

THE CAMBERLEY KRIEGSSPIEL: A WARGAMING TOOL FOR UNITS AND FORMATIONS

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The Camberley Kriegsspiel is a bespoke wargame system designed for use within the British Army to provide a simple tool for the conceptual development of commanders. It is an adversarial, free-play wargame requiring umpires to oversee the execution of the opposing teams' plans.

The Camberley Kriegsspiel

The purpose of this article is to provide an introduction to, and an overview of, the Camberley Kriegsspiel. I have written articles before in both *Combat* magazine and the *British Army Review* on the utility of wargaming and how commercial wargames can be used for conceptual development, training of commanders, battlefield rides and even capability and force development. I will therefore not repeat myself here. Some reading this may also have attended the Army Wargaming Symposium which I coordinated and set up at Shrivenham in 2013. There I made the case that the Army needed a bespoke wargame system for use in conceptual development and training commanders in a "safe to fail", non-OJAR environment. For the last year and a half, as I have been undergoing rehabilitation for injuries at Headley Court, I have been working to develop, refine, test and trial with units such as a bespoke wargame system on behalf of the Centre for Historical Analysis and Conflict Research (CHACR). The product of this is the Camberley Kriegsspiel, which it is hoped might be rolled out across the Army as a common system for training.

The Camberley Kriegsspiel is a low complexity adversarial wargame designed as a training tool for planning and executing operations from battlegroup (BG) up to brigade (Bde) level. Participants plan and conduct operations against live opposition over standard 1:50 000 or 1:25 000 maps to allow for force-on-force, Excon (umpire/s) controlled, free play. Focus is on command, intelligence, manoeuvre and combat. Fog of war (FoW) and chance (luck) are essential elements. Both sides plan from a Scenario Briefing and play over their own map. Once planning is complete and Excon has updated the Master Map, the Execution Phase commences in a sequence of interactive player cycles – or turns - with each side running an Action-Reaction-Counteraction sequence during their Execution. Excon provides the Sighting Reports and intelligence & information (I2) updates. It requires a minimum of two players and an umpire, but can also be played as teams with a primary umpire and Red and Blue Team umpires. It is a flexible and adaptable toolkit allowing users to set up battles between forces of their choice anywhere in the world and can be used to design scenarios to prepare for anything from forthcoming CASTs and TESEXs to overseas exercises and deployments. Military judgement applies at all times to determine lines of sight and intervisibility, terrain interpretations and to resolve any uncertainties and arbitrated by the umpires. For provenance, the doctrine used is that of the British Army and the primary reference source is *The Staff Officers' Handbook 2014 (SOHB)* with map marking symbols taken from the *Land Component Handbook*.

General Game Concepts

The Camberley Kriegsspiel includes: Rules, Player aids, countersheets for Red, Blue Green forces and information/record keeping counters (which will need to be printed, laminated & cut out), Operational Staff Work (OSW) outputs, Scenario briefing cards, tracking sheets and scenarios.

Standard maps are used with the relevant area expanded to twice its original size for 1:50 000 scale. Any area for which mapping exists can be used. A Terrain Effects Chart (TEC) on the Player Aid summarises the effect of terrain on play. The real topography is used for all purposes over the existing grid squares (GS) on the map. Time is 30mins real time per cycle and counters represent sub-units or smaller specialised assets. The rulebook contains the rules necessary and the base system comes with several "get-you-in" scenarios. The system's flexibility allows for anybody to conduct Do Your Own (DYO) scenarios (eg for CPXs, CAST and TESEX preparation). The Player Aids provide all the charts necessary to conduct the game, which also comes with a condensed version of OSW outputs. It is recommended these are used as a minimum to reflect the planning outputs necessary.

Teams play through blind to their opponent's, and Excon's, maps; ensuring that FoW is maintained and no omniscience exists for either adversary. Excon and Sighting Reports will start to provide an intelligence picture.

