

THE UNITED STATES ARMY WAR COLLEGE



Wargaming to Support Decision Making

Colonel Jack Pritchard
December 9, 2014



Mission

The US Army War College educates and develops strategic leaders and supports the Army and the Joint Force while advancing knowledge in the global application of Landpower.

Lines of Effort

- Strategic Leader Education and Development
 - Academic programs
- Advancing Strategic Thought and Innovation
 - Wargames, Exercises, USAWC Press, Research, world-wide engagements
- Institutional Outreach and External Service
 - Advance the USAWC brand image and resources; tell the Army story
- Quality of Life and Institutional Support
 - Create a learning environment of excellence that enables USAWC to achieve LOE 1-3





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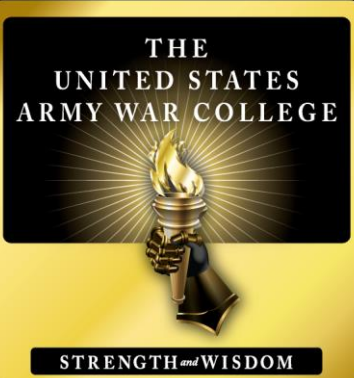
**School of
Strategic
Landpower**



**U.S. Army
Garrison**
Carlisle Barracks



**CENTER for
STRATEGIC
LEADERSHIP and
DEVELOPMENT**
CSLD
U.S. ARMY WAR COLLEGE



**THE
UNITED STATES
ARMY WAR COLLEGE**

STRENGTH and WISDOM



**STRATEGIC
WARGAMING
DIVISION**



USAHEC
U.S. Army Heritage
& Education Center



**Strategic Studies
Institute and
USAWC Press**



PKSOI U.S. Army
U.S. Army Peacekeeping
and Stability Operations
Institute





Types of Wargames at the Army War College

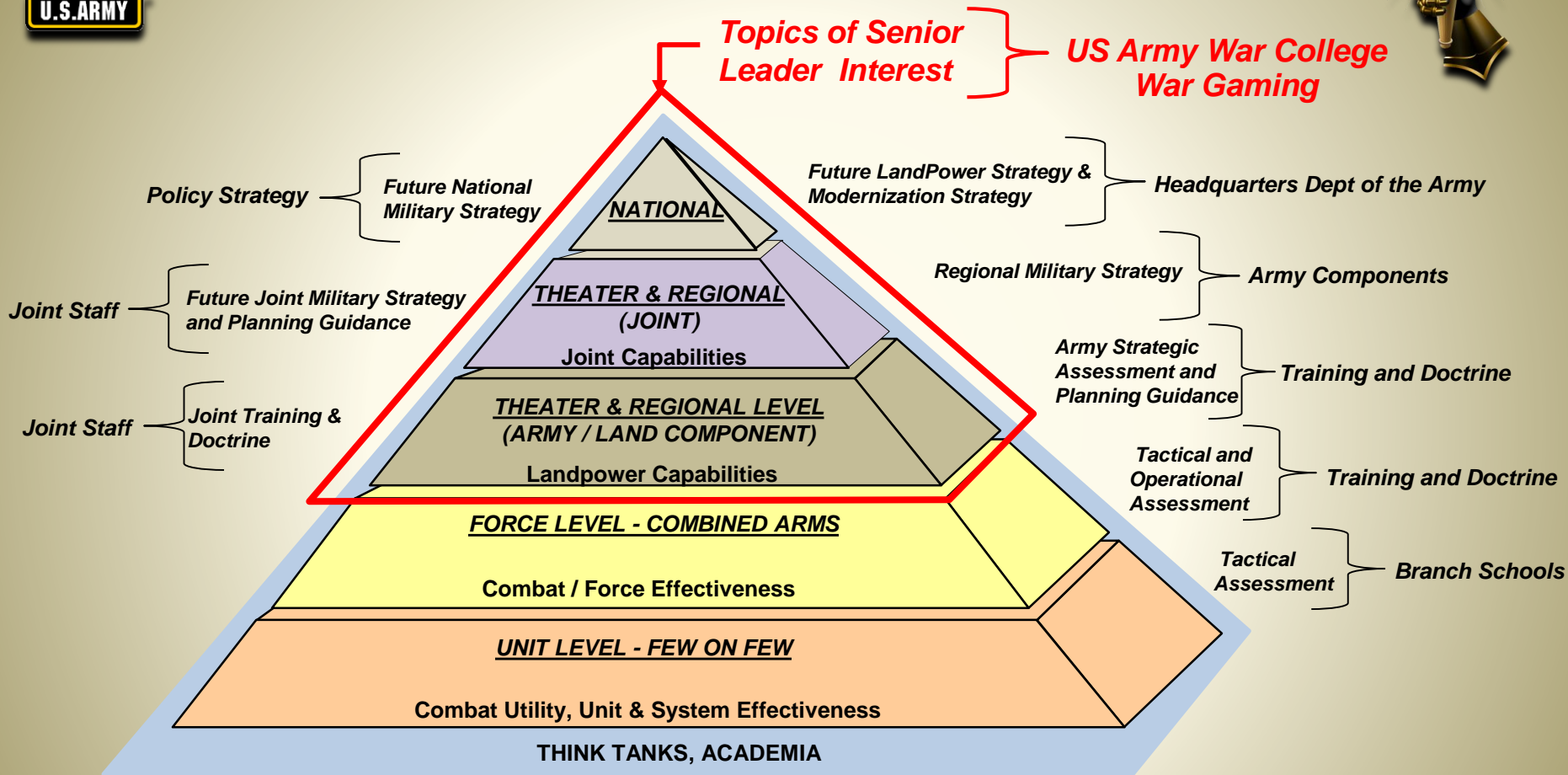
TYPE OF GAME	PURPOSE	EXAMPLE AT US ARMY WAR COLLEGE
ANALYTICAL	to gain insights into complex problems	<ul style="list-style-type: none">➤ Strategic Wargame Series➤ Unified Quest
EDUCATIONAL	focus primarily on player learning	<ul style="list-style-type: none">➤ Joint Air Land Sea Strategic Exercise (JLASS-EX)➤ SIMULEX➤ International Strategic Crisis Negotiation Exercise (ISCNE)
EXPERIENTIAL	practice performing an activity	<ul style="list-style-type: none">➤ Senior Leader Seminar➤ Combined/Joint Force Land Component Commander's (C/JFLCC) Course➤ Basis Strategic Arts Program (BSAP)

