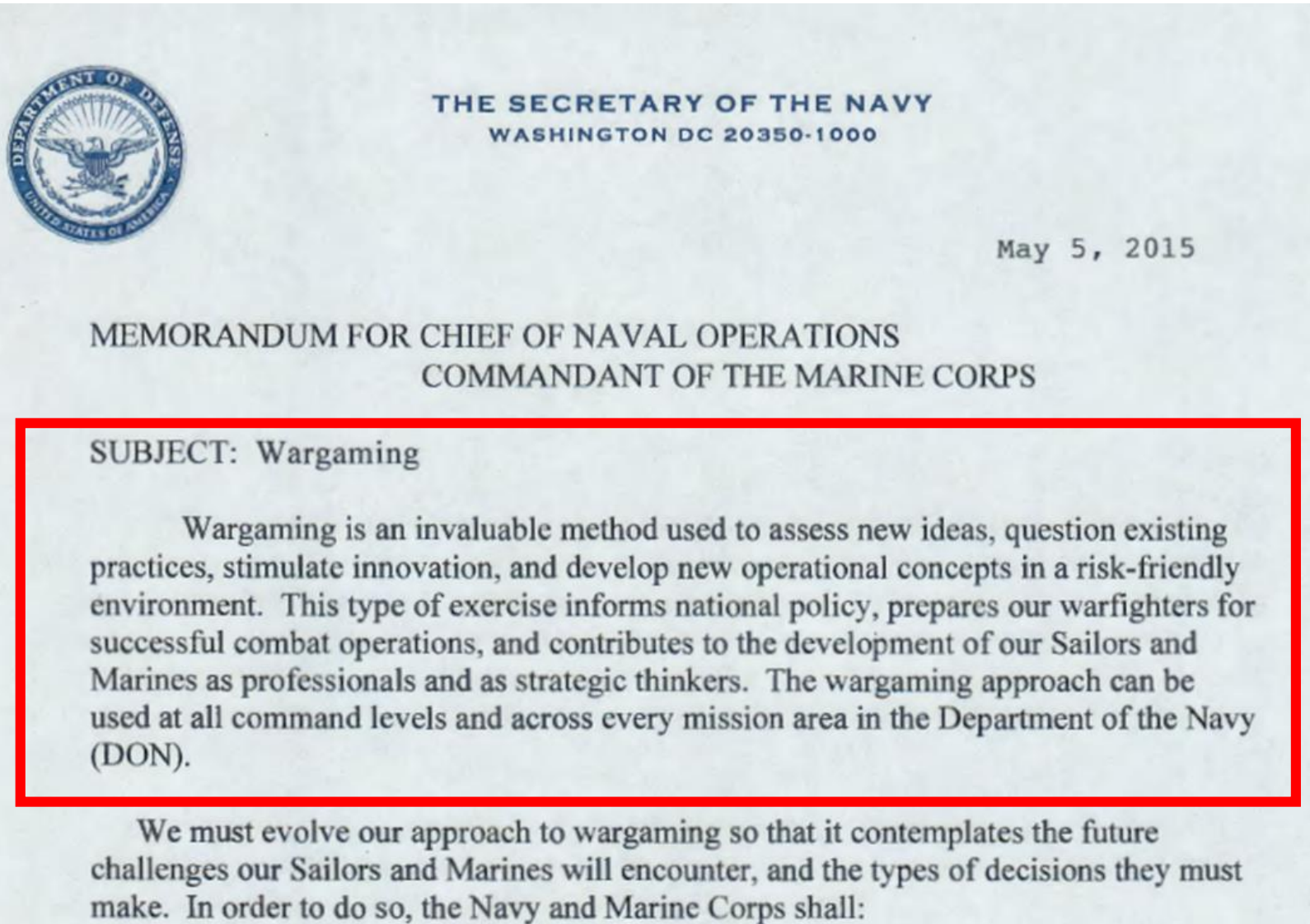


Connections UK 2016

Where we left matters at Connections UK 2015



REVITALIZING WARGAMING IS NECESSARY TO BE PREPARED FOR FUTURE WARS

DEPUTY SECRETARY OF DEFENSE BOB WORK AND GEN. PAUL
SELVA

DECEMBER 8, 2015





Following the crisis in Ukraine and Russia's involvement in Syria, the world is closer to superpower confrontation than at any time since the end of the Cold War. Now, a war room of senior former British military and diplomatic figures comes together to war-game a hypothetical 'hot war' in eastern Europe, including the unthinkable nuclear confrontation.



