

# Applying a commercial wargame design mindset when making a professional wargame

*There's plenty of low hanging fruit*

James Buckley, Founder, Sapper Studio

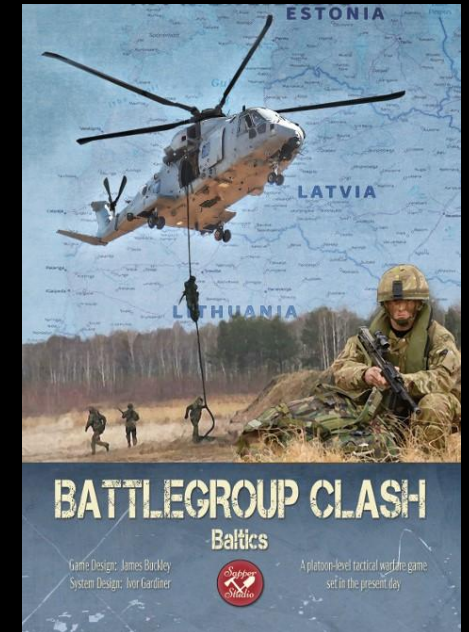


# About Sapper Studio

Established in 2024 to:

1) To publish games that can support professional training and development, particularly in a military, academic or political context, but that also can be played for recreational enjoyment.

2) To support the creation and delivery of tabletop games by professional clients, drawing from best practices in the commercial gaming industry to improve the quality and user experience of 'serious' games.



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# The premise of this presentation

- Since the 1970s commercial wargaming has evolved significantly.
- The topics are (sadly) much the same, but the presentation and player experience is very different.
- Setting aside mechanical innovations, some key changes have been:
  - The evolution of the 'art' of designing
  - Improved rules presentation
  - Better player interfaces & components
  - A greater emphasis on playtesting & development
- Professional wargame designers should try where possible to replicate these developments and drive better outcomes.
- This is not about mechanics! It's about improving outcomes by picking relatively low hanging fruit related to the above points.



# A critical observation

**A wargame can only be representative if it gives players the opportunity to perform their role.**

My critical observation on professional wargames is the rigorous focus placed on ensuring the correct input can be undermined by a poor player experience.

- **Example:** Considerable resources are spent on ensuring that a modifier used in a game is verifiable and credible. The modifier is then not used in the game, because the game wasn't tested properly and it turns out it takes too long to play.

Getting the inputs right is necessary but not sufficient. Energy needs to be spent on ensuring an effective player experience. This will allow for better testing of the premise / achieving the goal of the game.



# What can be done about it?

## 1) Improved rules presentation

Every game should have a formatted rules set that follows the sequence of play and a formatted player/umpire aid.

Having half the rule-set 'in the umpire's head' is not a good situation.

The aid should contain:

- An overview of the sequence of play
- Key actions/abilities/roles
- Quick references to the formatted rules

This is important for both the player and the umpire. Too much time spent trying to find or remember rules slows the game down and reduces player commitment and interest.



# What can be done about it?

## 2) Professionally designed and printed components

Graphic designers are not expensive. Getting a prototype game made by a professional printer is not expensive.

Every game with any sort of budget should spend some of it on getting counters, markers and maps professionally made and printed.

Good quality counters and components should not be considered a luxury. They enhance the player experience, improve immersion and buy-in, and make players feel like they are engaged in a professional exercise that matters.



# What can be done about it?

## 3) Run multiple playtests

Running a structured playtest programme is the single most valuable low-hanging fruit. It will identify issues with complexity, playability, game length, flow and balance. And playtesters generally have good ideas.

The quality of the playtest matters!

- You need a mixture of players familiar with wargames; novices; and SMEs.
- You need to observe the game through their eyes; avoid intervention or telling them what to do. Be clear on what is required of them.
- You need to listen to feedback; not ignore it or excuse it away if it doesn't tie in with your own views.



# A quick point on the art of design

- A lot of professional games are designed by technical experts. That's fine, but technical people love detail!
- By contrast, the best commercial game designers and developers ruthlessly cut the fat from their games.
- Be more commercial. Resist unnecessary rules and detail. Each new rule adds exponential jumps in potential rules interactions that players need to process.

*“The waste basket is a writer’s best friend.”*

# of rules	# of interactions
2	1
3	4
4*	11

\*4 rules (A, B, C and D).

