

Connections 2018

Wargame Design Workshop

Marcus Tregenza

“Planning is everything, the plan is nothing.”

Dwight D. Eisenhower

**How can we design (war) games to
reflect more appropriately the
impacts and benefits of planning?**

Planning in Wargames

My thesis is ... that many (most?) games have no mechanism to properly reflect long term planning and the benefits of good planning or the penalties for poor planning or ill-considered changes.

- What does planning look like?
- How can it be rewarded ... or lack of it be penalised?

Planning in Wargames

The plan for this session ...

- **Part 1** – Group discussion - confirm exactly what we want in the activity.
- **Part 2** – Move into 4 teams “**Pandemic**” teams & “**Command & Colors**” teams
 - a. without playing the game ... get a shared (group) understanding of how the game works.
 - b. re-design the game (or the key part of the game) so there is now a mechanism that reflects the impact of planning and rewards good planning.
(40 mins)
- **Part 3** – Group feedback and discussion
 - Return to plenary and each group (4) briefs back on their solution.
(3 - 4 mins each)
 - Give focussed problem to solve which is military (but reasonably generic).
- **Part 4** – Back into groups (4) - work on that problem developing ideas around how planning processes and planning impacts can be modelled in a game.
(60 mins including coffee break)
- **Part 5** – in plenary groups brief back on their solution & final wrap up.
(20 mins)

Examples of Planning in Wargames

WARRIOR



Miniature Wargame Rules for
Ancient and Medieval Warfare
3000 BC to 1485 AD



A Four Horsemen Enterprises Rule

WRG 7th Edition

WAR GAMES RULES 3000 BC to 1485 AD



WAR GAMES RESEARCH GROUP
Fully Revised AUGUST 1995

Attack Order:

- Half of the command must advance towards the enemy, and the requirement to advance applies until within 80 paces of the enemy.
- Non missile troops may charge without being prompted when first eligible to charge.
- Normal charges thereafter must be prompted.
- Bodies containing any Irregular A troops must charge when able.

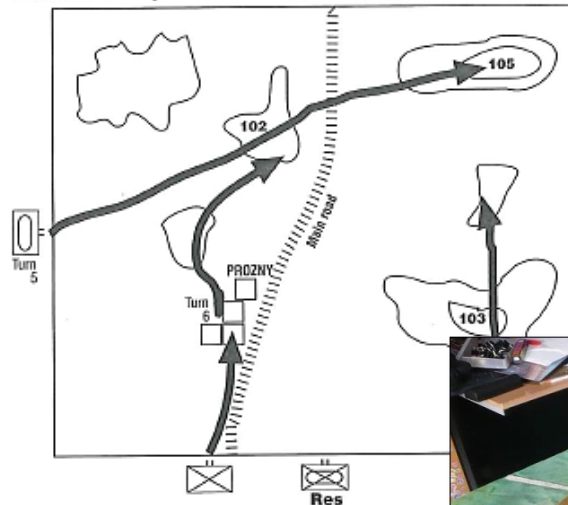
Hold Order:

- Troops cannot advance across the centre line.
- Close formation foot cannot declare charges.
- Charges must be prompted.
- Only skirmishers can evade.
- Pursuits cannot add any variable distance unless resulting from an impetuous charge.



Examples of Planning in Wargames

ORDERS example



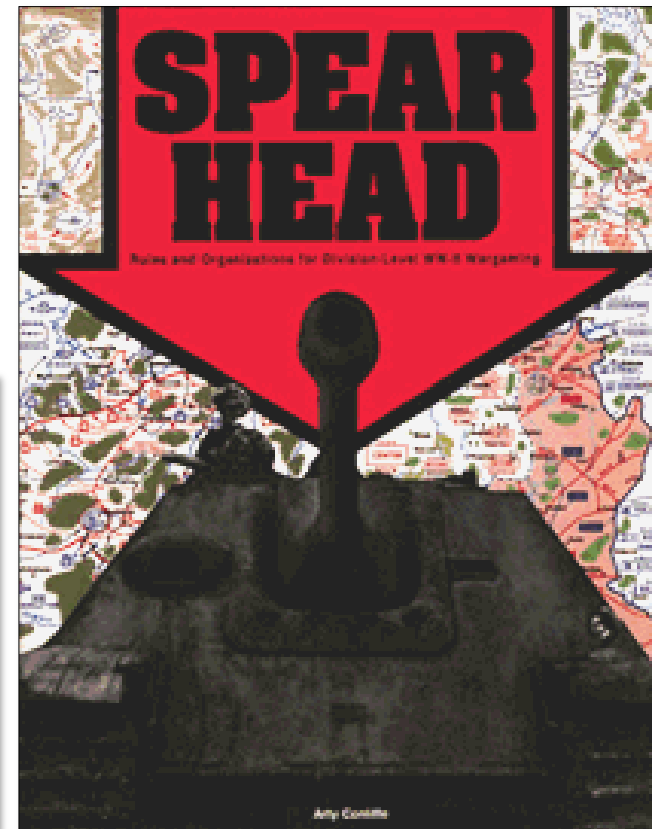
•Infantry Battalion attacks PROZNY village, assumes a Defensive position, then attacks again on turn 6.

