

Sept. 9, 1952

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2,610,060

MILITARY CAMPAIGN GAME BOARD AND PIECES

Filed March 31, 1950

2 SHEETS—SHEET 1

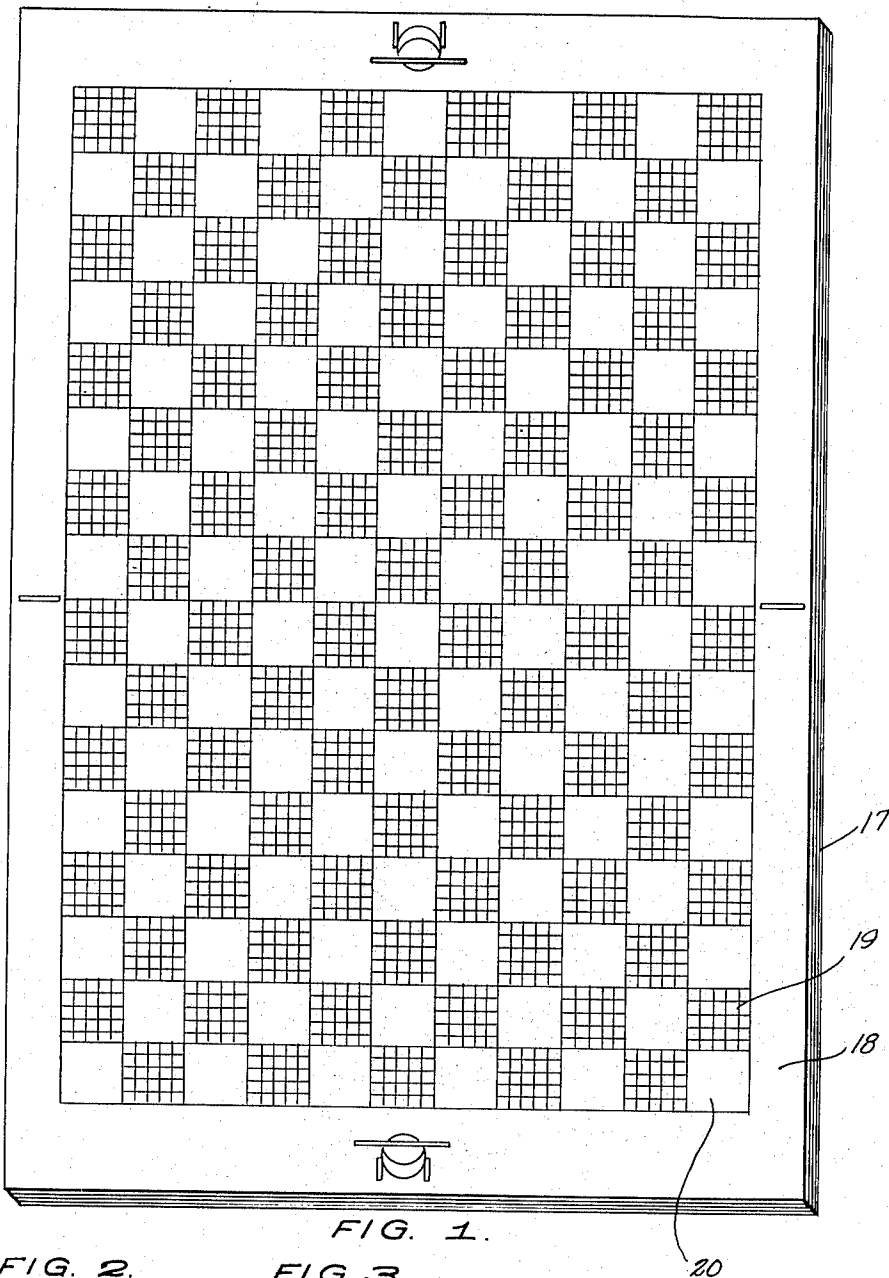


FIG. 1.

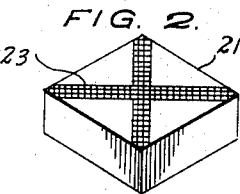


FIG. 2.

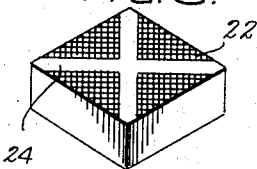


FIG. 3.

