KRIEGSPIEL: RULES OF THE GAME AND HOW TO PLAY...

arsenal · canon · swift canon · relay · swift relay · infantry · cavalry · fortress · mountain pass · mountains

The game is played by two players on a game board of 500 squares arranged in rows of 20 by 25. The board is divided into a northern territory and a southern territory, each with a single mountain range of nine squares, a mountain pass, two arsenals, and three fortresses. Each player has a communication network that must be maintained and protected. The network is powered by the player's two immobile arsenals, which radiate lines of communication vertically, horizontally, and at 45° diagonals. Each player also has two mobile relay units, which reflect any line of communication aimed at them. Friendly units must remain connected to the network, else risk being captured. Lines of communication can be severed by the enemy and thus are crucial to strategy. The object of the game is to destroy the opponent, either by eliminating all its forces, or by destroying its two arsenals.

PIECES ON THE BOARD: MOBILE AND IMMOBILE

ARSENALS: IMMOBILE: SPEED: 0 RANGE: 0 ATTACK: 0 DEFENCE: 0
Arsenals radiate lines of communication. They are immobile and have no defense but can be occupied by friendly units. Occupation by the enemy means the arsenal is destroyed, and the elimination of both arsenals means the game is won. All units must remain in direct connection with their own lines of communication, or be adjacent to a friendly unit in communication. If not, the unit goes offline and becomes inert. Units are free to move out of communicative range, but once offline they may not move, attack, or defend themselves. (However any nearby friendly units will still lend their defense to offline units.) Relay units are an exception: they may move freely in and out of communication, yet will only relay the arsenal's signal if in direct line of sight. Lines of communication are blocked by mountains and by enemy units. However communication passes freely through mountain passes and is not blocked by enemy relays.

RELAYS: MOBILE: SPEED: 1 RANGE: 0 ATTACK: 0 DEFENCE: 1
Relays have a defense of 1 and cannot attack. They move 1 square per turn.

SWIFT RELAYS: MOBILE: SPEED: 2 RANGE: 0 ATTACK: 0 DEFENCE: 1
Swift relays are identical to normal relays, except that they can move 2 squares per turn.

INFANTRY: MOBILE: SPEED: 1 RANGE: 2 ATTACK: 4 DEFENCE: 6
A sturdy combat force, infantry attack for 4 points and have a base defense of 6. They move 1 square per turn and have a combat range of 2.

CAVALRY: MOBILE: SPEED: 2 RANGE: 2 ATTACK: 4 DEFENCE: 5
Fast and powerful, cavalry have a base attack of 4 points and a defense of 5. Their range and movement are limited to 2. Cavalry possess a special "charge" ability, which increases attack to 7 when adjacent to the enemy. The charge can stack with multiple cavalry in a column each adding 7 to the attack.

CANNON: MOBILE: SPEED: 1 RANGE: 3 ATTACK: 5 DEFENCE: 8
With a range of 3 squares, cannons are built for siege. They attack for 5 points and have a base defense of 8. The cannon moves 1 square per turn.

SWIFT CANNON: MOBILE: SPEED: 2 RANGE: 3 ATTACK: 5 DEFENCE: 8
The swift cannon moves 2 squares. Otherwise it is identical to the normal cannon in attack, defense, and range.

MOUNTAIN PASS: IMMOBILE: SPEED: 0 RANGE: 0 ATTACK: 0 DEFENCE: 2
Passes allow transport through mountains. They give a defensive bonus of 2 to infantry and cannons (swift and normal).

FORTRESS: IMMOBILE: SPEED: 0 RANGE: 0 ATTACK: 0 DEFENCE: 4
Fortresses can be occupied by either faction and offer a defensive bonus of 4 to infantry and cannons (swift and normal).

MOUNTAIN: IMMOBILE
Mountains are untraversable. They block attacks and lines of communication.