•The Armored Infantry is in Reserve status; an arrow is not drawn until it is committed from its present position.

•The Tank Battalion Flank Marches, arriving (hopefully) on turn 5.

•Recon Battalion attacks over Hill 103 and into woods where it is then under Defend Orders.

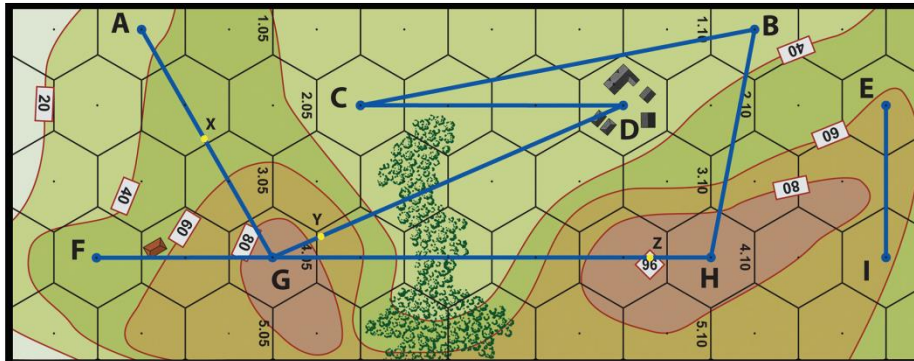
Spearhead



ATTACK ORDERS:

- All platoons must advance at least 6" per turn facing in the same direction as the order arrow. The HQ element must travel "along" the arrow.
- Once enemy are "visually" spotted any platoon (including the HQ) may halt, or move less than 6". All platoons except the HQ may also pivot up to 45 degrees and/or reverse as well.
- Once the HQ (or it's replacement) reaches the end of the arrow, the Battalion reverts to DEFEND orders.

Examples of Planning in Wargames

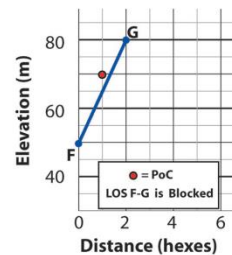
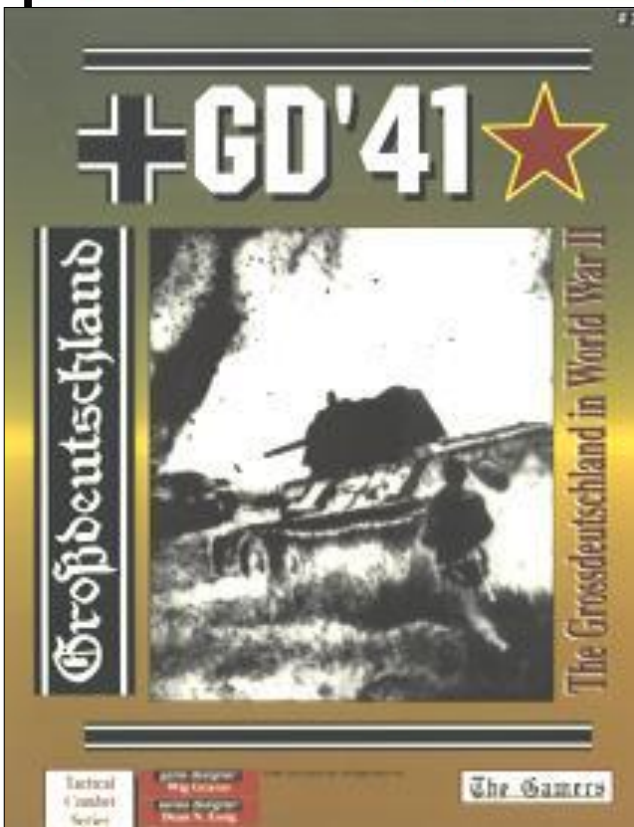


Tactical Combat Series: v4.01 Series

Multi-Man Publishing©
2013 All Rights Reserved.