War is fickle and can hinge on luck. This is reflected through the role of dice, mitigated by dice roll modifications and column shifts on results tables, but Excon has the final ruling over any disputes and has the authority to make minor adjustments to outcomes based on sound military judgement.



The game can be played with only the rules and scenarios. Any unit can obtain the right mapping and talc. Counters for ORBATs are attached and can be printed off and covered with laminate and mounted. It makes it easily transportable and cost effective with the unlimited flexibility to add any new counters if needed.

The Scenarios **are designed to get you to fight**. No elaborate General and Special Ideas are included. The Scenario Briefings provide available forces, deployment zones, operational boundaries, missions and objectives, local situation intelligence and special scenario rules. Excon's includes additional information and possible hidden victory conditions. **Special Scenario Instructions (SSIs)** allow for any variety of additional rules to be introduced. There is no limit to this and they can comprise different assets (eg EW, MPs, trackers, dogs etc), planning considerations (eg CASEVACs, vehicle recovery etc), specialisations (paradrops, amphibious assaults), situational freedoms and constraints or weather effects. When designing a scenario, designers should consider what specific elements they wish to be exercising. The aspiration is that, over time and as new scenarios are designed, they will be added to those already on the AKX to provide a readily accessible library of scenarios for any unit/organisation looking for a scenario to run a game with.

Sequence of Play

Players strictly follow the sequence, as laid down in the Player Aid Sequence of Activities Flowchart, under Excon control. The Execution Phase is run in a series of 30 min real time cycles of overlapping phases starting with the designated initiative side. One side (Active side) executes its orders while the other observes, reacts and plans. This follows an Action-Reaction-Counteraction sequence that mirrors the action-reaction dynamic of real military operations. A single cycle, in which Red has the initiative, is illustrated below:

Cycle 1					
Red Active Player			Blue Active Player		
Action Phase	Reaction Phase	Counter action	Action Phase	Reaction Phase	Counter action

The full game sequence includes a Briefing Phase, Planning Phase, Backbrief & Prep of maps, then the Execution (a detailed Sequence of Activities Flowchart comes with the Player Aids and should serve as any users' guide and handrail for the Execution). Each Cycle is divided into an Active & Reactive Phase for each side. These turns of activity overlap. In each Active Turn is an Action-Reaction-Counteraction Phase. The Active Player executes first in the following order:

- **Action Phase.** Action player conducts activities in following sequence:
 - Rally. Recover from suppression & attempt to rally broken troops
 - Orders. Indicate new orders being issued to Excon
 - Fire Combat. Indicate & conduct strikes and indirect & direct fires. Indicate units conducting an Assault
 - Movement. Move all force elements (FE) that are moving (they may not have fired or called for fire)
- **Reaction Phase.** Reaction player:
 - Find. Receives Sighting reports from Excon
 - Fire. Declare & resolve any strikes, indirect or direct fire
 - Fire Support. Indicate any FE providing Fire Support for friendly FE under Asslt
- **Counteraction Phase.** Action Player may:
 - Fire. Return fire or fire at Sighted enemy
 - Asslt. Conduct Asslt Combat
 - No fires/strikes may be called in this phase of the Execution
- Excon provides Sighting reports, oversees combat rolls and outcomes; calls time and instructions as necessary
- Sequence continues until Scenario directed ENDEX

Finally, there is a Victory Determination Phase and an AAR.

Counters & Task Orgs

Counters represent FE, actions & general information and J2. The ORBAT countersheets that come with the Kriegsspiel on the AKX represent all FE necessary to conduct up to Bde level operations in Blue, Green and Red counters; all represented in NATO symbols and taken from the Land Component Handbook. Specific markers are included to place on FE when they are conducting activities such as Ambush, Direct Fire, Breach, Assault, Reorg and Fire Support. There are also numerous other markers to indicate everything from IEDs and toxic waste to refugees and NGO locations. If anything required for a scenario is missing, new counters are very easily designed and printed off by the users.



