



Defence Academy
of the United Kingdom

Sandhurst Kriegsspiel

Ex Aldershot Skirmish

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Sandhurst Kriegsspiel

- The Royal Military Academy Sandhurst is the British Officer Training Academy (normally referred to as just "Sandhurst").
- Kriegsspiel is the German word for "wargame" and comes in 2 main types:
 - Free Kriegsspiel (no "rules" just the military experience of the instructors).
 - Rigid Kriegsspiel (comprehensive (and complex) rules for inexperienced instructors).

Tactical Exercise Without Troops (TEWT)

- Planning Exercise for Commanders.
- Taking place on the real terrain.



Aldershot Skirmish Terrain

General Von Moltke

Process:

- Off-site.
- Seminar.
- Wargame.
- Verification.
- Records.



Lessons from General Von Moltke

- **Plan.**
 - *Always* ask the Junior Officer's opinion first.
- **Wargame.**
 - *Always* adversarial.
 - *Always* have equal teams.
- **Validate assumptions.**
 - Verify performance.
 - Record your results.

Exercise Aldershot Skirmish

- TEWT for Sandhurst Cadets.
- Visit Area.
- Examine Orders.
- Examine Terrain.
- Make Plan.
- Discuss.
- Kriegsspiel (Wargame).
- Discuss.

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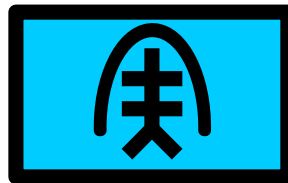
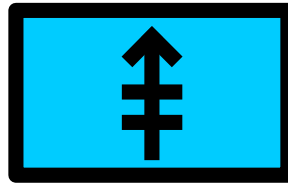
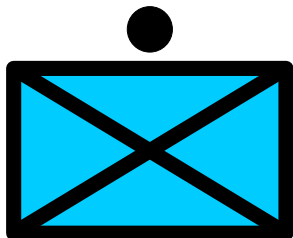
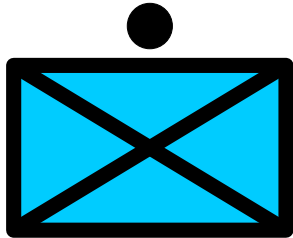
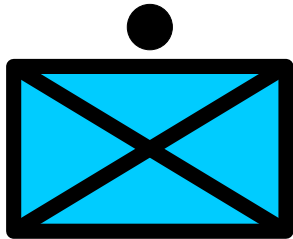
The Scenario

- **"Redland" has invaded "Blueland". The British Army has been asked to help and have successfully defeated a large Redland attack.**
- **Redland forces are retreating in order to re-group and prepare a new attack. Small groups of Redland forces have been left behind to DELAY advancing British Troops.**
- **You are a Platoon of British soldiers required to capture a Redland Squad position as part of a Company operation.**

Friendly Forces

- **3 x Sections of 8 men, each Section with 2 x LMG, 2 x UGL and 4 x Rifles and LAW.**
- **1 x Fire Support Team of 8 men with 1 x GPMG(SF), 1 x Javelin ATGW and 1 x FOO.**
- **To your Left Flank is another Platoon tasked with attacking the Section on Jubilee Hill.**
- **To your Right flank is another Platoon tasked with protecting your Right flank and acting as the Platoon Reserve.**

Friendly Force

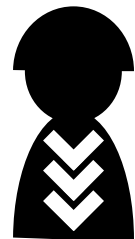
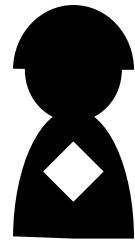
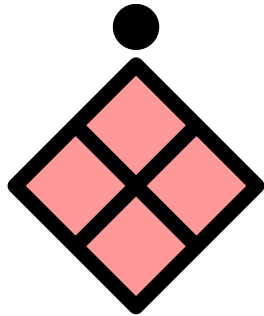
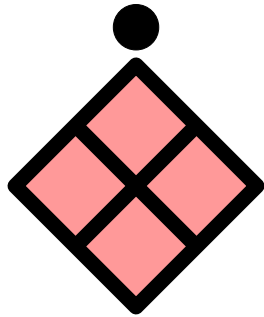


