

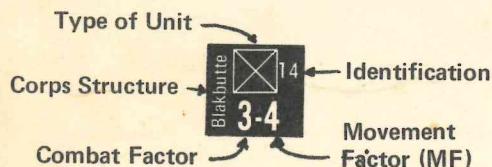
KRIEGSPIEL

Kriegspiel is presented here in two versions: GAME I for novices; GAME II for the experienced wargame aficionados. For GAME I read this instruction card only. Set aside the Battle Manual until such time as you are ready for GAME II.






GAME I INSTRUCTIONS - READ FIRST

Kriegspiel is a full-scale wargame between two nations — *United Black* and *Republic of Red*. The military strength of both nations is represented by the set of square troop counters which are moved about the mapboard as *chesspieces*. Each player commands the entire army of his nation — additional players may be assigned as subordinate commanders.

CHESSPIECES: — hereafter called *units*.



TYPES: Assume all units to be divisions.

- Infantry 
- Paratroops 
- Armored 
- Armored Infantry 
- Special Forces 

COMBAT FACTOR: a unit's fighting strength when attacking or defending.

MOVEMENT FACTOR: the distance in squares a unit may move in each turn.

Shown above is the 14th Blakbutte (pronounced blackboot) infantry division which has a fighting strength of 3 and may move up to 4 squares in each turn.

TO WIN: Either, 1) reduce opponent's strength to 20 combat factors or less on the board — factors not on the board for any reason are ignored (if both sides have less

START: Join both mapboards in any desired matching position (so that rivers and roads of both nations join). Use the plastic clips to hold the boards in place. Each player now simultaneously sets up his starting units on any squares within his nation — no more than one unit per square. Black player chooses any 13 of his units to start with; Red player chooses any 14. The remaining units are set aside to be used as reinforcements later in the game. A temporary screen should be placed between the nations so that neither player can see his opponent's starting set-up. By a flip of the coin, determine which player is to move first in every turn.

PLAY: Play follows traditional alternating turns; you move *all* your units and then resolve combat, that is your turn. Your opponent moves all of his units and then resolves combat, that is his turn. The player taking his turn is always considered the attacker. The attacker is allowed to move as many of his units as he chooses. He then resolves all attacks after the movement portion is completed. An attacker may engage in as many attacks as desired, and resolves them one at a time in any order he wishes. The defender cannot move his units while his opponent is taking his turn.

MOVEMENT: You may move as many units per turn as you wish to move. You may move them in any direction or combination of directions desirable. The distance you can move a unit is determined by its movement factor, hereafter called "MF". For example: all units with an MF of 4 may be moved up to 4 squares every turn. You do not have to move every unit on board, nor do you have to move a unit its maximum MF.

Unused MF's are not transferable between units, nor can they be accumulated from turn to turn.

No square may hold more than one unit — stacking of units on the same square is not allowed. Units may not move on top of or through other friendly units. Attacking units may not move on top of or through enemy units.

COMBAT: The attacker automatically causes combat when he moves one or more of his units next to one or more enemy units. Battle odds are computed by comparing the combat factors of the engaged units, stating the attacker's factor first. For example: if Red I-2 attacks Blakbutte 14, odds are 8 to 3 (which reduces to battle odds of 2 to 1.) *How to Engage and Resolve Combat* is explained fully on the *Kriegspiel Battle Table* card. Refer to it later after reading all GAME I rules.

AIRBORNE ASSAULT: conducted only by Paratroop units. These units may move "by air" from any friendly city square and be "dropped" on any other square on board (the entire length of the mapboard, if desired). Paratroop units are also allowed land movement in the turn of "drop." However, they must be in a city square at the start of the turn. To conduct a paratroop "drop," simply pick up the unit from the city square and place it on any other square on board (subject to terrain restrictions.) You may not "drop" it in zones of control of enemy units. Each Paratroop unit may make as many "drops" per game as desired, but only one per turn.

A city is "friendly" to the country that

INVASIONS: conducted only by Special Forces units. These units may move "by water" from any friendly coastal-city square to any sea square adjacent to a beach square. Invasion units are also allowed land movement in the turn of invasion. However, they must be in a coastal-city square at the start of the invasion turn. To conduct an invasion, simply pick up the unit from the coastal-city square and place it on the desired sea square. If un-opposed you may bring that unit on shore through a beach square, applying its MF to the Beach square.

If opposed, an invasion unit must attack. However, it only has to attack enemy units situated on Beach squares. It does not attack enemy units not on Beach squares even though it might be in their zone of control. Invasion units that do not win a clear-cut victory (one that clears the enemy off the Beach square) is itself eliminated regardless of the results called for by the Battle Table (thus, an "Engage & Hold" would be a foolish tactic.)

Invasion units cannot remain at sea; they must attack and/or move inland in the turn of invasion. Invasion routes are not blocked by enemy units on intervening river squares.

REINFORCEMENTS: Beginning with turn 4, both players may bring on board their reinforcements. Each player brings them on at the rate of 1 unit per turn until his supply is gone. Reinforcements are brought on through any square of a Capital city. They may be moved and used in combat in their turn of placement on board. A player cannot bring reinforcements into play if any square in his capital city is occupied by an enemy unit.

TERRAIN: explained fully on the reverse side of the BATTLE TABLE card. In brief, all units are allowed anywhere on board except; a) in mountains where only Special Forces are allowed; b) at sea where only Special Forces are allowed; c) in forests where only Special Forces, Infantry and Paratroop are allowed.

You have completed the instructions to