On-map FE counters are tracked on an off-map Task Org sheet. The information on the Task Org represents the FE type, capability, quality and strength. Various assets can be attached to FEs to enhance capability. Info included on these sheets includes size (ie Coy, Bn etc), type, ID, its Troop Quality (TQ - an abstraction of the training, cohesion, morale and resilience of the sub-units, atts & dets, combat & general strength, specialist capabilities and any damage suffered.

TASK ORG SHEET										
Sub-unit	ID	TQ		Strength			Specialist Capabilities		Losses (in %)	Fighting Strength
		At Start	Adjusted	Basic	Atts	Dets	Total at start	Capability		
	LJ-A	6		9						
	LJ-B	5		9						
	LJ-C	5		9						
	R1	6		2						
	R2	6		2						
	AT1	6		9			ATK	2km		
	M1	6		(1)			Effort	5km		
	E1	5		(1)			Mine layer value	1xQS in 4 hrs (8 cycles)		

Figure 1. Task Org sheet as used in the Camberley Kriegsspiel. Consider the ATK PI; it has been given an ID of AT1 and has an At Start troop quality (TQ) of 6 and combat strength of 9. These may change if losses are taken or elements are detached to rifle coys. Specialist capability is ATK at up to 2km. No losses have been taken yet and thus Fighting Strength is unchanged from At Start.

Planning

Planning is conducted to produce an Intent Schematic, CONOPs, Task Org and Synch Matrix. The OSW attachments on the AKX – designed/adapted for use with the game - provide all that is necessary but any planning process and OSW can be used. DSOs of NAIs/TAIs should be drawn directly onto the maps, along with any other Control Measures, killing areas, named objectives etc. NAIs/TAIs will accord beneficial modifiers for Sightings or combat if covered by a FE, which can be indicated on the Synch Matrix (which thus also serves as a DSOM). DPs can be included on the Synch Matrix to trigger CONPLANS. It is a simple and logical process designed to reduce the excess clutter of multiple talc overlays. Scenarios may permit defenders to deploy prepared defences, mines or IEDs. This in turn will usually allow some enemy intelligence gathering gained during that preparation.

The process is intended to get those using it to become more familiar and comfortable with our basic planning tools and to develop better understanding of our doctrine by using and applying it. The OSW ensures this is captured, as the two examples below illustrate. It is a particularly useful means of developing understanding of OSW in subalterns and even NCOs.

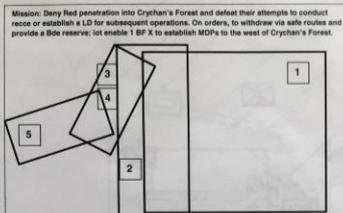
INTENT SCHEMATIC				
<p>Mission: Deny Red penetration into Crychan's Forest and defeat their attempts to conduct recon or establish a LD for subsequent operations. On orders, to withdraw via safe routes and provide a Side reserve: not enable 1 BF X to establish MDPs to the west of Crychan's Forest.</p> 				
1	FIND	Strike	Force Required?	Recon Pl, Sngr Pl, ATK Pl
2	DEFEAT	Destroy EF recon		Recon Pl, RR Coy, ATK Pl, Mor Pl
3	DEFEND	Deny EF manoeuvre		Tx Sngr, RR Coy, ATK Pl, Mor Pl
4	DISRUPT	Defeat EF		Tx Sngr, RR Coy, ATK Pl, Mor Pl
5	HOLD	Withdraw		RR Pl, Recon, Engrs
Planning Considerations by Functions in Combat				
Intelligence & Info	Manoeuvre	Firepower	Protection	Command
<ul style="list-style-type: none"> Recon feed Sngrs in depth Deny EF recon 	<ul style="list-style-type: none"> Use dismounts in forest Vehs on tracks Flanking to S 	<ul style="list-style-type: none"> Spread ATK capability Concentrated armour Mors cover entire AO Sngrs for depth precision sites 	<ul style="list-style-type: none"> Recon screen flanks Minfield to cover arkel mis Deny EF recon - deny them info Forests 	<ul style="list-style-type: none"> Maintain mor ammo ATK ammo priority Centralised Static BHQ Tac HQ feed
<p>Main Effort: Defeat EF</p> <p>End State: EF defeated - no pen of Crychan's & no LD secured EF Recon destroyed or withdrawn - defeated Own IDI wheel secured</p>		<p>Potential COAs:</p> <ol style="list-style-type: none"> Hold back to establish Block. Deny flank manoeuvre. Draw EF onto Block to strike & defeat. Recon operate on flanks to screen. Push recon feed to find early. Deploy on basis of Int to Strike. Push recon feed to find. Main body Block feed of Crychan's. Protect S flank to deny manoeuvre. 		

