

# **Kriegspiel 2030**

*A Free-Play Tactical System for Infantry*

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*Version 2.2.2, 4 October 2023*

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## **Introduction**

*Kriegspiel 2030* is a free-play wargame system which allows infantrymen to tactically spar against live opponents. Incorporate it into PME to train junior leaders in the infantry. It is equally effective in garrison and in field, and requires only field-expedient materials. The system is best utilized at the platoon reinforced level and below but larger scenarios can also succeed with multiple players on each team controlling subordinate elements of larger formations.

Unlike commercial wargames, *Kriegspiel 2030* does not strive to achieve a play balance giving each side an equal chance of accomplishing its mission. It is designed to consistently reward sound tactical planning and punish tactical mistakes via force on force. The system requires two players and a “referee”- typically the leader hosting the exercise. The referee generates scenarios, assigns OPORDs, adjudicates effects, and modifies these rules according to their best judgment. In simple scenarios the referee can play the role of the “Red Cell” against a single other player. Referees should be familiar with weapons capabilities and limitations and the principles of fire and maneuver.

Referees should generate scenarios based on what types of engagements are realistic, not creating unrealistic “fair fights” when such do not align with training objectives. For example, prior to a live fire range the referee may generate a scenario depicting said range and host a free-play session to help Marines better understand the rationale behind the live-fire scheme of maneuver. A referee may also translate an appropriate TDG into a *Kriegspiel 2030* scenario. Referees should never prevent the Blue Force from losing when Blue’s tactics are unsound, and should debrief each scenario to draw real-world tactical considerations from the game.

For scenarios involving only direct fire weapons, use the following core rules only. To incorporate HE assets, indirect fires, or more advanced procedures for machine gunnery reference the relevant Modules on pages 7-9.

Note: The following URL will always link to the most updated version of this document in Google Drive:

[https://docs.google.com/document/d/1z6oEUQLLncd2FIX\\_zoLbtFWKLT7xoAbT/edit?usp=sharing&oid=116212584616152283126&rtpof=true&sd=true](https://docs.google.com/document/d/1z6oEUQLLncd2FIX_zoLbtFWKLT7xoAbT/edit?usp=sharing&oid=116212584616152283126&rtpof=true&sd=true)

## Core Rules

### I. Components

1. 1 deck of playing cards if using any Modules (Jokers removed)
2. 1 map of the playing area (e.g. whiteboard, terrain model, sand table, etc.)
  - i. Prepared by referee
  - ii. Ensure key terrain is clearly depicted
  - iii. Include 100m scale
3. Tokens to represent 0311 fire teams, machine gun teams, rocket teams, etc. (e.g. blocks, rocks, dip cans, index cards.)
  - i. In platoon level operations each token may represent a rifle squad instead of fire team.
  - ii. Each machine gun or HE asset not organic to the team/squad should be a separate token.
4. Writing materials for each player

### II. Sequence of Play

1. Pre-Scenario Preparation
  - i. Referee prepares map
  - ii. Referee issues orders
  - iii. Players write schemes of maneuver
  - iv. Leaders Recon
2. Players Secretly Record Commands
3. Players Simultaneously Reveal Commands
4. Referee Adjudicates the Effects of Fires on Units Attempting to Maneuver
5. Players Determine the Severity of Casualties, if any
6. Referee Adjudicates the Effects of Close Combat, if any
7. Repeat steps 2-6 until scenario end.

