

Trainees write their own orders and learn in the after-action review

Kriegsspiel is a small company that makes tactical decision games (TDGs). This document offers military schools two things: the **web edition**, which a class can use today, and a one-term pilot of the **institutional edition, the TDG trainer**, which runs on the institution's own network.

Offer A · now

The web edition for a class

- One instructor and up to 30 trainees, in a room with internet access
- 36 real battles and 15 fictional exercises, with one-page printable TDGs
- Everything free during the beta

Offer B · pilot

The institutional TDG trainer

- Runs on the institution's own network, without internet
- One term, up to 100 trainees, free or at cost
- Trainees write orders with intent; the review shows what the enemy saw

The two offers are separate. Use A alone, look at B alone, or run a class with A first and decide on B later.

Why we built it

Our founder, Euihyeon Moon, served in the Korean military. He saw people put off the decision at the decisive moment, and others comment freely on someone else's command without ever having trained under realistic pressure themselves. At the education stage there are few chances to test "what would I have done as the commander?" with a decision of one's own. Military history is read with the outcome known; these games hide the outcome and give only the ground and the intelligence available at the time.

What we do not promise

- We do not claim a proven learning effect. The pilot observes trends together and records them as they are.
- Kriegsspiel is a civilian educational product and is not affiliated with any ministry of defence or armed service. Nothing in this document is an endorsement.

A

Offer A · the web edition, available now

kriegspiel.app is a browser TDG with nothing to install, in English and Korean, with the same map on a phone. It is a public internet service, so it needs a room with internet access.

51 scenarios	36 real battles (Korean War, Vietnam, Russo-Ukrainian war, other modern wars, small-unit actions) and 15 fictional exercises (squad, platoon and special forces company close combat and more). Maps drawn from real elevation data, APP-6 symbols, control measures, a summary operation order.
One game	Read the situation and the ground, then commit to one of three or four courses of action at each phase. A committed decision cannot be undone. Note your reasoning; at the end the after-action review sets the real commander's decision, the outcome and the sources beside yours.
Instructor Mode	The instructor opens a room and up to 30 trainees join with the room code and decide in the same situation. The instructor sees the spread of choices live, picks an inject for each phase and debriefs the class from the differences. The class's decisions download as CSV. The instructor signs in with Google.
One-page printable TDG	Every scenario has an A4 printable version with the situation, intelligence (with source reliability), courses of action, a time limit, learning objectives and discussion questions, so a room without devices can discuss on paper.
Published adjudication	Chances of success come from a published formula: each course of action carries factors such as force ratio, terrain, surprise and reconnaissance with fixed weights, and their sum becomes a probability between 5% and 95%, rolled once. The formula and the weights are public, and the soundness of the decision is shown separately from the roll.
Content rules	No casualty scoring, no "kill" wording, no living persons named. Every source is cited.
Price	Group plan (one instructor and up to 30 trainees): ₩99,000 a month or ₩990,000 a year (US\$79 / US\$790). During the beta every scenario and feature is free ; we will announce any change in advance.

How to start

1. The instructor plays one battle at kriegspiel.app first (about 10 minutes, no sign-up).
2. Pick the lesson scenario and hand out the one-page print beforehand.
3. In class, open an Instructor Mode room and follow the 50-minute lesson plan in the pilot section.

Limits of the web edition

The web edition needs the internet, so it is hard to use on a military network or in a room where internet access is blocked. It is also a choose-a-course-of-action format; writing orders is what the institutional edition in Offer B is for.

B

Offer B · the institutional TDG trainer

A TDG lesson tool for trainees that a school runs on its own network. It borrows terrain, symbols and terms from the web edition, but the lesson flow and the adjudication were designed from scratch. The design principle: immersion comes from the conditions of command, not from graphics. It is in development; a pilot class is the next step.

On your network, without internet	The institution brings the installation package in and installs it on one server. The application sends nothing outside the institution: no telemetry, no automatic updates, no online licence check.
Orders written by the trainee	No menu of options. Within a time limit the trainee writes the mission, commander's intent (purpose, key tasks, end state), main effort, subordinate tasks with purpose, control measures, reporting instructions, fires and reserve. A minimum order takes under two minutes with the mouse alone; re-decisions are fragmentary orders.
Imperfect reports	Trainees never see the enemy directly, only contact reports with an estimated location, error, time observed, source and reliability. Reports arrive late and are sometimes wrong. Delay and error are set by echelon and difficulty.
An enemy that fights back	The enemy has a branch plan and acts only on what it knows. The instructor or a group of trainees can command the enemy instead.
An engine with published factors	Every adjudication is kept as a card showing factors, modifiers, the dice and the chance of each outcome band. Exact percentages are not shown. Surprise, flank and suppression weigh more than force ratio. The same inputs give the same result, so games can be replayed and reviewed. No AI language model is used for adjudication or enemy command.
Instructor console	Compare the whole class's orders on one screen; run the clock, injects, enemy command, report manipulation and question cards. Any change the instructor makes to an adjudication is shown to everyone, with the reason.
After-action review	Trainees first write down what they saw and did. Then the picture they had is replayed over what actually happened, including what the enemy saw , followed by adjudication cards, two or three reference solutions and discussion questions. No scores, no rankings.
Modes and scenarios	Solo practice, whole class, opposed game, team roles (leader and subordinate leaders). 14 fictional-country scenarios (3 squad, 6 platoon, 5 company) and a scenario editor. Order-form headings, task verbs and report formats can follow the institution's own doctrine.
Security review package and audit log	A document set for the institution's security review (network layout, data flow, media import, patching, logs, accounts, component list). Instructor and administrator actions go into an audit log that can be checked for changes and is deleted after one year. Trainee names are not stored by default; trainees appear as numbers.
Records and manuals	Lesson metrics export as CSV and JSON, and a lesson report prints. English and Korean interface; manuals for instructors, trainees and administrators.