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2 SHEETS—SHEET 2

FIG. 4.

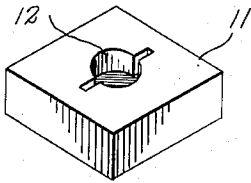


FIG. 5.

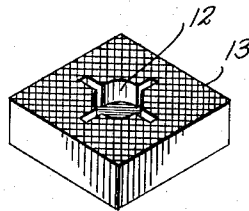


FIG. 6.

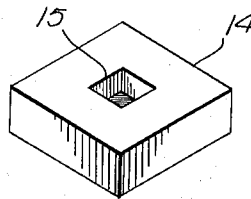


FIG. 7.

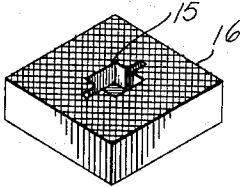


FIG. 8.



FIG. 9.



FIG. 10.



FIG. 11.



FIG. 12.



FIG. 13.



FIG. 14.



FIG. 15.

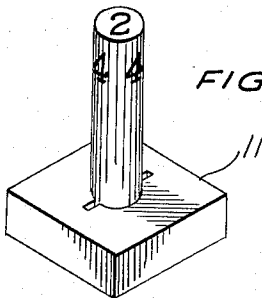
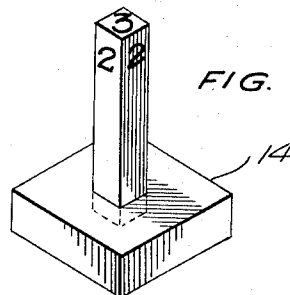


FIG. 16.



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## UNITED STATES PATENT OFFICE

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MILITARY CAMPAIGN GAME BOARD  
AND PIECES

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3 Claims. (Cl. 273-131)

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This invention relates to games, and more particularly to a game of the same general type as the game of chess but being more closely related to modern military conditions.

A main object of the invention is to provide a novel and improved war game apparatus which involves very simple components, which provides a high degree of entertainment, and which provides a wide range of opportunity to employ strategy corresponding to that employed in actual military operations.

A further object of the invention is to provide an improved game apparatus wherein the parts may be inexpensively manufactured, said apparatus providing a convenient means of simulating actual military maneuvers on a gameboard, and the apparatus being arranged to allow the opposing contestants to freely exercise their ingenuity and skill in performing military maneuvers such as those carried on by actual modern military units.

Further objects and advantages of the invention will become apparent from the following description and claims and from the accompanying drawings, wherein:

Figure 1 is a perspective view substantially in plan, of a checkered gameboard forming part of the game apparatus of the present invention.

Figure 2 is a perspective view of a game piece simulating a "land block" belonging to one of the contestants.

Figure 3 is a perspective view of a game piece simulating a "land block" belonging to the other contestant.

Figure 4 is a perspective view of a game piece simulating an airplane military unit belonging to one of the contestants.

Figure 5 is a perspective view of a game piece simulating an airplane unit belonging to the other contestant.

Figure 6 is a perspective view simulating an infantry section belonging to the first contestant.

Figure 7 is a game piece simulating an infantry section belonging to the second contestant.

Figures 8, 9 and 10 are perspective views of different pegs adapted to be employed with the infantry sections such as shown in Figures 6 and 7 to indicate different combinations of infantry sections.

Figures 11, 12, 13 and 14 are perspective views of pegs adapted to be employed with the airplane units, such as the playing pieces shown in Figures 4 and 5, to indicate various different combinations of airplanes.

Figure 15 is a perspective view illustrating the

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manner in which a peg, such as the peg of Figure 11, is employed with the playing piece of Figure 4 to indicate a combination airplane unit.

Figure 16 is a view similar to Figure 15 illustrating the manner in which a peg, such as the peg of Figure 8, is employed with an infantry section playing piece, such as the playing piece of Figure 6, to designate a combination of infantry sections.

The apparatus of the present invention is adapted to be employed in playing a game wherein two opposing forces of initially equal strength operate against each other, in a manner generally similar to the game of chess, but which is characterized by providing for combinations of strengths by the amalgamation of two or more units of a given type to form a single stronger unit. However, the mobility of the stronger and larger unit is substantially reduced and therefore its effectiveness with respect to mobility is reduced. The two important qualities of each fighting unit involved are strength and mobility.

