Using Wargaming – A CO’s Perspective
• Caveats
• Problems with UK Military Thinking
• Personal Experience of Wargaming
• Where & How to Use Wargames
• The Way Forward
Biggest Problem!

CREDIBILITY!

‘There is an inordinate number of over-age adolescent types playing wargames; some are middle-aged adults who ought to know better.’ (Michael McGuire)
OCdt Perspectives

• “The academic and war studies side is not taken very seriously by OCdts.”

• “Q2 of the 7Qs is largely glossed over.”

• “discussing military history or tactics is a quick way to be labelled a beard!”
• “I started war gaming early in my life. By the time I entered RMAS, I realized I was no stranger to military tactics!”
“Tell me and I forget. Teach me and I remember. Involve me and I learn.”

“...and within 3 minutes there were at least 15 young men around me...and before we had been playing 20 minutes we had disputed and argued more about professional subjects than these young men had talked of in the last 3 months.”

Lt H Chamberlain RN (after taking his game, Naval Blockade, into the smoking room at Greenwich College)
Personal Experience

- Squad Leader & beyond
- Army exposure:
  - RMAS
  - ATK PI Comd’s Course
  - CAST
  - JCSC (AJD)
  - Coy Comd
  - ACSC
  - Bn 2IC
  - Cap Dev
  - CO

- TEWT vs Wargame
- COA Wargame vs Adversarial Wargame
British Army Wargaming

Traditional Gaming

• vs TEWTs
• vs CPXs
• vs COA wargaming
• vs IT gaming
Where & How to Use Wargames
MDMP & Conceptual Dvpt
Advanced Squad Leader
Victory condition: Allies hold 25 buildings on right map board
Key Deductions

- **Capabilities** – 1st line troops, high morale, greater FP & range, greater numbers

- **Organisation** – Good leaders - impact battle (ID & neutralise C2)

- **Weapons and Equipment** – 2x MMG & 1x flame thrower – key urban wpn system. All units have higher range than def (less HMG)

- **Reinforcements** – No external reinf expected. Likely to reinforce success

- **Doctrine** – Use offensive action

HVT = Flame Thrower, C2 nodes
### Axis: Intent Schematic

<table>
<thead>
<tr>
<th>Ser</th>
<th>Effect</th>
<th>Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>FIND/FIX /DISRUPT</td>
<td>ID and disrupt En forces as early in the battle as possible. Attempt to ID main axis of advance</td>
</tr>
<tr>
<td>2</td>
<td>DENY/DELAY</td>
<td>DENY EN forces FoM over open ground</td>
</tr>
<tr>
<td>3</td>
<td>DELAY</td>
<td>Delay approaches through the key terrain. Likely to be resourced heavily by En forces.</td>
</tr>
<tr>
<td>4</td>
<td>DELAY</td>
<td>Trade in time for space, forces to move toward MDP/HOLD</td>
</tr>
<tr>
<td>5</td>
<td>HOLD</td>
<td>MDP/MDA. High concentration of buildings that lend themselves to C’Atk opportunities.</td>
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</tbody>
</table>

**MSN:** HOLD AACHEN (25 buildings) IOT delay/block Allied advance east

**Intent:** FIND and DISRUPT En advanced elements to DELAY approach. DENY En forces freedom of manoeuvre in open ground and DELAY movement through key terrain. HOLD vital ground and BPT C’AtK to DELAY & DISRUPT allied forces.

**Main Effort:** ID and DELAY break in force

**COA Direction:** Fwd SCREEN to ID and FIX/DISRUPT. Seek to DELAY in the centre. Must have a reserve capable of reinforcing or launching C’Atk.

### All Round Defence

- **Focus must be west, but some risk can be taken.** Must be flexible enough to cope with pressure on the flanks.

### Depth

- **Some risk taken here – use of reserve to form part of the depth**

### Mutual Sp

- **Must for forces around the MDP. Use of Sp wpns to achieve for more isolated units**

### Deception/Concealment

- **Max use of cover for both positions and movement. Engage HVT as a Pri over normal units**

### Offensive Action

- **Use of reserves. Reoccupy buildings if possible. Seek to CAtk in the HOLD phase**

### Reserves

- **Must be central and have sufficient FP and numbers to offer a credible CAtk force.**
Allied break-in and Axis response
Allied attack fixed
Depth and Mutual Support
Failure to Exploit
Effective Use of Reserves
Professional Development
Battlefield Studies

Leros

Monte Cassino
Staff Development

Understanding the Environment

• Coalition-Government joint operations.
• Volatile Pakistani posture toward the conflict.
• Evolution of both COIN and insurgent tactics and technology.
• Government graft and desertion.
• Coalition casualties.
• Returning Afghan refugees.
• Pashtun ethnic terrain.
• Multiple scenarios.
• A deck of 72 fresh events
Capability & Force Development
Competitive Fun!
Way Ahead?