Rule 6.0 Command

The units on an Op Sheet must execute the mission on that sheet until they accomplish the mission, are reassigned, or the player cancels it.



Op Sheet

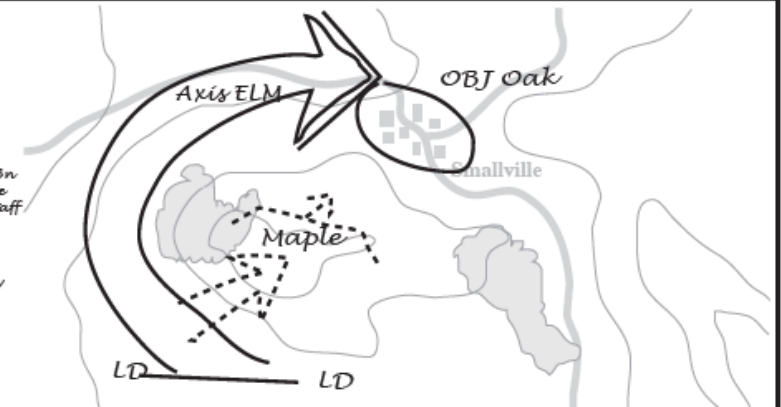
Time: 1020

Type: Attack

Size: 1
(one infantry Bn
plus part of one
Tank Bn less staff
modifier)

Task

Organization:
1-123 Infantry
A-58 Tank Bn



Written Notes:

Advance along Axis Elm to seize OBJ Oak. Use
alternate route to Maple to provide support with
B-1-123 if needed.

Failure Instructions:

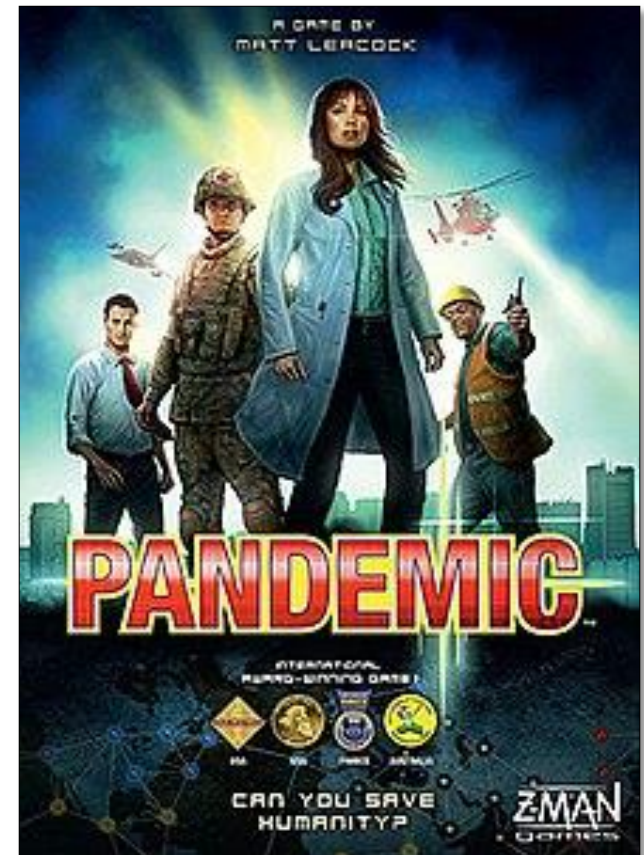
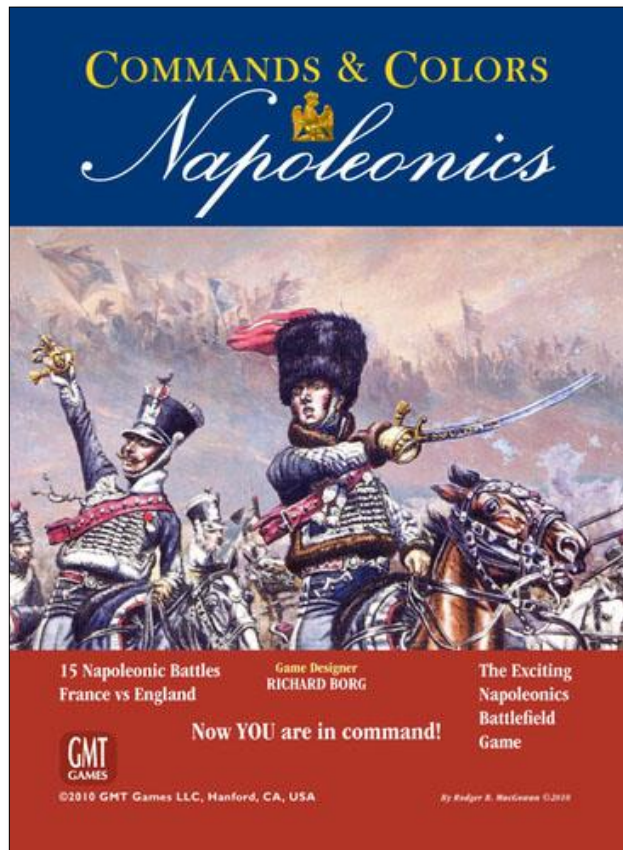
Return to LD and
await new orders.
Rally Point: 12.04