The US Army War College conducts about 26 Wargaming events per year





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Wargaming focus is at the Theater-level and above





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strategic level of war — The level of war at which a nation, often as a member of a group of nations, determines national or multinational (alliance or coalition) strategic security objectives and guidance, then develops and uses national resources to achieve those objectives. (JP 3-0)





Definitions

Wargaming: a warfare model or simulation whose operation does not involve the activities of actual military forces, and whose sequence of events affects and is, in turn, affected by the **decisions** made by **players** representing the **opposing sides**. (Perla, 1990, p. 164)

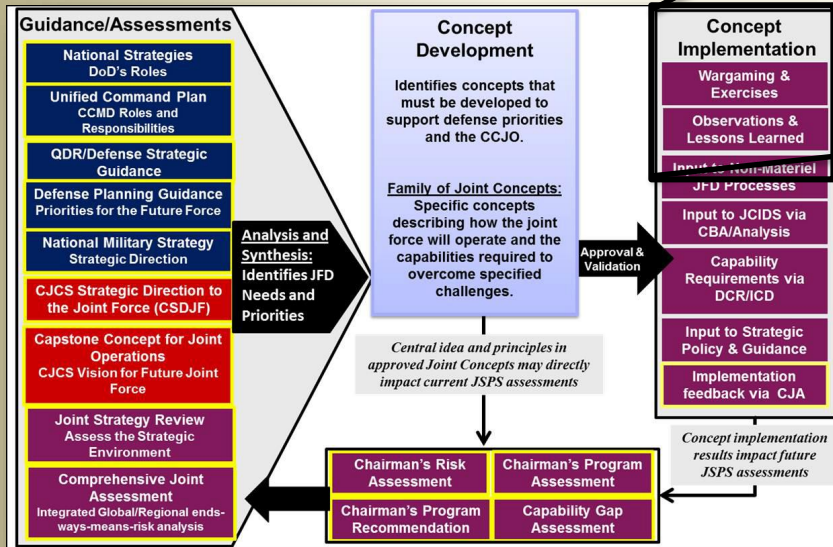
Strategic Wargame: a structured, facilitated interaction between experts on a topic that will assist in future decisions by improving understanding and providing insights on the employment of instruments of national power.

