

Wargaming 101

Aim and Purpose

with

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Introduction

- **Who are we?**

- Jim Wallman and Tom Mouat

- **What are you?**

- Civilian or Defence?
 - Military Wargamer or Business Wargamer?
 - Analytical or Educational?
 - Experience?

Recap on Background Reading

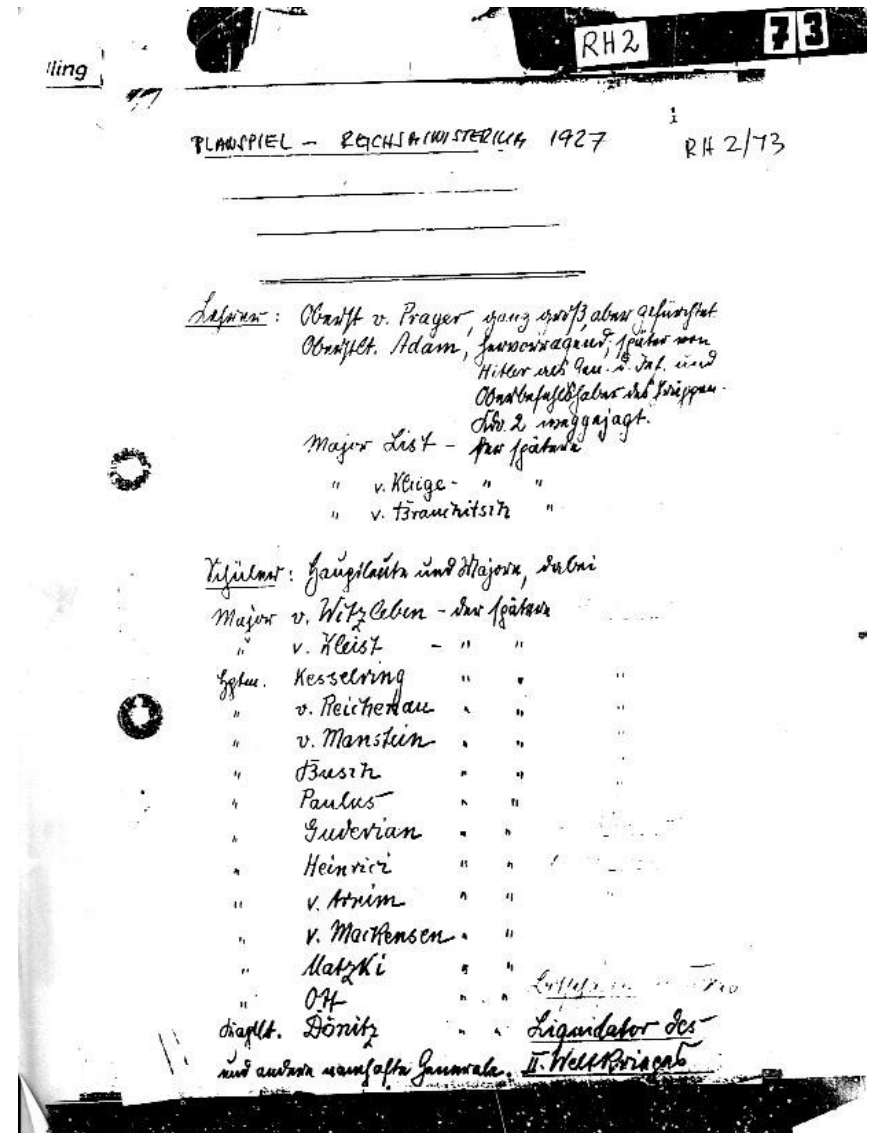
- If you are considering using a Wargame, get buy-in from the top.
- Understand what the Wargame is for and why.
- A proper opposition generates an action / reaction feedback loop that produces insights vastly more powerful (and accurate) than a single opinion, however well informed.
- Well implemented Wargames are really useful for education, insight, understanding and training.
- Poorly executed Wargames not only miss the point, but put people off.
- Wargames carry emotional baggage.
- Complexity doesn't equal accuracy.
- Understand the difference between random chance and managing risk.
- Good Wargames can save lives.

