



THE ROYAL MILITARY ACADEMY SANDHURST



*Training &
Recruiting*

ARMY RECRUITING AND TRAINING DIVISION



INVESTOR IN
PEOPLE



ARMY

Sandhurst Group



ARMY

Officer
Pipeline



OTC



AOSB



RMAS



LWS



GSC



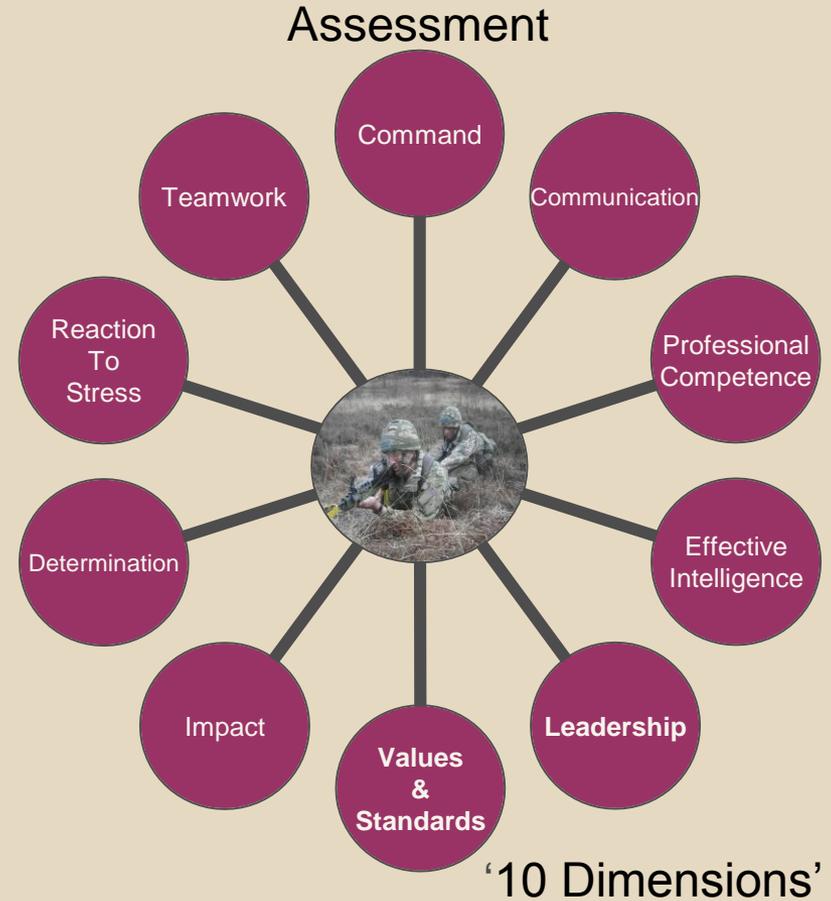
ST



What do we do at Sandhurst?



- **Leadership potential** identified at AOSB
- **Develop Character** – *Physical challenge, uncertainty and complexity (often all 3 at once!)*
- **Develop Intellect** – *Stretch brain as well as the body, employment of Mission Command*
- **Develop Professional Competence** – *Prepare for all aspects of Army life, best instructors the British Army has to offer*





Why do we do it?





'Wargaming' – What do we do now?

- Estimate Process – 7 Questions
- COA Wargaming
- Ethical Decision Making Exercises
- Critical Thinking
- BOGSATs
- TEWTs
- ROC Drills



'Wargaming' – the opportunity

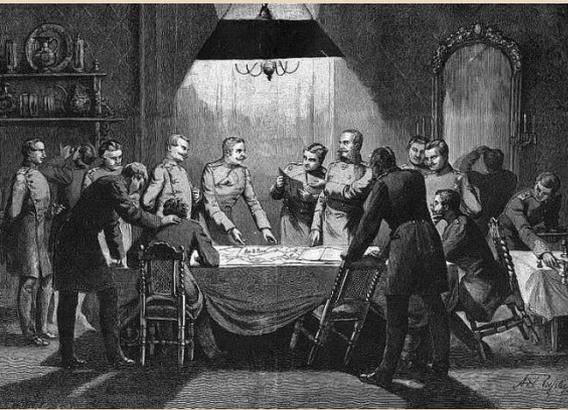
- An adversarial environment
- Aids speed in decision making and flexibility of thought
- Supports historical analysis
 - Linked to Battlefield study of Normandy landings as a rapid decision making exercise – eg Merville Battery
- Could enhance understanding of doctrine
- Provides an opportunity to experience planning at different levels of command