A Simpler Attack Op Sheet with Tree Motif

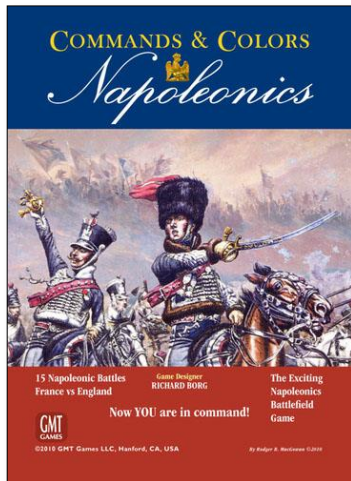
Group Activity

Without playing the game understand how the game works

Re-design the game (or the key part of the game) so there is now a mechanism that reflects the impact of planning and rewards good planning



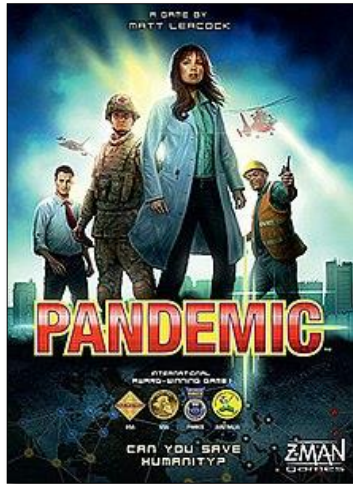
Group Activity



Command & Colors

- I go – U go
- A hand of cards allows actions within battlefield sections (left / centre / right)
- Combat adjudication by dice rolls

Group Activity



Pandemic

- Cooperative – “beat the game”
- Players take turns to execute a sub-set of generic actions based on “roles” to cure diseases
- Drawing cards randomises events

Group Activity

What can you do within the current game to properly reflect long term planning and the benefits of good planning or the penalties for poor planning or ill-considered changes?

1. As a group develop ideas or approaches to incorporate planning
2. Report back to the group with a short brief (3 – 4 mins) on proposed methods.

