



SOLDIER CHESS

**MAKING THE CLASSIC GAME RELEVANT
TO MODERN WARFIGHTING**

NEIL A. GARRA
LIEUTENANT COLONEL, US ARMY
RETIRED

Soldier Chess, e-Book Edition 1.0

Making the Classic Game Relevant to Modern Combat.

Copyright © 2005 by The S2 Company. Manufactured in the
United States of America. All rights reserved.

ISBN 0-9745429-1-1

Sample Edition!

**Please pass THIS edition to your friends that
might be interested in Soldier Chess!**

The full edition can be purchased on www.S2company.com

No part of this book may be reproduced in any form or by any electronic or mechanical means including information storage and retrieval systems without permission in writing from the publisher, except by a reviewer, who may quote brief passages in a review.

However, you are encouraged to copy the charts in

Annex C - Reference Cards & Forms, and other pages
*to help you, the legal owner of this e-Book, play Soldier Chess
with your friends.*

**Pages specifically marked as authorized for local reproduction
may be copied by military units for use in both exercises and**

**Tactical SOPs as long as the copyright statement remains
visible on each page.** Commercial users, to include consultants
and military contractors, must obtain specific permission from The
S2 Company for any reproduction.

Although the author and publisher have made every effort to ensure the accuracy and completeness of information contained in this book, we assume no responsibility for errors, inaccuracies, omissions, or any inconsistency herein. Any slights of people, places, or organizations are unintentional.

Visit www.S2company.com for additional resources and updates.

ABOUT THIS E-BOOK

This e-Book Sample Edition mirrors the internal structure and layout of both the eBook and paper-space Book.

However...

This eBook Sample Edition is missing Chapters Two through Six, and Annex C - Charts and Forms.

Navigation

The best way to navigate is by using the Adobe Acrobat Bookmarks. Just click the Bookmark tab to the left of the screen.

If you don't see the Bookmark tab, on the top menu, click Window | Bookmarks

The Table of Contents is hyperlinked... just click on a section and you'll jump to that location.

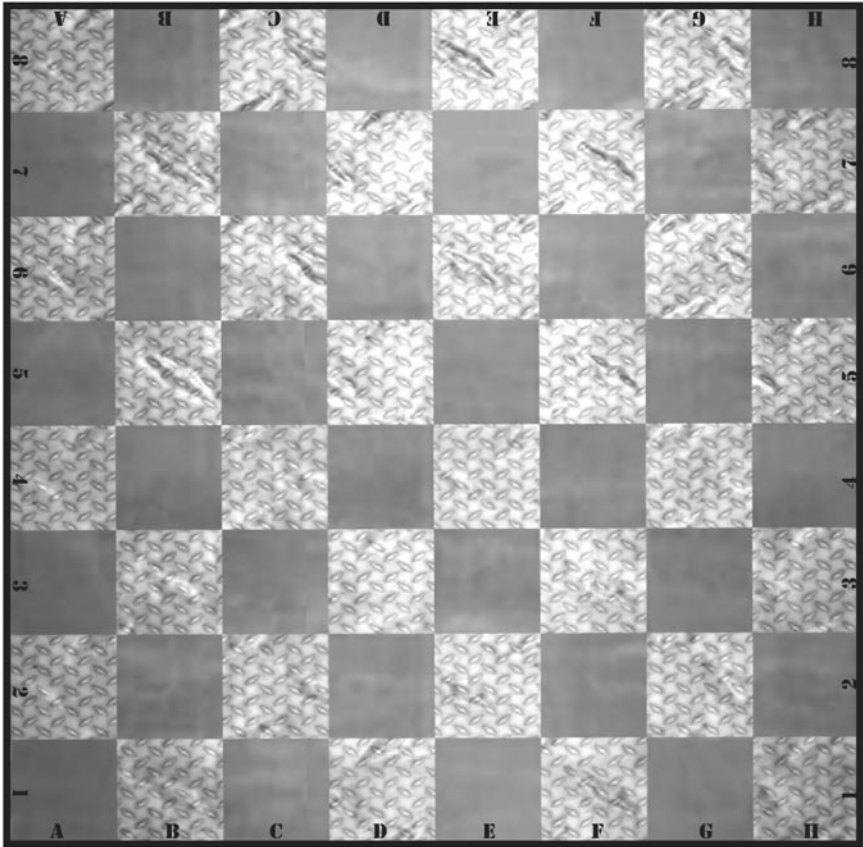
PDA Use

This eBook will work on a PDA equipped with Adobe Acrobat. However, the graphics tend to do their own thing and shift to odd places. Sorry, nothing I can do about it!

NEED A BATTLEBOARD?

Stuck somewhere without a chess set? I've been there, too!

Just pull out this page, cut out the units below, and start waging chess!



What? Need cards too? Go to **Annex C - Reference Cards and Forms** and read “Playing Without Cards” to see how to use four coins instead of a deck.

Frequently Used Acronyms and Abbreviations

Here is a very short list of acronyms and abbreviations used most frequently in this publication.

See **Annex A - Glossary** for their definition.

BP	Battle Position
DP	Decision Point
FRAGO	Fragmentary Order
HPT	High Payoff Target
LOS	Line Of Site
NAI	Named Area of Interest
RCP	Relative Combat Power
TOC	Tactical Operations Center

Terminology Differences

Adjusted to match modern warfighting...

Soldier Chess	Olde Chess
Assault	Capture
Battleboard	Chess Board
Brigade	Side
Brigade Commander	Player
Cover	Attack
Relative Combat Power	Piece Value
Unit	Piece
Tactical Operation Center	King
Attack Helicopter Battalion	Queen
Armor Battalion	Rook
Mechanized Infantry Battalion	Bishop
Field Artillery Battalion	Knight
Light Infantry Company	Pawn

*Tired of sharing?
Want a copy of this book for yourself?*

SOLDIER CHESS

is available at
www.S2company.com
\$14.95

Shipping

US and APO - \$4.00 for the first book, \$2.00 for each additional.
International - \$9.00 for the first book, \$5.00 for each additional (estimate)

Add 7.7% sales tax for Arizona sales

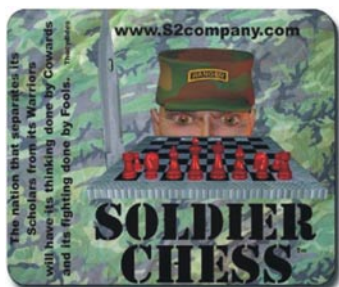
Want a Bunch?

Quantity discounts are available on bulk purchases of this book for educational, gift purposes, or for your unit training. Special books or book excerpts can also be created to fit specific needs. Contact the author at g@S2company.com.

SOLDIER CHESS GEAR

Go to **www.cafeshops.com/S2company**

for a cool assortment of mugs, mouse pads, T-shirts and more with the Soldier Chess logo!



To the Soldiers!

Oh thus be it ever when free men shall stand
Between their loved homes and the war's desolation,
Blest with vict'ry and peace, may the Heav'n-rescued land
Praise the Power that hath made and preserved us a nation!
Then conquer we must, when our cause it is just,
And this be our motto, "In God is our trust"
And the star-spangled banner in triumph shall wave
O'er the land of the free and the home of the brave.

Star Spangled Banner

Francis Scott Key

Verse 4

The nation that separates its Scholars from its Warriors
will have its thinking done by Cowards,
and its fighting done by Fools.

Thucydides

Blessed be the Lord my Rock,
who trains my hands for War and my fingers for Battle.

