



# **Course of Action (COA) Wargaming**

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# WHAT

- Used as part of Military Planning Process.
- Not for general education & training.

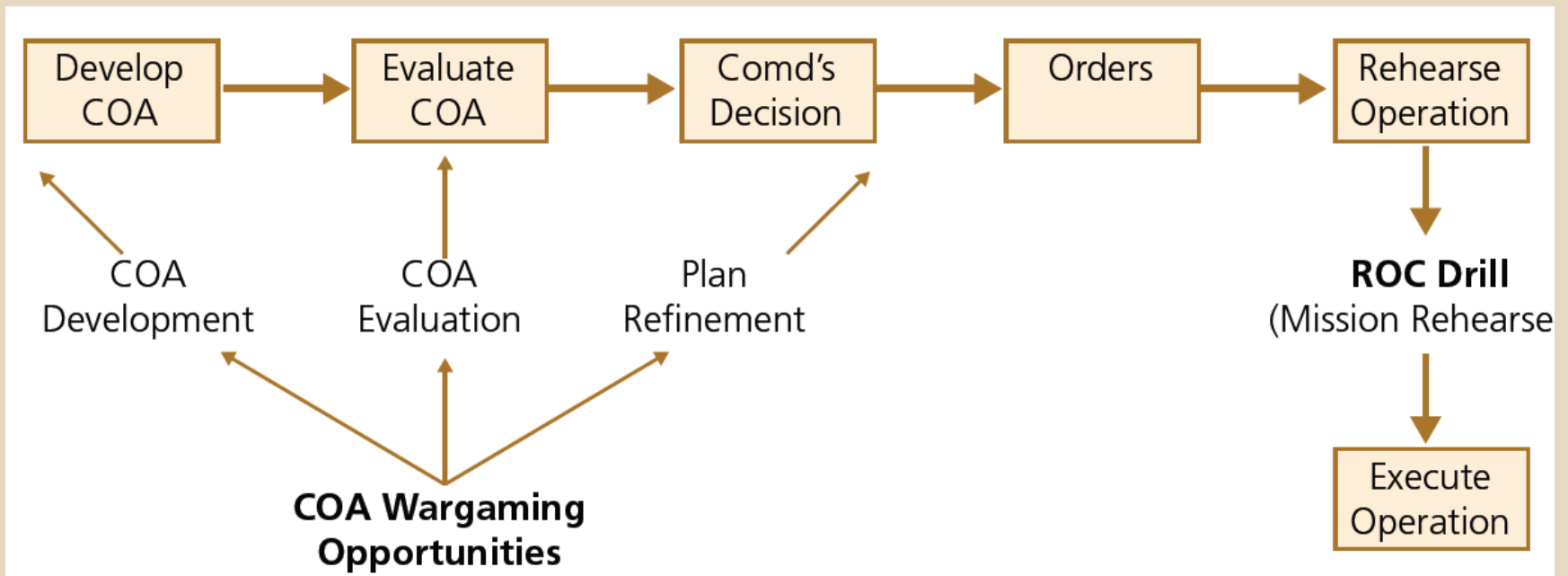
Question Number	Question	Tasks
Stage 1 - IPE, MA and Direction	0	Baseline Preparation and Understanding <input checked="" type="checkbox"/> Staff Preparation <input checked="" type="checkbox"/> Scope IPE <input checked="" type="checkbox"/> Receipt of Orders Brief (ROOB)
	1	What is the Situation and How Does it Affect me? <input checked="" type="checkbox"/> Focused IPE <input checked="" type="checkbox"/> Focused ICP & PGM <input checked="" type="checkbox"/> Brief Comd
	2	What Have I Been Told to Do and Why? <input checked="" type="checkbox"/> Higher Comd's Intent <input checked="" type="checkbox"/> Specified / Implied Tasks / Effects <input checked="" type="checkbox"/> Freedoms / Constraints <input checked="" type="checkbox"/> Situation Change / Risk
	3	What Effects Do I Need to Achieve and What Direction Must I Give to Develop the Plan? <input checked="" type="checkbox"/> Review Assumptions, CCIRs & Constraints <input checked="" type="checkbox"/> Effects Schematic / draft Intent <input checked="" type="checkbox"/> Comd's Guidance & COAs
Stage 2 - Developing the Plan	4	Where Best Can I Accomplish Each Action/Effect? <input checked="" type="checkbox"/> DSO and Draft DSOM
	5	What Resources Do I Need to Accomplish Each Action/Effect? <input checked="" type="checkbox"/> TASKORG <input checked="" type="checkbox"/> DSOM
	6	Where & When Do the Action / Effects Take Place in Relation to Each Other? <input checked="" type="checkbox"/> Synchronisation Matrix <input checked="" type="checkbox"/> Scheme of Manoeuvre
	7	What Control Measures Do I Need? <input checked="" type="checkbox"/> Ops Trace <input checked="" type="checkbox"/> Combined Arms Obs Integration (CAOI) <input checked="" type="checkbox"/> BM / Control Measures

★ if pressed for time, the commander is able to make a decision at these stages.