German Wargaming between the Wars

The German General Staff instituted "Staff Planning Wargames", normally referred to as "Planspiel".

Take a look at the list of participants for this game in 1927 on the right...

[List](#), [Kluge](#), [Brauchitsch](#),
[Witzleben](#), [Kleist](#), [Kesselring](#),
[Reichenau](#), [Manstein](#), [Busch](#),
[Paulus](#), [Guderian](#), [Heinrici](#),
[Arnim](#), [Mackensen](#), [Donitz](#)



Aim and Purpose

- What is the purpose?
- Why a Wargame?
- Who is it for?
- Who is going to participate?

Aim and Purpose

- **What is the purpose?**
 - Education.
 - Practice.
 - Check Plan.
 - Team Building.
- **Why a Wargame?**
 - Went to the 101 Session!
 - Meaningful decisions.
 - Tested against active opposition.
 - In a defined framework
- **Who is it for?**
 - You, your Boss, your subordinates?
- **Who is going to participate?**
 - You, your Boss, your subordinates, strangers?
 - Experience and knowledge?

Aim and Purpose - Example

- **Battle for Benghazi.**

- Contemporary scenario.
- Enemy rebels threatening city.
- Battlegroup Deployment from the port.
- Part of UK Bde.
- Part of NATO (USMC Led) deployment in support of Libyan Government.

- **Brigade in Port:**

- Mission to secure airport 12km inland from city.



BENGHAZI

(بَنْغازِي)

Mantiqat al Lathamah

A'ilat Lamwis

Kamb al 'Ajja

بنية الدولي
مطار

Baninah

Ri'asat Difa' Barqah

Al Fadheel
Brigade
Barracks

Benghazi
University
(بنغازي
جامعة)

Al Qawarishah

Qunfudhah

Aim and Purpose - Example

- **Battle for Benghazi.**
 - **What is the purpose?**
 - Professional Development Training for Junior Officers.
 - **Why a Wargame?**
 - Good practice for challenging decision making.
 - **Who is it for?**
 - Boss and subordinates.
 - **Who is going to participate?**
 - Subordinates and ?

Key Design Criteria

- **Level**

- At what command level are the players operating? (on each side).
- What meaningful decisions are made at that level and at what rate?

- **Resolution**

- 2 down from the players?
- Appropriate level of detail.

- **Type**

- *Covered in the next session.*

Battle for Benghazi

- **Level**

- Players as Battalion Teams.
 - Better quality experience.
- Players for Brigade HQ.
 - Need for communication and coordination.
 - Asset tasking (ISTAR, Artillery and Engineers).
- Blue: 2-3 Player Teams: 10-15 players.
- Red: 2-3 Player Teams: 4-6 players.

- **Resolution**

- Platoon as the smallest unit (counters on the map).
- Battalion Fire support (capability add-on).
- Reconnaissance (activity rather than a unit).
- Quartermaster (enabler rather than decision maker).

Resource Limitations

- **Time**

- How much time can you have? (Design / Run)
- Tempo of Operations at the Command Level?
- How long an operation do you want?
- *Considerations:*
 - Rate of decision making.
 - Maintenance of game pace.
 - Fitting a meaningful operation at the Level of command into the time available

- **These give you time intervals ("Game Turns")**

- How long they represent.
- How long they take to resolve.
- Professional games do not "overrun"...

Battle for Benghazi

- **Time**

- 3 hours of game play (an afternoon).
- Representing 48 hours of operation.
- 16hrs per hour of game play
 - Therefore a 4hr operation must be resolved in 15 minutes.

That 15 minute turn must include all aspects of operations (communications, decision making, combat resolution, etc).