Psalms 144:1

SAMPLE FOR REVIEW

CONTENTS

INTRODUCTION	17
What is Soldier Chess?	17
Who is this for?	18
Do you have what it takes to be a Soldier?	19
Go to www.S2company.com !	19
 ONE	
OVERVIEW	21
1.1 New to Chess?	21
1.2 Equipment needed to play.	21
1.3 What is different from Olde Chess?	21
1.4 The Units	22
King - Tactical Operations Center (TOC)	23
Queen - Attack Helicopter Battalion	23
Rook - Armor Battalion	23
Bishop - Mechanized Infantry Battalion	24
Knight - Artillery Battalion	24
Pawn - Light Infantry Company	24
1.5 Set Up	24
1.6 Scheme of Maneuver	25
White Brigade Move:	25

Black Brigade Move: 26

1.7 Five Rules for Conflict Resolution 26

1.8 Using this book 27

TWO

HOW TO FIGHT

29

2.1 Resolving Combat - a simple two-step process 30

Example 1 - Combat Resolution 31

Odds of Victory 31

2.2 Tactical Credits favoring the Offense 32

2.2.1 Flank and Rear Attack (+2, +4) 32

2.2.2 Defender Suppressed (+1, +2, +3) 32

Example 2 - Support by Fire 33

Example 3 - Deciding who assaults 33

2.2.3 Defender Just Lost Assault (+3) 34

2.2.4 Counter Attack (+4) 34

2.2.5 Remove King from check (+4) 34

2.3 Tactical Credits favoring the Defense 35

2.3.1 Heroic Last Stand (-4) 35

2.3.2 Artillery Raid (-2) 35

2.4 Non-Commissioned Officer Leadership. 35

THREE

BATTLE STAFF TOOLS

37

3.1 The Decision Point (DP) 38

3.1.1 DP Creation	39
3.1.2 DP Execution	39
3.2 The High Payoff Target (HPT)	40
3.2.1 HPT Creation	40
3.2.2 HPT Execution	40
3.3 The Fragmentary Order (FRAGO)	41
3.3.1 King - Jump the TOC	42
3.3.2 Queen - Conduct Raid	42
3.3.3 Rook - Oblique Attack	42
3.3.4 Bishop - Change Camouflage	43
3.3.5 Bishop - Dismount Troops	43
3.3.6 Knight - Shoot and Scoot	43
3.3.7 Pawn - Seize the High Ground	43
3.3.8 Pawn - Mount Troops	44

FOUR

MURPHY EFFECTS	45
Selecting a Random Location	45
Selecting a Random Unit	46
Too much Murphy?	47
Help from Higher Headquarters	48
Environment of Combat	50
Enemy Action	52
Internal Friction	54

FIVE

TOPOGRAPHY 57

General Principles 57

5.1 Terrain Features 59

5.1.1 Hill 59

5.1.2 Ridge. 60

5.1.3 Valley 60

5.1.4 Depression 61

5.1.5 Saddle 62

5.2 Vegetation 63

5.2.1 Tall Grass 64

5.2.2 Woods 64

5.2.3 Old Growth Forest 65

5.3 Water Obstacles 66

5.3.1 Lake 67

5.3.2 Marsh 67

5.3.3 River 68

SIX

SCENARIOS 71

6.1 Intelligence Preparation of the Battlefield 72

6.1.1 Light Effects 72

6.1.2 Weather Effects 77

6.1.3 Military Operations on Urbanized Terrain 80

6.1.4 Indigenous Population 82

6.1.5 Joe Jihadi - Terrorist Mastermind	85
6.1.6 Asynchronous Warfare	88
6.2 The Military Decision Making Process	91
6.2.1 MDMP Wargame Method	91
6.2.2 Flexible Planning	95
6.2.3 Task Organization	97
6.2.4 Battle Formations	100
6.2.5 Division Level Combat	102
6.3 Battle Execution	104
6.3.1 Rangers Lead the Way!	104
6.3.2 Precision Guided Munitions	106
6.3.3 Negotiated Truce	109
6.3.4 Reconstitution	111
6.3.5 Battle Positions (BP)	113

ANNEX A

GLOSSARY **115**

Guide to Army Echelons	115
Useful Terms and Definitions	116

ANNEX B

INTELLIGENCE ESTIMATE **123**

1. Mission	124
2. Area of Operations	124
a. Weather	124

b. Terrain	124
c. International Agreements and Law	125
3. Enemy Situation	128
a. Disposition.	128
b. Composition.	128
c. Strength	132
d. Recent and Present Significant Activities.	132
e. Peculiarities and Weaknesses	132
4. Enemy Capabilities	132
a. Enumeration	132
b. Analysis and Discussion	143
5. Conclusions	145
a. Effects of Intelligence on Operations.	145
b. Effects of the AO on Own Courses of Action.	146
c. Probable Enemy Courses of Action.	146
d. Enemy Vulnerabilities.	147

ANNEX C

REFERENCE CARDS & FORMS 149

White Brigade Reference Card	150
Black Brigade Reference Card	151
Pre-Battle Negotiations Checklist	152
Light Data Card for 6.1.1	153
Weather Data Card for 6.1.2	154
Task Organization Matrix for 6.2.3	155

Playing without Cards

156

LAST WORD

WHO WRITES THIS STUFF?

157

Genesis of the Publication

157

Acknowledgements

158

About the author

160

SAMPLE FOR REVIEW

INTRODUCTION

What is Soldier Chess?

In theory, Chess is a great game for soldiers! A small chess set can provide hours of fun in any environment, and playing it builds mental muscles.

However, few soldiers play Chess because:

- It is boring when compared to video games.
- Its connection to war fighting is abstract and archaic
- There is no handicapping system, so it takes years to become good enough to challenge the Old Fellows.

Soldier Chess rules modify Olde Chess to transform your pieces into a modern US Army Brigade, with you as the Brigade Commander. These rules can be used selectively to tweak the game a bit, or to overhaul the entire look and feel of Olde Chess. While playing, you will learn valuable US Army tactical concepts like Relative Combat Power, Combat Resolution, Decision Points, High Payoff Targets, Fragmentary Orders, Named Areas of Interest, Priority Intelligence Requirements, Fragmentary Orders, flank and rear attacks, counter-attacks, supporting an assault by fire, and the

positive effects of good Non-Commissioned officer leadership. You will have a greater appreciation for the effects of terrain, and a greater understanding of the contributions of the various Battlefield Operation Systems. The effects of Murphy's Laws of War will ensure that anything that can go wrong, *will* go wrong... and level the playing field between new and experienced players.

And you don't have to play *all* the rules *all* the time! Negotiate with the Enemy Brigade Commander and play just the rules you want.

Who is this for?

Soldiers (and Marines!) who want to *finally* enjoy Chess.

Chess was originally created to prepare Warriors for *battle planning* and *battle execution*... the very first Battle Command simulation! Over the centuries it has morphed into something that bears no resemblance to modern war. Soldier Chess changes that! Use this book to play Soldier Chess and you'll quickly grasp the essential elements of 21st Century war fighting. Plus, you'll now have a fun way to pass those long periods of deadly boredom that separate those exhilarating few moments of stark terror. HOOOOAH!!

Civilian Chess players who want to learn Soldiering.

Think Soldiers are bloodthirsty Neanderthal knuckle-draggers? Think again! Regardless of what you might have seen in the movies, tactical

ground warfare is neither push-button or emotional heroics. There is nothing more intricate than planning for even the simplest of military conflicts, and Soldiers must be able to operate an extremely large number of very technical weapons and support systems under the most hellish conditions. Never before has our Armed Forces demanded so much from its personnel in terms of courage, technical proficiency, and tactical excellence. This book presents *your* game from *our* perspective.

Do you have what it takes to be a Soldier?

Only one way to find out! Go to **www.GoArmy.com** or your local US Army recruiter. Tell them you've read this book and they might even let you into the Infantry!

Go to www.S2company.com!

- **Supplements!**
- **Updates!**
- **Corrections!**
- **Other cool stuff for Soldiers!**

SAMPLE FOR REVIEW

ONE OVERVIEW

1.1 New to Chess?

Go to **Annex B - Intelligence Estimate** to learn about Chess. You will find instructions on how to play, along with some useful tips for understanding and winning the game. Then return here and continue.

1.2 Equipment needed to play.

- You will need a chess board, the “Battleboard”.
- You will need chess pieces, the “Units”.
- You will need a standard deck of playing cards to generate uncertainty... a key component in real combat! No cards? See **Annex C - Reference Cards and Forms**, “Playing Without Cards”.

1.3 What is different from Olde Chess?

You and the Enemy Brigade Commander select which Rules of Soldier Chess to play, and if necessary sign the **Solemn Record of Pre-Battle**

Negotiations checklist in Annex C.

You just don't capture an enemy unit. You **assault** it, and if you have enough combat power and a bit of luck, you will win. During this assault, other units may support by fire, increasing the odds of success (Chapter 2)

Before the game you can designate three **High Payoff Targets** and one **Decision Point**. In both cases, if the specified enemy unit lands on the specified square, you get to do cool things. You have two **Fragmentary Orders** that can be used at any time in the game (Chapter 3).

Each turn is subjected to the whim of Murphy's Laws of War in order to level the playing field between novice and experienced chess players (Chapter 4).