The structure of the apparatus employed in the game and the manner of use thereof will become readily apparent from a discussion of the rules of the game which follows herewith:

The playing pieces are divided up to represent two armies, for example, "Black" and "White" armies, the names referring to the body shades (dark or light) of their fighting units. Each of the playing pieces, shown for example in Figures 4 to 7, is called a fighting unit. The playing piece of Figure 4 is a square counter, designated at 11, and is of white color and is formed at its center with a circular aperture 12. The playing piece 11 designates a single airplane fighter unit. The playing piece of Figure 5 is similar to that of Figure 4 but is shaded in color. Said playing piece, designated at 13, represents a single airplane fighting unit on the opposite side from that of Figure 4. The playing piece of Figure 6, designated at 14, is light in color and represents a single infantry fighter unit of the "White" army and is formed at its center with a square aperture 15. The playing piece of Figure 7 is similar to that of Figure 6 but is shaded in color. Said playing piece designated at 16 represents a single infantry unit of the "Black" army.

Each army is initially composed of a total of twenty-two fighter units. These fighter units are classified in two groups: (a) infantry and (b) air force. There are seventeen infantry units and five air force units in each army.

Referring now to Figure 1, 17 designates a

rectangular gameboard having a margin 18 and marked with a conventional checkerboard pattern comprising alternating dark and light squares 19 and 20. At the start of the game the fighter units are aligned on the opposite ends of the gameboard occupying the two end rows of squares at each opposite end.

Figures 2 and 3 designate playing pieces, shown at 21 and 22, representing "land blocks" which obstruct the progress of the playing pieces of the armies. At the start of the game the playing piece 21, of which there are several, is positioned on the third row of squares on the side of the board occupied initially by the "White" army, and the playing piece 21 is identified by a dark cross 23 appearing on a white background. Similarly, the playing piece 22 represents a "land block" for the "Black" army, and there are several such playing pieces which are disposed on the third row of squares of the board adjacent the initial positions of the playing pieces of the "Black" army. The playing pieces 22 are identified by light crosses 24 appearing on a dark background.

Considering the organization of each army, each of the two organizations thereof (infantry and air force) strengths are additive in combination. That is, two fighting units of the infantry may combine with each other figuratively and become one fighting unit with strength equal to the sum of the strength of the two combining units. Similarly, within the air force two airplanes may combine to equal a combination unit having twice the strength of a single unit. In general, two fighting units combine strengths by occupying the same square at one time, one unit moving to the square occupied by the other. Combination is obligatory; at no time may a square be occupied by more than one fighting unit (single, combined, or "combination") of either army. When such a combination is made a peg, such as the pegs of Figures 8 to 14, is inserted in the central aperture of one of the combining playing pieces, said peg bearing a numerical value on its top which indicates the strength of the combined unit and bearing a numerical value on its sides which defines the mobility of the combined unit.

The basic measure of strength is that of one fighting unit of the infantry, called a "section." When two sections combine, they form a "company." A combination of strengths equal to three sections is called a "division," and a combination of strengths equal to four sections is called a "corps." Four sections' strength is the maximum strength that may be formed in one fighting unit of the infantry.

In the air force the basic measure of strength is called a "plane;" it has the same power of destruction as has the "section." When two planes combined they form a "flight." Three planes strength represents a "wing;" four planes in combination is called a "squadron," and five planes, is called an "armada." Five planes' strength is the maximum that may be formed in one fighting unit in the air force.

In distinction to combinations of similar units, as previously described, each army may form "combination units" which is actually two fighting units, one infantry and one air force that are occupying the same square at one time; one unit having moved onto the square already occupied by the other. Together these two fighting units form a special type of "combined operations" unit that has a strength equal to the

sum of the strength of its parts. They are collectively called a "combination unit" because the parts of each retain their separate identifications and unit forms (infantry and air force), yet may travel together over the board as one (combination) unit in one move. The maximum strength that may be formed in a "combination unit" is five (maximum air force) plus four (maximum infantry) or nine "strength units." Various types of "combination units" may be formed.

