

## Red vs. Blue Q2 2021 Update (Version 1.6) is Live!

The long-anticipated version 1.6 update is live, and it's not just bug fixes! It is packed with features for improved player experience, replay value, and professional edition enhancements!

Leading the pack are new environments and content. Players are no longer limited to the same network environment every time they play. They can now select from 3 different environments, with more on the way soon (including non-ICS related environments)!



There is also a new mechanic with a new Blue Team win condition... threat intelligence! Gather forensics evidence now in IR with a new action in addition and increase your threat intelligence score. Increase your threat intelligence score high enough and your adversary (the Red Team) will be apprehended for a Blue Team victory! Speaking of score, the old score has been replaced by a ton of much more useful metrics and stats at the end of the game.

**WINNER: BLUE TEAM**  
**WIN CONDITION: ADVERSARY APPREHENDED (THREAT INTELLIGENCE VICTORY)**

TOTAL GAME TIME: 00:14:43  
 TOTAL GAME TURNS: 41

BLUE TEAM		RED TEAM	
TOTAL ISSUES (DOWN/BREACHED)	26 (0/26)	DIRECT CYBER ATTACKS	16/21 (76%)
DETECTED	7/26 (27%)	MANIPULATION ATTACKS	16/21 (76%)
RESOLVED	6/26 (23%)	DENIAL ATTACKS	0/0 (0%)
AVERAGE DETECTION TIME	3 TURNS	PHYSICAL INTRUSION	0/0 (0%)
AVERAGE RESPONSE TIME	5 TURNS	ARRESTED	0
TOTAL VULNERABILITIES	150	SOCIAL ENGINEERING ATTACKS	0/0 (0%)
DISCOVERED	38/150 (25%)	SPEAR PHISHING	0/0 (0%)
REMIEDIATED	0/150 (0%)	PHISHING CAMPAIGNS	0/0 (0%)
AVERAGE REMEDIATION TIME	0 TURNS	SOCIAL MEDIA CAMPAIGNS	0/0 (0%)
TOTAL BUDGET (+ STARTING CASH)	\$130,000	WATERING HOLE CAMPAIGNS	0/0 (0%)
BUDGET REQUEST APPROVALS	2/4 (50%)	USB DROPS	0/0 (0%)
ADDITIONAL APPROVED TOTAL	\$80,000	TOTAL ASSETS	36
TOTAL SPENDING	\$96,000	PIVOTS LOST	6/26 (23%)
CYBERSECURITY PROGRAM	\$87,000	RESOURCE UTILIZATION	97%
TOTAL COST OF INCIDENTS	\$9,000		
STAFF UTILIZATION	87%		
THREAT INTELLIGENCE SCORE	100%		

SAVE REPORT    RESULTS    EXIT GAME

The UI has been updated to allow for playing actions, by category, directly from the network view interface.

