

## Plenary 3 - Wargaming Best Practice

*“To do the best job possible and to establish quality in that effort.”*

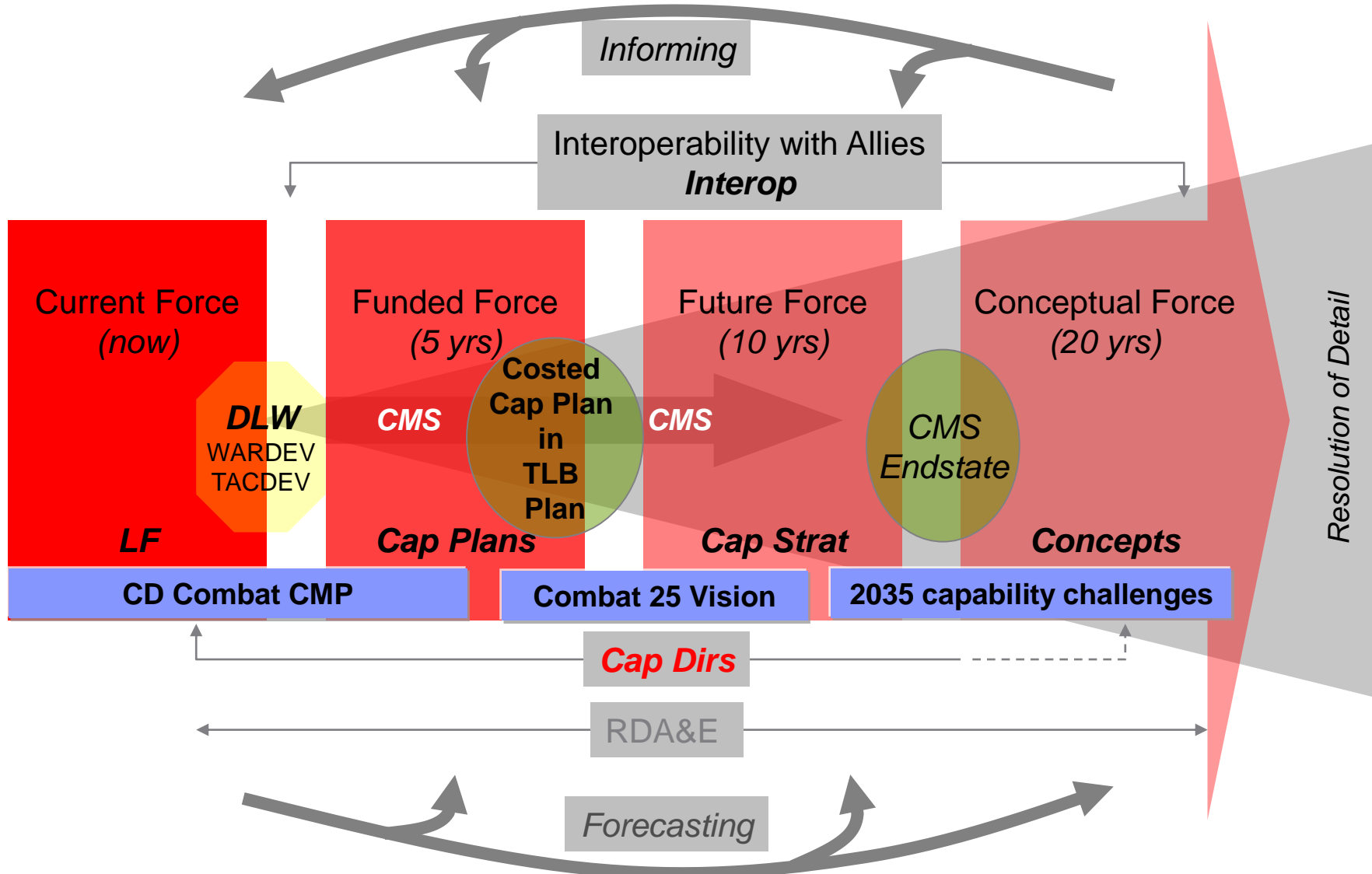
A view from an Army Experimentation perspective