HOW TO PLAY: METHOD AND STRATEGY

MOVEMENT AND ATTACK
Before the match, each player positions its units freely within its own territory. The starting positions of the opponent are not known until the game begins. A roll of the dice determines who moves first. The game proceeds in turns. A player may move up to five units each turn, followed by a single attack against an enemy unit. Moving fewer than five units is allowed, and the attack is not obligatory. Movement range varies per unit type. No single unit can move more than once per turn.

ATTACK
An attack is determined by summing all the offensive power in range of an enemy target square, then subtracting this number from a summation of all the defensive power supporting the same target square. Offensive and defensive power emanates from a unit in a straight line, either vertically, horizontally, or at 45° diagonals.
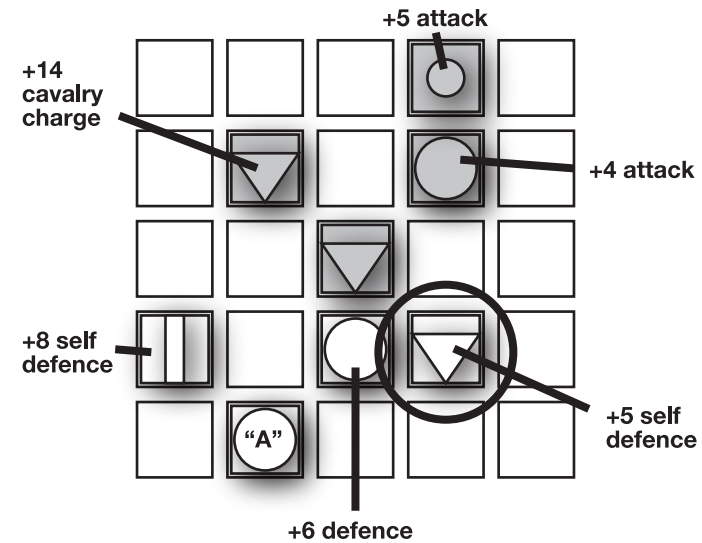
The above inspection of a southern cavalry unit explains how combat works in the game. The cavalry is defended by summing all friendly pieces in range. It defends itself for 5 points, and receives help from two other pieces for a total of 19. Note that the southern infantry at position "A" does not contribute any defense because it is not in a direct line (horizontal, vertical, or 45° diagonal) with the southern cavalry. The northern cavalry charge aims 14 attack points against the southern cavalry. The northern cannon and infantry also contribute attack power, totaling 23 cumulative points for the north. Since 23 is greater than 19, the south's cavalry is vulnerable to capture by the north.

CAPTURE VS. FORCED RETREAT
If the offensive power is less than or equal to the defensive power, the unit is secure. If the offensive power is two or more, the unit is capturable. If the offensive power is 1 point greater, the vulnerable unit resists but can be put into a forced retreat. With a forced retreat, the defender is obligated to move the unit at the commencement of its next turn. The retreating piece is also excluded from offensive combat in that turn. If there is no open square available for retreat, the unit is automatically captured.

SPECIAL RULES
Only one unit at a time may occupy an arsenal, fortress, mountain pass, or other square. Fortresses are not allied with a faction and can be occupied by any unit from either side. Fortresses do not propagate communication and cannot be destroyed. An arsenal is destroyed if it is occupied by the enemy. Only empty arsenals can be occupied. The destruction of an enemy's arsenal counts as an attack, and no other attack may be deployed that turn. Note: Relay units have no offensive power and thus cannot destroy an arsenal. Cavalry can not charge against a fortress or mountain pass; any cavalry currently occupying a fortress can not participate in a charge (although charging while in a pass is allowed).

HOW TO WIN
A player wins by destroying the enemy. There are three ways to do this: (A) Destroy the enemy's two arsenals (B) Destroy all enemy combat units (C) Destroy the enemy's two relays and force all remaining units offline. Alternately if both sides agree to quit, the game is a draw.