50,000    3/3    1/75    02:13    0%

ACTION QUEUE    ACTION LOG

MAILSERVER

HIRE NEW STAFF  
 45,000    1    1

POLICIES AND PROCEDURES  
 0    2    3

REQUEST BUDGET  
 0    1    3

ACTIVATE IR    END TURN

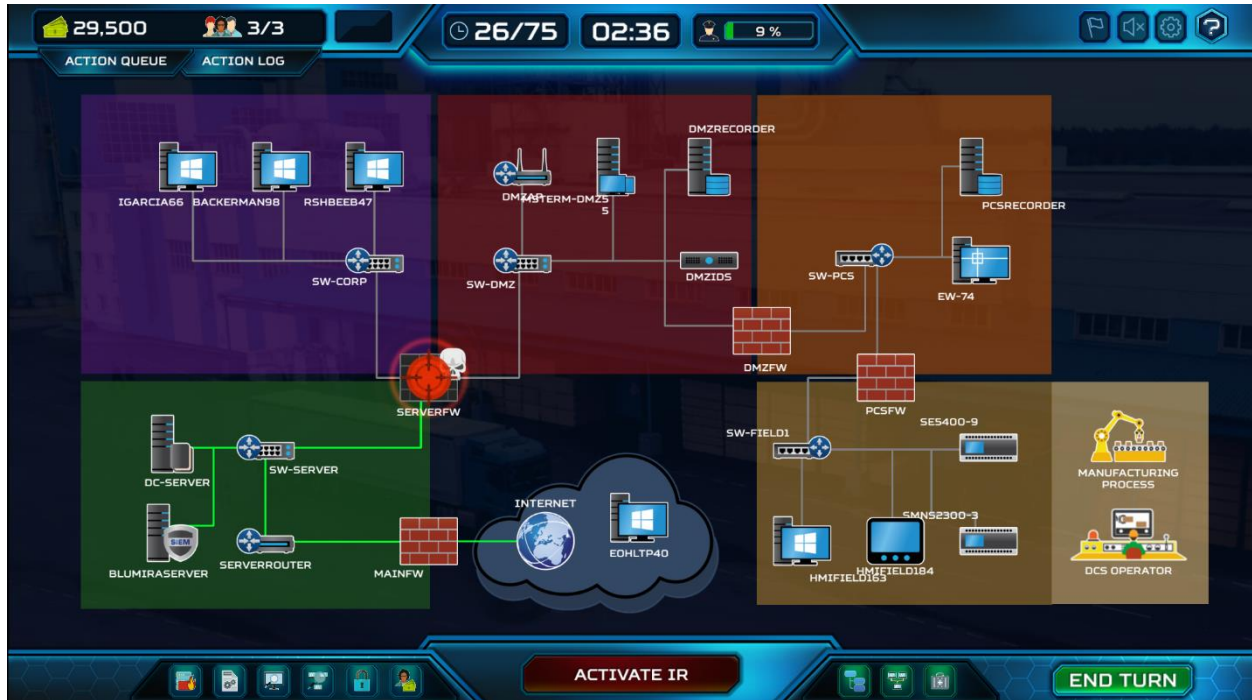


The old Red Team research actions have been upgraded to a skill progression system for each vulnerability/exploit, allowing you more granularity to “specialize” your expertise.



The network connectivity simulation has been improved. Now, when devices that connect to other downstream devices, such as routers, switches, and firewalls, are in a denied/down state, connectivity to

those downstream assets are also unavailable. Visually, the connection lines change from green to gray. This means the Red Team can't scan them, can't see them, and can't use them as a pivot.



## What's in store for the Q3 2021 Updates?

The 1.6 update marked a major milestone that not only provided major visual and functional improvements, but it also laid the foundation for some major upgrades, which will significantly improve long-term replay value. Here are some of what you can expect to see in this quarter's updates from 1.6.1 through 1.7:

- Level (network environment) selection will be available in multiplayer internet matches
- A much-improved network play lobby that will show logged in users, user chat, and more game setting details in the available matches
- Scenarios and challenges (levels with specific starting points and/or goals or win conditions)
- A more dynamic computer AI opponent with several different tendencies and varying skill levels
- New mechanics that track company profit/loss and reputation during incidents
- Ransomware-based scenarios and mechanics
- Additional IR communication actions for the Blue Team
- Additional and more detailed ICS attack actions for the Red Team
- More content and networks/levels to play
- Downloadable content (DLC)... more details coming soon
- And, as usual, we are always trying to improve the quality and value of the simulation experience with new actions, mechanics, adjustments, and other enhancements

## Red vs. Blue Version 1.6 - Release notes

### Bug Fixes

- RVB1-287 BT IR music showing up during the game for the RT across a network game
- RVB1-285 The gather forensics action button does not activate when all metrics are met to do so
- RVB1-284 Game zooming in while scrolling when in the wiki
- RVB1-282 No change in music for between normal mode and IR mode for the BT.
- RVB1-281 Max turn limit and timer setting not persistent after playing a game and then exiting that game.
- RVB1-280 There is no sound for the Targeting selection function when you choose a targeted action
- RVB1-279 IR music plays over end of game music
- RVB1-278 Multiple campaigns can be queued at the same time if the RT has enough resources
- RVB1-275 The input field for a games seed in the settings menu does not take an entire seed number in game
- RVB1-244 Access Cut Off notification still pops up even if you don't actually have any pivots
- RVB1-230 Activate IR button doesn't work after refactor
- RVB1-223 ActionQueueItem code has unlocalized text
- RVB1-220 Detections reporting more than they should to analytics
- RVB1-162 Mute not remaining persistent when set at start menu (again)
- RVB1-158 Hold-scroll capabilities in scroll views not working properly
- RVB1-143 Initializing the targeting selection and selecting a target are the same sounds

### New Features

- RVB1-286 Asset name generator
- RVB1-270 End-game metrics
- RVB1-269 Red Team Skills UI
- RVB1-267 Re-work config/settings UI
- RVB1-265 New Vulnerability UI
- RVB1-263 Settings update
- RVB1-262 New action menu (by category) in bottom UI
- RVB1-261 Allow ending campaign by clicking on campaign status
- RVB1-260 Show Oday vulns [Zero-Day] in the attack dialogue vuln drop down
- RVB1-259 Show research level in vuln dialogue
- RVB1-258 Mouse over help text
- RVB1-257 Mimi maps for network view zoom
- RVB1-256 Non-targeted action buttons in UI
- RVB1-253 Update remote user behavior if VPN is denied
- RVB1-252 Redo game save/load state - developer feature
- RVB1-251 Redo localization for Asset and Action
- RVB1-248 Add zero day indication on vulns in Attack Dialogue
- RVB1-247 Automate RemoteUserManager
- RVB1-246 Move the mute preference to playerprefs rather than save it in the SO
- RVB1-237 Create a downstream/upstream system for assets
- RVB1-226 System for calculating cybersecurity and IR costs
- RVB1-225 Create a Threat Intelligence win condition for BT
- RVB1-209 Add categories to actions for analytics tracking
- RVB1-196 Get volume sliders in settings and working
- RVB1-178 AI Updates
- RVB1-97 Restructure the way assets, zones, connectors, etc. work together to make it more modular and easier to customize
- RVB1-92 Create multiple network diagrams (with different zones)
- RVB1-87 RT skill level indicator, per vuln
- RVB1-59 Additional Network Layouts