David England  
Niteworks

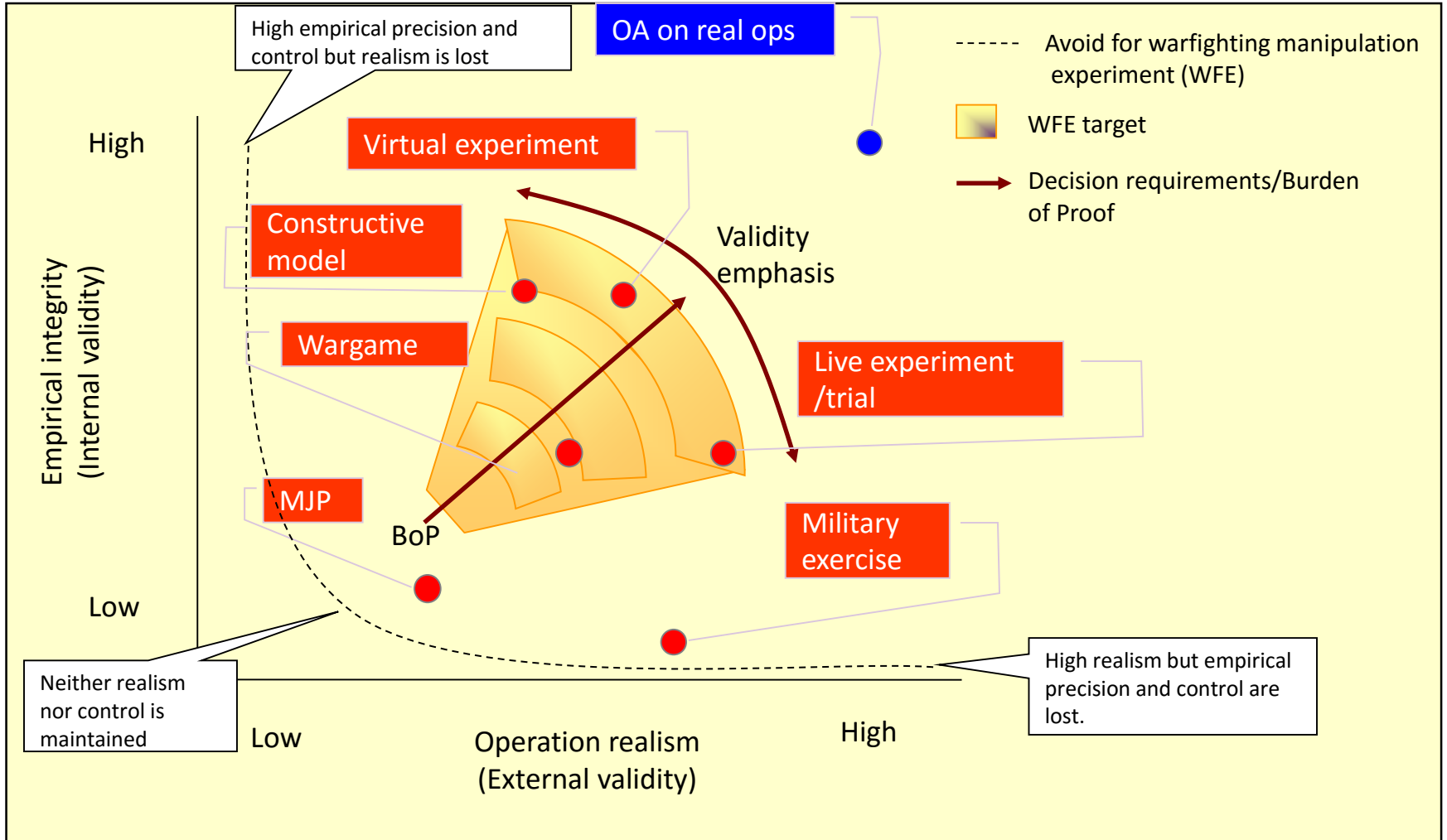
# Approach

- ▼ Context
- ▼ Combat Experimentation
- ▼ Example – Light Battlegroup Experiment
  - ▼ Design
  - ▼ Execution
  - ▼ Analysis
- ▼ Did it work?
- ▼ Ways to develop FD wargaming

