

# RED VICTORY

## STRATEGIC POST-MORTEM

Deconstructing the 10-Round Tactical Takeover

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09:45:32: SYSTEM\_INIT > PROCESS\_START [PID 4021]

09:45:33: NETWORK\_CONNECT > RED\_CELL\_G1 [OK]

09:45:34: DATA\_STREAM > ENCRYPTED\_TRANSMISSION

09:45:35: TARGET\_ACQUIRED > BLUE\_ASSET\_3B

09:46:01: TACTICAL\_EVENT > ROUND 1 BEGINS

09:46:02: UNIT\_DEPLOYMENT > RED\_SQUADRON

09:46:05: FIRE\_MISSION > SECTOR\_ALPHA

09:46:05: FIRE\_MISSION > SECTOR\_ALPHA

09:46:10: CASUALTY\_REPORT > BLUE\_TWO\_DOWN

09:47:45: TACTICAL\_EVENT > ROUND 2 BEGINS

09:47:46: POSITION\_SHIFT > RED\_FLANK\_MANEUVER

09:48:15: OBJECTIVE\_SECURED > CONTROL\_POINT\_A

09:49:50: TACTICAL\_EVENT > ROUND 3 BEGINS

09:50:01: COUNTER\_INTEL > SIGNAL\_JAMMING

09:51:10: ENGAGEMENT > HEAVY\_EXCHANGE\_GRID\_C4

09:52:40: TACTICAL\_EVENT > ROUND 4 BEGINS

09:52:42: STRATEGIC\_CALL > OVERLOAD\_PROTOCOL

09:52:42: SYSTEM\_STATUS > RED\_ADVANTAGE\_CRITICAL

09:54:05: MISSION\_COMPLETE > RED\_VICTORY\_CONFIRMED

09:54:05: DATA\_LOG > TRANSMISSION\_TERMINATED

09:54:05: RENGAGEMENT > ALL\_UNIT\_PUSH

09:54:05: DATA\_LOG > TRANSMISSION\_TERMINATED

09:55:10: ENGAGEMENT > HEAVY\_EXCHANGE\_GRID\_C4

09:55:10: TACTICAL\_EVENT > ROUND 5 BEGINS

09:55:10: STRATEGIC\_CALL > OVERLOAD\_PROTOCOL

09:55:10: SYSTEM\_STATUS > RED\_ADVANTAGE\_CRITICAL

09:56:00: DECISIVE\_ACTION > ALL\_UNITS\_PUSH

09:48:15: OBJECTIVE\_SECURED > CONTROL\_POINT\_A

09:49:50: TACTICAL\_EVENT > ROUND 3 BEGINS

09:50:01: COUNTER\_INTEL > SIGNAL\_JAMMING

09:51:10: ENGAGEMENT > HEAVY\_EXCHANGE\_GRID\_C4

09:52:40: TACTICAL\_EVENT > ROUND 4 BEGINS

09:52:42: STRATEGIC\_CALL > OVERLOAD\_PROTOCOL

09:54:05: SYSTEM\_STATUS > RED\_ADVANTAGE\_CRITICAL

09:55:10: TACTICAL\_EVENT > ROUND 5 BEGINS

09:56:00: DECISIVE\_ACTION > ALL\_UNITS\_PUSH

09:58:00: MISSION\_COMPLETE > RED\_VICTORY\_CONFIRMED

09:58:01: DATA\_LOG > TRANSMISSION\_TERMINATED

09:58:00: RENGAGEMENT > ALL\_UNIT\_PUSH

09:58:01: DATA\_LOG > TRANSMISSION\_TERMINATED

CASE ID: 5-PLAYER BENCHMARK

STATUS: CONCLUDED

WINNER: RED FACTION



# EXECUTIVE SUMMARY: THE SILENT TAKEOVER

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## NARRATIVE

SITREP: LEGISLATIVE OPERATION

In a tense ten-round showdown, the Red faction outmaneuvered the Blue majority through strategic discipline. While the Blues succumbed to infighting and reactive voting, the Reds utilized calculated discards and “safe” nominations to dismantle the opposition. The result was a decisive legislative victory.

