Appendix 1: The Kriegsspiel Charts for Captain Baring's 1872 Game

These charts are available for download for the reader's personal use from the History of Wargaming website.

RED Number of Index Points	RED Odds for or Against	Faces of the Die ●	⠂	⠒	⠦	⠿	⠿	BLUE Odds for or Against	BLUE Number of Index Points	
−V	5:1	12	15	18	22	30	35	5:1	**+V**	Loss per Battalion
	Against	R	D	D	D	L	T	On		
		2	3	4	6	8	10			Loss per Squadron
−IV	4:1	12	12	18		22	30	4:1	**+IV**	Loss per Battalion
	Against	R	R	D		D	T	On		
		2	2	4		6	8			Loss per Squadron
−III	3:1	12	12		18		30	3:1	**+III**	Loss per Battalion
	Against	R	R		D		T	On		
		2	2		4		8			Loss per Squadron
−II	2:1	12	12	18	18	22	30	2:1	**+II**	Loss per Battalion
	Against	R	R	D	D	D	T	On		
		2	2	4	4	6	6			Loss per Squadron
−I	3:2	12	12		18	18	30	3:2	**+I**	Loss per Battalion
	Against	R	R		D	D	T	On		
		2	2		4	4	8			Loss per Squadron
0		12	12	18	18	24	24		**0**	Loss per Battalion
	Even	R	R	D	D	D	D	Even		
		2	2	4	4	6	6			Loss per Squadron

										Loss per Battalion
+I	3:2 On	12	12		18	18	30	3:2 Against	**−I**	
		R	R		D	D	T			
		2	2		4	4	8			Loss per Squadron
+II	2:1 On	12	12	18	18	22	30	2:1 Against	**−II**	Loss per Battalion
		R	R	D	D	D	T			
		2	2	4	18	6	8			Loss per Sqadron
+III	3:1 On	12	12		18		30	3:1 Against	**−III**	Loss per Battalion
		R	R		D		T			
		2	2		4		22			Loss per Squadron
+IV	4:1 On	12	12	18		22	30	4:1 Against	**−IV**	Loss per Battalion
		R	R	D		D	T			
		2	2	4		6	8			Loss per Squadron
+V	5:1 On.	12	15	18	22	30	35	5:1 Against	**−V**	Loss per Battalion
		R	D	D	D	T	T			
		2	3	4	6	8	10			Loss per Squadron

Appendix VI.

RED

Commander-in-Chief..

Infantry.

½ Battalion in Line....................................

½ Battalion (Rifles) in Line..................................

½ Battalion in Quarter Column......................

½ Battalion (Rifles) in Quarter Column..................

Company..

Company Rifles...

Skirmishers..

Sentry..

Cavalry.

Squadron, Heavy Cavalry.............................

Squadron, Light Cavalry.............................

Patrol..

Vedette...

Artillery

Battery, Horse Artillery..

½ Battery, Horse Artillery..

Division, Horse Artillery..

9 Pr Field Battery..

½ 9 Pr Field Battery..

Division. 9 Pr Field Battery..

16 Pr Field Battery..

Fig. I.
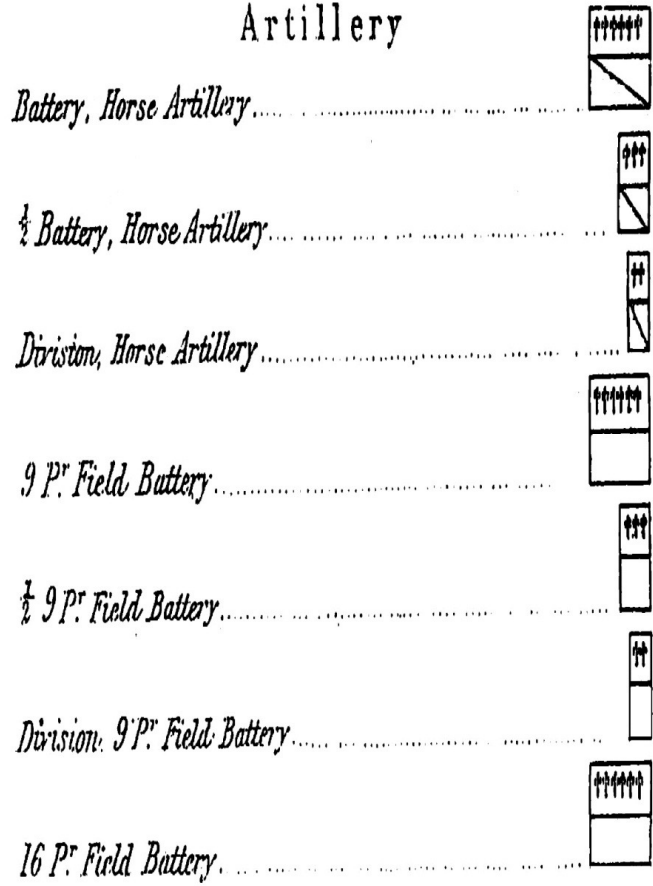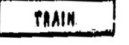
Scale, 6 inches to a mile.