*Two way*

- A with B, or C, or D.
- B with C or D.
- C with D.

*Three way*

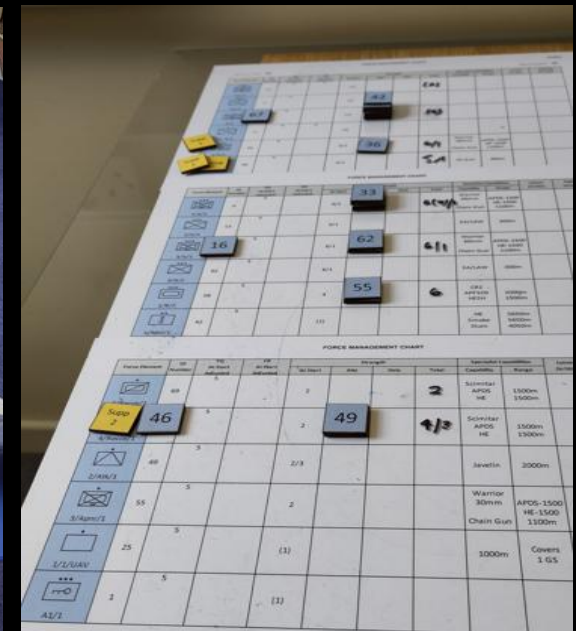
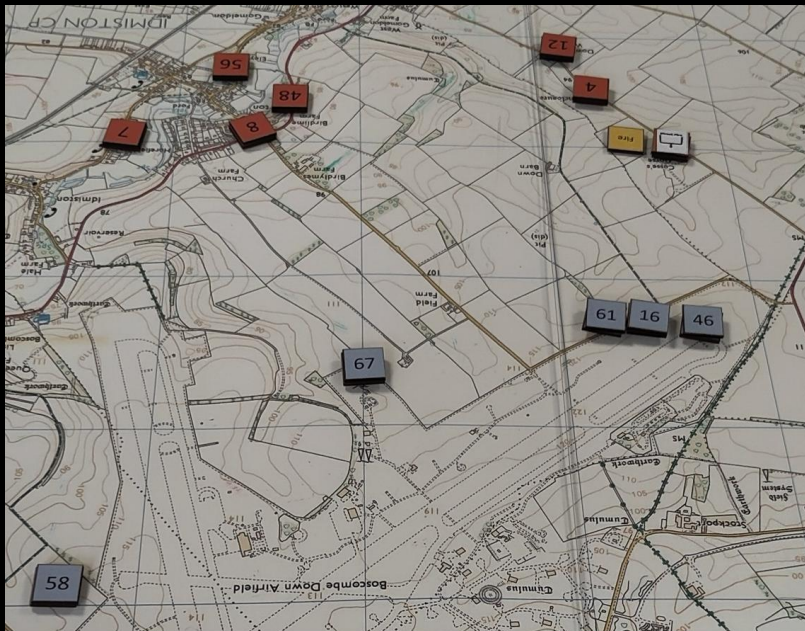
- A, B and C
- A, B and D
- A, C and D
- B, C and D

*Four way*

A, B, C and D



# CASE STUDY: BATTLEGROUP WARGAME SYSTEM (Start point)



# CASE STUDY: BATTLEGROUP WARGAME SYSTEM (End point)

## BATTLEGROUP WARGAME SYSTEM

### QUICK START GUIDE

#### OVERVIEW

This is the Quick Start Guide (QSG) for the Battlegroup Wargame System (BOWS) wargame.

It is intended for players new to BOWS that do not have the time (or interest) to read the Rulebook. By reading this QSG you can start to play the game straight away using just the Player Aids, those that are highlighted in blue here is particularly important, so if you are really pressed for time, just read those first.

Also note though that the QSG only supplements the BOWS Rulebook, it does not replace it. It is not possible to play BOWS without an English or at least one participant having read the Rulebook, and players having the Player Aids to hand.

#### WHAT IS BOWS?

BOWS is a flexible, low complexity wargaming system, designed as an educational and training tool for planning and executing operations at Battlegroup level. It requires a minimum of two players, representing the Blue and Red sides, but it can also be played between teams.

BOWS puts you in the shoes of a Battlegroup Commander being available and realistic situations involving direct combat with peer level adversaries. It requires you to:

- Plan and conduct operations against live opposition over standard maps.
- Make decisions based on realistic combat, intelligence, logistical and command and control battlefield factors and limitations.
- Play different scenarios that explore diverse challenges from Electronic Warfare (EW) and from to urban fighting and civilian casualties.