Resource Limitations

- **Space**

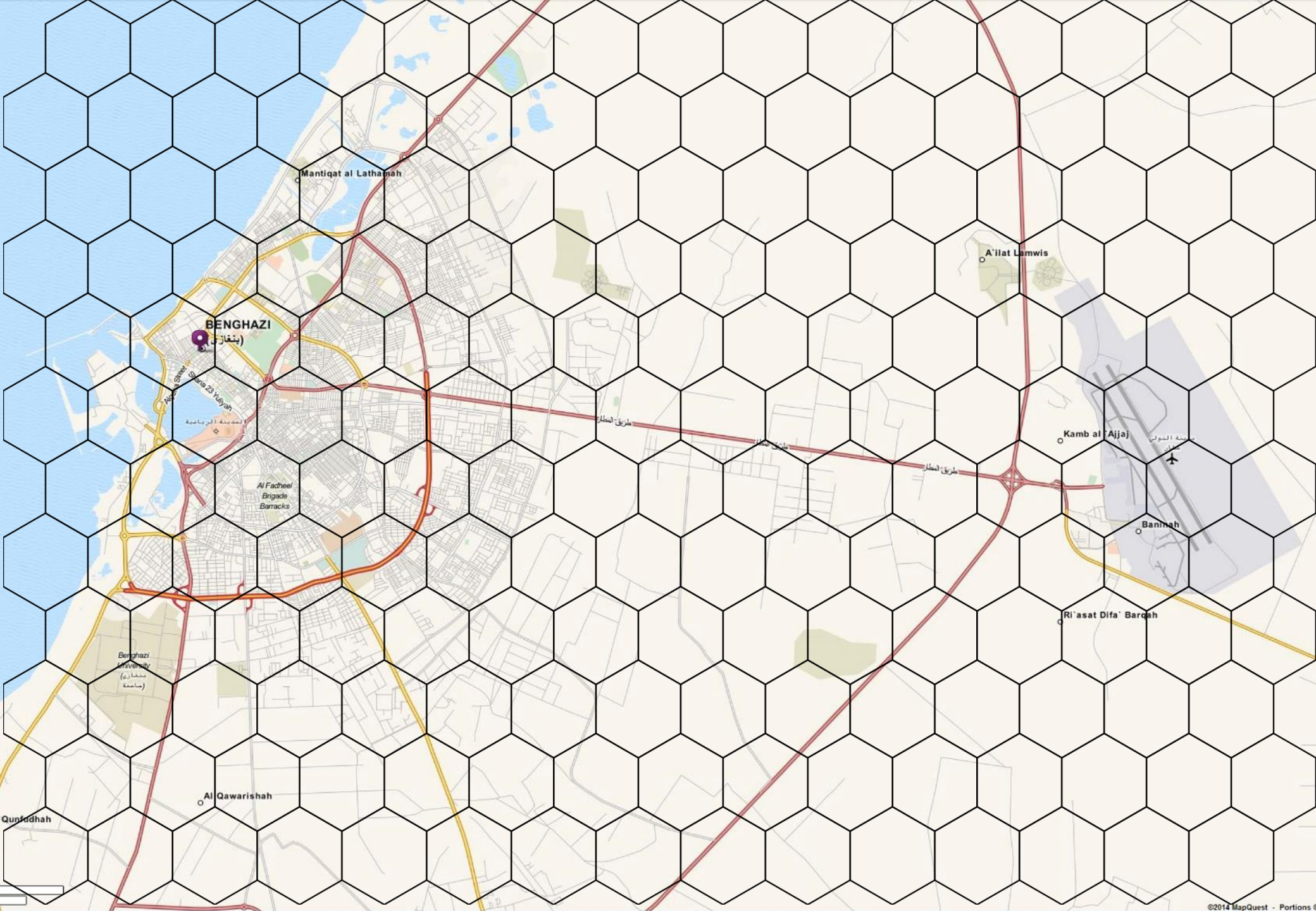
- Design Layout (Closed / Open).
- Hearing Distance.

- **Participants**

- Enough players for both sides.
- Enemy numbers can depend on mission.
 - E.g. If Red are attacking, they need more players.

- **Materials**

- Communications equipment?
- Mapping
- Counters



Features of Wargaming

Please tick what you want:

☐

Good

☐

Fast

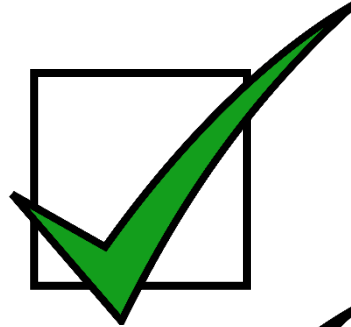
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Cheap

How many do you think you can have?