### III. Expanded Sequence of Play

1. Pre-Scenario Preparation:
  - i. The referee prepares a map of the playing area and tokens representing units as per the instructions in the "Components" section above.
  - ii. Similar to a TDG, the referee issues orders to each player. These may be abbreviated but must include each force's assets, tactical task, and commander's intent. The referee may issue separate orders to each player, or to nest the "Red" assets and task within the "Situation" paragraph of the 5-paragraph order.
  - iii. Red and Blue players conduct tactical planning and produce, at a minimum, an "Execution" paragraph including Schemes of Maneuver, conditions-based tasking statements to subordinate units, and casualty collection points.
  - iv. Players may conduct a "leader's recon." A leaders recon allows players as part of setup to physically draw an MSL on the board from any predetermined support by fire position.
    1. *(An MSL may be roughly approximated in a field-expedient manner by folding a piece of paper diagonally from its corner, bringing the long edges together, then diagonally again from the same corner in the same manner. This will create a 22.5 degree angle.)*
2. Players Secretly Record Commands:



down). A player wishing to increase a unit's rate of fire signals his/her intention to do so when writing that unit's commands by writing "increased rate" next to that unit's designated target. Increasing a unit's rate of fire does not prevent one of its members from employing a high explosive asset instead of their rifle (see Module 1).

iii. Successful Maneuver is Adjudicated as Follows:

1. If a unit attempting to maneuver while being fired upon, it sustains a casualty if the enemy firing on it is not completely suppressed. If this occurs, the unit that attempted to maneuver has its movement denied.
2. A firing unit is determined to be completely suppressed if it is being suppressed with UOS equal to or greater than its own UOS.
  - a. *Example: The Blue player has two medium machine guns suppressing in support of a maneuvering team. The fire team is Fire and Moving and targeting a Red light machine gun. The defending player targets the maneuvering fire team with their LMG. In this case the Blue Team may safely maneuver because the LMG is suppressed with UOS greater than or equal to its own (2 UOS from the fire team as it Fire and Moves plus 8 UOS from each MMG totaling 18 UOS- far greater than the LMG's 3 UOS).*
3. If a unit providing suppression is itself being suppressed, its suppression on its target is reduced by the UOS that it is receiving.
  - a. *Example: Continuing the scenario above- if an additional stationary four-man Red fire team were suppressing one of the two Blue MMGs, that MMG would only exert 4 UOS on its targeted Red LMG (8 UOS for the MMG minus 4 UOS from the Red fire team). The LMG would then be receiving 14 total UOS instead of 18, but would still be completely suppressed.*
4. For the sake of simplicity, referees should generally not allow players to distribute one unit's fires between multiple targets. He should however allow players to replace a squad on the board with three fire teams if that player wishes to task those fire teams separately.
5. If a player maneuvers a unit into the geometries of a friendly firing unit, the referee should assess a casualty automatically for fratricide.

5. Players Determine the Severity of Casualties:

- i. If a player takes a casualty for attempting to maneuver with inadequate suppression or for fratricide, the player draws a card per casualty to determine the type of casualty. The suit of the card determines the type.
  1. Clubs: Routine WIA. Forfeits 1 UOS and the ability to maneuver in the following turn to conduct self-aid. No effect thereafter.
  2. Spades: Priority WIA. Permanent loss of 1 UOS. Must forfeit 1 additional UOS in a subsequent turn of the controlling player's choice to conduct buddy-aid and forego maneuver until then. The casualty becomes a KIA if buddy-aid is not rendered within 4 turns.