Kriegsspiel - History

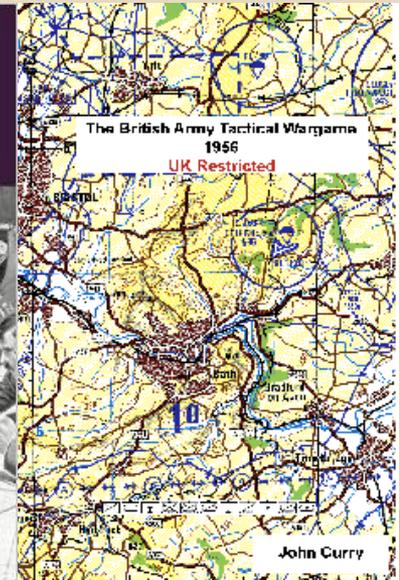
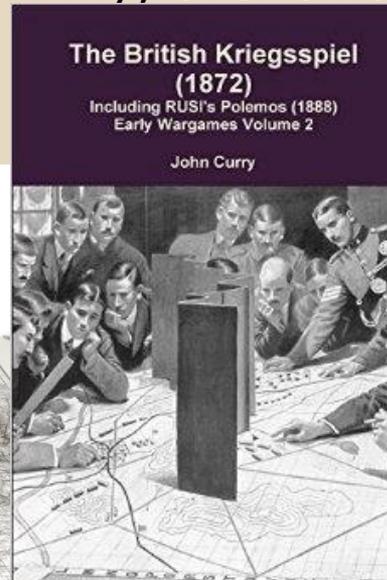
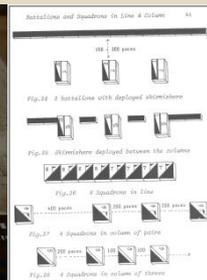
- First created in 1812, almost certainly as part of the physical and intellectual re-examination of the Prussian Army that had been resting on its laurels since the successes of Frederick the Great and had, as a consequence, suffered terribly at the hands of Napoleon Bonaparte, with the great disasters of Jena and Auerstadt in 1806.
- The Kriegsspiel (wargame) was developed by Lieutenant Georg Leopold von Reisswitz and named "Instructions for the Representation of Tactical Maneuvers under the Guise of a Wargame". His son, Georg Heinrich Rudolf von Reisswitz, then later developed it for mass use across the Prussian Army. The Chief of the Prussian General Staff, von Muffling, was a keen proponent. After his first participation he is said to have remarked: "This is not a game, this is a war exercise! I must recommend it to the whole army!"
- By the time of the Franco-Prussian war (1870-71) the disasters (from a Prussian point of view) of the beginning of the century were reversed. Kriegsspiel had been used by the Prussian Army for: training and education; force development; and mission rehearsal. There is no doubt that it played a significant role in the changed fortunes of the Prussian Army in the Nineteenth Century.
- It was used extensively before the First and Second World Wars – and is still used by the German Army