Figure 2. The Intent Schematic sheet attached to the Kriegsspiel. There is nothing new or novel to this and it uses the Functions in Combat as the planning criteria.

CONOPS		FE	Sub-unit Missions/Tasks/Priorities
		A Sqn	Reserve. Bpt Strike to Defeat
		A Coy	Defeat. Block to NE
		B Coy	Defeat. Block to SW
		C Coy	Defeat. Strike from SW
		Snpr Pl	Disrupt. Find & Strike EF in depth
		Recco Tp 1	Find E of Llewellyn's Way
		Recco Tp 2	Screen to SW
		ATK Pl	Defeat by rt to Inf Coys
		Mor Pl	Pris. Screen, Block, Strike force
		Engrs	Protect. Lay mfd with clear lane to enable protected wdr.
Principles of War Checklist (Is your COA meeting these principles? How?)		Main Risks Identified from EF COA Being Planned Against (Mitigated?)	
1. Selection and Maintenance of the Aim	Yes	EF ME COA. Strike to NW to exit LD then Llewellyn's Way & Gardener's Track with possible Feint to SW	
2. Maintenance of Morale	Yes - Offensive action. Wide plan.	Risk 1: Feint to NW & Strike to SW (A Sqn Reserves to manoeuvre around forest)	
3. Offensive Action	Yes. Plan to Find, Fix & Strike	Risk 2: Concentration of force to smash into Crychlan's (Strong Block, Bank, Strike force & Arm'd Res)	
4. Security	Yes. Flanks protected & wdr rle	Principles of the Operation Being Conducted	
5. Surprise	Yes. Strike from forest	Depth	Yes, but shallow
6. Concentration of Force	Yes - on the Block	All Round Defn	Yes
7. Economy of Effort	Yes. Res to Strike when DP right	Mutual Spt	Yes
8. Flexibility	Yes. Can Strike from N and/or W, mobile, arm'd Res	Reserves/Striking Force	Yes
9. Cooperation	Yes - mutual support	Offensive Action	Yes
10. Sustainability	Yes - secure QLOC	Deception & Concealment	Yes - no pre-emp defences but man through forest & Res held out of view

Figure 3. The CONOPS sheet attached to the Kriegsspiel. This is both familiar and somewhat different. It includes the Principles of War as a checklist plus space to record the principles of whatever specific operation of war is being conducted. The enemy COA is also ID'd with key risks articulated along with mitigations.

Command & Control

HQs coordinate their operation from a Synch Matrix (and DSO/DSOM), with orders for FE written on the Synch Matrix. Orders **must be obeyed** once issued unless cancelled or amended by a HQ order. In each cycle, the player moves the FE towards a location where the desired effect can be achieved. The Missions Table in the Player Aid shows the different missions available. Orders may be changed by issuing new orders which supersede prior orders at a cost in Command Agility Points (CAPs). Participants may issue **contingency orders** to make it easier and cheaper (in CAPs) for active orders to be adopted later. The orders system is critical to the game and CAPs are deliberately constraining to force careful planning and forward planning.