3. Diamonds: Urgent WIA. Permanent loss of 1 UOS. Must forfeit 1 additional UOS in a subsequent turn of the controlling player's choice to conduct buddy-aid and forego maneuver until then. The casualty becomes a KIA if buddy-aid is not rendered within 2 turns.
  4. Hearts: Routine KIA. Permanent loss of 1 UOS.
  - ii. A unit may move at a maximum rate of 50m per turn while carrying a priority or urgent WIA. A unit forfeits 1 additional UOS while carrying a priority or urgent casualty to represent the Marine carrying the casualty.
  - iii. Casualties must remain with their units until taken to their pre-designated CCP.
  - iv. A squad token may be replaced by 3 fire team tokens after sustaining an urgent or priority casualty if desired by the owning player to dispatch a team with the casualty to the CCP as an Aid and Litter team. The owning player should specify how many unwounded Marines remain in each of those fire teams.
  - v. Upon completion of the scenario the referee should require players with casualties to deliver a properly-formatted CASEVAC 9-line for those casualties.
6. Referee Adjudicates the Effects of Close Combat:
- i. A unit closes by moving (with proper internal suppression) on top of an enemy.
  - ii. Units thus engaged in close combat eliminate each other's unwounded personnel on a 1:1 ratio until one unit or the other is left standing.
  - iii. This process takes place instantly in the turn in which close combat is initiated.
  - iv. If the unit eliminated in close combat had casualties prior to the commencement of close combat, those casualties become enemy prisoners of war (EPW) and are treated and moved in the same manner as casualties, described above.
  - v. *Note: Under these Core Roles, which do not include HE, a successful maneuver element will often find itself in an undesirable "fair fight" upon closing onto their objective. A referee's decision to implement the HE rules found in Module 1 will increase the realism of the attacker's ability to prep an area with HE before entering. The referee may also choose to end the scenario upon the attacker successfully closing with their objective.*
7. Repeat Steps 2-6 Until Scenario End:
- i. The referee may end the scenario at any time he determines a player has achieved their objective, culminated, or when there is no further training value.
  - ii. If the referee desires to test the outcome of a different tactical decision, they may also reset the game to the critical event in question and re-play from there.
  - iii. Upon concluding a scenario, the referee should lead a thorough debrief on the exercise, focusing on the real-world tactics that players should sustain or improve from the game.
  - iv. At any point in the exercise, for the sake of time, the referee may seek the players' agreement to "fast forward" the game to the next critical event. For example, by placing a maneuver element at their MSL when they clearly have sufficient suppression to maneuver and it would be tedious and repetitive to play out the remaining turns before they reached their MSL.

## Module 1: High Explosive Assets

The following optional rules allow referees to assign players high explosive assets. They are not required to play *Kriegspiel 2030* but may lead to a more rewarding experience.

1. When issuing orders, the referee will assign two types of HE assets-
  - i. Squad Organic Assets (e.g. LAWs, grenades, 40mm launchers) are assets which are employed by riflemen within the squad or team.
    1. The referee should indicate the quantity of each asset during setup.
    2. When a player is assigned squad organic assets they should indicate which teams/squads will have which assets.
    3. When a player employs a squad organic asset they should indicate the asset and target as part of their command for that team/squad.
    4. Employment of a squad organic asset causes that team/squad to lose 1 UOS in the turn that one of its Marine is employing that asset.
  - ii. Weapons Assets are those which are typically employed in teams attached to the rifle formations (e.g. SMAW).
    1. The referee should indicate the number of shots each team has of its particular asset.
    2. Each weapons team should be represented by an individual token, receive individual commands, and may employ rifle UOS equal to its number of Marines in turns in which its HE asset is not being fired.
2. To fire an HE asset (or throw a grenade) the player annotates the asset being employed and the target when writing their commands for that turn.
3. HE may not be employed by a unit in a turn in which it is moving.
4. **If a unit attempts to employ HE while being fired upon by a unit that is not completely suppressed, that unit sustains a casualty.**
5. Hits and misses are determined by reference to the **Hit/Miss Table** on Page 11.
  - i. Determine the proficiency of the unit
  - ii. Approximate the percent of the weapon's max effective range (HE automatically misses if fired beyond its max effective range)
  - iii. Draw a playing card. If the card drawn is the value indicated by the table or higher a hit is secured.
  - iv. Drawing an ace always causes a misfire. To execute misfire procedures a player writes their intention to do so in the lieu of firing in that turn's command for that unit. Misfire procedures are automatically successful after one turn. Misfire procedures are N/A for grenades, which are always duds on an ace draw.
  - v. Add 2 to the value of the card drawn for each prior shot by the same firer with the same weapon from the same position to simulate adjusting onto target.
6. Referees adjudicate the number of casualties or temporary suppression achieved by an HE hit according to their background knowledge of weaponeering and the assumed dispersion or lack thereof in the target area.
7. A unit caught within the ECR or backblast of a friendly HE weapon is automatically assessed as a fratricide casualty.

