

# What is wargaming and why do it?

Graham Longley-Brown

Why wargame?

Wargames save lives

Wargames save money

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- A 'fitness programme for military thinking': practising the conceptual element of fighting power
- Better decision makers and decision making

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- Players facing the consequences of a their own decisions
- An enjoyable, challenging and engaging environment

# What is wargaming?

## Wargame definition (1):

*'(Adversarial by nature), a wargame is a warfare model or simulation, using rules, data, and procedures, not involving actual military forces, and in which the flow of events is affected by, and in turn affects, decisions made during the course of those events by players representing the opposite sides.'*

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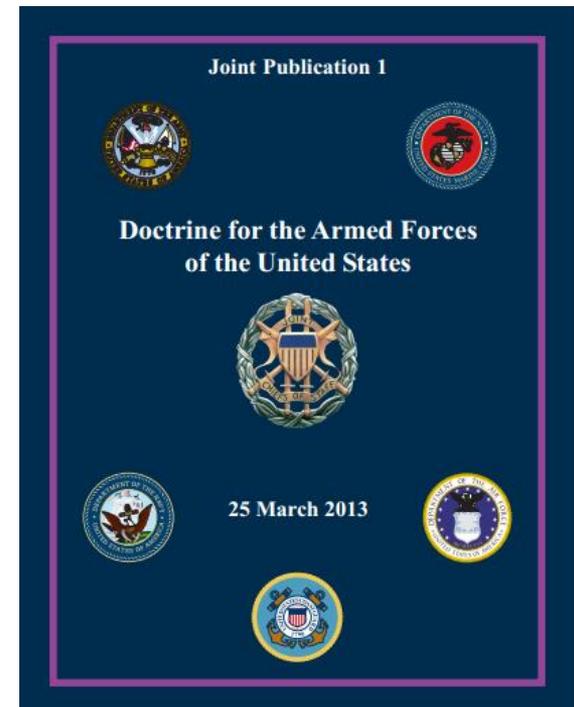
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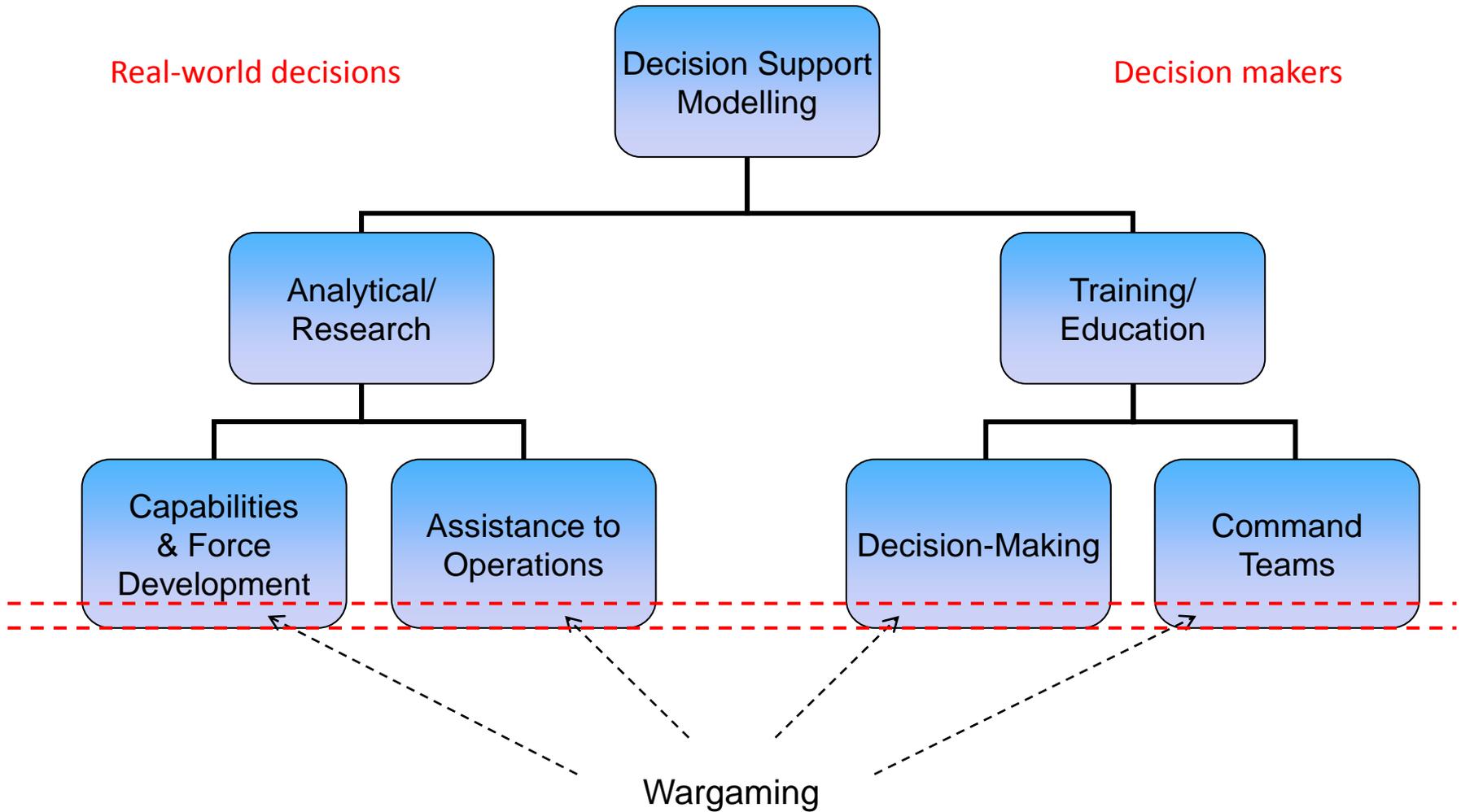
## Wargame definition (2):