SITREP: LEGISLATIVE OPERATION

FILE: OP-RED-081

## THE DATA

DATA SOURCE: SESSION LOGS

### ENACTED POLICIES

RED PATCHES (4)



BLUE PATCHES (1)

DATA SOURCE: SESSION LOGS

STATUS: CONFIRMED

DURATION:   
10 ROUNDS

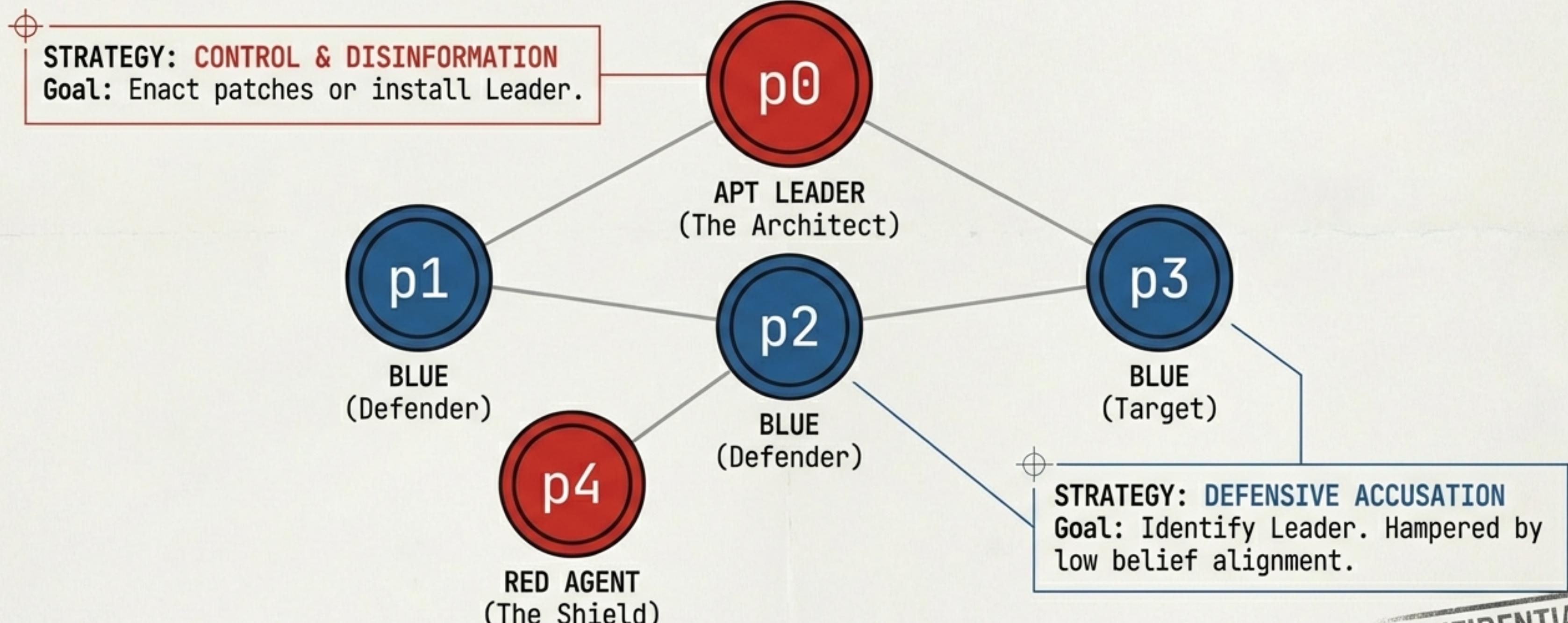
CASUALTIES:   
1 FIRED (p3)

WIN MARGIN:   
+300%

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# THE ROSTER: 1 INFILTRATOR VS 3 DEFENDERS