You can add one or more of the five military terrain features, vegetation, and water obstacles to the Battleboard. (Chapter 5).

You can add one or more special tactical situations to exercise additional mental muscle groups (Chapter 6).

1.4 The Units

Traditionally in the US Army, Infantry is the Queen of Battle and Artillery is the King of Battle. The Cavalry and Engineers use Horses and Castles respectively in their insignia, and every Soldier who

disagrees with his commander feels like a Pawn. Forget those traditional associations, they simply don't mesh with Chess!

Here are the Soldier Chess associations. Note that each unit has a **Relative Combat Power (RCP)**. In Olde Chess this means that a Queen has *twice the value* of a Rook. In Soldier Chess, the Queen has *twice the combat power* of a Rook. Since combat power is used to determine the outcome of an assault, the greater a unit's RCP, the greater its odds of success when attacking any other unit.

King - Tactical Operations Center (TOC)



This is the Brigade Headquarters. It directs Battle Planning and Battle execution. Moves slow, and should never have to fight. It must be out of check in order for you to execute DPs, HPTs, and FRAGOs.

RCP = 1

Queen - Attack Helicopter Battalion



Consists of AH-64 Apache helicopters that can move fast and strike hard. But there are only so many of them and they are expensive. Use with caution!

RCP=9

Rook - Armor Battalion



The M1A2 Abrams tanks of these battalions are the Steel Fists of the Brigade. Can throw a knockout punch, but have limited mobility.

RCP=5

Bishop - Mechanized Infantry Battalion



World Class Infantrymen that can either fight on the move from their Bradley M2A3 Infantry Fighting Vehicles, or dismount and use the vehicles in a supporting role. Excellent for flank attacks and defense. Use FRAGO to dismount the Infantry into Hasty Fighting Positions.

RCP=3

Knight - Artillery Battalion



The M109A6 Paladin self-propelled howitzers are the best in the world. Can shoot over other units to provide lethal Steel on Target. An essential unit for providing supporting fires to an assault.

RCP=3

Pawn - Light Infantry Company



World Class Infantry! Go anywhere, do anything, but at a march. Rate of movement is slow, but not affected by weather, terrain, or vegetation. Key to the Brigade's defense.

RCP=1

1.5 Set Up

Determine through negotiation or athletic prowess which player commands the White Brigade and which the Black Brigade. Determine which Rules of Soldier Chess you will use and deploy your units to the Battleboard. Duplicate any appropriate or useful forms from Annex C - Reference Cards and

Forms.

If the selected rules requires a deck of playing cards, remove the Jokers, shuffle the deck, and place it near the Battleboard. If you run out of cards during the game, just reshuffle the deck and continue to play.

1.6 Scheme of Maneuver

In Olde Chess, one Turn consists of a White move, followed by a Black move. Depending on the rules you decide to play, you can do a lot more playing Soldier Chess!

White Brigade Move:

1. White Commander draws a card and executes the corresponding Murphy Effect (Chapter 4).
2. White Brigade can execute one or more DP, HPT or FRAGO (Chapter 3)
3. White moves a unit *or* White initiates an assault on a Black unit. Combat is resolved based on Chapter 2, and *then* White moves the unit.
4. Black opportunity to execute an HPT on a White unit (Chapter 3).
5. White opportunity to execute an HPT or a FRAGO

Black Brigade Move:

6. Black Commander draws a card and executes the corresponding Murphy Effect (Chapter 4).
7. Black Brigade can execute one or more DP, HPT or FRAGO (Chapter 3)
8. Black moves a unit *or* White initiates an assault on a Black unit. Combat is resolved based on Chapter 2, and *then* White moves the unit.
9. White opportunity to execute an HPT on a Black unit (Chapter 3).
10. Black opportunity to execute an HPT or FRAGO

1.7 Five Rules for Conflict Resolution

When using an odd mix of Soldier Chess rules, you may come upon a situation not covered by the rules. Resolve these issues as follows:

1. You may not do anything that will expose your King to check, even for a moment.
2. Murphy Effects that result from your drawing a 2-10 Card are resolved in favor of the Enemy; those that result from your drawing a Jack, Queen, King or Ace card are resolved in your favor.
3. If your King is still in check when it is the

Enemy's move, *you lose*.

4. If the above rules can't resolve the problem, find the most senior Non-Commissioned Officer within 15 meters and humbly invite him or her to make a ruling.

5. If unable to find a willing Non-Commissioned Officer to resolve the dispute, the Brigade Commander who can do the most pushups in 30 seconds gets their way. The challenger goes first.

1.8 Using this book

This book contains more special rules than an arms room physical security manual. Don't try to use them all in your first Soldier Chess game! I added all this stuff to give you a wide variety of things to play with when you have to deal with weeks of boredom.

- Play the first game using **Chapter 2 - How To Fight** in order to familiarize yourself with combat resolution.
- Play the next game using **Chapter 3 - Staff Tools** so you understand how to use Decision Points, High Payoff Targets, and Fragmentary Orders.
- Use **Chapter 4 - Murphy Effects** to level the competition between old and new players by ensuring that anything that can go wrong *will* go wrong.

- When things start to get boring, use **Chapter 5 - Topography** to add some terrain features to the board, or **Chapter 6 - Scenarios** to introduce one or more special situations.

ANNEX A

GLOSSARY

What!?! You're not in the Army or a Veteran?

Well, until you can resolve *that* problem by enlisting, here are some terms you may need to figure out what is happening in Soldier Chess!

Guide to Army Echelons

- ***Squad*** (10 soldiers; Led by a Sergeant)
- ***Platoon*** (3 Squads; Led by a Lieutenant & Platoon Sergeant)
- ***Company*** (3-4 Platoons; Led by a Captain & First Sergeant)
- ***Battalion*** (3-5 Companies + Staff; Led by a Lieutenant Colonel & Command Sergeant Major)
- ***Brigade*** (3-7 Battalions + Staff; Led by a Colonel and a Command Sergeant Major)
- ***Division*** (2-5 Brigades + a REAL BIG Staff; Led by a Major General and a Command Sergeant Major)
- ***Corps*** - A huge staff to which you can add Divisions and Brigades.

Useful Terms and Definitions

ambush A surprise attack by fire from concealed positions on a moving or temporarily halted enemy.

area defense A form of defense that focuses on denying the enemy access to designated terrain for a specified time, rather than on the outright destruction of the enemy. A commander may conduct an area defense by using mutually supporting positions in depth.

area of interest (AI) A geographical area from which information and intelligence are required to execute successful tactical operations and to plan for future operations. (See also area of operations (AO))

area of operations (AO) A geographical area, usually defined by lateral, forward, and rear boundaries assigned to a commander, by a higher commander, in which he has responsibility and the authority to conduct military operations.

assault . To make a short, violent, but well-ordered attack against a local objective, such as a gun emplacement or fortified area.

attrition The reduction in the effectiveness of a force caused by loss of personnel and materiel.

battle command The Art and Science of tactical decision making.

battle position (BP) A defensive location oriented on the most likely enemy avenue of approach from which a unit may defend. Such units can be as large as battalion task forces and as small as platoons. A unit assigned a BP is located within the general outline of the BP.

battle staff * Staff sections found in a Battalion, Regiment, and Brigade. **S1** does personnel and administration, **S2** does Intelligence, **S3** does Operations and Training, and **S4** does Logistics. These also refer to the senior officer of each section. "The S2" is a person, "The S2 Section" refers to that entire staff section. The Executive Officer (**XO**) is both the chief of staff and the second in command of the organization.

battlefield operating systems (BOS) The major functions performed on the battlefield that facilitate the integration, coordination, preparation, and execution of successful combined arms operations to successfully execute Army operations (battles and engagements) and accomplish military objectives directed by the operational commander. The BOS include intelligence, maneuver, fire support, mobility and survivability, air defense, combat service support, and command and control.

combat power The total means of destructive and/or disruptive force which a military unit/formation can apply against the opponent at a given time. A combination of the effects of maneuver, firepower, protection, and leadership.

concealment The protection from observation or surveillance.

counterattack Attack by part or all of a defending force against an enemy attacking force, for such specific purposes as regaining ground lost, or cutting off or destroying enemy advance units, and with the general objective of denying to the enemy the attainment of his purpose in attacking. In sustained defensive operations, it is undertaken to restore the battle position and is directed at limited objectives.