# Context - Army FD Construct architecture



# Experiment design space



## Example – Lt BG Experiment

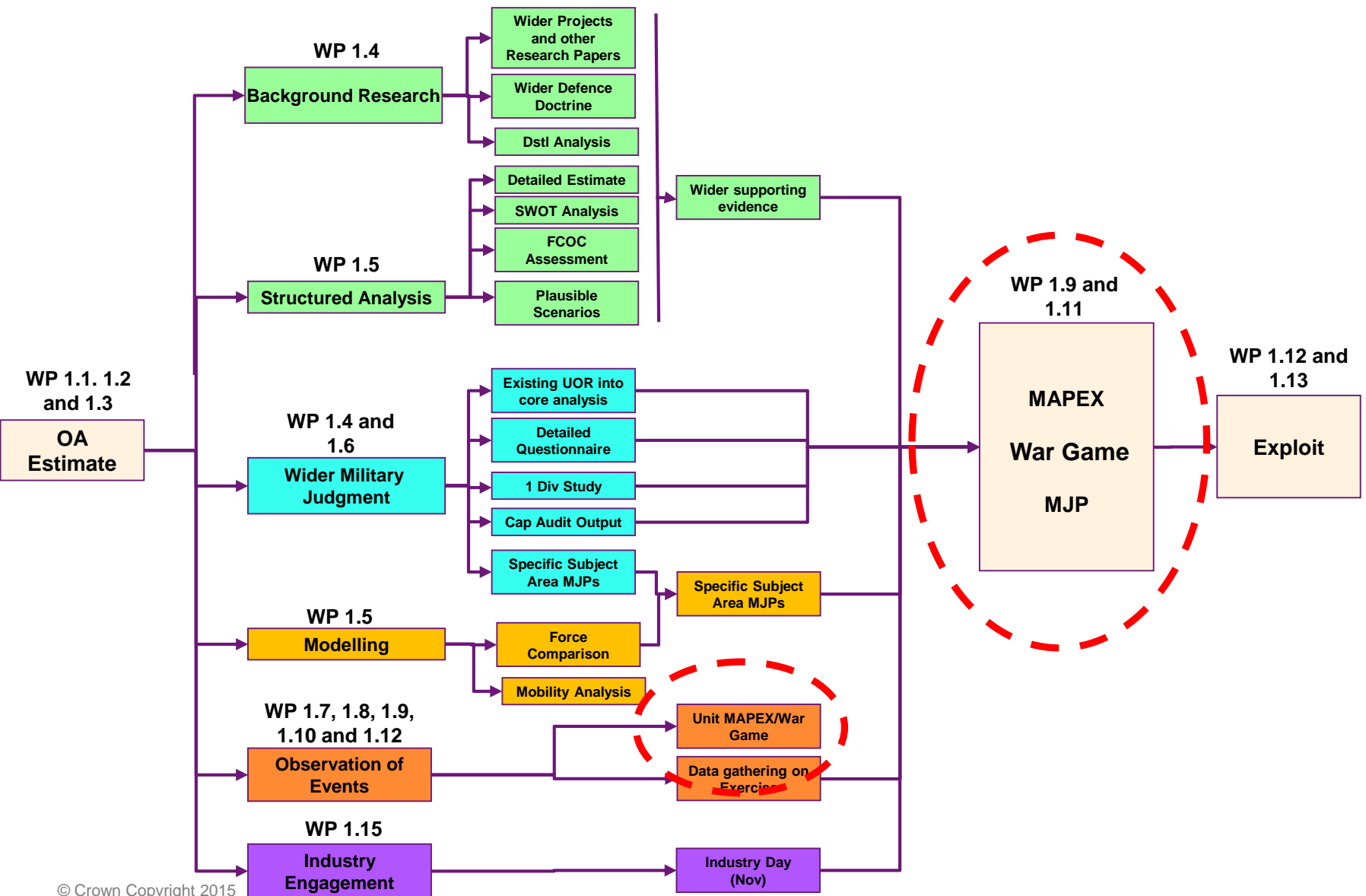
### ▼ The question:

*How will the Lt battle groups conduct the tactical tasks asked of them in a warfighting role as part of a AI brigade?*

### ▼ The objectives:

- ▼ To validate the Lt Cbt unit CONEMPs
- ▼ To support the FORGEN of a Lt Mech bn @R (IOC Aug 15)
- ▼ Provide insights and observations to inform CD Cbt Lt unit CAPDEV