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# PHASE 1: THE TRUST TRAP

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**GAME START: CONFUSION.**

TIME: T-00:05



TIME: T-00:05

**p0 NOMINATES p1 (BLUE).**

STATUS: CONFIRMED



TIME: T-00:05

**COUNCIL APPROVES (4 YES / 1 NO)**

STATUS: CONFIRMED

## LOG EXTRACT

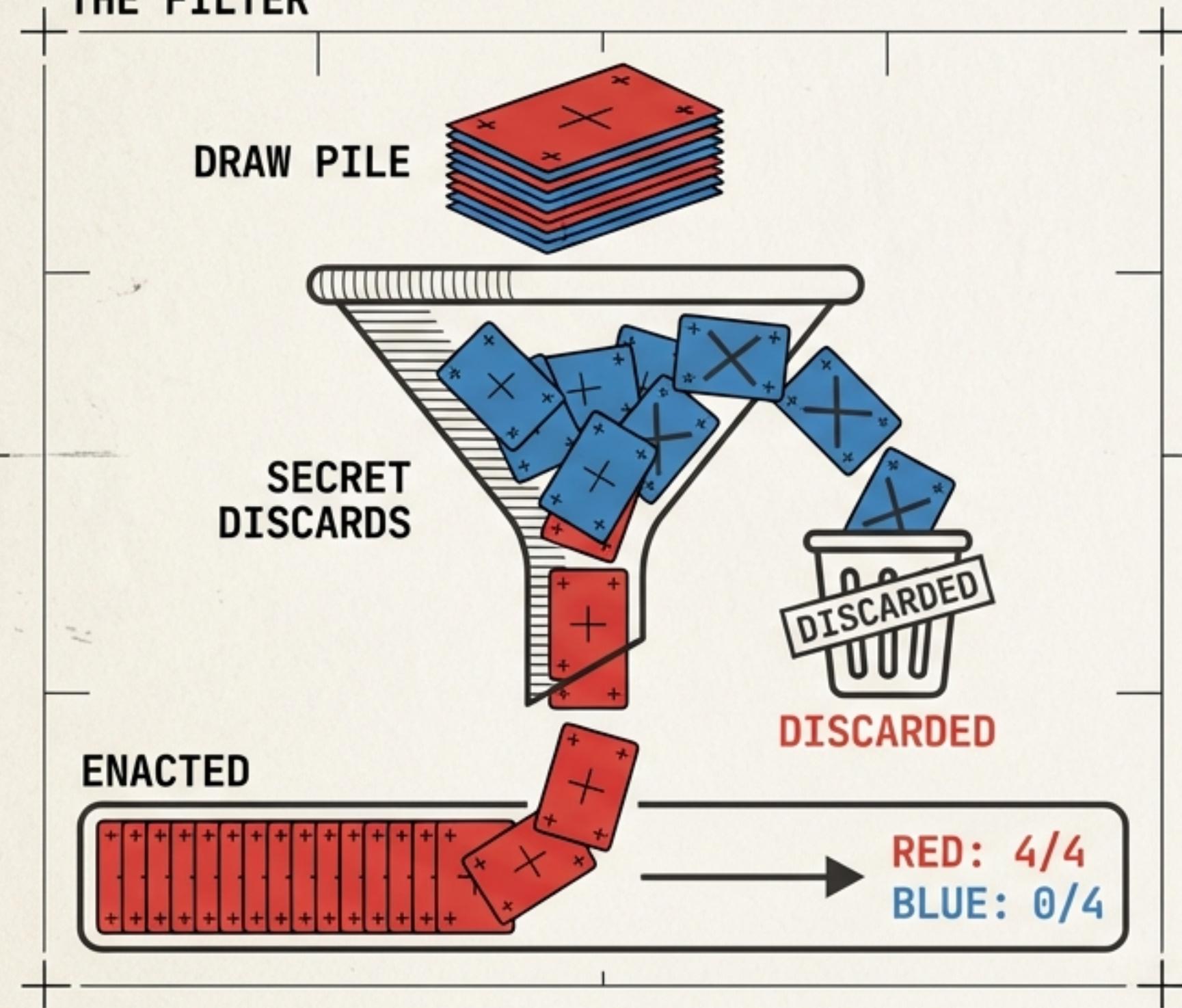
[10:02:35] [p0]: I BELIEVE p1 IS A STRONG CANDIDATE FOR SOC LEAD... NOMINATING p1 SHOULD HELP MAINTAIN NEUTRALITY.  
[END LOG]

## ANALYSIS:

THE RED STRATEGY RELIED ON APPEARING HARMLESS. BY NOMINATING p1 (A BLUE PLAYER) EARLY IN THE GAME, THE APT LEADER (p0) AVOIDED IMMEDIATE SUSPICION AND SECURED A 'TRUSTWORTHY' REPUTATION WHILE SUBTLY STEERING THE BOARD.