Command Agility represents a side's ability to plan, coordinate and issue orders. It reflects command, leadership and communications effectiveness. Scenarios assign CAPs to each side which are used to issue new orders in a cycle and cannot be exceeded or accumulated. Understanding this is critical as it requires careful sequencing and prioritisation in planning. CAP costs are given on the Command Agility Points Costs Table in the Player Aids. Below is an example of the first 5 cycles of a Synch Matrix.

SYNCHRONISATION MATRIX (ORDERS SHEET)					
Force Element	Cycle 1	Cycle 2	Cycle 3	Cycle 4	Cycle 5
BGHQ	← HOLD →				
A Sqn	← HOLD →	← MOVE to GS 8637 →		← RESERVE →	
A Coy			To GS 8838 - DEFEND (STRIKE to Sp B Coy)	← (STRIKE EF in TAI 01) →	
B Coy			To GS 8737 - DEFEND (STRIKE to Sp A Coy)		
C Coy		← MOVE to GS 8635 → (STRIKE into NAI 01)			← STRIKE TAI 01 →
Recco 1			← SCREEN along TAI 01 →		
Recco 2			← SCREEN along NAI 01 →		
Mor Pl	← MOVE to GS 8436 →			← HOLD →	
Snpr Pl		← MOVE to GS 8990 →			← FIND & DISRUPT →
Echelon			← HOLD & SUSTAIN →		
Engrs			← MINE TAI 03 →		

Figure 4. A simple Synch Matrix sheet from which the team's battle captain fights the operation and which the umpires use to track and record activities as they unfold. In this example, C Coy have been ordered to Move to a GS over the first 4 cycles (ie they have two hours to get there) and then to STRIKE into a designated TAI (which will be on the map). In brackets they have contingency orders to STRIKE into a different NAI. Their HQ can implement this change of plan at reduced CAP (coordination) cost as it is already included as a CONPLAN.

ISTAR (ISR) & Movement

Knowledge of the enemy is always limited. Careful use of ISTAR assets will help your Intelligence Collection Plan (ICP) and the Camberley Kriegsspiel has a carefully designed ISTAR process to reward good ICP planning. To engage the enemy, they must be Sighted. To Sight, a line of sight (LoS) must exist. Terrain and activity affect Sighting and how much info can be gleaned, some of which is reflected on the TEC. Players will benefit from a DSO in planning, which can be drawn directly onto the map. FE can then be tasked accordingly to achieve effects within TAIs/NAIs. Threat tracking sheets allow for a team's J2 reps to record, track and assess any Sightings. What teams do with the I2 they are fed by Excon is up to them and levels of I2 will be based upon secret rolls made by the umpires using the ISTAR Tables in the Player Aids. The tables will direct the umpires as to exactly how much info to impart in any sighting reports.

Movement rates are given on the TEC and are based on those given in the SOHB with a dose of common sense added. Players declare whether they are using tactical or non-tactical movement and type (foot, wheels or tracked). The rate for the entire move is taken as per the worst terrain traversed unless using road movement. Moving FE may switch between Tac and Non-tac but still at the rate of the slowest aspect of the route restricting the distance covered for the entire move. FE disembarking from vehicles move no further that cycle unless conducting an Asslt (Hasty Attack) in their Counteraction Phase. This is a very brief description of the movement of the combat FEs on the maps. Umpires will be ruthless in their reading of the terrain and may declare it more constraining than the moving team planned for. The way movement is handled forces players to engage in careful movement planning or see their plans start to rapidly derail for failure to make set timings. Movement will also frequently be the trigger for Excon to make ISTAR rolls, whereafter sighting reports may be given and enable the reaction player to engage a spotted enemy. Three eventualities may bring about the halt of any movement; the moving team reaches his chosen destination within the timeframe and stops or opts to stop en route, the umpire forces movement to stop because of terrain factors, or the enemy engages a moving FE which is either forced to stop by combat outcomes or opts to go no further once engaged. At all times, military logic and judgement must be applied to the movement process.