Group Reports

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

Group Activity – Drive on Metz

Drive on Metz

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

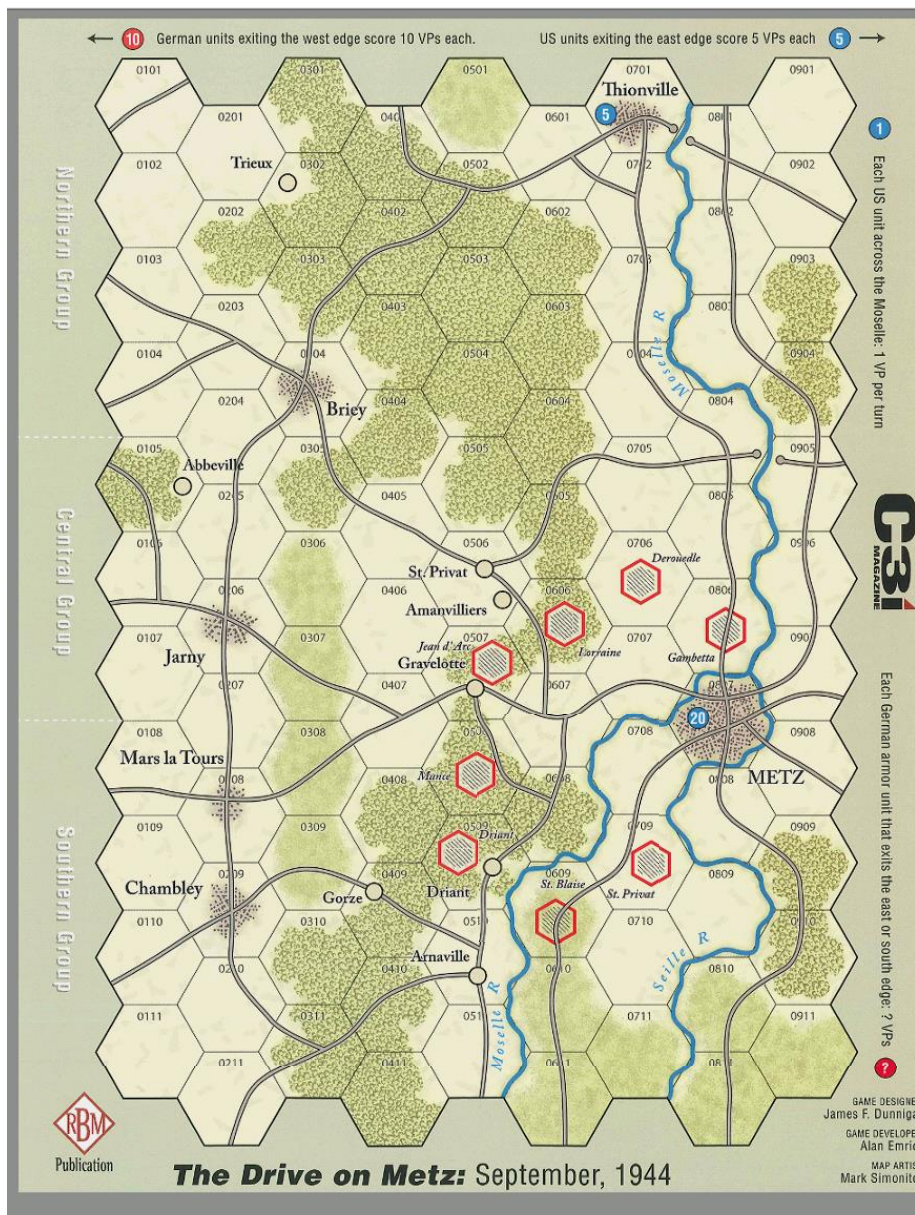
Originally published in
Jim Dunnigan's book
**"The Complete Wargames
Handbook"**



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 - Demo



Combat Result Table

Die Roll	Differential							
	-1	+0	+1	+2 +3	+4 +5	+6 +7	+8 +9	+10 +
1	NE	DR	DR	DR	DR2	DR2	DR2	DR2
2	NE	NE	DR	DR	DR	DR2	DR2	DR2
3	AR	NE	NE	DR	DR	DR	DR2	DR2
4	AR	AR	AR	NE	DR	DR	DR	DR2
5	AR	AR	AR	AR	NE	DR	DR	DR
6	AR	AR	AR	AR	AR	NE	DR	DR

Explanation of Combat Results:

NE: No Effect; nothing happens.
 DR: Defender Retreats; the defending unit is forced to move one hex away from the attacking unit(s) by the defending player. One of the attacking units may advance after combat into the defender's vacated hex.
 DR2: Defender Retreat 2 Hexes; same as above, except the defending unit must retreat two hexes (see Case 10-4).
 AR: Attacker Retreats; all of the units involved in the attack are forced to move one hex away from the defender's location by the attacking player. The defending unit has the option to advance after combat into one of the attacking units' vacated hexes.

Terrain Effects Chart

	Terrain	Movement Effect (MPs to enter)	Combat Effect* (Shifts left on CRT)
	Road	1, but only along connected road hexsides	None
	Clear	2	None
	Rough	3	1L
	Forest	4	2L
	City / Town	Same as other terrain in hex	2L
	Reference	Same as other terrain in hex	None
	Fortified	Same as other terrain in hex	3L
	River Hexside	Must be adjacent at start of Movement; uses all MPs to cross	3L, but only if all attackers are attacking across river hexsides; retreat is prohibited

*Note: only one terrain effect can be used by a defender in combat.

Drive on Metz - Activity

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

- What does planning look like?
 - How can it be rewarded ... or lack of it be penalised within a wargame?
1. As a group develop ideas or approaches to incorporate planning into “Drive on Metz
 2. Report back to the group with a short brief (3 – 4 mins) on proposed methods.

Group Activity – Drive on Metz

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