# PHASE 2: THE SQUEEZE (PATCH MANAGEMENT)

## THE FILTER



*“I’m discarding the blue patch because it’s neutral and won’t add any value... This keeps the patch flow straightforward.” — p0 (APT Leader)*

## TACTICAL INSIGHT:

A deceptive rationalization. p0 framed the removal of Blue patches as ‘simplifying flow,’ successfully masking the malicious intent to ensure Red dominance.

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# THE TURNING POINT: BLUE-ON-BLUE FIRE

Player Profile Card



## BREAKDOWN:

PERPETRATOR: p1 (CISO - Blue)

VICTIM: p3 (Blue - The primary threat to Reds)

## THE JUSTIFICATION (LOG):

### LOG EXTRACT

[p1]: I believe p3 is most likely the APT Leader... Nominating p3 as SOC Lead will allow us to potentially remove them.

## IMPACT:

p3 was the only Blue player effectively tracking the Red agent (p4). This firing removed the last viable threat to the Red team, leaving the Blues leaderless.

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# RED PROFILE: CONTROL & DISINFORMATION

SUBJECT: p0 (APT Leader)

STRATEGY: Fixed / Proactive

DECEPTION SCORE: 0.00 (Perfect Cover)

## Tactics:

1. **Simplification:** Discarded patches to limit Council choices.
2. **Deception:** Suggested 'safe' nominations (p1, p2) to shape the board.
3. **Consistency:** 60% adherence to strategy.



RESULT: Successfully enacted Red patches while maintaining a facade of neutrality.