# WHY & WHEN

- COA Development.
- COA Validation.
- COA Refinement.





# HOW

- Select Events.
- ID time available.
- Select Method.
- Select Adversary COA.
- Select Recording Method.





# ISSUES

- Time Pressure.
- Unfamiliarity with the process.
- Unwillingness to unpick your own plan.





# SOLUTIONS & FUTURE POTENTIAL

- Introduce concept early into Training & education – creates familiarity.
- Introduce a method to 'game' the plan.
- Make people comfortable with rolling dice on the planning table.



## Force Ratio Risk Levels

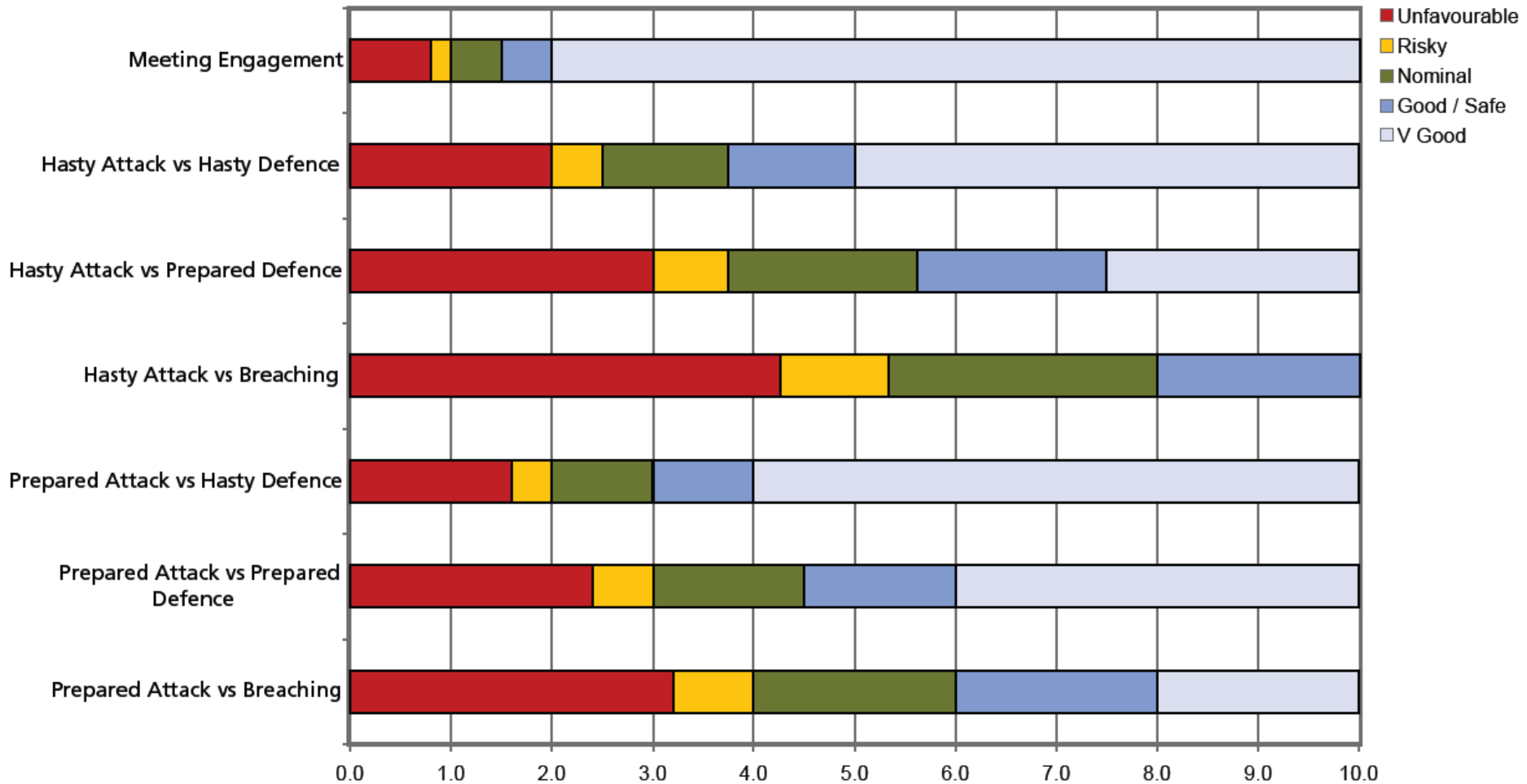


Fig 3.6.5-4. - Force Ratio Risk Levels