blasts with effectiveness D6 and radius 5 cm.

*Stealth Planes*

Stealth planes are either transport planes, reconnaissance planes, or drones. Transport planes have 12 HP, a range of 20 cm, and D4 power guns. They cannot drop bombs or fire missiles. They are hideable, take up 1 sea transport unit, and can transport 4 land units. Reconnaissance planes are hideable, with 4 HP, a range of 20 cm, no missiles or bombs, and spy capabilities. They can drop EMP pulses of D6 effectiveness with 7 cm. They take up 2 units at sea and cannot transport any other units. Drones have 4 HP, a range of 25 cm, D4 guns, D4 missiles, and can drop D10 bombs on radius 5 cm. They are hideable, taking up 1 sea transport unit and cannot transport any units themselves. Unlike all other planes, drones do not need to land between turns.

## Commands

Instead of taking place over two parts of a single turn, as in land and sea commands, air warfare uses a combined turn system. At the beginning of the air warfare phase, both players will issue commands to the umpire simultaneously. The command for each plane will consist of four parts: 1) the takeoff point and plane; 2) the location the plane will travel to; 3) the action the plane will take once there; and 4) the place where the plane will land. The umpire will then plot the travel paths of the planes (if visible). If a travel path is within 5 cm of an opposing plane’s path, the planes will dogfight, which is a mechanic, though not a command in and of itself.

When dogfighting, all planes involved will roll their relevant gun mechanic die. The difference in damage is dealt to the losing plane or planes. If a plane reaches 0 HP, it is downed and considered lost. Any units a downed plane is transporting are also lost.

*Takeoff*

The first part of an air combat command is the plane relevant, its location, and where it is taking off from, whether a ship or land-based airfield. Takeoff locations need not be specified for drones, as they do not need to land.

*Land*

At the end of an air combat command, the location landing must be specified. In doing so, players should take care to ensure that a plane can actually land in the location. If a ship is already at capacity for air transport, a plane cannot land, and will be lost. If the ship or airfield a plane is planning on landing at is destroyed in the course of an air warfare turn, the player can choose to land at a different location, provided it is within range and is also not destroyed.

*Move*

The most important part of an air combat command is the move portion. It specifies the location to which a plane should move before the action portion of the command is executed. It should be noted that the actual range of the planes listed on the chart is not its maximum distance in the way that distances are measured for ships or land units. Rather, it lists the maximum distance possible between the *takeoff point* and the *location sent*. For instance, if a plane’s “range” is 30 cm, it can fly to a location 30 cm away from its takeoff, and then after its action command is executed, fly another 30 cm to a landing.

If a plane reaches its location under the move portion of the command without being downed by any dogfighting, it may then take another action or actions according to this chart.

|  |  |  |
| --- | --- | --- |
| **Action** | **Incompatible with** | **Reveals hidden plane** |
| Fire missiles | Airlift, survey, drop | Yes |
| Bomb | Airlift, survey, drop |
| Pulse | Drop | No |
| Airlift | Fire missiles, bomb |
| Survey | Fire missiles, bomb |
| Drop | Fire missiles, bomb, survey |

*Hide*

When a plane is launched, if it is hideable according to the chart, it may be launched invisible at the discretion of the player. In doing so, it will reach its location without being visible to the other player. Its flight path will not be displayed, however, if there are any effects on the gamespace, those will be carried out according to the rules. Hidden planes cannot be damaged by air-to-air or surface-to-air combat.

*Launch Missiles*

Once a plane is at its location, it can fire missiles at any target within a 10 cm range. If it does, the plane is revealed for the remainder of the air combat turn. The damage those missiles do is determined by a roll of a die according to the air combat chart. A missile strike can only be aimed at a single target in range, as opposed to being divided between multiple. If a missile is launched to or within range of any ship or unit with shelling or artillery, they can defend against such missile strikes. Their defense is equivalent to the highest single-die shell they can launch (Bombadiers: D10, heavy shells or Grenadiers: D8, light shells: D4), where defense works according to similar rules as the air defense.

*Bomb*

A plane can also drop bombs when it reaches its location. Bombs deal distributed damage to every unit within a 5 cm diameter (not radius) of the location. The damage dealt is according to the bomb damage die. Bombing runs cannot be defended against.

*Pulse*

In addition to bomb drops and missile launches, planes can also drop EMP pulses. These pulses have effective diameter according to the plane dropping it. When pulsing an area, units within that radius have their information imperfection increased by D6. No damage is dealt to those units or to the plane.