Reflect during and after the game on key learning points, specific to each scenario.

Force Elements represent different units to the game. Each Force Element (FE) has specific stats and features, including Combat Strength (CS), Troop Quality (TQ), Capabilities and Aim levels, CE and TO are critical factors in the game. Both impact on an FE's ability to inflict losses on the enemy, and to sustain losses. Readme cards (RC) units are also used. Among other things they have a Command Rating (CR) that impacts upon a side's Initiative and Morale.

BOWS uses counters to track the position and movement of FE's on the map, and of map Force Management Charts (FMC) to track their status. Capabilities and Ammo usage. Some FE's begin the game Coordinated, with their counter:

slipped to its 'F' Coordinated side. They cannot be identified or directly targeted until they have been Sighted.

Other markers are used to provide additional information to support play.

The map used can vary by scenario, but for most games you will use a real life OS grid map, enlarged to accommodate the game counters.

BOWS uses an added dice ('D6'), usually with dice roll modifiers (DRMG) applied, to resolve conflicts and areas of contest between the two sides, and other instances where there is a degree of uncertainty about the outcome (the 'friction' of war).

While a full explanation of all the game rules are set out in the Rulebook, during the game you will be mostly using Player Aids that step you through procedures such as Direct Fire resolution or Sighting.

#### HOW TO PLAY BOWS

A game of BOWS is split into two phases: Preparation and then Execution.

#### PREPARATION

In the Preparation Phase, which should last about 45-60 mins depending on the Scenario, you will be required to:

- Read and understand the Scenario instructions and your force structure.
- Create Staff Work: Concept of Operations (CONOPS), Syle Matrix and Planning Map.
- Set up your FMCs, and place FE counters on the map.

#### SPECIAL SCENARIO INSTRUCTIONS

The game will begin with you being assigned to the Red or Blue side. You will then be given a set of Special Scenario Instructions (SSI), relevant to your side. These SSI provide:

- The situational background of your side's force.
- Set up any specific rules for the Scenario game length, victory conditions, weather etc.
- The Commander's intent for what your side needs to achieve.
- The Order of Battle (OBAT).

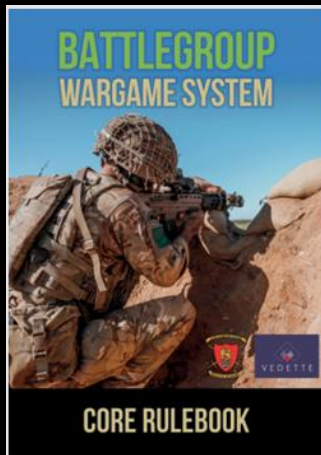
The key hearing points you should consider while playing.

You should read the SSI carefully in order to create the most effective Staff Work.

ASSAULT SURPRISE TABLE (100% success)		PLAYER AID (6)		BATTLEGROUP WARGAME SYSTEM	
Die roll	Die roll	Die roll	Die roll	Die roll	Die roll
1-10	1-10	1-10	1-10	1-10	1-10
11-20	11-20	11-20	11-20	11-20	11-20
21-30	21-30	21-30	21-30	21-30	21-30
31-40	31-40	31-40	31-40	31-40	31-40
41-50	41-50	41-50	41-50	41-50	41-50
51-60	51-60	51-60	51-60	51-60	51-60
61-70	61-70	61-70	61-70	61-70	61-70
71-80	71-80	71-80	71-80	71-80	71-80
81-90	81-90	81-90	81-90	81-90	81-90
91-100	91-100	91-100	91-100	91-100	91-100