To qualify as a wargame, the event must involve **players**, **adversaries**, and **decisions**. Wargames are useful for investigating concepts, organizing ideas, exploring issues, discovering implications and identifying questions.

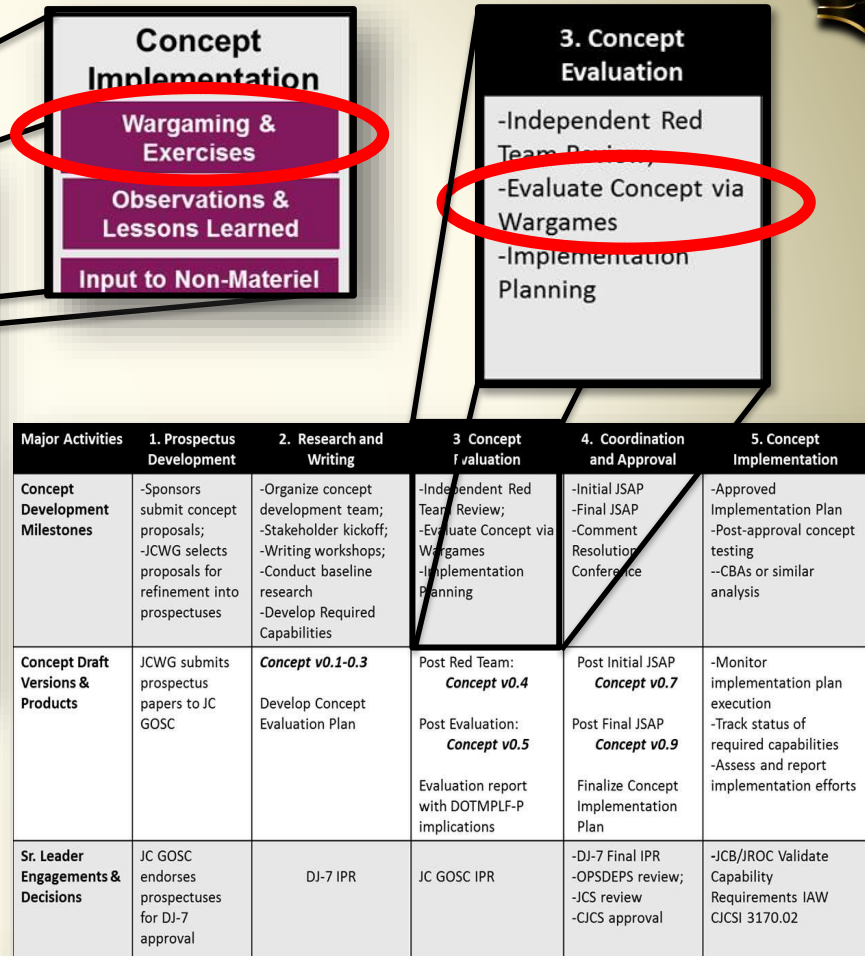




How is Wargaming Used?