# BLUE PROFILE: FAILURE OF DEFENSIVE ACCUSATION

**SUBJECT:** p1 (Blue / CISO)

**STRATEGY:** Reactive / Paranoid

**EFFECTIVENESS:** Low

## Tactics:

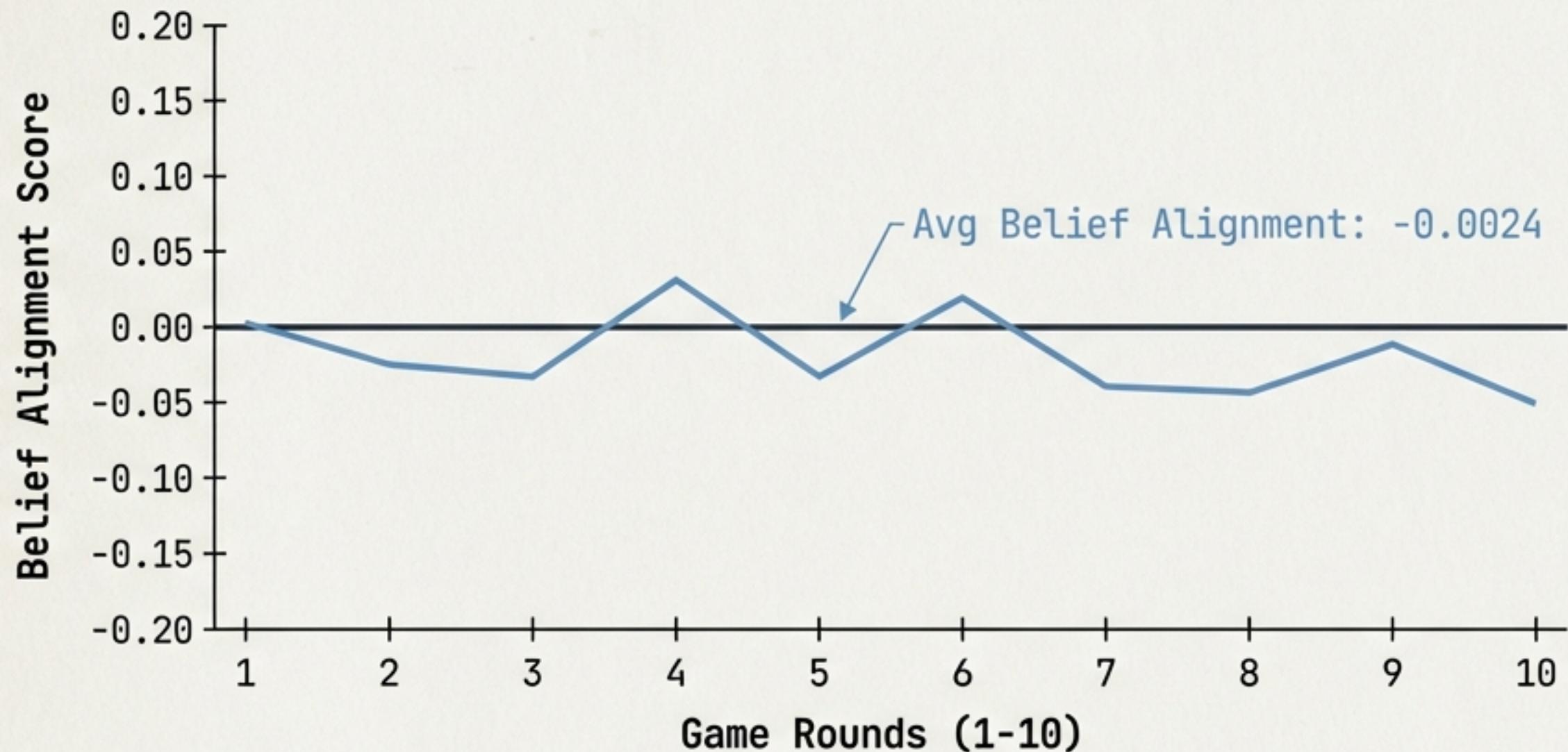
- 1. Tunnel Vision:** Focused entirely on p3, ignoring evidence against p0.
- 2. Obstruction:** Voted "No" in almost every council round.
- 3. Consistency:** 85% (Consistently Incorrect).



**RESULT:** High consistency in error. Paranoia prevented coordination and led directly to friendly fire.

Inter Tight

# THE FOG OF WAR: BELIEF ANALYSIS



**NEGATIVE ALIGNMENT:** A score below zero indicates players were statistically more likely to suspect their teammates than the actual enemy.

ENTROPY REDUCTION: 0.0216

**Interpretation:** The Blue team learned almost nothing new over 10 rounds. They were fighting shadows.

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# FINAL BELIEF DISTRIBUTION



Inter Tight Bold

# STATISTICAL BREAKDOWN

## GAME STATE

Total Rounds: 10

Players Employed: 4

Players Fired: 1

## PATCH ENACTMENT

Blue Efficiency: 16% (1/6)



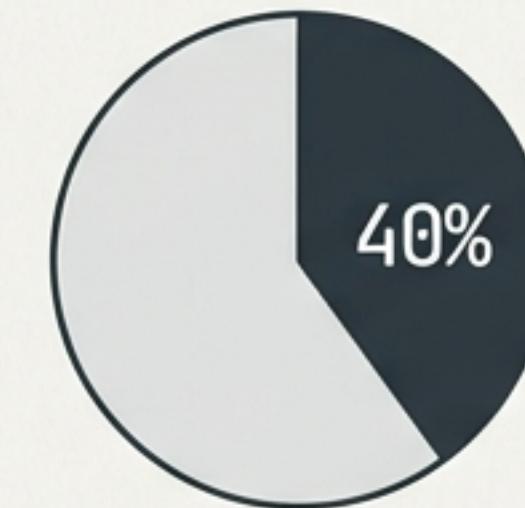
Red Efficiency: 36% (4/11)



## PREDICTION QUALITY

Brier Score: 0.2415  
(Indicates significant uncertainty/guessing)

## STRATEGIC ENGAGEMENT



Only 40% of players demonstrated clear, detectable strategies. The majority played reactively.