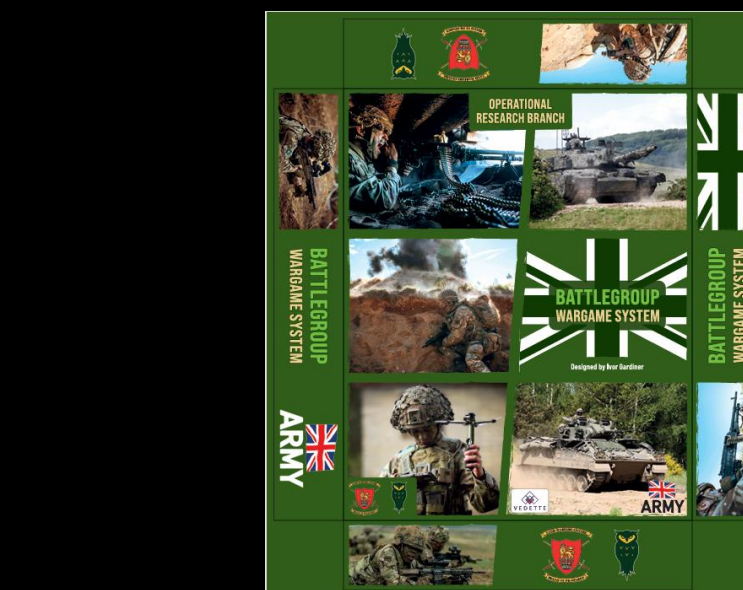
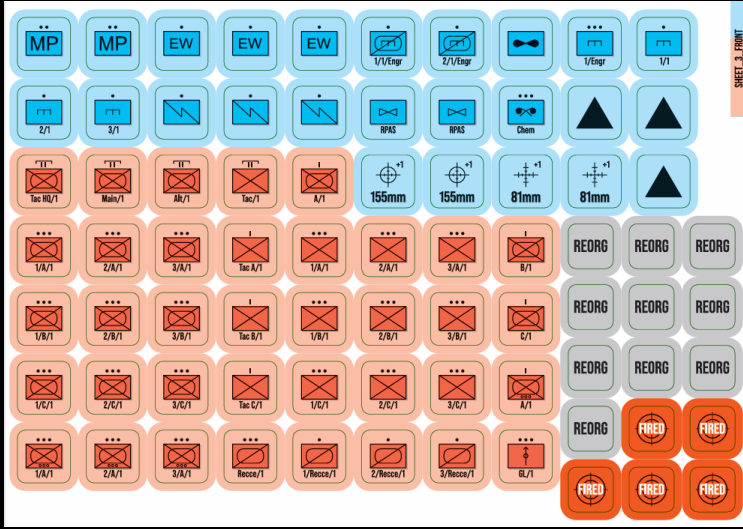
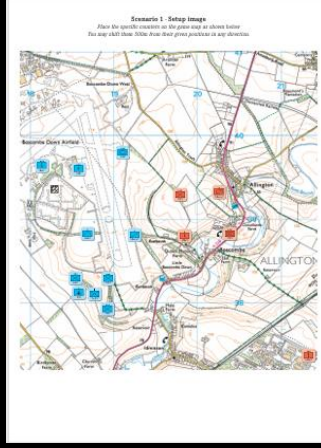
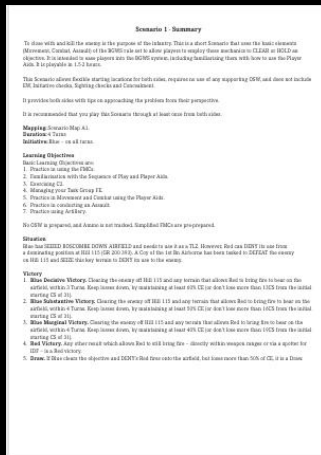
ASSAULT COLUMN DRIFTS TABLE (100% success)		PLAYER AID (7)		BATTLEGROUP WARGAME SYSTEM	
Modifier	Die roll	Modifier	Die roll	Modifier	Die roll
0	1-10	0	1-10	0	1-10
1	11-20	1	11-20	1	11-20
2	21-30	2	21-30	2	21-30
3	31-40	3	31-40	3	31-40
4	41-50	4	41-50	4	41-50
5	51-60	5	51-60	5	51-60
6	61-70	6	61-70	6	61-70
7	71-80	7	71-80	7	71-80
8	81-90	8	81-90	8	81-90
9	91-100	9	91-100	9	91-100

SIGHTING		SIGHTING RESULTS TABLE	
Line of Sight (LOS)	Die roll	Target FE	Die roll
1	1-10	1	1-10
2	11-20	2	11-20
3	21-30	3	21-30
4	31-40	4	31-40
5	41-50	5	41-50
6	51-60	6	51-60
7	61-70	7	61-70
8	71-80	8	71-80
9	81-90	9	81-90
10	91-100	10	91-100



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# Questions?

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[james@sapperstudio.com](mailto:james@sapperstudio.com)