Joint Staff Planning System*



Joint Concept Development Process*

*CJCSI 3010.02D, Guidance For Development And Implementation Of Joint Concepts

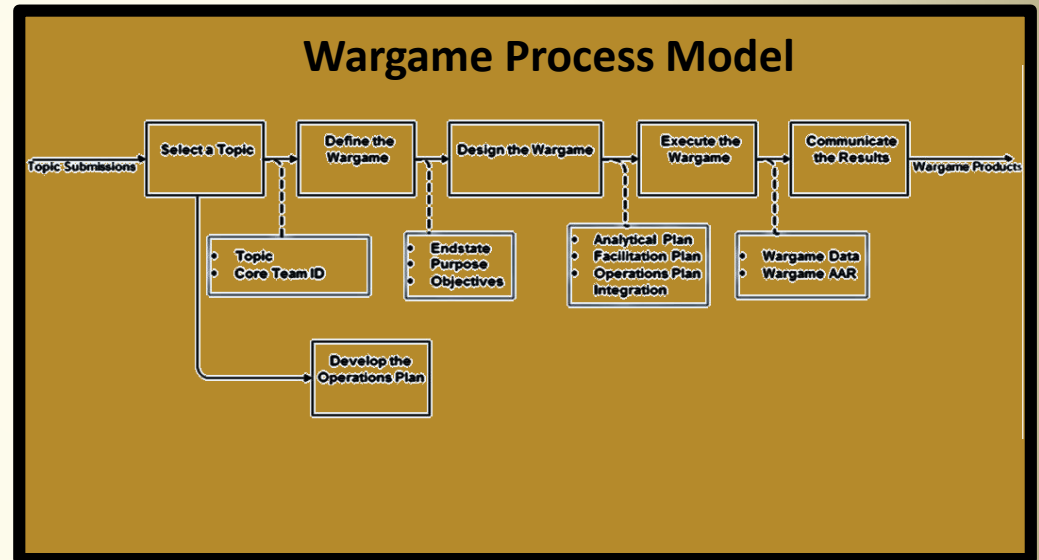




Strategic Wargame Series

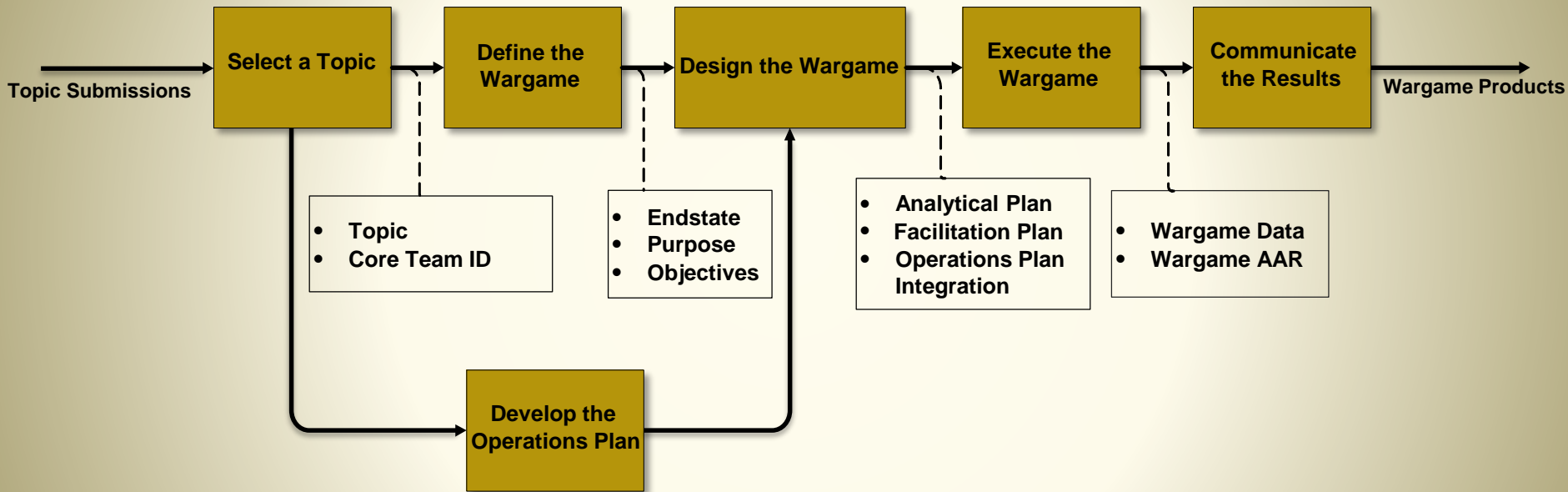
Purpose: *Conduct a series of 'quick-turn' wargames to assess issues of strategic importance to US interests, and identify potential Army contributions.*

- 6-8 wargames conducted annually, roughly one every six weeks
- Produce a short, readable report highlighting policy and strategic considerations; emphasize Army concerns and equities
- Recommend approaches and options to Army's Leadership and for Army organizations with a stake in the issues examined/discovered
- *Students and faculty are encouraged to participate*