## Module 2: Advanced Machine Gun Rules

The rules in this section supersede any conflicting rules in the Core Rules. They are intended to add enjoyment and nuance to the employment of machine guns in *Kriegspiel 2030* but are not mandatory for effective free-play.

1. Each machine gun team is represented by its own token.
2. Referees should assign a round count to each player with machine guns prior to the start of the scenario.
3. During scenario set-up, players with machine guns capable of fixed fires (usually tripods) in a defensive posture may secretly indicate to the referee one PDF or FPL for each gun.
4. Machine gun UOS varies based on the gun type, whether it is using fixed or unfixed fires, and whether it is firing along its PDF or FPL. Machine Gun UOS are listed in the **Machine Gun Suppression Values Table** on Page 11. Each gun's UOS increases by 1 if the player designates the rapid rate when assigning commands to that gun.
5. Each time a machine gun wishes to establish on tripods its owner writes "tripods" on their command for that team in the lieu of designating a target. After one turn of forfeiting the ability to fire in this manner the gun is considered "fixed" for purposes of UOS.
6. Each time a gun establishes on tripods it must adjust onto the first target it engages. Hits and misses are determined by reference to the **Hit/Miss Table** on Page 11.
  - i. Determine the proficiency of the unit
  - ii. Approximate the percent of the weapon's max effective range (MGs may not engage beyond their max effective range)
  - iii. Draw a playing card. If the card drawn is the value indicated by the table or higher a hit is secured. That burst has its full UOS value in the turn a hit is thusly achieved.
  - iv. Drawing an ace always causes a misfire. To execute misfire procedures a player writes their intention to do so in the lieu of firing in that turn's command for that unit. Misfire procedures are automatically successful after one turn.
  - v. Add 2 to the value of the card drawn for each prior burst by the same firer with the same weapon from the same position to simulate adjusting onto target.
  - vi. After successfully adjusting onto its initial target machine guns do not need to repeat this process unless they move their tripods.
7. Referees should have background knowledge of the rapid/sustained rates for each weapon they include in a scenario and track ammunition consumption accordingly.
  - i. For ammunition consumption tracking each turn represents 1 minute
  - ii. Rounds fired adjusting onto targets are not tracked. Rounds fired on bipods are.
8. Guns do not require a turn delay to break down from tripods to bipods, but may immediately begin moving at any time.

## Module 3: Indirect and Aerial Fires

The following rules apply to all forms of indirect fire, including mortars, close air support, and artillery.

1. The referee assigns IDF/CAS to players when delivering their orders.
2. When assigning IDF the referee should assign a round count for mortars assigned and a payload to each CAS platform.
3. The referee may secretly coordinate preplanned targets, including Final Protective Fires, with players assigned IDF. Un-registered preplanned targets, unlike FPF, serve no purpose except to simplify calls for fire.
4. Each time a player wishes to employ IDF they do so by annotating the delivering agency and target in their commands for the turn then providing the referee a correct call for fire or CAS 9-line for the situation being simulated.
5. Each time an IDF agency fires it uses the following process to determine hits. Hits and misses are determined by reference to the **Hit/Miss Table** on Page 11.
  - i. Determine the proficiency of the agency (for CAS the proficiency will generally be “Highly Proficient.” The referee may award hits automatically for precision munitions.)
  - ii. Approximate the percent of the weapon’s max effective range. This will not apply to CAS, which is assumed to be “nearly point blank” on the Hit/Miss Table.
  - iii. Draw a playing card. If the card drawn is the value indicated by the table or higher a hit is secured.
  - iv. Drawing an ace always causes radio communications to go down for that turn, preventing IDF support from that agency. Players may freely re-attempt to call for IDF in subsequent turns.
  - v. Add 2 to the value of the card drawn for each prior shot by the same agency onto the same target to simulate bracketing.
    1. Players wishing to adjust fire must provide the referee with proper adjust fire transmissions.
    2. CAS may not benefit from bracketing.
  - vi. Add 4 to the value of the card drawn for all forms of preregistered fire (e.g. FPF).
6. Referees adjudicate the number of casualties or temporary suppression achieved by an IDF hit according to rates of fire, type of mission (e.g. duration of suppression vs. fire for effect) and their background knowledge of weaponeering and the assumed dispersion or lack thereof of units in the target area.
7. Referees should track munition expenditures for mortars and CAS.
  - i. For mortar ammunition consumption tracking each turn represents 1 minute.
  - ii. Rounds fired adjusting onto targets are tracked.
  - iii. Rounds spent on duration of suppression or fire for effect missions are tracked by the referee, who tracks the number of rounds each mission would actually have expended.
8. A unit caught within the ECR or RED of a friendly IDF blast is automatically assessed as a fratricide casualty.

