

Kriegsspiel

Ruleset V3

-LoloZ-

Game:

<https://tabletopia.com/workshop/games/kriegs-spiel>

Overview

Kriegsspiel is a real-time board game that was developed in 1824 by the Prussian military as a war simulation tool. It is designed for a minimum of three players, though it can accommodate more. The game is played in turns, with players spending 10 minutes giving orders and writing messages to the umpire, who then spends the next 10 minutes executing those orders and writing reports to the players.

One of the players acts as the umpire, who is responsible for organizing the game and controlling the movement of units on the central board. The other players take on the roles of generals and are tasked with carrying out a mission given to them by the umpire.

Each player has their own table, with a map on which they can place units. The umpire has a separate map that displays all the units and is used to determine interactions between them. Players can only move units by giving orders to the umpire, who then moves the units on the map. Players are not allowed to communicate with each other directly, only through messages sent to the umpire.

The umpire is the ultimate authority in the game, determining the outcome of battles and resolving any disputes that may arise. The players must rely on the reports provided by the umpire to understand the state of the battlefield and make strategic decisions.

At the start of the game, the umpire sets the mission for the players, such as capturing a strategic location or destroying enemy supply wagons. The players must then use their resources and troops effectively to achieve this goal. The player who successfully completes the mission and demonstrates superior strategic thinking will be declared the winner.

Players:

Player:

As a player, you are responsible for leading your troops and making strategic decisions on the battlefield. At the start of the game, you will receive a report on your current situation and a picture of what the unit that you control (officer) can see. You will then be able to place your units on your map, based on where you think they are. You will then make orders for your different units and pass them on to the Umpire. After a designated time period, the Umpire will send you a report on the outcome of your orders and a new picture of your units POV. This will allow you to adjust your map and make new orders accordingly.

Umpire:

The Umpire serves as the ultimate authority in the game, determining the outcome of battles and movement. His map is also the reality. At the start of the game, the Umpire will create a scenario and place units on his map to match that scenario. He will then provide the players with a detailed report of the current situation, including a goal for the players. The Umpire will also send each player a picture of what the unit they control can see. As the players submit their orders, the Umpire will execute them on his map and provide the players with reports and updated visual representations of the battlefield. This process will be repeated throughout the game, as the players make strategic decisions and the Umpire determines the outcome.

Movement

Movement in this game is conducted in real-time, with distances measured at 10-minute intervals. For example, an infantry skirmish unit can cover 300 meters in 10 minutes. The Umpire will adapt units that aren't represented in the graph to where they would fit best, such as placing skirmish infantry at a faster pace than regular infantry.

Land status	infantry	cavalry	artillery
Road	200m	300m	150m
Open field	150m	250m	100m
Rough terrain	100m	100m	50m

Rough terrain:

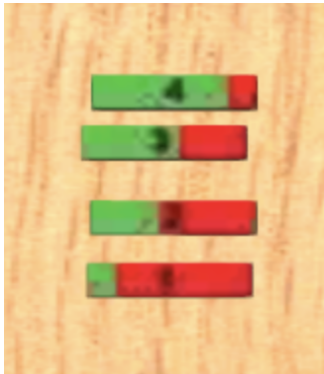
- going uphill and downhill
- Forests, high-grass and swamps
- Urban areas, bridges

Units



From right to left:

Cavalry / Infantry / Artillery / Pioneer / Officer / Man / Supply Wagon



The HP is Shown with these tokens.

Note that in game the 3HP is on the back of the 4HP and the 1HP is on the back of the 2HP



The Disruption is Shown with these tokens.

Note that in game the 2Dis is on the back of the 1Dis

The first token is Disruption-1

The second token is Disruption-2

Orders

Players will submit orders and messages to the Umpire. Who will use couriers to reach the destination. These couriers may take multiple rounds to reach their destination, depending on the distance. Once the Umpire receives the orders, he will determine the most efficient route to the destination. An the courier will use this route if no specific instructions where provided Orders should be brief and to the point. Orders can only be written during the player's turn.

Randomness

Kriegspiel, the element of randomness is introduced by using a dice roll. This mimics the unpredictability of real-life battles and ensures that not all orders will be executed as planned.

The Umpire will roll a d10 for certain orders. If the roll results in a 1, the Umpire will introduce a complication to the execution of the order, adding an extra layer of realism and unpredictability to the game.