Pilot terms

Length	One term
Size	Up to 100 trainees; no limit on instructors.
Cost	Free, or at cost: US\$900 (₩1,000,000 plus VAT in Korea). Installation and instructor training included.
In exchange	1) We analyse anonymised learning data together. 2) You consent to a published case study (scope and text reviewed and approved by you). 3) We talk about continuing at the end of term. There is no obligation to buy.

What the institution provides

- A classroom with a projector
- One server: a laptop-class PC (x86-64, 2 cores and 2 GB RAM or more, Linux or Windows 10/11 with a container runtime). It runs two classes of 40 at once.
- Trainee devices with a current browser (Chrome, Edge, Firefox, Safari); a ten-year-old laptop or a small tablet will do.
- A local network between the server and the devices; no internet needed.
- One lead instructor, a point of contact, and your security review process

What we provide

- Installation package and pilot licence
- Installation support and one instructor training session (15-minute instructor onboarding plus a trial lesson)
- Instructor, trainee and administrator manuals; the security review package
- Scenarios and lesson presets; answers to questions between sessions
- Joint analysis of anonymised metrics and a draft end-of-term report

Timeline (fitted to your term)

Kick-off	1–2 weeks	Agree the course, class, schedule and the metrics to watch. Security review, installation, instructor training.
Repeated sessions	4–6	The same class runs the 50-minute lesson four to six times with scenarios at the same echelon. Metrics are downloaded after each session.
Transfer test	1	A paper TDG outside the product, with a five-minute limit (optional).
Report	2–3 weeks	Analyse the anonymised metrics together, write the report and talk about continuing.

A 50-minute lesson

0–5 min	Join and brief	Show the join code; trainees read a second-person briefing. Opening intelligence costs planning time.
5–10 min	Write orders	Five minutes for a platoon leader. The instructor scans the order comparison screen.
10–30 min	Execute, report, re-decide	Three to five decision cycles. A question card at each decision window; injects and enemy command as needed.
30–32 min	Recall	Trainees write what they saw, did and did not do. The review opens only after recall.
32–50 min	After-action review	On the projector: order comparison → two-layer replay → adjudication cards → reference solutions → questions.

Short of time, cut re-decisions and keep the review. Instructor Mode in the web edition follows the same order, with a course-of-action choice and a written reason in place of written orders.

B

Metrics we watch together

These numbers are not scores and do not rank anyone; they are observations that suggest questions for the review. The pilot does not set out to prove a learning effect. It watches the same class's trends together and records them as they are.

Order checklist completion, session by session	Whether orders contain main effort, subordinate tasks with purpose, intent, reporting instructions, control measures, fires and reserve. Reference baseline from McBreen (2003): main effort 37%, task and purpose 46%, intent 47%, nesting with higher intent 12%. Nesting is judged by people.
Decision time and planning-time ratio	Time to submit orders and fragmentary orders, overruns, and whether planning stayed within one third of the time available.
Picture accuracy and missed contacts	Distance between where trainees think the enemy is and where it is; enemy that was in view but not on the trainee's map.
Report timeliness	Game time from contact or loss of combat power to the report to higher.
Usability	Ratio of "rules questions" to "tactics questions" in class; we look for time spent on rules to fall.
Tests outside the game (optional)	A five-minute paper TDG; a situational judgement test before, after and 4–6 weeks later. Never pooled with in-game metrics.

Questions we are often asked

Security: what leaves the institution?

The institutional edition makes no outbound connections. The only things that leave are files an instructor downloads (CSV, JSON, PDF). We provide the procedure for bringing it onto a disconnected network and the security review package.

Data: who keeps what?

Lesson records stay on the institution's server. Trainee names are not stored by default. The joint analysis uses only anonymised metrics the institution exports, and the institution decides what to share. A lesson record can be destroyed from the console at any time.

What does it cost after the pilot?

An annual licence by trainee seats plus one-time installation and training. No limit on instructors and no extra charge per scenario set. Tiers: department or course (about 100 trainees), school (about 500), institution (about 2,000). **Quote on request.**

Can we use our own scenarios?

The scenario editor builds your own ground and situations; the support we give is agreed in the pilot. Classified or restricted material is never put into the product.

How do the two editions differ?

The web edition runs on the internet: pick courses of action in real battles and compare with history. The institutional edition runs on your network: write orders in fictional situations against an enemy that fights back. Both keep casualty counts out of scoring.

Who is behind it?

A small Korean company. We are not affiliated with any armed service and have no institutional endorsements; we would rather be judged on a trial lesson.

Contact

For a pilot or a quote, email **honeybadger@hbcrossborder.com**, ideally with the subject "Pilot inquiry" and your institution, course, expected number of trainees and preferred term. The web edition can be tried today at **kriegspiel.app** without signing up.

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