This World

World War Three: Inside the War Room

Following the crisis in Ukraine and Russia's involvement in Syria, the world is closer to superpower confrontation than at any time since the end of the Cold War. Now, a war room of senior former British military and diplomatic figures comes together to war-game a hypothetical 'hot war' in eastern Europe, including the unthinkable - nuclear confrontation.

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(Tri-Service) Experimentation and Force Development

Divisional-level training



From: RMAS-NC-ACI-PROG INTERS (Sherbrooke, Luke Capt) [<mailto:RMAS-NC-ACI-PROGINTER@mod.uk>]
Sent: 08 February 2016 12:03
To: DEFAC-CMT-TD EnTechModSimSO2
Cc: RMAS-NC-CL-INTER (Jones, Stuart Maj)
Subject: RE: 20150608_Wargaming at RMAS_RMAS-SO2TacDoc

Tom,
PSB for a bit of feedback from the wargaming last week. It is the raw data and so the 'unvarnished truth'. On the whole very positive and actually only a few changes.

17 Platoon

Cadets really enjoyed the wargame – the practicalities of their plan (i.e. their statement with it, will it have a first time hit, will it be effective etc etc). Now that the cadets know how war gaming works, next time I would do it in a more

17 Platoon

Cadets really enjoyed the wargame – they like arguing over plans and tactics. Against practicalities of their plan (i.e. their statement “we would just NLA the BTR-80” - with it, will it have a first time hit, will it be effective etc etc).

Now that the cadets know how war gaming works, next time I would do it in a more **Develop** – the cadets still do not have a firm understanding of support weapons capabilities programme. They need a session where they actually see Javelin, GPMG(SF), sniper TEWT ORBATs without teaching them properly what they do.

10 Platoon

General feedback from Cadets was very positive yesterday about the wargaming. The blind method was surprisingly effective, and better than having both feedback from the end of the wargame and the end of the wargame.



Defence Academy
of the United Kingdom

23 May 2016

Introduction to Wargaming

Pilot Course 06 to 08 Jun 2016

Joining Instructions

Welcome.

You have been accepted on the “Introduction to Wargaming” pilot course, being run from 06 to 08 Jun 2016 at the [Defence Academy](#), Shrivenham.

The Introduction to Wargaming is a 3 day long course designed to provide Unit Training and Operations Officers a basic introduction to the tools, techniques and procedures for running simple manual Wargames. The course will cover a range of Wargaming types at command levels from platoon to battlegroup and follows a progressive educational ethos that requires no previous experience of Wargaming for entry.

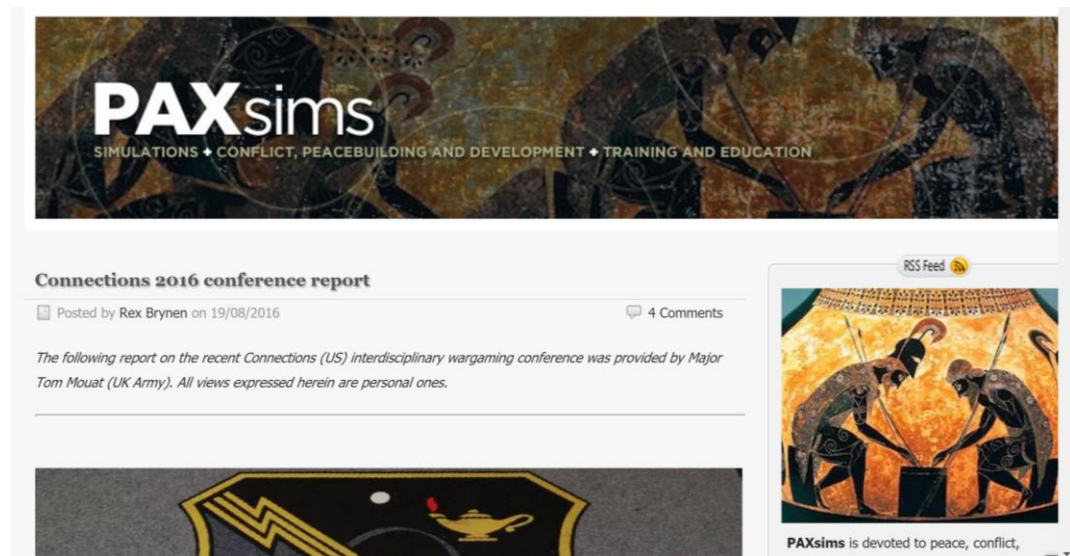
Please note that this is a “pilot course”, so you will “guinea pigs” to a certain extent as we refine the delivery of the course content and revise it based on feedback from stakeholders.