In playing the game, when two infantry fighting units combine (add their strength) one of the units is removed from the board and a peg, such as one of the square pegs of Figures 8, 9 and 10 is inserted in the central aperture of the remaining fighting unit. This peg is conspicuously marked on its top and with the new strength of the unit (in "sections") and preferably is characteristically colored for that strength.

A similar procedure is followed in combining the air force fighting units, employing the pegs such as those illustrated in Figures 11 to 14, said latter pegs being round in cross section and fitting the central apertures 12 of the air force fighting units.

Two characteristics of actual armies are considered in the present game. They are "strength" and "mobility." As above outlined, two weaker fighting units may be combined to form a single stronger fighting unit. Since strong (large) units generally must sacrifice mobility to increase their size, I specify that the "mobility" of each fighting unit must decrease with the increasing strength of the unit. With respect to the infantry fighting units, a "section" may be regarded as having a strength of one and a mobility of four. A "company" may be considered as having a strength of two and a mobility of three. A "division" may be considered as having a strength of three and a mobility of two, whereas a "corps" is considered as having a strength of four and a mobility of one. These values are illustrated by the markings of the pegs shown respectively in Figures 8, 9 and 10 with respect to the characteristics of the various combined units. For example, Figure 8 shows a peg adapted to indicate the strength and mobility of a "company" whereas Figure 9 shows a peg adapted to illustrate the strength and mobility of a "division" and Figure 10 illustrates a peg adapted to indicate the strength and mobility of a "corps."

In order that engagements between enemy air force and infantry fighting units may be concluded on a relative basis, I assign "strength-mobility" numbers to the air force fighting units as follows: a "plane" has a strength of one and a mobility of five, a "flight" has a strength of two and a mobility of four, a "wing" has a strength of three and a mobility of three, a "squadron" has a strength of four and a mobility of two, and an "armada" has a strength of five and a mobility of one. The strength and mobility values of the combined air force units are indicated on the pegs shown in Figures 11 to 14, which are marked on their top ends with the strength number and on their sides with the mobility number for a given fighting unit. For example, the peg connoting a "squadron" is shown in Figure 13 and is marked on the top end with the numeral 4 and on its sides with the numeral 2.

The strength of a "combination unit" is the sum of the strengths of its parts (infantry and air force). The mobility of a "combination unit" is equal to the mobility of its part with the

smallest mobility. A "combination unit" cannot make "jumps." A land block has no strength but has a mobility of 1. It may not move to an occupied square.

A fighting unit's "mobility" number indicates the maximum number of squares over which the unit may travel in one move. (Fighting units may travel in only one direction per move. This direction may be horizontal, vertical or diagonal, forwards or backwards.)

When another fighting unit of either side blocks the path of a moving infantry unit or "combination unit" that unit cannot pass through; it must stop either on or before the blocked square. Neither infantry units nor "combination units" may rest on or pass over "land blocks" represented by the playing pieces of Figures 2 and 3.

An air force fighting unit may pass through any square occupied by a friendly fighting unit without stopping (it may "jump" the square). It may likewise jump any enemy fighting unit of strength not greater than its own strength. It may also jump "land blocks," but may not land on them.

Except as part of a special maneuver called "breaking up a unit," only one fighting unit or land block may travel per move.

Players must make one move alternately or forfeit the game.

The following are the rules for the maneuver called "breaking up a unit":

A fighting unit (infantry, air force or "combination unit") with strength greater than 1 may break itself up into no more than three fighting units in one move; one of these units must remain on the base square (the square where the breakup takes place), while the other or others must move somewhere within their operating ranges. The moving units (or unit) may attack any vulnerable enemy unit or units.

The travel of the parts of a "broken up" fighting unit is considered an integral component of the maneuver itself; in fact, this maneuver is not properly executed unless at least one part of the "broken up" unit has traveled from the base square during the maneuver. Both the "breaking-up" and the "moving together" take only one move.

When a fighting unit is broken up into three parts, the two parts which must move from the base square are not permitted to move in the same direction.

"Combination units" may break up into either single fighting units, single and "combination units" or "combination units" and may break up into different "combination units."

An "attack" takes place when a fighting unit of one army moves onto the square occupied by a fighting unit of the enemy army. The attacking unit is the traveling unit.

If the strength rating of the attacking unit is equal to or greater than the strength rating of the unit attacked, the attacked unit is "destroyed" and must be removed from the board.