decision making cycle Speed at which a commander and staff can make battle decisions

decision point (DP) 1. The point in space and time where the commander or staff anticipates making a decision concerning a specific friendly course of action. Decision points are usually associated with threat force activity or the battlefield environment and are therefore associated with one or more NAI . Decision points also may be associated with the friendly force and the status of ongoing operations. (FM 34-130, dtd Nov 93) 2. The point at which the commander or staff plans to make a friendly decision. Because the decision is dependent on an enemy action, the point is always associated with a NAI or indicator, and either an IR or a PIR. (FM 34-8, dtd Sep 92)

defeat A tactical task to either disrupt or nullify the enemy force commander's plan and subdue his will to fight so that he is unwilling or unable to further pursue his adopted course of action and yields to the

will of his opponent.

deployment 1. The movement of forces within areas of operation.
2. The positioning of forces into a formation for battle.

destroy 1. A tactical task to physically render an enemy force combat-ineffective unless it is reconstituted. 2. To render a target so damaged that it cannot function as intended nor be restored to a usable condition without being entirely rebuilt.

destruction When referring to the effects of field artillery fires, a target out of action permanently, or 30 percent casualties or material damage.

enemy course of action (ECO)* One possible plan available to the enemy. It consists of a graphic depiction, a description, and a listing of High Value Targets. The degree of detail depends on available time. Ideally, ECOAs address all battlefield operating systems. At a minimum, ECOAs address the five standard elements of a course of action: what (the type of operation), when (in this case, the earliest time the action can begin), where (boundaries, axis, etc..), how (the use of assets), and why (the purpose or desired end-state). ECOAs should also meet the tests of suitability, feasibility, acceptability, uniqueness, and consistency with enemy doctrine. **Note:** Adopted from the definition of "Threat Course Of Action Model" found in FM 34-130, dtd Nov 93.

exit strategy* Not a doctrinal or useful military concept. Created by reporters to stimulate discussion in the absence of intelligent questions.

fragmentary order (FRAGO) A form of operation order which contains information of immediate concern to subordinates. It is an oral, a digital, or a written message that provides brief, specific, and timely instructions without loss of clarity. It is issued after an operation order to change or modify that order or to execute a branch or sequel to that order.

fratricide The employment of friendly weapons and munitions with the intent to kill the enemy or destroy his equipment or facilities, which results in the unforeseen or unintentional death, injury, or damage to friendly personnel or equipment.

hasty defense A defense normally organized while in contact with the enemy or when contact is imminent and time available for the organization is limited. It is characterized by improvement of the natural defensive strength of the terrain by utilization of foxholes, emplacements, and obstacles.

high payoff target (HPT) High value targets whose loss to the threat will contribute to the success of the friendly course of action. (FM 34-130, dtd Nov 93) These are a subset of High Value Targets which, if successfully attacked, will facilitate the friendly operation. HPTs are approved by the commander and associated with a specific Friendly COA.

HOOAH! (USMC - "OORAH!")* - 1. Referring to or meaning anything and everything except "no". 2. What to say when at a loss for words. 3.a. Good copy. b. Message received. c. Understood. d. Acknowledged. 4. Glad to meet you. 5. "All right!" 6. Thank you.. 7. You've taken the correct action. 8. Amen!

line of sight (LOS) The unobstructed path from a soldier, weapon, weapon sight, electronic-sending and -receiving antennas, or piece of reconnaissance equipment from one point to another.

maneuver Employment of forces on the battlefield through movement of combat forces in relation to the enemy, supported by fire or fire potential from all sources, to gain potential advantage from which to destroy or threaten destruction of the enemy to accomplish the mission.

military operations on urbanized terrain (MOUT) All military actions planned and conducted on a topographical complex and its adjacent natural terrain where man-made construction is the dominant feature. It includes combat-in-cities, which is that portion of MOUT involving house-to-house and street-by-street fighting in towns and cities.

mobile defense A defense that orients on the destruction or defeat of the enemy through a decisive attack by the striking force. The minimum force is committed to a fixing force to shape the penetration while the maximum combat power available to the commander is dedicated to the striking force (with a mobility greater than the

enemy's) which catches the enemy as he is attempting to overcome that part of the force dedicated to defense.

named area of interest (NAI) The geographical area where information that will satisfy a specific information requirement can be collected. NAI are usually selected to capture indications of threat courses of action but may also be related to conditions of the battlefield. (FM 34-130, Nov 93)

neutralize To render enemy personnel or material incapable of interfering with a particular operation.

objective The physical object of the action taken (for example, a definite terrain feature, the seizure or holding of which is essential to the commander's plan, or, the destruction of an enemy force without regard to terrain features)

operation order (OPORD) A directive issued by a commander to subordinate commanders for the purpose of effecting the coordinated execution of an operation.

operations overlay Overlay showing the location, size, and scheme of maneuver and fires of friendly forces involved in an operation.

order of battle (OB) Intelligence pertaining to identification, strength, command structure, and disposition of personnel, units, and equipment of any military force. The order of battle factors form the framework for analyzing military forces and their capabilities, building threat models, and hence, developing course of action models. (FM 34-130, Nov 93)

operations security (OPSEC) All measures taken to maintain security and achieve tactical surprise. It includes countersurveillance, physical security, signal security, and information security.

priority intelligence requirement (PIR) 1. An intelligence requirement associated with a decision that will affect the overall success of the command's mission. PIR are a subset of intelligence requirements of a higher priority than information requirements. PIR are prioritized among themselves and may change in priority

over the course of the operation's conduct. (FM 34-130, dtd Nov 93)
Those Intelligence Requirements (IRs) for which a commander has an anticipated and stated priority in his task of planning and decision making. Wargaming will dictate which IRs become PIRs as the mission runs its course. (FM 34-8, dtd Sep 92) 2. Those intelligence requirements for which a commander has an anticipated and stated priority in his task of planning and decision making.

Rangers * Most highly trained and deadly Infantrymen in the world. Be sure to demand this training when you enlist. HOOAH!!

reconstitution Those actions that commanders plan and implement to restore units to a desired level of combat effectiveness commensurate with mission requirements and available resources. Reconstitution operations include regeneration and reorganization. *Regeneration* is the rebuilding of a unit through large-scale replacement of personnel, equipment, and supplies, including the reestablishment or replacement of essential command and control and the conduct of mission essential training for the newly rebuilt unit. *Reorganization* is action taken to shift internal resources within a degraded unit to increase its level of combat effectiveness.

relative combat power (RCP)* The numerical expression of a unit's strength as compared to other units.

Note: Combat Power is the effect created by combining maneuver, firepower, protection, and leadership, the dynamics of combat power, in combat against the enemy, and is very difficult to quantify. Relative Combat Power simplifies this task by starting with a baseline unit or weapon system, setting its RCP to 1, then expressing the RCP of all other units or weapon systems as they compare to the baseline. For instance, we set the RCP of a BTR-60 Company to 1. We estimate that a Bradley Fighting Vehicle company has three times as much combat power, so we set its RCP to 3.

reverse slope defense A positioning technique characterized by the location of defensive forces on a slope of a hill, ridge, or mountain that descends away from the enemy. It is one of several time tested techniques that may be used as part or all of a unit defense, and protects the infantryman from enemy long-range direct and indirect fires. (Center for Army Lessons Learned Newsletter 1-88)

strong point (SP) A position requiring extensive engineer effort for obstacles and survivability positions and positioned to control or block an avenue of approach. Trenches and other protective construction will be done to protect soldiers and weapons from damage during assault by mounted and dismounted forces.

support by fire A tactical task in which a maneuver element moves to a position on the battlefield where it can engage the enemy by direct fire to support a maneuvering force by either support by fire by overwatching or by establishing a base of fire. The maneuver element does not attempt to maneuver to capture enemy forces or terrain.

suppression A tactical task to employ direct or indirect fires, electronic countermeasures (ECM), or smoke on enemy personnel, weapons, or equipment to prevent or degrade enemy fires and observation of the friendly forces.

tactical intelligence Intelligence that is required for planning and conducting tactical operations.

tactical operations center (TOC) A physical groupment of those elements of an Army general and special staff concerned with the current tactical operations and the tactical support thereof.

task force (TF) A battalion-sized unit of the combat arms consisting of a battalion control headquarters, with at least one of its major organic subordinate elements (a company), and the attachment of at least one company-sized element of another combat or combat support arm. (See also task organization.)

task organization A temporary grouping of forces designed to accomplish a particular mission. It is the process of allocating available assets to subordinate commanders and (establishing) determining their command and support relationships.