These are very simplistic summaries of the critical aspects of spotting and movement within the game. The rules provide detail as well as clear examples of play, for both these aspects and many other aspects of play.

Combat

Any FE with LoS to a Sighted enemy within range may engage using Direct Fire or call for fires/ strike on the Fire Combat Table (FCT). The targeted force may return fire, and such engagements require no expenditure of CAPs. Types of combat covered, which all use the same FCTs, are Indirect Fire (IDF), Air Strike, Direct Fire Combat and Ambush.

The combat system has been tried and tested and outcomes have been deemed to be realistic and feasible. It is a simple process whereby spotted FE may be engaged and also allows for such actions as air defence, IEDs and mines. If fires are used as fire support in a close assault, they instead serve as a force multiplier to cause column shifts. Air and AH strikes may also be called. Direct Fire can be carried out by both sides – whether an Action, Reaction or Counteraction - without the need for orders. Firing strength factors are added up and determine a strength column to be used on the FCT. The firers then roll dice and apply modifiers which may enhance the effect of the fire (negative modifiers) or provide protection to the target (positive modifiers). These modifiers adjust dice outcomes up or down to give a final result. Results may be ineffective, cause suppression, cause casualties and may force the target to take a morale check which, if failed, results in the affected troops becoming broken and temporarily combat ineffective until recovered. For armour, special rules are incorporated to capture its resilience to certain types of fires.

The only slight diversion from the norm with combat is if a successful ambush is initiated. These may be declared only in built-up or forest/dense bush terrain by an un-Sighted FE. On the moving FE entering the GS, the opposing team may declare Ambush and attack on the FCT at triple strength. Anti-armour ambushes may also be executed from adjacent GS by ATK capable forces using only the ATK strengths (still at x3). The ambushed player has the option for Withdrawal or to declare Asslt before the ambushing team roll on the FCT.

Die Roll	Combat Strength of Firing Sub unit/s or Asset Fires/Strike Table								
	0-2	3-6 60mm	7-12 81mm	13-19 105mm	20-25 122mm	25-29 152mm Suicide IED	30-34 200mm/Air Strike	35-39 AH Strike	40+
≤ 1	1	2	4	4	5	5	6	6	7
2	1	2	3	4	4	5	5	6	6
3	MC	1	2	3	3	4	4	5	6
4	S	MC	2	2	3	3	3	4	5
5	S	MC+1	1	2	2	3	3	3	4

Figure 5. Part of the FCT showing the strength/firepower columns, the dice roll outcomes and rows giving the combat results. Numbers indicate hits taken (casualties), MC requires Morale Checks to be rolled for and S indicates automatic suppression, which also results if hits are taken. Casualties taken require automatic MCs and will cause Suppression.

The aim with the combat system was to enable the chief forms of combat to be captured in a simple system, but with realistic and credible outcomes. Game systems are capable of capturing fine detail such as armour



thickness, weapon penetration statistics, rates of fire etc. This makes for extremely complicated charts and algorithms, which is contrary to the purpose of the Kriegsspiel. Trial playtests with various units has found the combat tables to be credible. Tables providing modifiers, based on logical real world factors in combat – that is factors pertaining to firers and targets – contribute to the process of understanding the effects of the environment in which the combat is occurring and allow for both sides to plan to use terrain and movement to their advantage. The figure below is a snapshot of part of the modifier table that comes with the FCT.

DRMs Applying to Firer	DRM	DRMs Applying to Target	DRM
Firing into TAI/Killing Area	-1	In open ground/Moving target (-1 per category to -2 max)	-1
Ambush	-2	Non-armoured transport carrying troops	-1
Armoured vehicles with heavy weapons firing	-1	Non-tac posture	-1

Figure 6. Part of the DRM (Dice Roll Modifiers) portion of the FCTs. The lower the dice roll, the better the outcome for the firer; so negative DRM improve the chances of causing effect on the enemy whilst positive DRM improve the target's chances of reducing the effect. This portion of the chart shows only negative DRM, but factors such as terrain, posture, defences, armour and weather can add positive modifiers.