Features of Wargaming

Please tick what you want:



Good

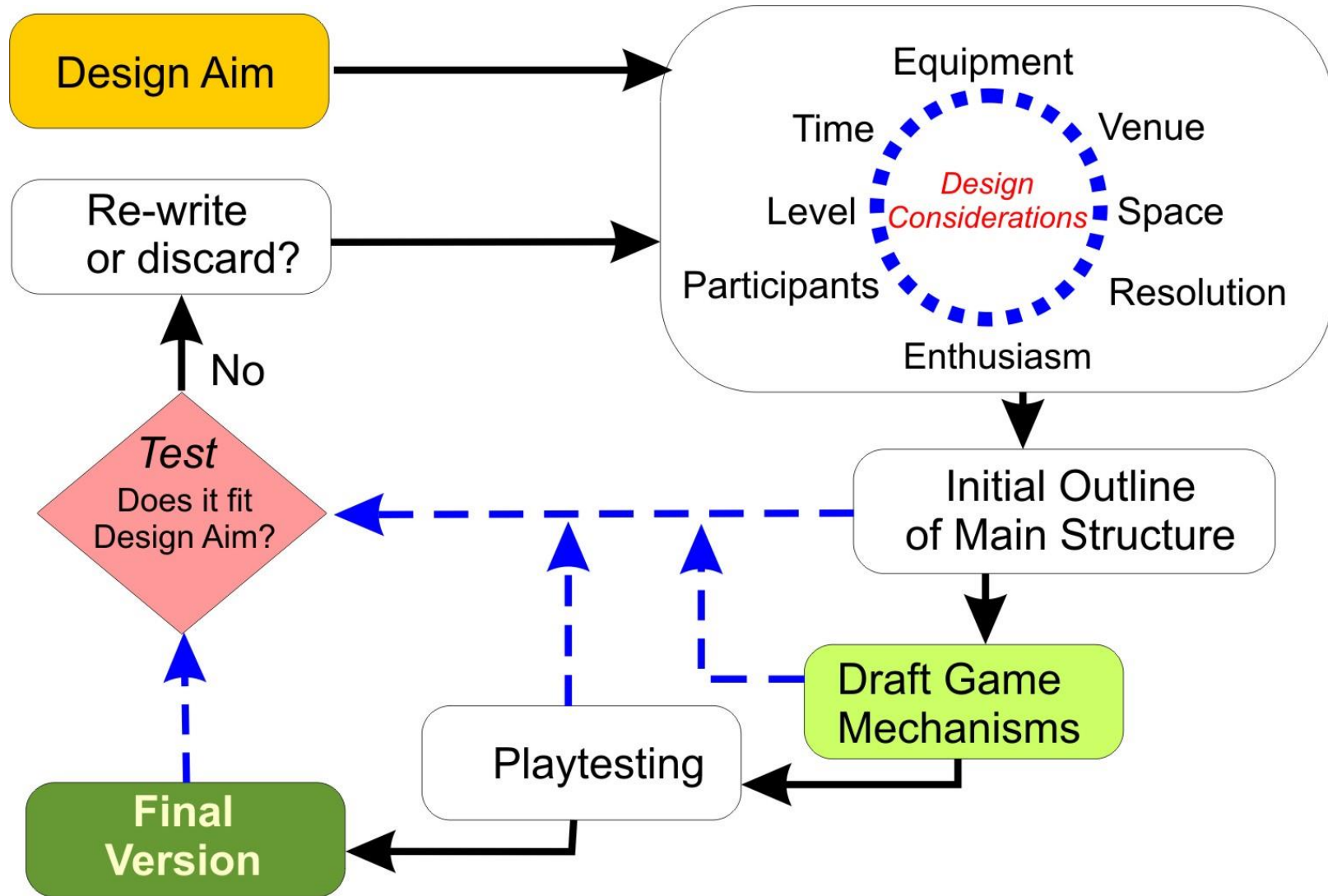


Fast



Cheap

Design Cycle



Recap and Questions

- Aim and Purpose.
- Key Design Criteria.
- Resource Limitations.
 - Time.
 - Space.
 - Materials.
- The Design Cycle.