If the strength rating of the attacking unit is less than the strength rating of the unit attacked, the attacking unit is "destroyed" ("sacrificed"), and the fighting unit attacked is reduced in strength by the same amount as the strength rating of the attacking unit. For example, when a single infantry or air force unit sacrifices to an enemy unit, both fighting units lose the strength of the attacking (sacrificing) unit. If the unit attacked is a "combination unit" its loss shall

first be taken from the part (infantry or air force) that is the same as the attacking unit (infantry or air force), and the rest of its loss (if any) must come from its other part. When a "combination unit" sacrifices to a "combination unit," the attacked unit's losses shall be group-for-group (infantry for infantry; air force for air force) as far as possible; any discrepancy shall be taken off whichever part survives.

For each player, the object of this game is to get as much as four strength units' total strength assembled at one time on his opponent's "home line." (The "home lines" are those lines of squares situated on the longitudinal ends of the playing board, namely, the row of squares most closely adjacent to the respective opponents.) The four strength units do not need to be assembled on the same square; they may be spread over the end row of squares.

Whichever army first succeeds in "occupying his enemy's homeland" in this manner is instantly and automatically the victor of the war (and the winner of the game).

If in the course of play either army is reduced in strength to a total of less than four strength units, that army is instantly considered defeated.

If both armies are simultaneously reduced to a total strength less than four, the game ends in a tie and there is no winner.

Whichever way the game may end, the victor's "margin of victory" is calculated as follows: Add twenty points to the total strength of the winning army at the end of the game. Take this number and subtract from it the total strength of the losing army at the end of the game. The number thus obtained is the winner's "margin of victory."

From the foregoing discussion the functions of the various game pieces and pegs illustrated in the figures will be readily apparent. Thus Figure 15 illustrates the appearance of a game piece 11 when a peg illustrated in Figure 11 is inserted in its central aperture 12. Likewise Figure 16 illustrates the appearance of a game piece 14 with a peg, such as illustrated in Figure 9, inserted in its central square aperture 15.

While certain specific embodiments of game pieces and other elements of apparatus for use in the game above described have been disclosed herein, it will be understood that various modifications within the spirit of the invention may occur to those skilled in the art. Therefore, it is intended that no limitations be placed on the invention except as defined by the scope of the appended claims.

What is claimed is:

1. In a game played on a surface marked with checkered squares, a set of game pieces, each game piece having a flat bottom wall slidable on said surface and having a top wall, said set including a first group having in the top wall thereof apertures of one cross sectional shape and a second group having in the top wall thereof apertures of a cross sectional shape differing from those of the first group, another set of game pieces, each piece of said another set of game pieces having a flat bottom wall slidable on said surface and having a top wall provided with a distinctive indicia, and a plurality of pegs, certain of said pegs having a cross section conforming to the cross section of the recesses in said one group of pieces, certain other of said pegs conforming to the cross section of the recesses of said second group of pieces, distinctive indicia on the ends of said

pegs, and additional indicia on the side of said pegs.

2. In game played on a surface marked with checkered squares, a set of game pieces, each game piece having a flat bottom wall slidable on said surface and having a top wall, said set including a first group having in the top wall thereof apertures of one cross sectional shape and a second group having in the top wall thereof apertures of a cross sectional shape differing from those of the first group, and a plurality of pegs, certain of said pegs having a cross section conforming to the cross section of the recesses in said one group of pieces, certain other of said pegs conforming to the cross section of the recesses of said second group of pieces, distinctive indicia on the ends of said pegs, and additional indicia on the side of said pegs.

3. In a war game apparatus of the character described for use with a board marked with checkered squares, two sets of square game pieces identical in number and of different shading, each set of game pieces comprising a first group formed with circular central apertures and a second group formed with square central apertures, said respective groups of game pieces denoting military units of different mobility on the board, and two groups of pegs for each set of game pieces, one group of pegs being circular in cross section and fitting the circular apertures of the game pieces and the other group

of pegs being square in cross section and fitting the square apertures of the game pieces, the pegs of each group being marked differently among themselves and denoting combinations of military units having different strength and different mobility on the board, the strength and mobility values of the peg markings being each different from the strength and mobility of an individual game piece, whereby a game piece acquires the strength and mobility corresponding to the markings of the peg inserted in the central apertures.

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