Enemy Forces

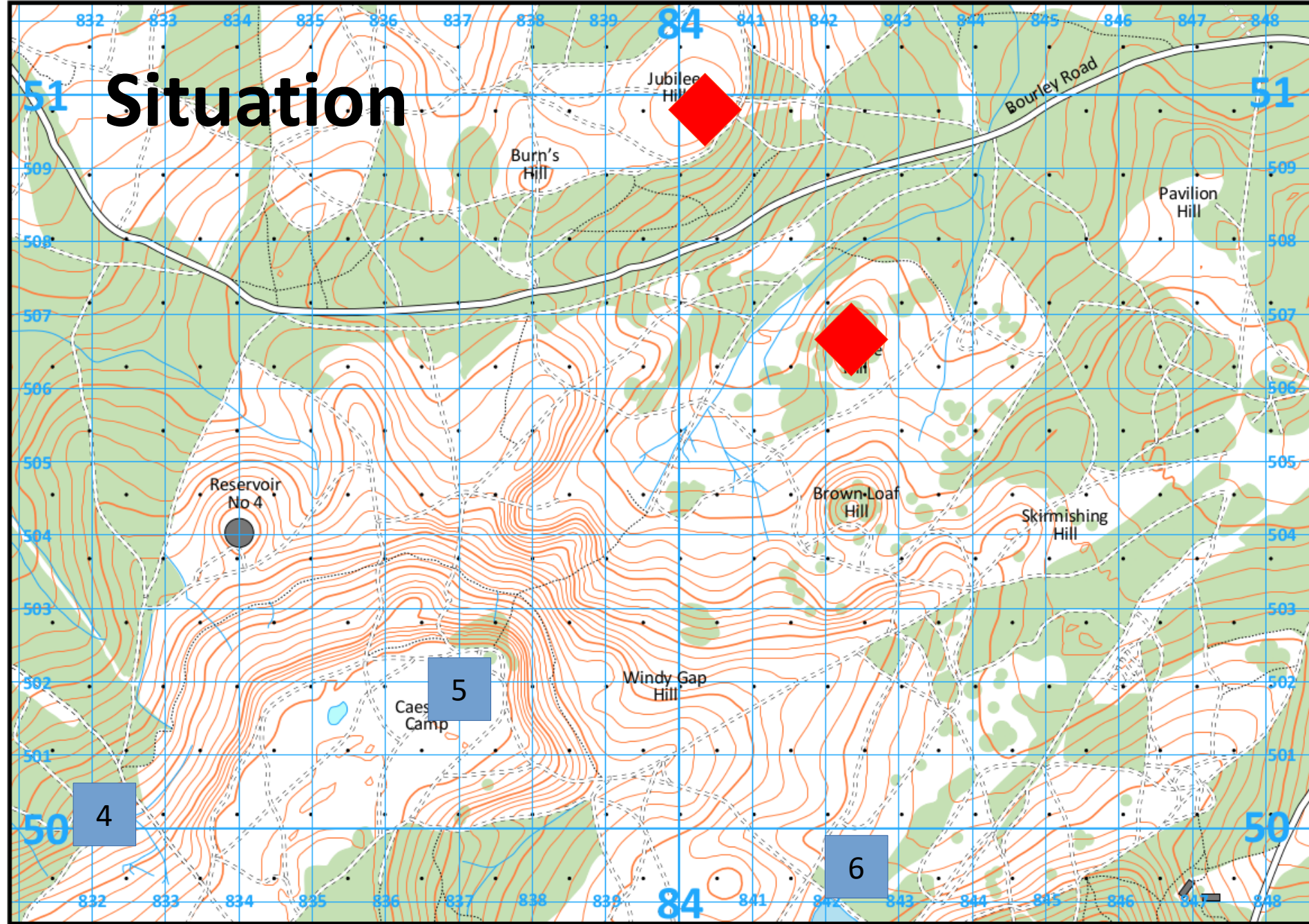
- The enemy delaying force is usually deployed in Sections of 10 men in a wheeled VAB APC.
- 1 x HMG.
- 2 x LMG (PKM).
- 2 x RPG.
- 2 x UGL.