*** Terms or comments added by the author for clarity.** The rest were extracted from FM 101-5-1 Operational Terms and Graphics, 1997, or the indicated US Army Intelligence Field Manual.

ANNEX B

INTELLIGENCE ESTIMATE

The US Army Intelligence Estimate is a useful format for explaining the rules of Olde Chess. It is the written record of a process known as the Intelligence Preparation of the Battlefield, or IPB. In IPB you combine the effects of the environment with the desires and capabilities of the enemy in order to create a set of hypotheses about what the enemy will try to do to prevent friendly mission accomplishment. These hypotheses, called Enemy Courses of Action, are used by the commander and his staff to create a series of Friendly Courses of Action. A process called Wargaming is used to select the best Friendly Course of Action, and this becomes the Operations Order that facilitates the execution of the battle.

This estimate is written from the perspective of the White Brigade, describing the game of Olde Chess using Soldier Chess terminology. If you want the official rules of Olde Chess, go to www.fide.com.

1. Mission

White Brigade attacks the Black Brigade at H-Hour, vicinity Objective, in order to checkmate the Black Brigade King.

2. Area of Operations

a. Weather

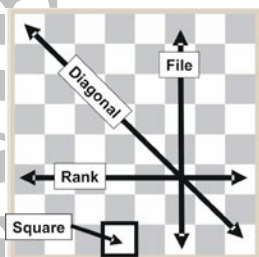
Normally the weather on the Battleboard is just like it is here at Fort Huachuca, Arizona, the home of US Army Intelligence: Clear, Sunny, 72° F, and 0% chance of precipitation. If this bores you, Chapter 6 has a scenario in which you can cycle through Light Data (sunrise, moonrise, etc.) and another in which you can cycle through weather effects. Also, Chapter 4 Murphy Effects will also randomly inject the effects of weather.

b. Terrain



The Battleboard is composed of an 8x8 grid of 64 equal squares alternately light and dark. The Battleboard is placed between the players in such a way that the near corner square to the right of the player is white. The Brigade Support Area (BSA) is outside the Brigade Area of Operations. Defeated enemy pieces are immediately sent there.

- The eight vertical columns of squares are called 'files'.



- The eight horizontal rows of squares are called ranks’.
- A straight line of squares of the same color, touching corner to corner, is called a ‘diagonal’.

North is always in the direction of the Black Brigade. The coordinate system is read Right, then Up... just like on a military map. From the perspective of both White and Black Brigade Commanders, the Black Knight is at f3.



c. International Agreements and Law

Environment of Battle.

Overview. Chess is waged between two Brigade Commanders who move their units alternately on a square board called a Battleboard. The White Brigade moves first.

Sequence. Chess is waged by turns. Each turn has precisely two moves: one by White, followed by one by Black. This continues until the game ends per Cessation of Hostilities below.

Tactical Concepts Common to All

Maneuver - It is not permitted to move a unit into a square occupied by another *friendly* unit.

Assault. If a unit moves to a square occupied by an *enemy* unit, it has *assaulted* that enemy unit. The defending unit is captured and is removed from the Battleboard, and the attacker occupies its square, as part of the same move.

Covered. A unit is said to *cover* a square if the unit could make an assault into that square according to the unit capabilities explained below. A friendly or enemy unit that occupies that square is also said to be covered.

Check. A King that is covered by an enemy unit is in *check*. It is customary for the Brigade Commander which places his opponent in check to announce this event by saying "Check".

Cessation of Hostilities.

Victory Conditions. The objective of each Brigade is to place the other Brigade's King in check so that the other Brigade cannot escape on their next move. The Brigade that achieves this goal is said to have *checkmated* the enemy King, and wins the game. The game is also won by the Brigade whose opponent declares a surrender.

Drawn Game. If the position is such that neither player can possibly checkmate, the game is drawn and immediately ends.

- The game is drawn when a position has arisen in which neither Brigade can checkmate the opponent's king with any series of legal moves. The game is said to end in a 'dead position'.
- The game is drawn upon agreement between the two Brigade Commanders during the game.
- The game may be drawn if any identical position is about to appear or has appeared on the Battleboard at least three times.
- The game may be drawn if each Brigade has made the last 50 consecutive moves without the movement of any pawn and without the capture of any unit.

Stalemated game. The game ends in a *stalemate* when the Brigade that must move has no legal move and its King is not in check. Resolution is then entrusted to a Special Committee of the United Nations, which will eventually render a non-binding and unenforceable judgment declaring both Brigades losers.

3. Enemy Situation

a. Disposition.



By mutual agreement, and in accordance with International Law, the White and Black Brigades will deploy as shown here.

The Black Brigade is currently located on the north edge of the board, approximately five squares from our lead elements.

Because we have won the coin toss, we will Attack and use the White Pieces. They will Defend and use Black Pieces.

Black Task – Defend in sector from a7 – h7

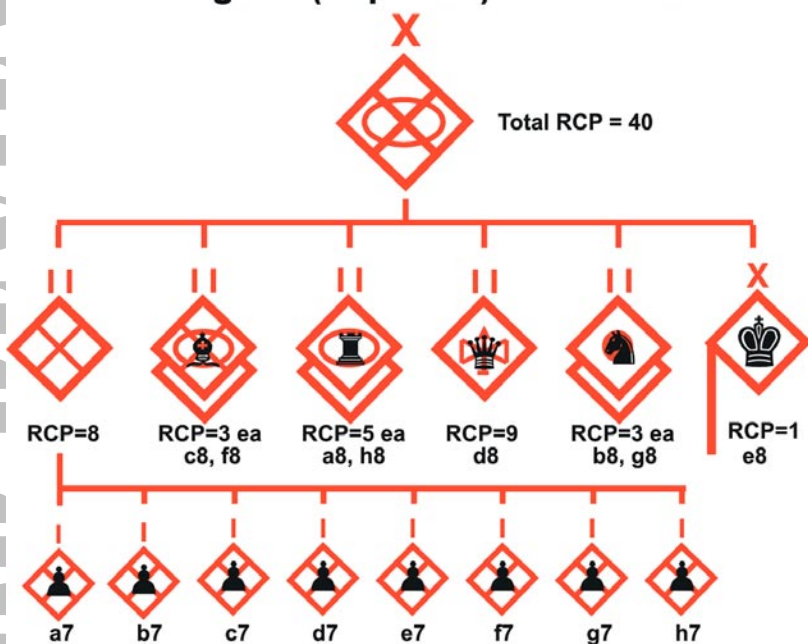
Black Purpose – Defeat attack of White Brigade. On Order, attack the White King in order to checkmate it. Be prepared to magnanimously accept a Draw if about to lose and White is silly enough to offer it.

b. Composition.

The Black Brigade Order of Battle is shown below, with unit Relative Combat Power (RCP) and current Battleboard locations.

Except for color, the enemy Black Brigade is identical to our own. Therefore the information presented below applies equally to both sides.

Black Brigade (Separate) Order of Battle



King - Tactical Operations Center (TOC)

RCP = 1

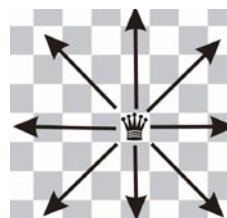
Description - Moves one square in any uninterrupted direction, but not through any square covered by an enemy piece. Since the TOC is full of valuable intelligence, it is never assaulted... just forced to surrender by checkmate.



Queen - Attack Helicopter Battalion

RCP = 9

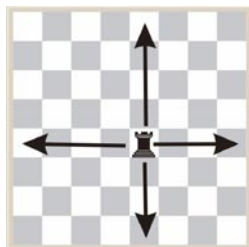
Description - Moves as far as desired in any uninterrupted direction. At the start of the game, each Queen is placed on its own color.



Rook - Armor Battalion

RCP = 5

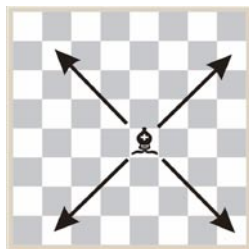
Description - Moves as far as desired in an uninterrupted horizontal or vertical direction.