Case		Shell		
Good Effect	Bad Effect	Good Effect	Medium Effect	Bad Effect
300 400 500 600 700	700 800 900 1000 1100 1200 1300 1400	1500 1600 1700 1800 1900 2000 2100	2200 2300 2400 2500 2600 2700 2800	3000 Yards
300 400 500 600 700	700 800 900 1000 1100 1200 1300 1400 1500	1600 1700 1800 1900 2000 2100 2200	2300 2400 2500 2600 2700 2800 2900	3600 Pace.

½ 16 P.r Field Battery..

Division 16 P.r Field Battery..

Horse Artillery Wagons...

9 P.r Field Battery Wagons..

16 P.r Field Battery Wagons......................................

Artillery and Infantry Reserve Ammunition Column............

Artillery Reserve Ammunition Column........................

Engineers

Company..

⅓ Pontoon train..

½ Telegraph troop..

⅓ Equipment troop..

Train..

154

Move	Hour	RED							BLUE						
		Infantry		Cavalry	Artillery			Engineers	Infantry		Cavalry	Artillery			Engineers
		In Line or Column	In Extended Order		Horse	Field 9 Pr.	Field 16 Pr.		In Line or Column	In Extended Order		Horse	Field 9 Pr.	Field 16 Pr.	
1	1	1 31	1 31	1 31	1	1	1	1 31	1 31	1 31	1 31	1	1	1	1 31
2	2	2 32	2 32	2 32	2	2	2	2 32	2 32	2 32	2 32	2	2	2	2 32
3	3	3 33	3 33	3 33	3	3	3	3 33	3 33	3 33	3 33	3	3	3	3 33
4	4	4 34	4 34	4 34	4	4	4	4 34	4 34	4 34	4 34	4	4	4	4 34
5	5	5 35	5 35	5 35	5	5	5	5 35	5 35	5 35	5 35	5	5	5	5 35
6	6	6 36	6 36	6 36	6	6	6	6 36	6 36	6 36	6 36	6	6	6	6 36
7	7	7 37	7 37	7 37	7	7	7	7 37	7 37	7 37	7 37	7	7	7	7 37
8	8	8 38	8 38	8 38	8	8	8	8 38	8 38	8 38	8 38	0	0	8	8 38
9	9	9 39	9 39	9 39	9	9	9	9 39	9 39	9 39	9 39	9	9	9	9 39
10	10	10 40	10 40	10 40	10	10	10	10 40	10 40	10 40	10 40	10	10	10	10 40
11	11	11	11	11 41	11	11	11	11	11	11	11 41	11	11	11	11
12	12	12	12	12 42	12	12	12	12	12	12	12 42	12	12	12	12
13	13	13	13	13 43	13	13	13	13	13	13	13 43	13	13	13	13
14	14	14	14	14 44	14	14	14	14	14	14	14 44	14	14	14	14
15	15	15	15	15 45	15	15	15	15	15	15	15 45	15	15	15	15
16	16	16	16	16 46	16	16	16	16	16	16	16 46	16	16	16	16
17	17	17	17	17 47	17	17	17	17	17	17	17 47	17	17	17	17
18	18	18	18	18 48	18	18	18	18	18	18	18 48	18	18	18	18
19	19	19	19	19 49	19	19	19	19	19	19	19 49	19	19	19	19
20	20	20	20	20 50	20	20	20	20	20	20	20 50	20	20	20	20
21	21	21	21	21 51	21	21	21	21	21	21	21 51	21	21	21	21
22	22	22	22	22 52	22	22	22	22	22	22	22 52	22	22	22	22
23	23	23	23	23 53	23	23	23	23	23	23	23 53	23	23	23	23
24	24	24	24	24 54	24	24	24	24	24	24	24 54	24	24	24	24
25	25	25	25	25 55	25	25	25	25	25	25	25 55	25	25	25	25
26	26	26	26	26 56			26	26	26	26	26 56			26
27	27	27	27	27 57			27	27	27	27	27 57			27
28	28	28	28	28 58			28	28	28	28	28 58			28
29	29	29	29	29 59			29	29	29	29	29 59			29
30	30	30	30	30 60			30	30	30	30	30 60			30

NOTE. The loss of 40 men is, in the case of the Infantry, to be considered equivalent to the loss of a Company.

" 60 " Cavalry " Squadron.

" 25 " Artillery " Gun.

" 40 " Engineers " Company.

Fig. 2.