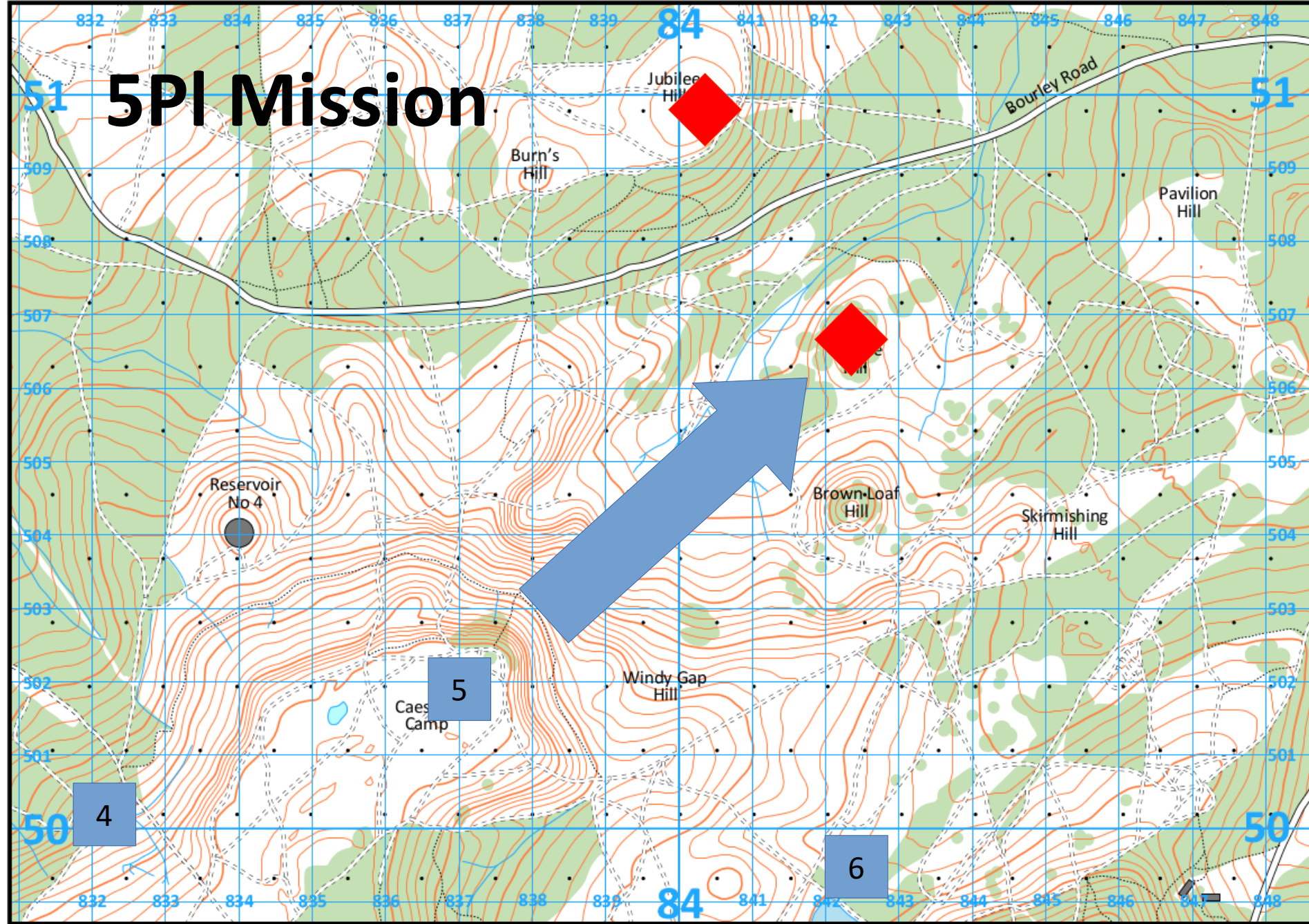
Enemy Force



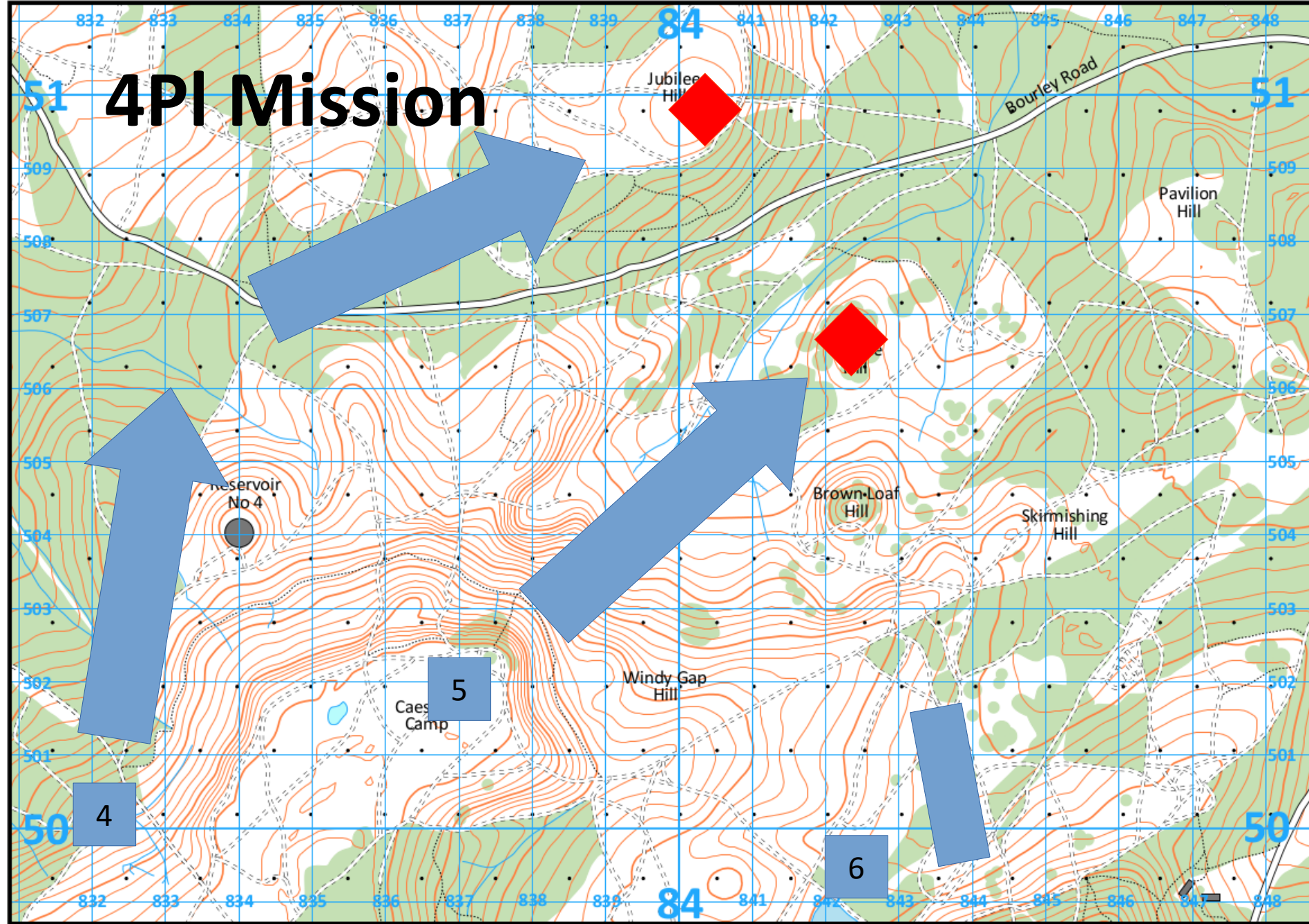
Situation

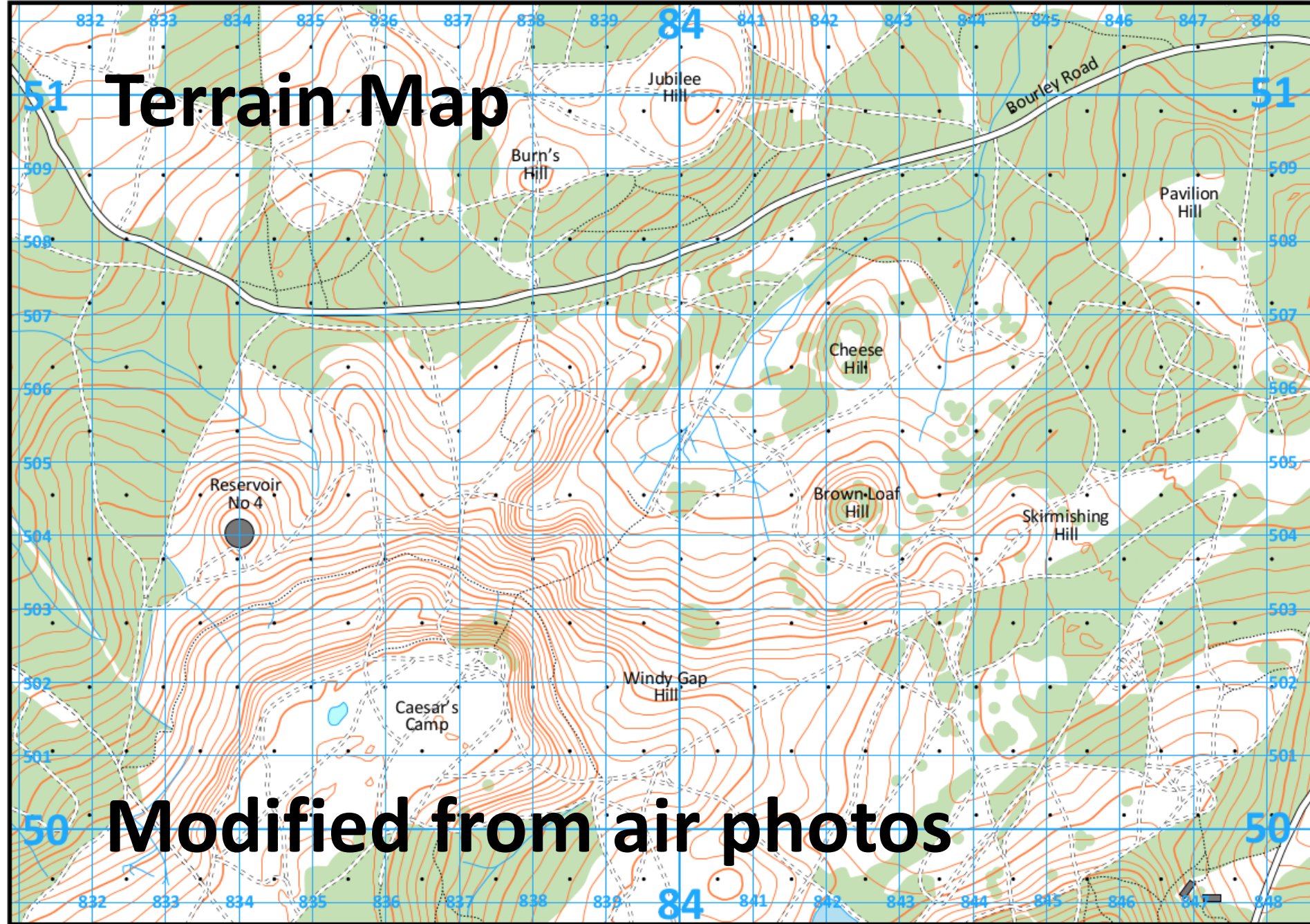


5PI Mission





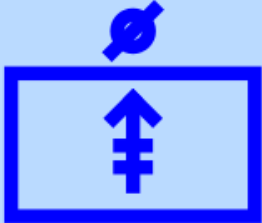


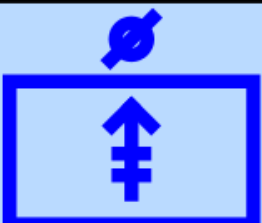

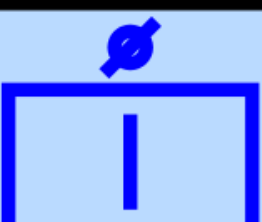




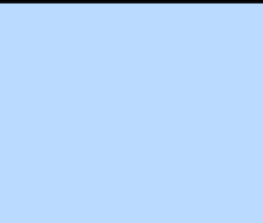
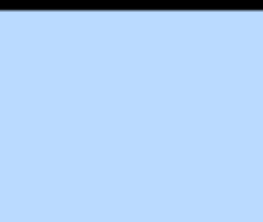


4PI Mission





Counters

SECTION		JAVELIN		SNIPER	
SECTION		GPMG SF		FST	
SECTION		GPMG SF		LEADER	
SECTION		FIRETEAM		LEADER	
FIRETEAM		FIRETEAM		BLANK	
FIRETEAM		FIRETEAM		BLANK	

Guidance for Umpires

- **Red must decide plan and layout of positions.**
 - Red get 4 x Defensive Fire locations.
- **Blue must decide order of march to enter map.**
- **Normal movement is 100m in 1 minute.**
- **Units are Detected, then Identified.**
 - Moving before Stationary.
- **Engaged units become suppressed.**
- **Outnumbered engaged units are killed.**
- **Dug-in units are only killed by close-assault.**

Considerations for Umpires

- Time and Space
- Risk and Evidence
- Realities of War



He who can modify his tactics
in relation to his opponent and
thereby succeed in winning may
be called a heaven born Captain

Sun Tzu

Summary

- In the determining the outcome of any battle, the enemy has a vote:
- "No plan survives contact with the enemy."
- "Everyone has a plan until they get punched in the mouth."