Bishop - Mechanized Infantry Battalion

RCP = 3

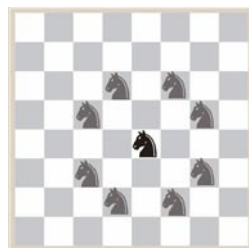
Description - Moves as far as desired in any uninterrupted diagonal direction. Each of the two Bishops start on different colored squares, and remain on that color throughout the game.



Knight - Field Artillery Battalion

RCP = 3

Description - Moves exactly two squares to a square of a different color. The path of the move resemble the letter "L", two squares horizontally or vertically with one square at a right angle. It may go over or around any piece in its way.

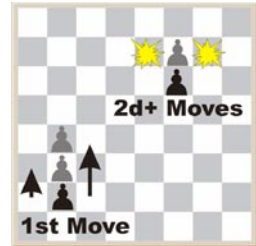


Pawn - Light Infantry Company

RCP = 1

Description - Each Pawn, on its first move only, can move straight ahead either one or two squares. After that it can advance only one square at a time. Pawns do not capture in the direction in which they move, but capture diagonally... one square forward.

Assault in passing (en passant) - When a Pawn advances two squares on its first move, and lands beside an enemy Pawn on an adjacent file, it moved through one of the two squares where the enemy Pawn could have assaulted it. The enemy Pawn *may* assault the advancing Pawn as if it had only advanced one square.



Queening - When a Pawn reaches the last rank on the enemy side, it infiltrates the enemy Brigade Support Area, stealing any piece of enemy combat equipment it wants (Queen, Rook, Bishop, Knight). It *becomes* that unit type for the rest of the game or until captured. This does not affect either the Friendly or Enemy units still in play, but adds this additional unit to the game. Pawns will usually become Attack Helicopters, and since these are represented by the Queen this is often called “Queening”. There is no limit on how many Pawns can accomplish this. *Author Note - It is improper to call this a “Promotion”, since Pawns already belong to the highest and most prestigious branch: The Infantry.*

c. Strength

Committed forces.

The Black Brigade is currently at 100% strength.

Reinforcements.

None.

d. Recent and Present Significant Activities.

The Black Brigade has recently occupied battlefield squares a7-h7 and a8-h8.

e. Peculiarities and Weaknesses

The enemy's ability to see the battlefield is equal to our own. The Black Queen always occupies a black square, so the enemy deployment is a mirror image of our own.

4. Enemy Capabilities

a. Enumeration

Unit Deployment.

Each piece is most effective when deployed in specific ways. Because of their number, Pawns are usually deployed in one of several formations that optimize their use in defense. Other pieces are deployed in zones that optimize their firepower.

Pawn Formations

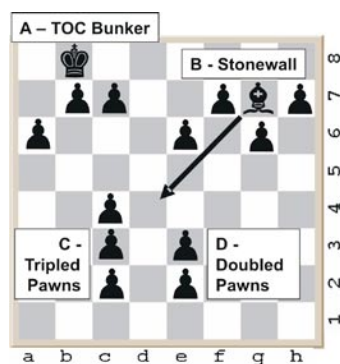
A - TOC Bunker - Used to protect King. Pawn at a6 was move forward to prevent instant Checkmate should a White Rook or Queen land on the Enemy Headquarters Rank..

B - Stonewall - Strong defense that can extend across the entire board.

A Black Bishop can provide flanking fires between the pieces.

Rear Pawns can move 2 squares forward, rapidly advancing the wall to the middle of the board.

Note that every other Pawn is unguarded by other Pawns!



C - Tripled Pawns & D - Doubled Pawns - These formations decrease Pawn effectiveness! They can't protect each other, and one enemy piece can stop the movement of them all. Avoid!

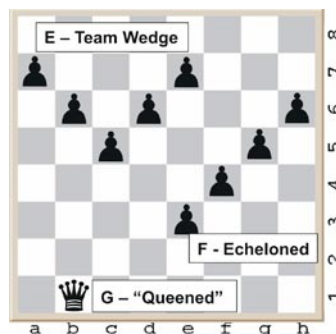
E - Team Wedge - Strong formation that extends across the board and reduces unguarded Pawns to just the back two.

F - Echeloned - Half a wedge, with just one unguarded Pawn in the rear.

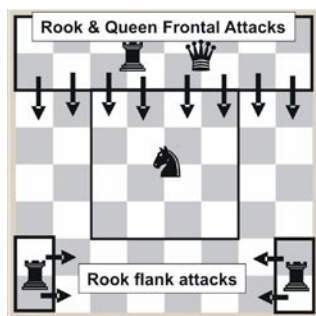
G - Queened - The goal of every Pawn is to reach the other end of the board. When this happens, the

commander that owns the Pawn can convert it to any other piece except a King. In this case, a Queen.

Other Unit Deployment



Knight - Best deployed to the center of the board so they can move in all directions. Its main weakness is its limited range. Main strengths are its ability to hop over an enemy, and assault a Queen from its blind spot. Placing a Knight on an edge eliminates half its covered squares, and placing it in a corner eliminates $\frac{3}{4}$ of its covered squares. Best used for guarding forward deployed Bishops, Rooks, and Queens, and for executing Knight Forks.

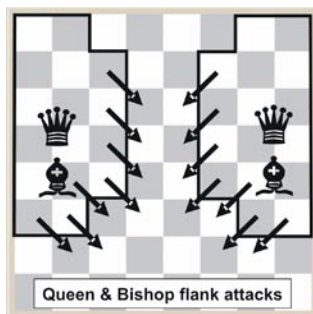


Bishop - Deployed to the flanks so that it covers the center of the enemy defense... finding gaps in Pawn formations and pinning opposing Knights and Rooks. Main weaknesses are that each is confined to one color. Main strength is its ability to shoot through a Pawn formation and attack Rooks on their diagonal blind spot.

Rook - Deployed in closest two ranks so that it fires straight down the file. When achieved, Rook flank attacks can quickly roll up an enemy defense,

capturing unguarded Pawns and pinning pieces against the King or Queen. Main weakness is their diagonal blind spot. Main strength is their ability to control their rank and file.

Queen - Can be rapidly switched between use as either a Rook or Bishop. Has the strengths of both Bishop and Rook without their weaknesses.



King Tactics

Castling. This is usually done early in the battle. the King moves two squares towards a Rook, and the Rook jumps to one square on the other side of the King. This is the best way to get the King into a TOC Bunker.

- Can *never* be done if either the Rook or King has moved.

- Can't be done *right now* if the King is in check, a square between the King and Rook is guarded, or there is a piece between the King and the Rook.



Escaping from Check.

The Black King above has been placed in check by the White Rook. It will take one of the following actions...

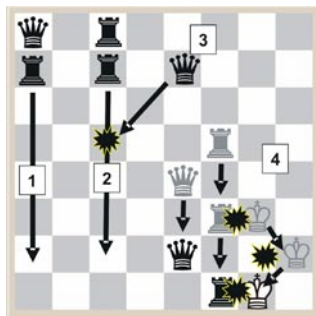
- **Move** out of check.
- **Block** the check with the Queen
- **Assault** the Rook with the Queen.

Queen & Rook Tactics

1 - Queen-Rook Frontal Attack. Focuses combat power down a File. Lead with Queen if penetrating the TOC Bunker.

2 - Rook-Rook Frontal Attack Variation of 1 if you want to use the Queen elsewhere.

3 – Queen supporting attack by flanking fire. All three pieces are focused on a single square. Also works with Bishops.



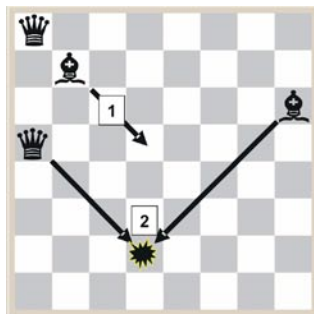
4 – Queen-Rook walk to checkmate. Queen and Rook alternate moves, forcing opposing King into Checkmate.

Queen & Bishop Tactics

1 – Queen-Bishop single flank attack. Focuses combat power along a single diagonal. Lead with Queen if penetrating TOC Bunker.

2 – Queen-Bishop double flank attack.

Same combat power, but the focus is not as obvious.



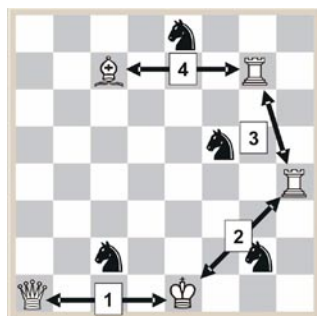
Knight Tactics - The Knight Fork

A devastating move, since the target pieces can't directly attack the Knight. Listed below in order of desirability.