Assault (Asslt) Combat

This is the closing with and neutralising the enemy element. It requires careful planning in terms of timings and locations. An Asslt aims to clear the enemy from a GS and can be done as part of the Action or Counteraction phases. The assaulter must have sufficient movement ability to be able to enter the GS when it attacks and does move into the enemy held GS when launching the Asslt. If marked as assaulting during the Action Phase the Active team may resolve at either time (they may wish to soften the enemy up during Action and assault during Counteraction) as a Deliberate Attack. If done after moving it must be done as a Hasty Attack without the benefits of a Deliberate Attack. Supporting fire and off-map assets on both sides are swept up into a single resolution process, for which a separate table is used. At first glance it may appear complicated, but once it has been used is both simple and intuitive. The aim was to create a separate system for this activity from that of pure fire combat and also to allow for situations where qualitative superiority can be reflected. If standard wargaming combat ratio tables are used, it becomes a pure numbers game. We understand that reality is not all about mathematics, and so Troop Quality (TQ) plays a critical role in the game. It allows for a Goose Green type situation.

In Asslt Cbt, a Troop Quality Differential Table determines the column on the Asslt Cbt Table (ACT) which will be used. However, various force multipliers – such as using armour in the assault, fire support, surprise and terrain - can cause column shifts left or right. Shifts to the right favour the attacker and those to the left the defender. Dice roll modifiers play only a small part in this and that relates to the operational analysis (OA) aspect. Positive ratios for the attacker work in their favour, but attacks of 1:3 (for example) can still be made. Well trained professional soldiers of high troop quality can take risk and assault a larger force of poor quality troops with a reasonable chance of success. TQ also influences the morale of troops on the battlefield, so is a central aspect of the game. A simple TQ chart is in the Player Aids to help in DYO scenarios.

DICE	SIZE	0	1
≤2	24+	4:3	4:3
	12-24	1:1	1:1
	1-12	0:1	0:1
3	24+	4:2	4:2
	12-24	2:1	2:1
	1-12	1:0	1:0
4	24+	4:1	4:1
	12-24	2:1	2:1
	1-12	1:0	1:0
5	24+	5:1	5:1
	12-24	2:1	2:1
	1-12	1:0	1:0
6	24+	5:0	5:0
	12-24	3:1	3:1
	1-12	2:0	2:0
7	24+	5:0	5:0
	12-24	3:1	3:1
	1-12	2:0	2:0
8	24+	7:0	7:0
	12-24	3:0	3:0
	1-12	2:0	2:0

Figure 7. This shows a small part of the Asslt Cbt Table (ACT). The two rightmost columns show the column to be used – after force multipliers have shifted it – based on the initial TQ Differential. Dice are rolled by the attacker, modifiers based on ratios are applied, and the dice roll outcome in the left column is cross-referenced with the column. The Size column is broken into three rows based on the total numbers of combatants involved in the close combat; both assaulting (not fire support) & defending. Results are hits to Asslters:Defenders and colour codes indicate whether any mandatory retreats are required.

Trials Feedback



Ultimately, proof of the concept needs to come from the users. The following comments came from some of the units and departments which conducted playtests:

2 PARA: “The kriegsspiel is an excellent tool to develop and assess the young officers' understanding of doctrine and the combat estimate. After six hours of wargaming they had developed an understanding of effects and actions, sequencing and resourcing to a degree I wish I had as a subaltern. The rules were quickly assimilated and forced commanders to consider the constraints of time, distance and speed. The adversarial nature brought out the competitive spirit, driving deception and attention to detail in pursuit of victory. Introducing kriegsspiel techniques to BG planning has forced us to consider the chaos of war, manage risk and conplan accordingly. This is the perfect tool to address a lack of conceptual training; I strongly commend the Camberley Kriegsspiel to other COs.”