## **Module 4: Double Blind**

*Kriegspiel 2030* may easily be played as a double blind to increase fog of war by implementing the following:

1. The referee will prepare two sets of maps and tokens.
2. Red and Blue players will occupy different rooms.
3. If a unit meets any of the following conditions it is not placed on its opponent's board, and the opponent has no knowledge of its presence:
  - a. It is not in the line of sight of an enemy unit
  - b. It is in the line of sight of an enemy unit but the unit's owner and referee have awarded that unit effective concealment
4. The game is played normally except that the referee moves red pieces on the Blue map according to the Red commands and vice versa. The referee places units on their opponent's map when any of the following conditions are met:
  - a. Units are revealed via leader's recon during setup
  - b. Units enter each other's line of sight for the first time
  - c. A concealed unit, in line of sight of an enemy, unmaskes by firing on an enemy unit
5. As a hedge against the unmasking of concealed units, players in a double blind game may assign non-firing units to cover a sector the same way they would designate a target. Suppression values are prorated normally based on the covering unit's status as stationary, cover and moving, etc.
  - a. Covering a sector allows a unit's allotted firepower to immediately be applied against any enemies that were in line of sight but concealed at the start of that turn and which unmasked during that turn.

## Quick Reference Tables

Movement Quick Reference		
Movement Type	Speed (Meters per turn)*	UOS % (Fractions Round Down)
<i>Stationary</i>	0	100%
<i>Fire and Move</i>	50	50%
<i>Cover and Move</i>	100	25%
<i>Sprint</i>	200	0%

\*Referee may halve movement rates as appropriate in rough or restricted terrain.

Casualty Quick Reference		
Suit	Casualty Type	Turns until Death if Un-treated
<i>Club</i>	Routine WIA	N/A (Self-aid possible)
<i>Spade</i>	Priority WIA	4
<i>Diamond</i>	Urgent WIA	2
<i>Heart</i>	Routine KIA	N/A

\*Maximum moving rate for a unit with a priority/urgent casualty is 50m per turn.

Hit/Miss Table (HE, MG, IDF, & CAS)			
Percentage of Max Effective Range	Qualified (e.g. cross-trained, inexperienced)	Experienced (E.g. average proficient weapons MOS)	Highly Proficient (Uncommon)/CAS
<i>Nearly Point Blank/CAS</i>	6	2	2
<i>1/3</i>	9	5	3
<i>2/3</i>	Queen	8	4
<i>Max Effective Range</i>	King	Jack	5

- An ace is always a misfire regardless of modifiers. A unit may forfeit 1 UOS while stationary for 1 turn to have a Marine conduct misfire procedures, which for purposes of this game are always successful after 1 turn.
- Add +2 for all subsequent shots by that same asset with that same shooter to simulate adjusting onto target/bracketing.
- Add +4 for all forms of preregistered fires (e.g. Final Protective Fires).

Machine Gun Suppression Values Table				
Gun	Core Rules UOS	Unfixed UOS (Advanced)	Fixed UOS (Advanced)	PDF/FPL (Advanced)
<i>LMG</i>	3	3	6	8
<i>MMG</i>	8	6	8	16
<i>HMG</i>	15	8	15	30

\*Add +1 to all of the above values when firing at the rapid rate.