1 – Best: Check + Queen. Unless somebody can capture the Knight, the White King must move, allowing capture of Queen.

2 – Good: Check + Rook.

3 – OK: NO Check + Rook. No check, so White can try to maneuver out of this by attacking something else of Black's... even if its done with one of the two threatened Rooks.



4 – Worst: NO check + just a Bishop! White will move Rook... perhaps to guard the Bishop!

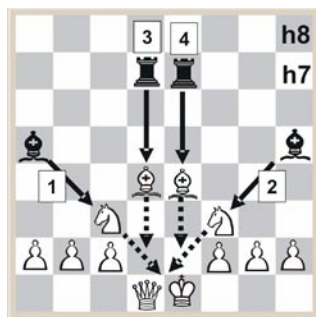
Combined Arms Tactics

Pinned unit - to prevent movement. Purpose of pin is to prevent movement of White Knights and Bishops... they can't move without subjecting the King and Queen to assault. Best when...

- The pinned unit can't directly respond to threat (1,2,3,4)

- Moving the pinned unit results in check (1,4) and is therefore prohibited.

Note that squares normally covered by the pinned piece either can't be attacked (1,4) or can only be attacked at great cost (2,3). The Black Queen would be safe at **h7**, but *not* at **h8**. However, the Black King would still be in check at both **h7** and **h8**.



Pinned unit - to kill. Purpose of pin is to kill the pinned unit... it can't move away from assault without putting the King in check. Best when...

- The pinned unit can't directly respond to threat (2,3)

- The move results in check (1,2,3)

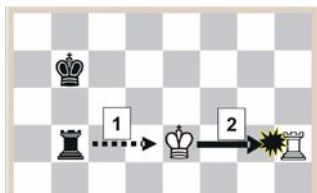
- You can threaten the pinned unit with a smaller



unit (4)

This tactic is not effective when target piece of little worth compared to threatening piece.

The Skewer. The White King is “Skewered” against another piece by being placed in check and forced to move. This exposes the second piece to assault.

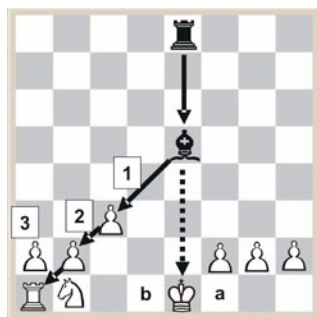


1 – Black Rook places White King in check. King must move aside, exposing White Rook.

2 – Black Rook assaults the White Rook.

Check Ambush. White King is not in check until the Black Bishop is moved. This technique gives Black a free move, because once the Bishop moves, White can only respond to the check from the Rook, letting the Bishop do whatever it wants. For example...

1 – Bishop takes Pawn, as soon as it moves, White King in check from the Rook. King can only move to **b**; **a** = Checkmate next move!



2 – Bishop takes next pawn, threatening trapped rook.

3 – Bishop takes rook.

Brigade Tactics.

Center Attack. Completed at Turn 9. Bishops and Knights centered to defeat initial White Attack, then move to flanks to expose Rooks and support their attack down the center files.



Right or Left Flank Attack. Completed by Turn 5. Bishop, Knight, and King defend in a corner, facilitating attack of other pieces down opposite side of board.



Two-Move Checkmate. This is rare, and only

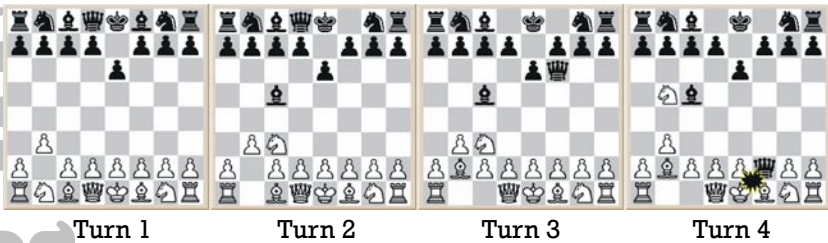


Turn 1



Turn 2

possible if White moves the two Pawns as shown. It is important because this is the only way possible to checkmate an opponent by the end of Turn 2. It is an essential component of the Banzai Combat Style.



Four-Move Checkmate. This is the most common form of the Phase 1 Checkmate. It has greater flexibility than the 2-Move Checkmate. The key is to put a covered queen on the f2 square before the White Queen can move away from the King.

Game Tactical Phases

Phase 1 - Opening Game - Generally the first 10 moves of any game. Each side is attempting to establish an initial unit deployment according to their respective combat style and pattern of defense. Characterized by relatively unhampered unit deployments.

Phase 2 - Middle Game - Begins when both sides have abandoned their initial unit deployment in favor of 1) exploiting perceived weaknesses, or 2) defending against their enemy's exploitation of their own weaknesses. Characterized by restricted

mobility and a great variety of attack options.

Phase 3 - End Game - Begins when both sides have lost more than 25 RCP, and units are generally intermingled on the Battleboard. Characterized by great mobility, direct attacks on the King, and a fight over Pawns nearing the far edge of the board to attempt “Queening”.

Patterns of Defense

Area Defense - The objective is to build a defensive unit structure to defeat *our* attack on *their* half of board. Indicators: Phase 1 - Use of Right, Center or Left Flank Attacks. Phase 2 - Units seemingly at random behind a solid pawn structure in response to our attacks.

Mobile Defense - The objective is to seize the initiative at the earliest opportunity and defeat *our* attack on *our* side of the board. Indicators: Phase 1 - early deployment of Bishops and Knights forward of their 3d rank. Units deployed to optimal zones.

Combat Styles

Attrition - Grind down friendly forces through 1:1 unit sacrifices at every opportunity. Goal is victory in Phase 3. Indicators: No hesitation to trade unit for like unit once a slight edge achieved in force ratio.

Maneuver - Out-move and outplay friendly forces through the use of tactical finesse. Goal is victory

in Phase 2. Indicators: Extensive use and attempted use of tactics of Knight forks, pinned unit, and ambush.

Banzai - Attempt to achieve a 2- or 4-move checkmate. Goal is victory in Phase 1. Indicators: Development of 2- or 4-move checkmate patterns.

Unit Preferences

Favor Bishops - Early deployment of Bishops on flanks to pin key units and support deep Queen/Rook operations. Indicators: Willingness to sacrifice Knights for Bishops. Reluctance to sacrifice Bishops for units of less value than Rooks.

Favor Knights - Early forward deployment of Knights to facilitate Knight forks and deep Queen/Rook operations. Indicators: Willingness to sacrifice Bishops for Knights. Reluctance to sacrifice Knights for units of less value than Rooks

b. Analysis and Discussion

Enemy Course Of Action 1.

Area Defense, fought by Attrition, with the enemy Commander favoring Bishops. (ECO1: Area-Attrition-Bishops)

This is the most conservative ECOA. Enemy will either establish a defense similar to the Left Flank,

Center, or Right Flank Attack formations, or throw up a wall of Pawns in either the Stonewall, Wedge, or Echelon formation. He'll use this to defend against our Course Of Action, and then try to counterattack by conservatively moving the pieces forward in a well-protected group.

High Experience players often use this against perceived Low Experience players in order to avoid inflicting a devastating, bewildering defeat via a Mobile-Maneuver onslaught.

Enemy Course Of Action 2.

Mobile Defense, fought by Maneuver, with the enemy commander favoring Knights. (ECO2: Mobile-Maneuver-Knights)

This is the most dangerous ECOA if the enemy has the experience to properly develop it. It uses the most modern tactical approach, with potentially devastating unit losses via Knight Forks, Pins, and Ambushes. An indicator that the enemy does not have the experience to use this ECOA is by his seemingly random, retracted moves: he'll advance a unit forward into its optimal attack zone, then withdraw it. A number of units remaining forward in their optimal zones indicate experience.

Enemy Course Of Action 3.

Mobile Defense, fought initially with a Banzai attack. Should this fail, enemy will resort to Mobile Defense, fought by Attrition, with the enemy

commander favoring Bishops. (ECO3: Mobile-Banzai, then Mobile-Attrition-Bishops)

This is the least dangerous ECOA for three reasons. First, a Banzai Attack is easy to prevent using normal unit deployments. Second, its use indicates an inexperienced opponent. Third, once thwarted, the enemy will waste several moves extracting units from danger, allowing us to further develop our own units.