• Early beginnings – RMAS
• Simple, adaptable, standardised system
• Scaleable
• Immersive
• Cost effective
• Military owned
Opportunities - COTS
Conceptual Development
Final del turno 4
Campaign Planning
Understanding the Environment

- Coalition-Government joint operations.
- Volatile Pakistani posture toward the conflict.
- Evolution of both COIN and insurgent tactics and technology.
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Develop Insights
THE NEXT WARS

Orange Crush

Civil War in the Ukraine

A game of modern operational combat
by Brant Guilory
Battlefield Studies

- Leros
- Normandy
- Falklands
- WW1
Understanding History - WW1
Capability & Force Development
LT PM CAP DEV/ STUDY PERIOD  22-23 Oct 14

Overview
Lead: 2IC
Key Reqs:
• Current Lt PM situation: What we have been told to do.
• Assumptions underpinning SOPs/ TTPs development

Projection
Lead: Ops Offr
Key Reqs:
• Range/ reach (rd/ off rd)
• Loading (air/ sea/ train/ truck)
• SWOT analysis

ISTAR
Lead: OC D Coy
Key Reqs:
• Structure/ Capability Overview
• ISTAR/ AT Screening (Mtd & Dsmtd)
• Opportunities for ISTAR integration
• Mor SOPs
• C2/ G4/ Med/ ES/ Fuel considerations
• SWOT analysis
• Model ISTAR screen rural

Offensive Ops
Lead: OC B Coy
Key Reqs:
• Adv to Contact/ Formations
• Obst Xing
• Pl/ Coy Atk (Rural/ Urban)
• Zulu muster drills
• SWOT analysis
• Model Obst Xing
• Model Coy Rural Attack

C4IS
Lead: RSO
Key Reqs:
• C4IS architecture
• Pl/ Coy Net Diagram
• Bn Net Diagram
• BGHQ CP ability
• Mtd/ Dsmtd considerations
• SWOT analysis

Defensive/ Enabling Ops
Lead: OC C Coy
Key Reqs:
• Hasty/ Harbour Drills (Long/ Short)
• Deliberate Coy Def (Dig in)
• Convoy Escort (Pl/ Coy)
• Actions on Ambush (Rural/ Urban)
• Actions on Veh Cas/ Denial
• C2/ G4/ Med/ ES/ Fuel considerations
• SWOT analysis
• Model Convoy drills
• Model Ctr Drill Urban

Veh Loading SOPs
Lead: RSM
Key Reqs:
• FHD load plan (demo)
• RWMIK load plan (demo)
• Cam & Concealment
• SWOT analysis

CSS
Lead: OC HQ Coy
Key Reqs:
• Structure/ Capability Overview
• G4 considerations (reach, fuel capacity)
• ES timelines
• Med timelines
• Resupply/ rolling replens
• SWOT analysis

Supporting tasks:
QM(M):
• Upgrade Trg Wing IT facilities

QM(T):
• Ensure Lt PM veh availability for the day
• Brief on Dvr Trg progression/ observations

PMC:
• Officers Mess function 22 Oct 14

Ops Offr:
• Overall coord of each WG.
• Study Day Letter NLT 8 Oct 14.

OC LAD:
• Model pieces 2 x Coys + D Coy + HQ

OC Recce:
• 2 x Models (Rural/ Urban) NLT 5 Sep 14

IO:
• Produce Lt PM SOPs/ SOIs NLT 16 Dec 14.
• Media updates on Lt PM progression.

Timeline

Working Gp 1:
• Initial Direction
  - 12 Jun 14

Working Gp 2:
• Review Projection
• Review Offensive Ops
• ISTAR
• C4IS
• Direct Study Period reqts
  - 16 Sep 14

Working Gp 3:
• Review Defensive/ Enabling
• CSS
• Veh Loading SOPs
• Direct Study Period reqts
  - 18 Sep 14

WG 4 - Model Ex:
• ISTAR on adv
• Advance to contact
• Obst Xing
• Pl/ Coy Atk
• Def scenario
• Convoy drills

1st Rehearsal
• 7 Oct 14

CO Rehearsal
• 13 Oct 14
• 16 Oct 14

Study Period
• 22-23 Oct 14
**Recce PI Start State**

This allows:

- 3 x Recce Sects
- 8 man Recce Sects can sponsor Laager (2), FRV(2) and CTR(4)
- Recce Pl capable of SCREEN on 2 x axis with remaining Sect res to sponsor BG RV or resupply/rehab.

**Recce PI SOP**

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- 3 x Recce Sects
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- Recce PI capable of SCREEN on 2 x axis with remaining Sect res to sponsor BG RV or resupply/rehab.
Naval & Air
Competitive Fun!
Questions