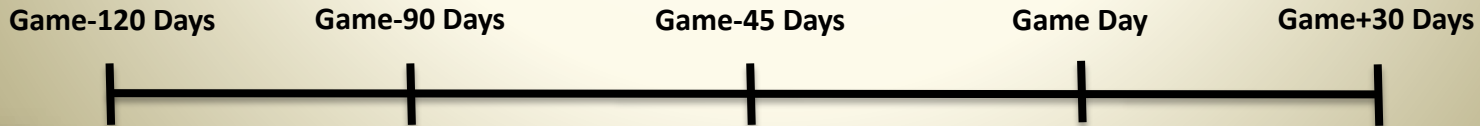




Wargame Process Model

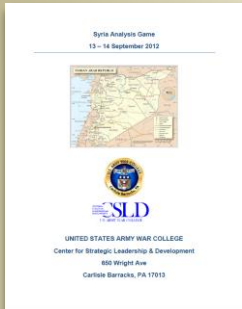


Timeline

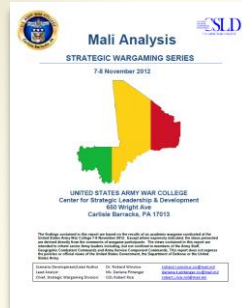




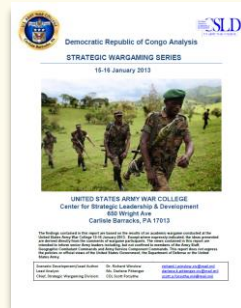
Previous Wargames



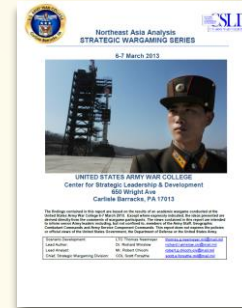
Syria Analysis
September 2012



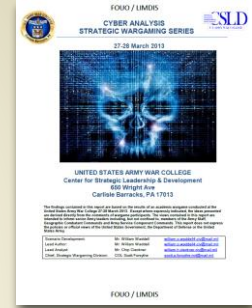
Mali Analysis
November 2012



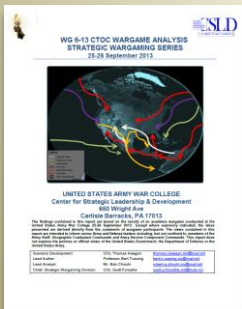
Congo Analysis
January 2013



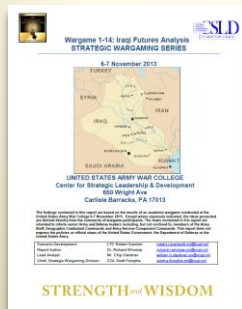
Northeast Asia
March 2013



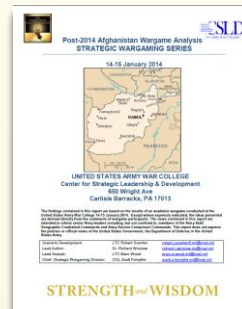
Cyber Analysis
March 2013



Transnational Crime
September 2013



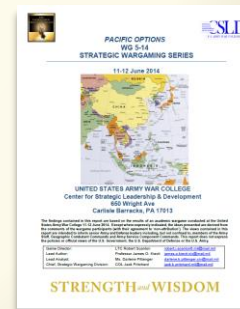
Iraq Futures
November 2013



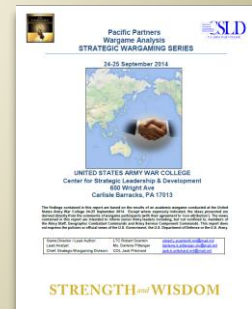
Afghanistan Futures
January 2014



Ukraine Analysis
April 2014



Pacific Options
June 2014



Pacific Partners
September 2014





Upcoming Wargames

GAME	TOPIC	DATES
15-1	NATO Future Identify obstacles to NATO's full value as a multilateral security tool and recommend mitigations	10-11 DEC 2014
15-2	Human Aspects of Military Operations Examine and propose a framework for understanding the human elements of military operations	13-14 JAN 2015
15-3	Future China Strategic implications for the next 20 years	11-12 FEB 2015
15-4	Strategic Implications of Megacities Strategic options and implications for Landpower applications in Megacities	18-19 MAR 2015
15-5	Horn of Africa Strategic options and policies towards U.S. strategy in the region over the next decade	21-22 APR 2015
15-6	Unified Quest US Army Deep Future Capabilities War Game	MAY 2015