Scale shewing the distance at different
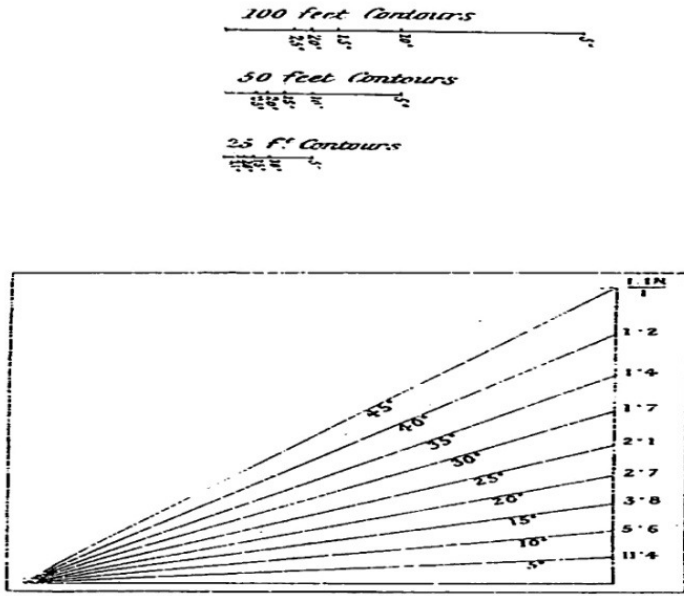slopes between Contours on a Map drawn
to a scale of 6 inches to the mile.

100 feet Contours

50 feet Contours

25 Ft Contours

Fig: 3.

Gun	Projectile	Range in Yards	Good Effect						Bad Effect					
			⚀	⚁	⚂	⚃	⚄	⚅	⚀	⚁	⚂	⚃	⚄	⚅
16 Pounder	Case	up to 300	16	20	24	26	28	30	9	10	12	14	16	18
		300–600	10	11	12	14	16	18	4	5	6	7	8	9
	Shrapnel	600–800	40	48	56	64	72	80	25	30	35	40	45	50
		800–1200	30	36	42	48	54	60	16	20	24	28	32	36
		1200–1600	20	24	28	32	36	40	8	10	12	16	20	24
		1600–2000	10	12	14	16	18	20	0	2	4	6	9	12
		2000–2500	0	2	4	6	8	10	0	0	2	4	6	8
	Common Shell	up to 800	26	28	30	33	36	40	16	17	19	21	23	26
		800–1200	16	18	20	22	25	28	9	10	11	12	14	16
		1200–1800	10	11	12	14	16	18	5	6	7	8	9	10
		1800–2400	6	7	8	9	10	12	1	2	3	4	5	6
		2400–3000	3	4	5	6	7	8	0	0	1	2	3	4
9 Pounder	Case	up to 300	16	20	26	28	30	32	9	10	13	15	17	20
		300–600	8	9	10	12	14	16	3	4	5	6	7	8
	Shrapnel	600–800	30	36	42	48	54	60	18	20	24	28	32	36
		800–1200	20	24	28	32	36	40	10	12	14	16	20	24
		1200–1600	12	14	16	18	21	24	4	6	8	10	12	14
		1600–2000	6	7	8	9	10	12	0	1	2	3	5	7
		2000–2500	0	2	3	4	5	6	0	0	1	2	3	4
	Common Shell	up to 800	24	26	28	30	33	36	14	16	18	20	22	24
		800–1200	14	16	18	20	22	24	8	9	10	11	12	14
		1200–1800	9	10	11	12	14	16	4	5	6	7	8	9
		1800–2400	5	6	7	8	9	10	0	1	2	3	4	5
		2400–3000	1	2	3	4	5	6	0	0	0	1	2	3
Musketry Fire		up to 100	50	55	60	65	70	80	25	30	35	40	45	50
		100–200	30	35	40	45	50	60	16	18	20	22	24	30
		200–300	25	30	35	40	45	50	12	14	16	18	22	25
		300–400	20	23	26	29	32	38	10	11	13	14	16	20
		400–500	12	14	16	18	22	26	6	7	8	9	11	12
		500–600	6	8	10	12	14	16	3	4	5	6	7	8
		600–700	3	5	6	8	9	10	0	1	2	3	4	6
		700–800	0	0	1	2	3	4	0	0	0	0	1	2
		800–900	0	0	0	1	2	3	0	0	0	0	1	2
		900–1000	0	0	0	0	1	2	0	0	0	0	0	1

Note 1.- The losses shown in this table are those which would be occasioned by a battery of 6 guns in the case of the artillery, and by a battalion in line, or by 4 companies in extended order in the case of the infantry.

2. Troops under cover, or in extended order, incur only one-third of the loss given in the table. Cavalry incur a loss one-fifth greater that that given in the table. Infantry, in line, when exposed to the fire of shrapnel or common shell incur one- half of the loss given in the table.

3. All ranges are to be estimated before firing commences; if incorrectly estimated the fire is not considered as producing any effect in the current move. Artillery may correct its range in subsequent turns. The umpire may decide if the infantry do so or not (par. 12).

4. Enfilade fire of Artillery is always considered a twice as effective as direct fire (par. 46).

5. The loss sustained by cavalry in attacking infantry can either be estimated by the table, or a loss of 10 men per squadron may be allowed if the cavalry be victorious, or of 20 men per squadron if the cavalry be defeated without reference to the table.