Wargaming in Officer Development

End state: ‘Officers who utilise wargaming freely as a means by which to enhance their understanding and practice of the military profession’
Q. When will Army officers wargame in the future?
When will Army officers wargame in the future?

- RMAS 1yr
- JOTAC 1 mth
- CWC 2 mths
- ICSC 9 mths
- ACSC 10 mths

UOTC <3 Years

Field Army <3 Years

Field Army <3 Years

Field Army <3 Years

Field Army <8 Years

Field Army 17 yrs vs Courses <3 yrs
Where can wargaming help in the stages of training?

- **Crawl**: Wargaming

- **Walk**: Wargaming

- **Jog**: Wargaming

- **Run**: Wargaming

- **Sprint**: Wargaming

**Wargame Breakdown (1hr)**

- 25% Administration (Set Up, Referring to Rules)
- 25% Combat (elements conducting attacks)
- 50% Manoeuvre (elements moving out of contact)

**Deliberate Attack Field Exercise Mission (16hrs)**

- 13% Administration (Sleeping, Eating, Planning, Orders, Rehearsal)
- 37% Manoeuvre (Patrols, Approach Marches, Redeployment)
- 50% Combat (In contact)
Q. What do we need wargames to simulate for Junior Officers?
What do we need wargames to simulate for Junior Officers?

Command

- Organic manoeuvre and supporting ‘elements’.
- Decision making & cognitive stress.
What do we need wargames to simulate for Junior Officers?

Command

Firepower

- **Physical** and **psychological** effects.
- Correct positioning and **coordination**.
What do we need wargames to simulate for Junior Officers?

- Symbiotic relationship with firepower.
- **Terrain** effects on movement, concealment and cover.
- Reward bringing **strength** against **weakness**.
What do we need wargames to simulate for Junior Officers?

- Command
- Firepower
- Manoeuvre

Logistics

- The importance of resource constraints.
- Ammunition and medical (as a minimum).
What do we need wargames to simulate for Junior Officers?

Morale

- The centrality of morale.
- **Sustaining** your own and **attacking** your enemy’s.
- Effective **leaders** at the lowest level.
What do we need wargames to simulate for Junior Officers?

- Command
- Firepower
- Manoeuvre
- Logistics
- Morale

Friction & Uncertainty

- Things will go wrong...
- Encourage *flexibility* of mind.
- Take calculated *risk*.
- *Planning* rather than ‘the plan’.
## General Observations:

- **Blue** generally wins.
- Importance of sequencing activity.
- What do I do after the first assault...
- **Red** worked out when to quit.

### Factor

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<thead>
<tr>
<th>Factor</th>
<th>Simulated</th>
<th>Remarks</th>
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<tbody>
<tr>
<td><strong>Command</strong></td>
<td></td>
<td>+ Uses Rifle PI plus supporting assets</td>
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<tr>
<td><strong>Firepower</strong></td>
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<td>+ Effective ranges for DF weapons and use of IDF.</td>
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<tr>
<td><strong>Manoeuvre</strong></td>
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<td>- Terrain has no impact on cover or firepower effects.</td>
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<td>- No advantages for flank/rear attacks.</td>
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<td>+ Good use of elevation and LoS.</td>
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<td><strong>Logistics</strong></td>
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<td>+ Ammunition limits for mortars and machine guns.</td>
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<td>- No medical simulation.</td>
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<tr>
<td><strong>Morale</strong></td>
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<td>- No psychological effects simulated.</td>
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<td>- No leaders simulated.</td>
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<tr>
<td><strong>Friction &amp; Uncertainty</strong></td>
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<td>- Firepower effects are a certainty.</td>
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<td>Both sides have full view of each other.</td>
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Wargaming’s wider utility...

Themes for development:

Regimental History/Battlefield Tours & Staff Rides

Immersing in new theatres of operation

Battle Group level staff training

Counter Insurgency

Chemical Biological Radiological Nuclear

Military Aid to the Civil Authority

Cyber Warfare