

Connections 2018

Wargame Design Workshop

Robert Burks

“War is ninety percent information.”

Napoleon Bonaparte

The Impact of Information on Planning and Execution in a Wargame

C4ISR is the Foundation of Every Mission

Command, Control, Communication, Computers, Intelligence, Surveillance, and Reconnaissance (C4ISR) systems are designed to enhance situational awareness and allow operators to gain a decision advantage.

If we accept the point that C4ISR is critical to supporting military decisions, how can we design it into our wargames.

C4ISR in Wargames

The plan for this session ...

- **Part 1** – Group discussion - confirm exactly what we want in the activity.
- **Part 2 (60 mins)** – Break into 4 teams (Grognards, Experienced, Novices & Over my Head))
 - a. You have been introduced to the Drive on Metz now its time to play
 - b. Understand how elements of C4ISR are currently incorporated into the game design.
- **Part 3 (20 mins)** – Group feedback and discussion
 - a. Return to plenary and each group briefs back on their discovery.
(3 - 4 mins each)
 - b. Give focussed problem to solve which is military (but reasonably generic).
- **Part 4 (60 mins)** – Back into groups to redesign Metz
 - a. Redesign/modify several of the game's mechanics to provide a more realistic, simple, and elegant incorporation of C4ISR into the game.
 - b. Identify the impact on the play of the Metz.
- **Part 5 (20 mins)** – Group feedback and discussion on their solution & final wrap up.

Group Activity

The Metz wargame is “just a model” of the real world ...

- How is C4ISR incorporated into the game?
- How does it impact the play (decisions) of the game?

Tasks:

- Playtime: Play through Drive on Metz.
- Understand how the elements of C4ISR are currently incorporated into the game design.

Group Reports

- 1. Report back to the group with a short brief (3 – 4 mins) on proposed methods.**
- 2. Get focussed problem to solve ... which is military (but reasonably generic).**

Group Activity – Drive on Metz

Drive on Metz

The US 3rd Army attacks
across the Moselle River
September 1944

Originally published in
Jim Dunnigan's book
**"The Complete Wargames
Handbook"**



Drive on Metz is a great example of what a wargame is and how they
can be designed.

6 pages of rules, 1 Chart, 20 counters

Drive on Metz - Activity

The Metz wargame is “just a model” of the real world ...

- How is C4ISR incorporated into the game?
- How does it impact the play (decisions) of the game?

Tasks:

- Redesign/modify several of the game’s mechanics to provide a more realistic, simple, and elegant incorporation of C4ISR into the game.
- Identify the impact on the play of the Metz.

Group Activity – Drive on Metz

Report back to the group with a short brief (3 – 4 mins) on proposed methods.