

Redteaming, Wargaming, and Metagaming

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Who am I?

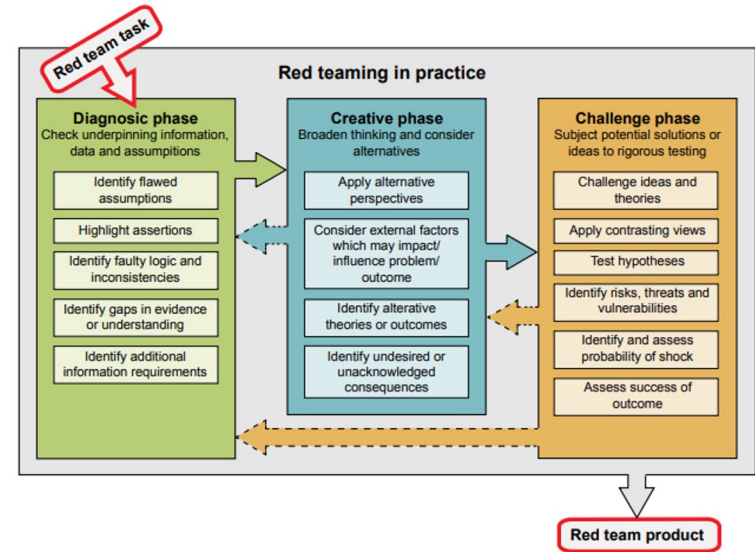
- Wargame designer at Canadian Joint Warfare Center (CJWC)
- Helped found the Strand Simulations Group



Disclaimer: The views expressed in this presentation are my own, and do not necessarily reflect the views and opinions of my employer.

Redteaming – a (very short) overview

- What is Redteaming?
 - “A team that is formed with the objective of subjecting an organisation’s plans, programmes, ideas and assumptions to rigorous analysis and challenge.”
 - UK Wargaming Handbook
 - More than just playing the adversary
- Redteaming can serve a number of different roles depending on the purpose of the game
 - May not always be present.



Metagaming

- Boluk & Lemieux, Metagaming
 - Unique approach to metagaming in games
 - Relatively little discussion on wargaming specifically, or on redteaming
 - Includes aspects of psychology, cultural studies & sociology
- 4 Aspects as discussed by Richard Garfield
 - What a player brings to the game
 - What a player takes away from the game
 - What happens between games
 - What happens during a game other than the game itself



But how can we apply this to Wargaming?

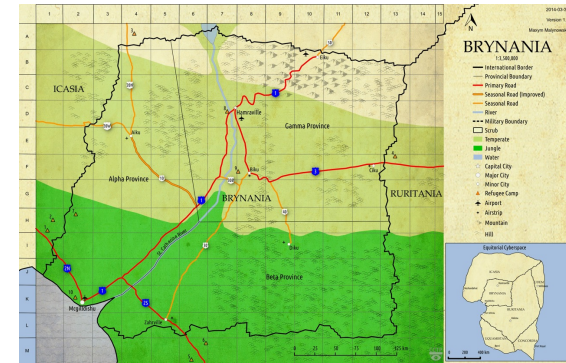
- Many aspects of wargame design and play can be usefully analyzed through the lens of metagaming
 - How players are acting or interacting with the game
 - How to modify or build a wargame for a set purpose
 - How to address difficult to quantify variables
 - Immersion and the “magic circle”
- **Metagaming can be both an asset and a risk to wargaming & redteaming**

So how do we connect this to redteaming specifically?

- Redteaming necessitates the ability to think and act outside of conventional doctrine
 - Metagaming opens potential new avenues for redteaming to both discover new approaches, as well as account for strategies and actions which are more difficult to adapt into a game
- Redteamers may seek to break the rules of the game
 - A risk, but also a potential opportunity for DCAP
 - Why were they able to break it?

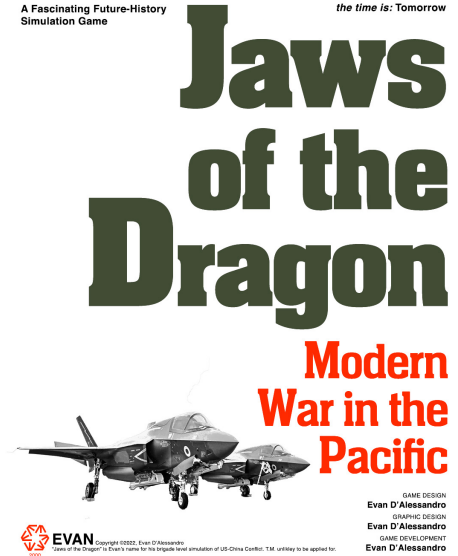
Some Examples

- Brynania
 - Civil war & peacekeeping simulation
 - “Why are you sending weapons on these fishing boats?”
- Cuban Missile Crisis
 - If Cuba is put into quarantine by the Americans, no messages can be sent between Moscow and anyone in Cuba
 - The Soviet players recognized this opportunity to use the lack of communication to leverage the Americans



Some examples

- Jaws of the Dragon
 - Ran as a King's College Crisis Simulation
 - Scenario: Chinese blockade of Taiwan at start, eventually culminated in invasion
 - Both sides complained about the Chinese J-20 aircraft
 - Actions taken outside of the game itself, but which provided useful data ->the aircraft was properly modeled



What does this mean for game design?

- Many aspects of game design & facilitation technically fall under metagaming because they will dictate player interactions
 - What room to choose to run the game in, who to have for the game, etc...
 - Priming players prior to and during the game
- Control for player dynamics, within reason
 - Last turn madness, players who know each other's strategies, etc...
- DCAP, DCAP, DCAP
 - If your players are doing something outside of the set rules of the game, is there some way to note it? Can something be gleaned from it?
 - If the game is broken, why?
 - was it an error in design (i.e. A Few Acres of Snow's "Halifax Hammer")?
 - Was it a new finding/opportunity?

Sources

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