Combat

Combat in Kriegspiel is simulated by rolling a dice to determine the outcome of each engagement. The Umpire will roll a D10 for each group of units involved in combat, determining if they hit their target or miss. To streamline the process and avoid prolonged turns, the Umpire will group units together and roll a single dice per group. As shown in the following picture:



Red and blue are the 2 army lines
Green is the groups the Umpire made
This method, known as the K22 system, was created by the IKS and greatly simplifies combat resolution.

The following charts will work like this:

1	2	3	4	5	6	7	8	9	10
x	x	x	x	x	x	x	x	x	x

The upper row displays the outcome of the dice roll, with the corresponding combat result listed directly beneath the number that was rolled.

In mirrored charts, the effects outlined in the range of 1-5 apply to the attacking side, while the

effects outlined in the range of 6-10 apply to the defender.

This chart depicts infantry combat in scenarios where the enemy returns fire.

1	2	3	4	5	6	7	8	9	10
1	2	3	4	5	5	4	3	2	1

This chart depicts Hand to hand combat.

1	2	3	4	5	6	7	8	9	10
1	2	3	3	4	4	3	3	2	1

This chart depicts Artillery.

1	2	3	4	5	6	7	8	9	10
5	5	5	4	4	3	3	2	2	1

This chart depicts Infantry without counterfire.

1	2	3	4	5	6	7	8	9	10
5	5	4	4	3	3	2	2	1	1

These are the results of combat, by the corresponding dice roll:

5 Nothing	Missed	x	x
4 Fall Back	50m retreat	x	x
3 Retreat	100m retreat	+1 Disruption	x
2 Damaged	200m retreat	+2 Disruption	-1 HP
1 Routet	300m retreat	+2 Disruption	-2 HP
Surrenderd (Out of scale)	Dead	x	x

"out of scale," is rolling a 10 and then receiving an additional +1 modifier for intel, resulting in a final outcome of 11.

Disruption and HP

Disruption:

Disruption 1	-1 Combat ability	2/3 off movement ability
Disruption 2	-2 Combat ability	1/3 off movement ability

HP:

(only on inf and cav)

4 HP	-1 Combat ability	x	x
3 HP	-2 Combat ability	x	x
2 HP	-3 Combat ability	x	Out of control for next rounds
1 HP	-4 Combat ability	Can't Attack	Out of control for few rounds
0 HP	DEAD	x	x

"HP" can be increased if it is situated near a supply wagon and/or in cover. Meanwhile, "disruption" can be mitigated if the unit is in cover and positioned at a safe distance from enemies.

Randomness

Rather than rolling a dice, the Umpire will determine if one unit has an advantage over the other. For instance, if a unit occupies high ground, the umpire may adjust the dice roll by +1 in favor of that unit. Conversely, if a unit is wounded, the umpire may adjust the roll by -1. It is important to note that these adjustments are not limited to fixed situations and can be made by the umpire at any time, based on factors such as:

"HP", "ground", "organization", "routing", "fleeing", "bad formation", "intel" and more."

Range

The first number represents the effective range, while the second number represents the maximum range.

INF: 80m / 150m

ART (shot): 600m / 1000m

ART (canister): 200m / 300m

If a unit chooses to fire outside of the effective range, the dice roll will be adjusted by 1 to 3 (depending on the distance) in the direction of a 5 and 6 or 1, resulting in a Missed.

Combat groups examples

If for example in 1 combat group there are on the

- red team 3 inf on 4HP and 2 on 3HP
- blue team 4 inf on 5HP

red attack blue

- 1.You would roll a D10 you get 7
- 2.You would give red -1 because of HP because the most units are on 4 HP
- 3.You would give red +1 because of quantity
- 4.So the end dice is 7 with combat result 4 on defender
- 5.So blue would fall back 50m

If for example in 1 combat group there are

- red: 2 Elite cavalry on disruption 1
- blue: 3 inf on 4 HP in square formation

red charges blue

- 1.You would roll a D10 you get 6
- 2.you give blue +1 of quantity
- 3.you give blue -1 of HP
- 4.you give blue +2 because of square formation
- 5.you give red -1 of Disruption
- 6.you give red +1 of quality
- 7.so the end dice is 4 with combat result 4 on attacker
- 8.so red will fall back 50m