Aim

Connections North, Ottawa, Monday, 22 February 2016



Connections conference report



Massachusetts Institute of Technology (MIT) Press



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Elizabeth M. Bartels

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Skim through the magazine
and see what you will read

#11

MAY 2016

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Wing Leader, D-Day at Peleliu,
The US Civil War, Kawaguchi's Gamble,
Waterloo 1815: Fallen Eagles, Spearpoint 43,
Twin Peaks, The Battles Of The Five Armies,
Bloody Hell: Operations Goodwood and Spring
No Retreat: Italy, Breaking the Chains,
Victory Roads, Storm Over Normandy,
Napoleon's Later Campaigns
and more...

RAND



Contributors include:

Phil Sabin

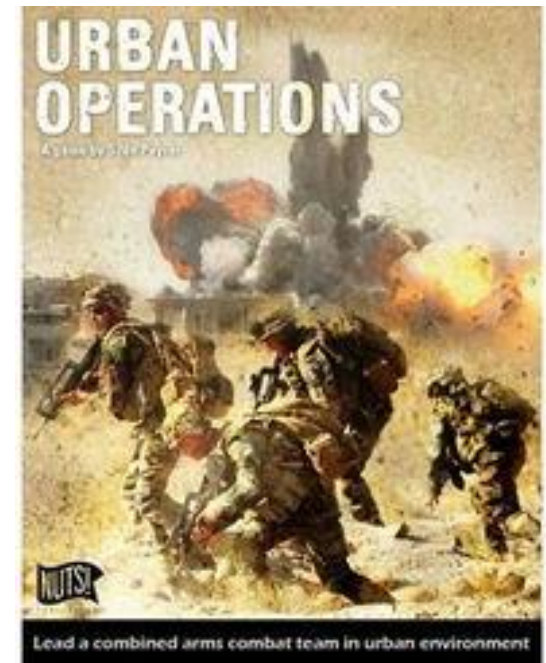
Charles Vasey

Lee Brimmicombe-Wood

Mathew Kirschenbaum

Arrigo Velicogna

Sébastien de Peyret



THE CAMBERLEY KRIEGSSPIEL

Centre for Historical Analysis & Conflict Research (CHACR)



DRAFT VERSION 1.1e: MODERN BATTLEGROUP OPERATIONS

RULEBOOK

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5	8.0 Movement
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9	11.0 Victory

conduct operations against live opposition over standard maps to allow for force-on-force free play. It requires an umpire/s (Excon) to coordinate and control activities. The system allows for the simulation of several hours of realistic but simple combat operations.

Focus is on intelligence, manoeuvre and combat, with fog of war (FoW) and chance (luck) being essential elements. The sequence of play generates realistic, active and continual decision making cycles. Both sides plan using a Scenario

forces of their choice anywhere in the world.

Reference

The Kriegsspiel serves as a tool for the training of British Army officers. As such, its primary reference source for terminology, organisations and details comes from The Staff Officers' Handbook 2014 (SOHB).

1.0 General Game Concepts

1.1 Mapping

The Camberley Kriegsspiel (CHACR)

So....

- If we are still moving up the 'sine wave of wargame acceptance'.....
- How do we institutionalise wargaming and build wargaming capacity?

Connections UK 2016