# Lt BG Experiment Design





# Lt BG Experiment – Wargame Design

1. Aim of each wargame linked to experiment Q and objectives
2. Identified detailed areas to focus on linked to DCMP
3. Determined how each area could/would be evaluated/analysed
4. Identified the metrics to be gathered to measure and gauge evaluation (how to achieve data capture)
5. Identified the required scenario(s) and deep dives
6. Identified the people required to ensure validity of the analysis
7. Agreed the key assumptions with capability owners
8. Designed the processes required to achieve the aim
9. Developed the tools (OA, tables) and SMEs required
10. Documented all work, assumptions, decisions, outcomes and analysis



# Lt BG Experiment – Wargame Execution

## ▼ D -2 mths to 14 days

Scoping

Design

Testex 1, Testex 2

## ▼ D -14 days

Issue scenario, Bde OSW (Task Org, Orders, DSO, DSM, Synch Matrix)

## ▼ D -1 day

Unit scenario and ground brief

## ▼ Day One

Unit Receipt of Orders Brief (ROOB)

Full BG Estimate incl COA wargame (observed by wargame pers)

## ▼ Day Two

Wargame (typically 4 turns)

## ▼ Day Three

Deep Dives



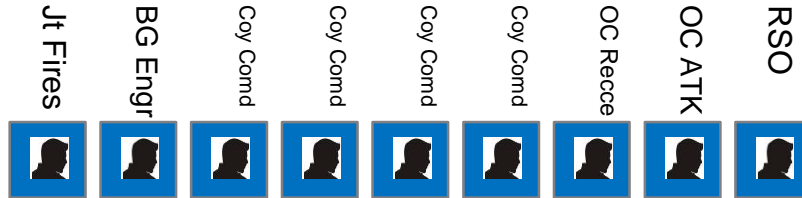
# Lt BG Experiment – Wargame Execution



Capability Owner



Observers



RSM  
Ops Offr  
CO  
COS  
BG Log



IO  
Red Comd  
White Cell



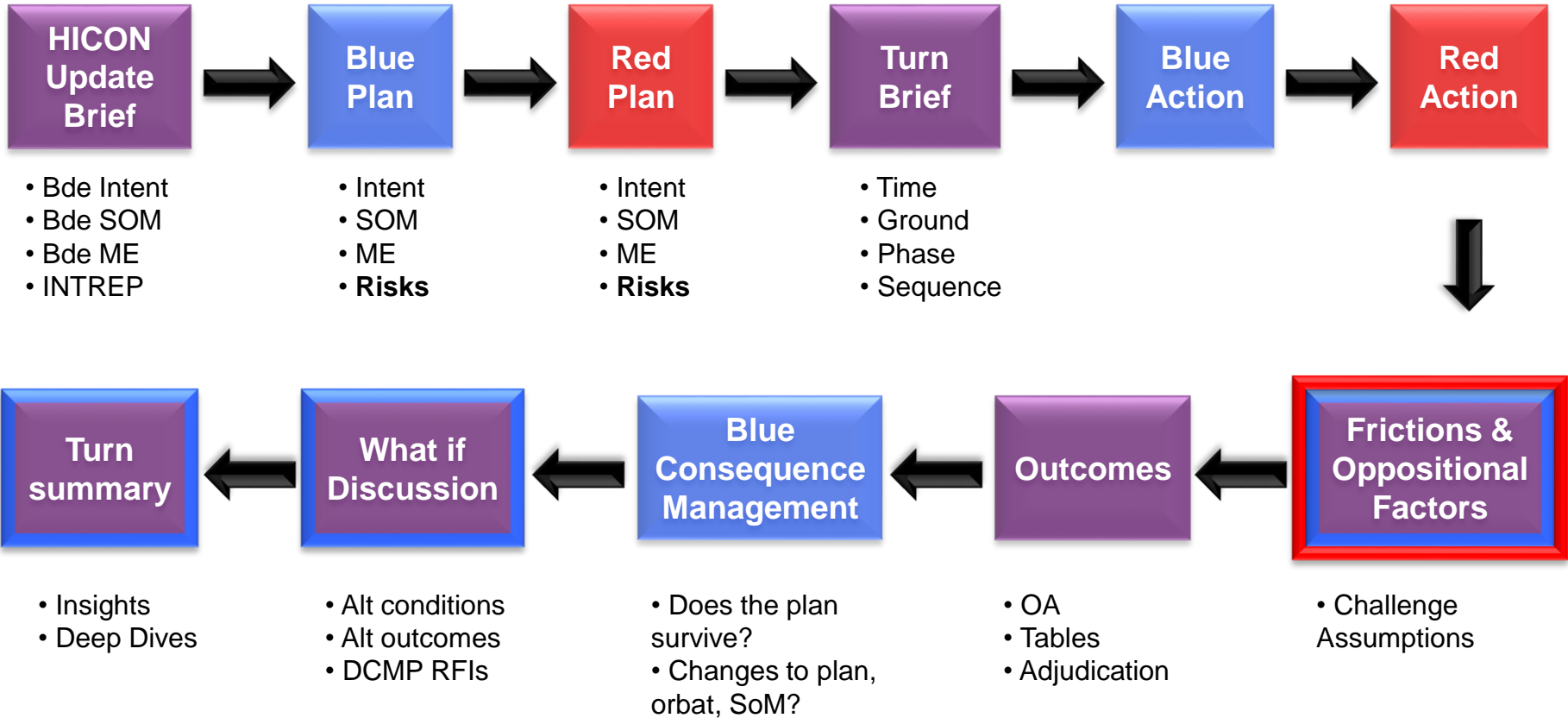
DCOMP Collection  
Scribe  
Game Controller  
Analyst/Modeler



