

AIR OPERATIONS WARGAME

— AOW —

Analytical wargame at the Operational level

Table 4: C-UAV vs. drone swarms										
Table 3: Ballistic missile hits (AA def)										
Number of ballistic/hypersonic missiles	LR(B)			MR(B)			LR			C-UAV dest
	1	2	3	4	5	6	7	8	9	10
	1	1	2	2	3	3	4	4	4	4
	1	1	2	2	3	3	4	4	5	5
	1	2	2	3	3	4	4	5	5	6
	1	2	3	3	4	4	5	5	6	6

Deterministic & rules-based approach



Image credit: NATO

Timespan: Days to Weeks
One game turn = 24h cycle



Focus on air operations
incl.
IAMD & unmanned teaming



Purpose: Research & training
Evaluate doctrine, test concepts and
demonstrate air operations