After failing the Banzai attack, enemy will likely revert to Mobile Defense instead of an Area Defense because he will either need to extract his units, or will believe that a few more major units forward will win the game. Enemy may revert to Area Defense if he chooses to extract units by advancing his Pawns, or if he is so soundly defeated that he gets spooked and bunkers down for protection behind a wall of Pawns.

5. Conclusions

a. Effects of Intelligence on Operations.

General.

Early detection of the enemy commander's experience level is important. Likewise, early deception operations to mislead the enemy about our own experience level can lead to his choice of a less-optimal ECOA.

Recommended Priority Intelligence Requirements

Pre-game - Phase 1

- What is the enemy commander's experience level?
- What is the enemy commander's assessment of our experience level?

Phase 1 - Phase 2

- Is the enemy Pattern of Defense Area or Mobile?
- Is the enemy style Attrition, Maneuver, or Banzai?
- Does the enemy favor Knight or Bishops?

Note - These are also the most likely Enemy Priority Intelligence Requirements.

b. Effects of the AO on Own Courses of Action.

The area of operations does not favor either side. However, since we are initiating the attack, we have the advantage of the initiative as long as we can maintain it.

c. Probable Enemy Courses of Action.

Probable Enemy Course of Action by relative experience level		<i>Enemy assessment of our experience level...</i>		
		High	Medium	Low
<i>Enemy experience level...</i>	High	ECO A 2	ECO A 2 or 3	ECO A 1
	Medium	ECO A 1	ECO A 2	ECO A 3
	Low	ECO A 1	ECO A 1	ECO A 3

ECO A 1: Area-Attrition-Bishops

ECO A 2: Mobile-Maneuver-Knights

ECO A 3: Mobile-Banzai, then Mobile-Attrition-Bishops

d. Enemy Vulnerabilities.

ECOA 1: Area-Attrition-Bishops

When played by a Lower Experienced enemy, their combat power will often advance across a relatively narrow portion of the board like a tight-knit phalanx, leaving vulnerabilities to their rear and flanks. Attack deep flanks with Bishops and Knights to disrupt Pawn formations, then smash through with a Queen-Rook or Rook-Rook combination. As the defense begins to unravel, look for Knight Fork and Bishop Pin possibilities.

When ECOA1 used by an Experienced player, it indicates he perceives you to be vastly less experienced... which makes him vulnerable to an unexpectedly complex Maneuver attack.

ECOA 2: Mobile-Maneuver-Knights

Regardless of piece preferences, Mobile-Maneuver tactics require the most experience. If the enemy selects ECOA 2 and we determine he has less experience than us, the most devastating counter is Mobile-Maneuver-Knights. If the enemy is much more experienced, revert to Area defense, either Attrition or Maneuver, and favor the opposite piece from the enemy.

ECOA 3: Mobile-Banzai, then Mobile-Attrition-Bishops

Once this attack is identified, we should continue to develop our pieces in accordance with our own

Course of Action, taking care to not neutralize the enemy attack until the last minute. The longer the enemy thinks the 2- or 4-move checkmate will work, the further along our plan will be. If we can close the opportunity to the enemy by threatening his advanced pieces, he will have to waste additional time moving them back or protecting them.

Common to all ECOAs

Analytical ability is key to winning Chess, so anything that disrupts or skews the enemy's analysis will contribute to victory. Few people play at full-power all the time, scaling back their analysis to what they consider to be adequate to ensure success. The less-capable we appear to the enemy, the lower his quality of analysis, increasing their vulnerability to an unusually complex attack.

OFFICIAL:

Neil A. Garra
GARRA
S2

LAST WORD

WHO WRITES THIS STUFF?

Genesis of the Publication

For years I was a Chess Nerd. My father taught me the game when I was about 4 years old, and I played throughout childhood with my father and brother Tom (who later taught his four daughters to play, and who still plays a pretty good game... for a Marine!). In Boy Scout Troop 53, Scoutmaster Bob Peters would let us set up a board in the middle of camp and play during the few spare moments he gave us on our Field Training Exercises. Later, at Marlinton High School, I helped start the Chess Club, and am remembered as the skinny kid who was always sitting in the cafeteria playing chess with a small circle of like-minded friends. I was even playing with my cousin, Joe Sukosd, right up to the minute before I was married.

In 1980 I received a commission in the US Army Infantry, and had so much fun doing *real* combat training that I didn't have the time or inclination to play an outdated battle simulation like chess. In 1991 while teaching at the US Army Intelligence School at Fort Huachuca, Arizona, I polled the captains of a

Military Intelligence Officer Advanced Course about playing chess. I was expecting 80% chess players, but was surprised when only 30% admitted to knowing the game. Since that time I've often repeated the informal polling, with similar results: the quintessential analytical game is a stranger to those in the Army who live by their analytical skills! *Something had to be done...*

Acknowledgements

Basic Inspiration. I'm a Christian, which means that at one point I decided to believe in Jesus Christ for eternal salvation. This early exposure to the dynamics and consequences of decision making had a deep, lasting impact. I discovered that making good decisions, in all disciplines of life, is of profound importance. Later, I discovered real Bible study through the ministry of my pastor, R.B. Thieme, Jr (www.berachah.org). Under his teaching, simple Bible stories are replaced by a systematic and categorical structure of Bible Doctrine. The content provides essential spiritual food, and I both appreciate and am spoiled by his rigorous, structured, methodical approach. Perhaps US Army doctrine can --one day-- be organized and taught to this same high standard.

An officer is molded by his Non-Commissioned Officers, and I have had the great privilege of working with the best! In particular, those of the 5th Infantry Division Long Range Surveillance Detachment. We came together as a group in late 1987, and over the next year and a half built the most amazing organization I've ever been a part of. Soldiers were self-motivated, Sergeants were self-directed, and we all had a lot of fun as we prepared for War. They, and others like them, are the reason I so honor and respect the US Army's professional corps of Non-Commissioned Officers!

My parents are both superb and imaginative instructors. Since childhood I've been exposed to their education techniques,

as well as their love of teaching both adults and children. That, along with their infinite patience in training me over the years, is probably why I so enjoy teaching Soldiers.

Finally, the support of my wife Karen, through 28 years of marriage, has been invaluable. Her patience, love, and devotion made this book and many other projects possible.

Testing & Evaluation. A critical step in creating games is play-testing them to ensure that the instructions are clear and the rules are fair & balanced. The Soldier Chess playtesters deserve *great* credit for their willingness to throw themselves into an untested and often weird gaming environment, created by an author of dubious pedigree, in order to identify and articulate logic errors, cultural faux pas, intellectual conundrums, and insufficiently reasoned algorithms. These playtesters did all that, and were even able to persuade the hard-headed Author that his work was not, alas, perfect. *My sincerest thanks to...*

Brian Boyer

Arthur Burkhem

Robert Collier

Andrew Crossman

Lieutenant Colonel Vic Fink

Zack Fink

Aubrey Garra

Christine Garra

Brant Guillory

Jesse Gunsch

Trace Gunsch

Sergeant Major Jacob Lutz

Jason Merkowsky

Josh Merritt.

HOOAH!

About the author

Neil Garra has a Bachelor of Sciences degree in Physics from Mount Union College in Alliance, Ohio, and served in the US Army for 21 years before graduating on Halloween, 2000, with a Lieutenant Colonel degree in Military Intelligence, and an Infantry minor. For those unfamiliar with the Army, this is almost as coveted as a Master Sergeant Degree. Like most physicists that join the Army, he selected the Infantry in order to earn an Expert Infantryman Badge, and to attend all the fun training: the Mortar Platoon Leader Course, Airborne School, Ranger School, and the Long Range Surveillance Leader course. Over his career he served ten years with the 1st, 2d and 5th Infantry Divisions, with five of those years in various command positions. The rest of the time was spent at the US Army Intelligence Center at Fort Huachuca as a Master Instructor, Doctrine Writer, Deputy Director of the Battle Command Battle Laboratory, and Principal Technologist of the Distance Learning Office. His hobbies include Bible Study, Fencing, Mandolin Playing, Shooting, Teaching MIOBC Lieutenants, Game Design, and Two Dogs. He is the Owner and Despot for Life of The S2 Company at www.S2company.com, so send any comments or questions to g@s2company.com.