*Airlift*

Planes, even those that are hidden, that have available transport space, can pick up units within a 5 cm diameter of their location. Those units disappear from the gamespace and are placed at the final landing area. Hidden planes are not revealed when airlifting units, though the sudden disappearance of a unit might alert an opposing player. Units cannot be airlifted from completely impassable terrain.

*Survey*

A hidden plane may survey an area with a diameter of 5 cm. If the plane lands safely, it can return information about that area to the player that launched the plane under the ordinary information rules.

*Drop*

The reverse of an “airlift” command, a plane can transport land units to a location, provided the terrain on that location isn’t impassable. If those units are capable of being hidden, they may be dropped as such, at the discretion of the player. If the transporting plane is also capable of being hidden, it is possible for the entirety of this command to go undetected by an opposing player.

# Command Examples

This section serves to provide the general syntax of commands and some examples:

## Land Units

[unit] MOVES [direction] [distance/location]

ex: 1° Fusiliers MOVES due North 30 cm

ex: 1° Fusiliers MOVES along King’s Road maximum distance

ex: 1° Fusiliers MOVES Southeast until reaching Southern Highway, then maximum distance along road

ex: 2° Special Forces MOVES northwest into forest and HIDES

ex: 2° Special Forces MOVES 10 cm north towards edge of forest remaining HIDDEN

[unit] MOVES [direction] [distance/location] and ATTACKS [target]

ex: 1° Fusiliers MOVES due North towards French 45° Infantry and ATTACKS

ex: 1° Fusiliers MOVES along Southern Highway towards French units blocking road and ATTACKS

[unit] FIRES on [target]

ex: 4° Bombadiers FIRES on French 3° Special Forces and High Command

[unit] BUILD [structure]

ex: 1° Sappers BUILD building

ex: 1° Sappers BUILD bridge across Brandywine River due north

ex: 1° Sappers BUILD road 10 cm due north through swamp

ex: 1° Sappers BUILD pass through northern mountains

ex: 1° Sappers BUILD fortifications

ex: 1° Sappers BUILD port on Brandywine River

ex: 1° Sappers BUILD airfield

[unit] SEARCHES [area/structure]

ex: 4° Infantry SEARCHES

ex: 4° Infantry SEARCHES structure at junction of Southern Highway and King’s Road

[unit] CONVERTS to [new name]

ex: 5° Dragoons CONVERTS to 44° Infantry

## Naval Ships

[ship] MOVES [distance] [heading]

Ex: Vanguard MOVES max distance at 25° North

Ex: Vanguard MOVES max distance on current heading

Ex: Vanguard MOVES 5 cm at 5° South

[ship] CHANGES DIRECTION [heading]

Ex: Intrepid CHANGES DIRECTION to north-northeast

Ex: Intrepid CHANGES DIRECTION to due west

[ship] DEPTH CHARGE

Ex: Intrepid DEPTH CHARGE

[ship] FIRES [shell type] [other ship]

Ex: Vanguard FIRES light shells at FS Guerrier

EX: Intrepid FIRES light shells at FS Artemise, 2 heavy shells at Guerrier and 2 heavy shells at Souverain

[ship] LAUNCHES MISSILE [target]

Ex: Culloden LAUNCHES MISSILE at FS Conquerant

[ship] SORTIES [other ship]

Ex: Bellerophon SORTIES FS Artemise

[submarine] TORPEDOES [other ship]

Ex: Trident TORPEDOES FS Souverain

[ship] DISEMBARKS [transported units]

Ex: Defence DISEMBARKS all units

Ex: Defence DISEMBARKS 1° Infantry

## Planes

[plane] TAKEOFF from [source] to [location] and [action command] LANDING at [location]

Ex: 3° Bomber TAKEOFF from HMS Bellerophon to French 34° Infantry airspace and [action command] LANDING at airfield at mouth of Brandywine

Ex: 2° Fighter TAKEOFF from Kingston Airfield travelling due north and [action command] LANDING at Kingston Airfield

HIDES

LAUNCHES MISSILES at [target]

Ex: … LAUNCHES MISSILES at FS Souverain …

Ex: … LAUNCHES MISSILES at fortifications on south side of hill north of the Southern Highway

BOMBS

PULSES

AIRLIFTS [units]

Ex: … AIRLIFTS 1° Infantry …

SURVEYS

DROPS [units] [visible/hidden]

Ex: … DROPS 2° Special Forces hidden