HICON / Adjudicator

# Lt BG Experiment - Wargame Execution

**Wargame Initial Brief**



# Did it work?

- ▼ Of course!
- ▼ Why?
  - ▼ Time spent in design (planning)
  - ▼ Credible scenario and OSW (preparation)
  - ▼ SMEs (internal and external)
  - ▼ Rehearsals
  - ▼ Unit CoC bought into it (vested interest? training?)
  - ▼ Focused discussion but participation of all – “rank is not important”
  - ▼ Deep dives provided opportunity to explore in depth and maintain momentum
  - ▼ Thorough process = credibility of analysis = exploitable
  - ▼ Professionally rewarding and fun!

# Ways to develop FD wargaming

## ▼ Keep them honest!

### ▼ Visualisation (images)

- Map / air phot / slow go-no go / intervisability / demographic mapping
- “fly though” / UAS downlink / virtual rock drill / “VBS3” products
- TEWT
- Relief mapping

### ▼ Plausible outcomes

- Look up tables – individual platform > sub unit
- OA models (update?)

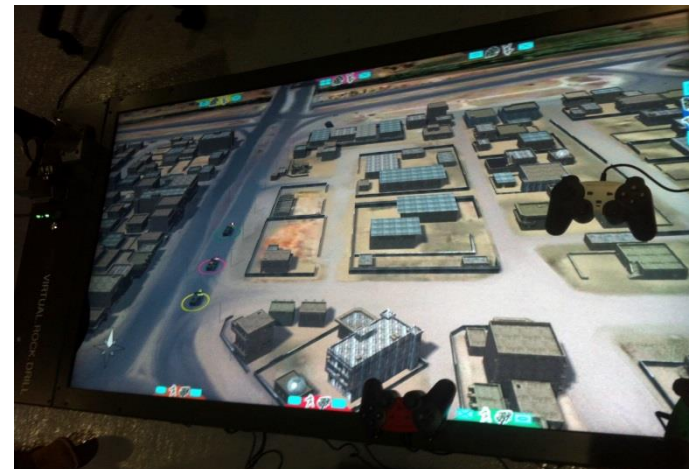
### ▼ Red Plan and Players – truly adversarial

- Estimate time
- Non UK military
- Non military

### ▼ TEWTs



# Ways to develop FD wargaming - Visualisation



# Ways to develop FD wargaming

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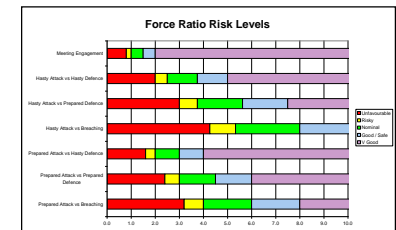
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### ▼ TEWTs



# Summary

- ▼ Preparation (design) is important, including build up MAPEX / wargames
- ▼ Credibility is key
- ▼ The individual out comes are not as important as the consequence management and discussions that result
- ▼ Focus and structure v BOGSAT
- ▼ Training value – individual and combined arms
- ▼ It works but must be part of an integrated experiment design
- ▼ Development opportunities
- ▼ This year and next.....