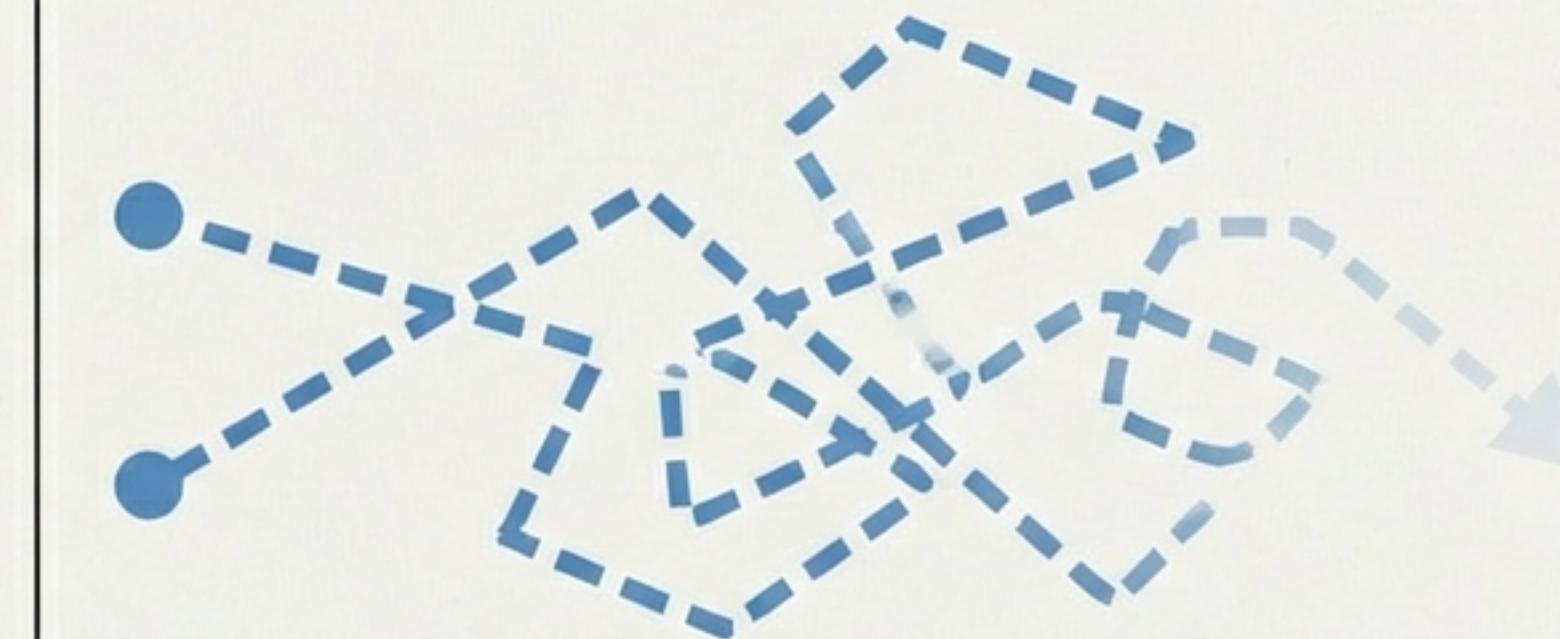
Inter Tight Bold

# TACTICAL DIVERGENCE



## FIXED STRATEGY (p0, Alert Red)

Proactive. Control & Disinformation. Plan executed regardless of board state.



## REACTIVE PLAY (p1, Air Force Blue)

Defensive Accusation. Adapting to immediate threats. Susceptible to noise.

SOURCE: Strategy Analysis Report. 60% of players lacked a fixed plan, creating a vacuum for the Red strategy to dominate.