22 Engrs: “The Camberley Kriegsspiel proved invaluable in developing Combined Arms understanding across both planning and execution. The gameplay gives players a real insight into the factors affecting force on force engagements (more so than CATT or CAST). And its low cost and low effort to boot. It is easy to see its wide utility across the Field Army.”

Land Warfare School (tried by JOTAC DS): “This offers much more bang for the buck than BC2T. It would be a far better tool on JOTAC and the CWC than BC2T”

Maritime Warfare Centre (tried by RN, RMC & RAF staff): “We had all 3 services represented, including the Marines, which demonstrated that the “game” is not just an army tactical trainer but offers an exciting tool for examining planning, tactics and procedures across the military spectrum. We just need to work out how we get it wet.”

Why Use It?

So, is the game worth the effort? It is worth considering briefly what benefits the Camberley Kriegsspiel brings.

- Cost! It is cost neutral in a financially constrained era. There is no civilian sub-contractor charging to produce components and it will cost a unit no more than the ink and paper to produce counters, rules, player aids etc and to get hold of mapping
- Simplicity. There are 7 pages of rules plus an explanation of how to umpire effectively. It uses maps and paper – no IT necessary. It is logical and intuitive. It only takes a bit of will and effort to make the time to understand and use it.
- Flexibility. You can take maps and counters anywhere, anytime. I had officers manning the safety net on Bn LFFXs wargame when the ranges were closed.
- Utility. Its usefulness is unquestionable. It requires minimal space to run a wargame, comes with everything needed to use it (less maps), requires no DII/IT software or even electricity, can cover all aspect from combat through CSS, has minimal reproduction requirements, is time efficient, is not bound to civilian sub-contractor timings or DLODs, should ultimately build a library of scenarios for harassed Bn 2IC to draw on (rather than spending weeks developing Bde OSW to run a single BGHQ planning session) and SSIs allow for any training objectives to be captured.
- Training & development. It offers ideal prep for JOTAC & CWC, develops understanding of our doctrine and familiarity with planning processes, aids in developing staff officers (pre-staff subalterns & staff offers), introduces simplified approaches to OSW (which I argue we need – we produce too much OSW!), enables capability and force development and enables units to prepare for CAST, TESEX, OTXs & deployments
- EXECUTION! We train to plan but get very little execution out of it. TEWTS are uncontested and nobody ever loses them. CAST and TESEX are scripted to a degree and few and far between. I commanded 1 R IRISH for nearly three years without a single CAST or TESEX. It allows for plans to be fought out by opposing sides and should be done in an environment free of DS and OJAR pressures.
- Ownership. We own this system. We can change it and adapt it to our needs. It is truly ours.
- Directed. VCDS has openly directed that he wants to see the services developing and using wargaming. This gives us a head start at a tactical/operational level.

To date, I have introduced numerous units and departments to the system. To many, it seems daunting. It is not. We are able to plan and deploy on operations; how can we not be capable of running a contested wargame at sub-unit, unit and formation level? To train the brain, not just the body, for conflict is a duty for all of us in command roles. Everything necessary to use it is available on the AKX, including video tutorials and a very simple introductory scenario on 1:25 000 Sennybridge mapping to get a feel for the mechanics. My recommendation – task Coy 2ICs, Bn IOs and OpsOs and formation Trg staff to run a wargame study day to get started and to take responsibility for coordinating wargaming internally.



The most unfortunate views I have heard have been COs who believe they don't have time to do conceptual development and from ICSC(L) when I tried to trial it with them – given that they were initially the primary target. The response was: “We don't have time to develop good wargamers. We are too busy trying to produce good staff officers.” Thus missing the point entirely, which is that a good wargame system is a tool to develop better staff officers with more flexibility of mind. Will the Camberley Kriegsspiel produce better commanders in the field? Nobody could claim that. Will it produce officers who better understand their trade, various capabilities and our doctrine and planning processes? Undoubtedly! Therefore – can we really afford not to use it?