Kriegsspiel - The British experience

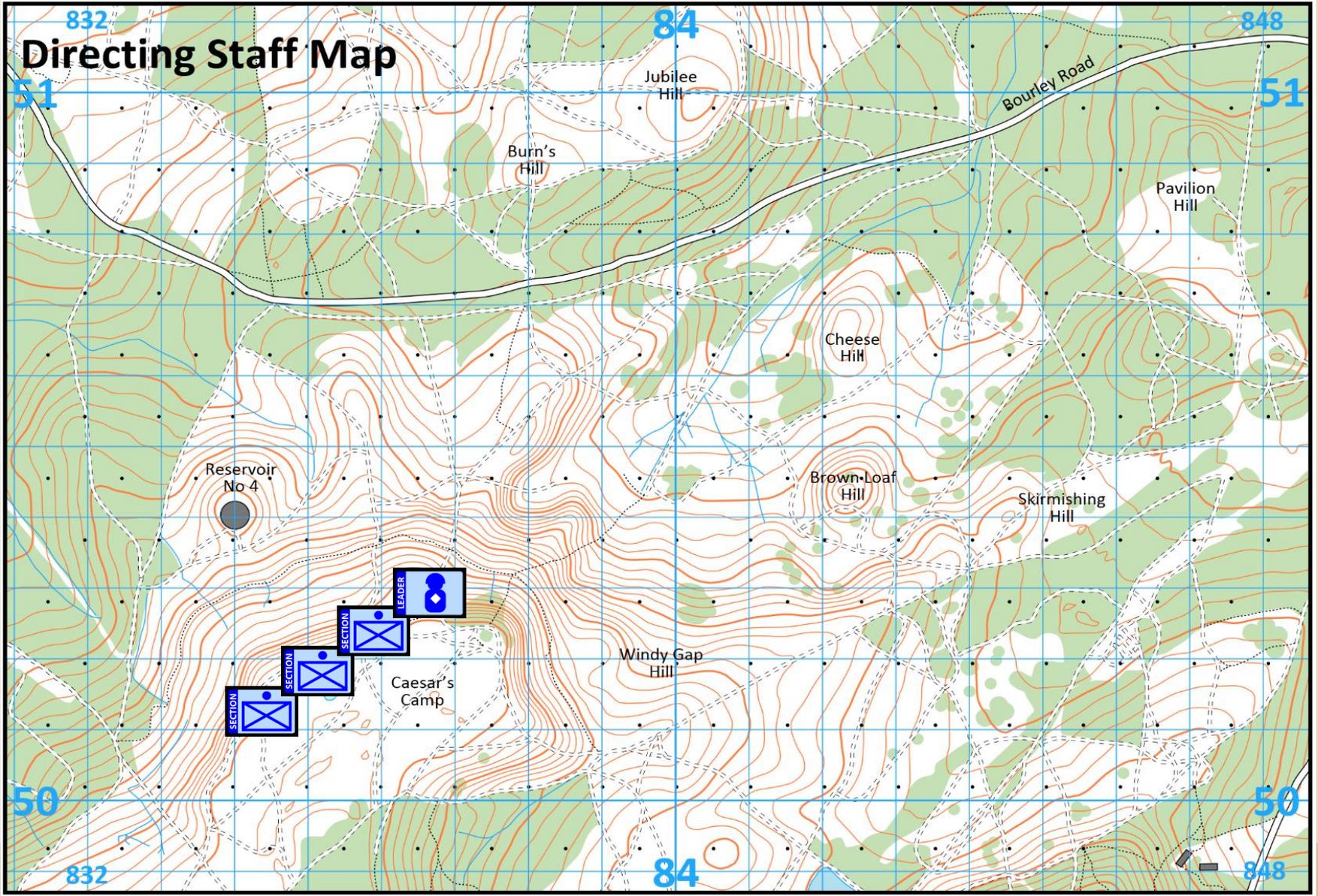
- The British Army had their own version which was used as a staff training tool in the Staff College in the latter half of Victoria's rule (the rules were published in 1872, significantly, as a result of a British Army study into what had made the Prussians so effective in 1870-71 against France).
- In World War 1, with the closing of the Staff College, the skill was forgotten. A set of Army Tactical Wargaming rules, written in 1956, were little-used and soon neglected. The skill has been neglected, in the British Army, ever since.





ARMY

Post TEWT Kreigsspiel





Camberley Kriegsspiel

- With the establishment of the CHACR, whose mission is: 'to conduct and sponsor research and analysis into the enduring nature and changing character of conflict on land, and to be the active hub for scholarship and debate within the Army in order to develop and sustain the Army's conceptual component of fighting power', wargaming has been robustly revisited.
- The CHACR, with a team led by Prof Sabin and Maj Gen Drewienkiewicz, assisted by DLW, NSC and DSTL, are developing a modern Kriegsspiel for use by the British Army.
- If you haven't already done so, you will all get the chance to get your hands on the Camberley Kriegsspiel here at Connections, and to talk to Phil Sabin and John DZ about its development.
- Essentially, it is a classic Kriegsspiel, adapted for the British Army of the Twenty-First Century, set at the Battlegroup and Brigade levels.



Camberley Kriegsspiel

- The Game has the essential ingredients of classic Kriegsspiel, which also, of course, reflect the essential ingredients of war:
- Free play (the enemy gets a vote – nothing is run to script).
- Opposed/adversarial (war is never one-sided – and, again, the enemy gets a vote).
- Includes chance (read your Clausewitz!).
- [The same scenario can be played and re-played in various guises according to the outcomes required.]
- [And, to make it work, uses rules and an umpire.]



Questions?