# SOCIAL ENGINEERING: NEUTRALITY VS AGGRESSION

## CASE A: THE FAILED SHIELD (p4)



**ACTION:**  
p4 nominates p3 to 'shield' them.

**RESULT: REJECTED.**

**INSIGHT:** Aggressive defense looked like collusion.

## CASE B: THE SUCCESSFUL NEUTRAL (p0)



**ACTION:**  
p0 nominates p1 (Generic Blue).  
"Nominating p1 should help maintain neutrality."

**RESULT: APPROVED.**

**INSIGHT:** Boring moves are dangerous.  
Blending in > Standing out.

# CONCLUSION: COORDINATION CONQUERS CHAOS

## 01 // UNITY

The Reds coordinated to install the APT Leader or enact patches seamlessly. They acted as a bloc.

## 02 // FRAGMENTATION

The Blues failed to unify. Votes were frequently split 2-2 or 3-2. The 3-player majority never acted as a majority.

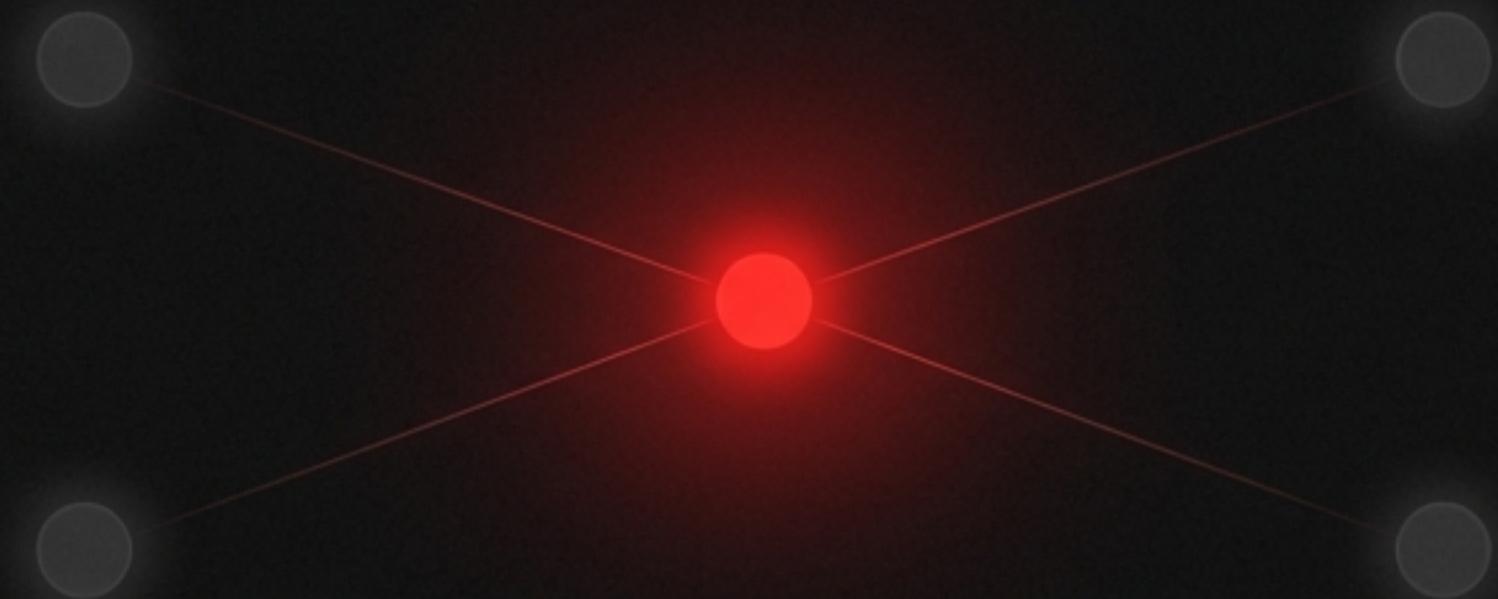
## 03 // DECEPTION

p0 successfully masked malicious patch discards as "administrative cleanup," exploiting the Blue team's desire for order.

## FINAL VERDICT: A VICTORY OF STRATEGY OVER NUMBERS.

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# GAME OVER



## RED VICTORY

4 PATCHES ENACTED // 1 DEFENDER FIRED