*A simulation, by whatever means, of a military operation involving two or more opposing forces, using rules, data, and procedures designed to depict an actual or assumed real life situation.*

US Joint Publication 1, 2013



# What is wargaming?



# What is wargaming?

Real-world decisions

Decision Support Modelling

Decision makers



Panel

Training/  
Education

Decision-Making

Command  
Teams

Tactical  
Exercise  
Without  
Troops

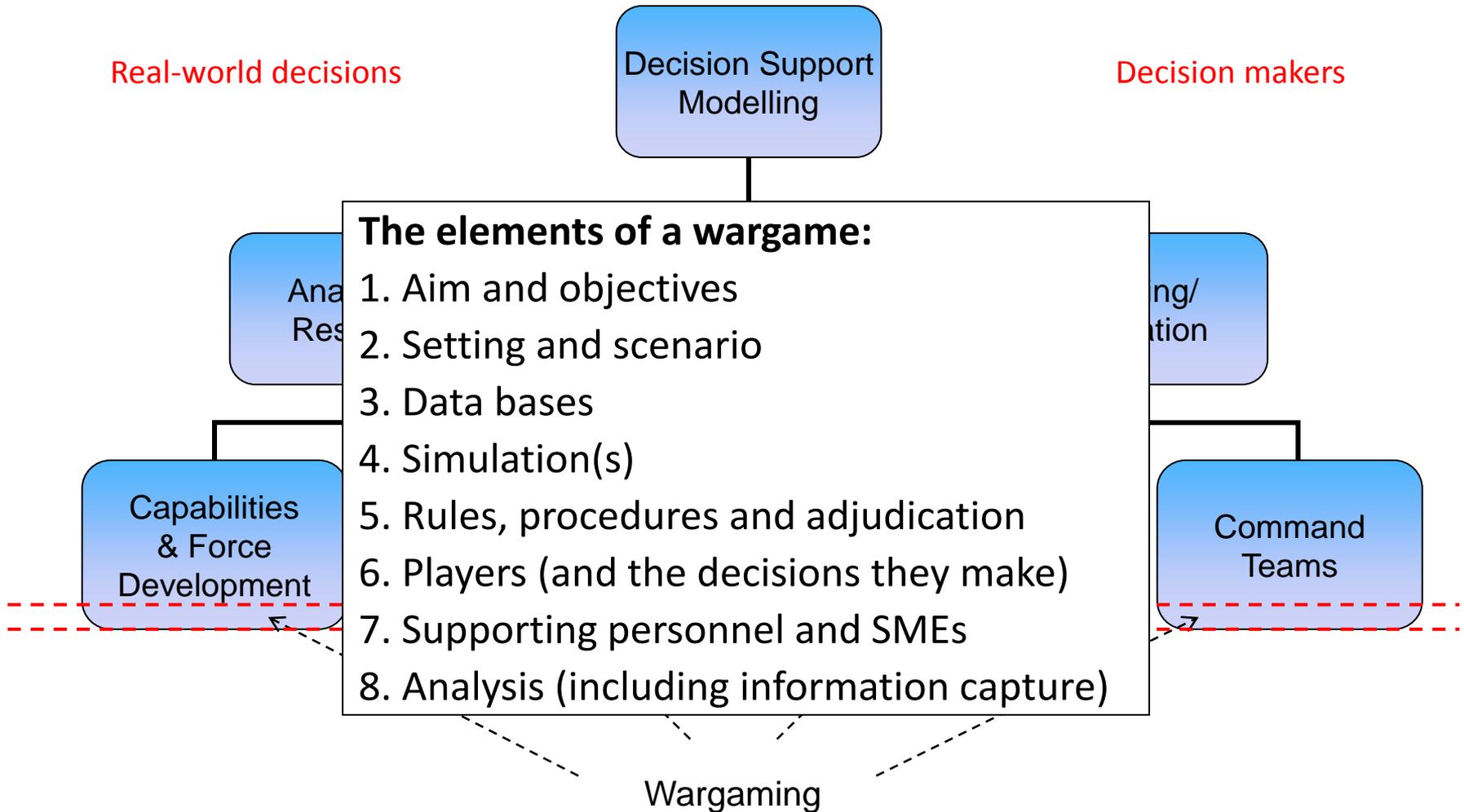
Staff  
Ride

Staff  
College  
'Theatre  
Wargame'

Command  
Post  
Exercise

←----- Matrix game Seminar Wargame vs BOGSAT ----->

# What is wargaming?



**‘Wargame’ is not synonymous with ‘simulation’**

Supporting and associated tools and techniques:

Experimentation

**Simulation**

Operational Analysis/ Research

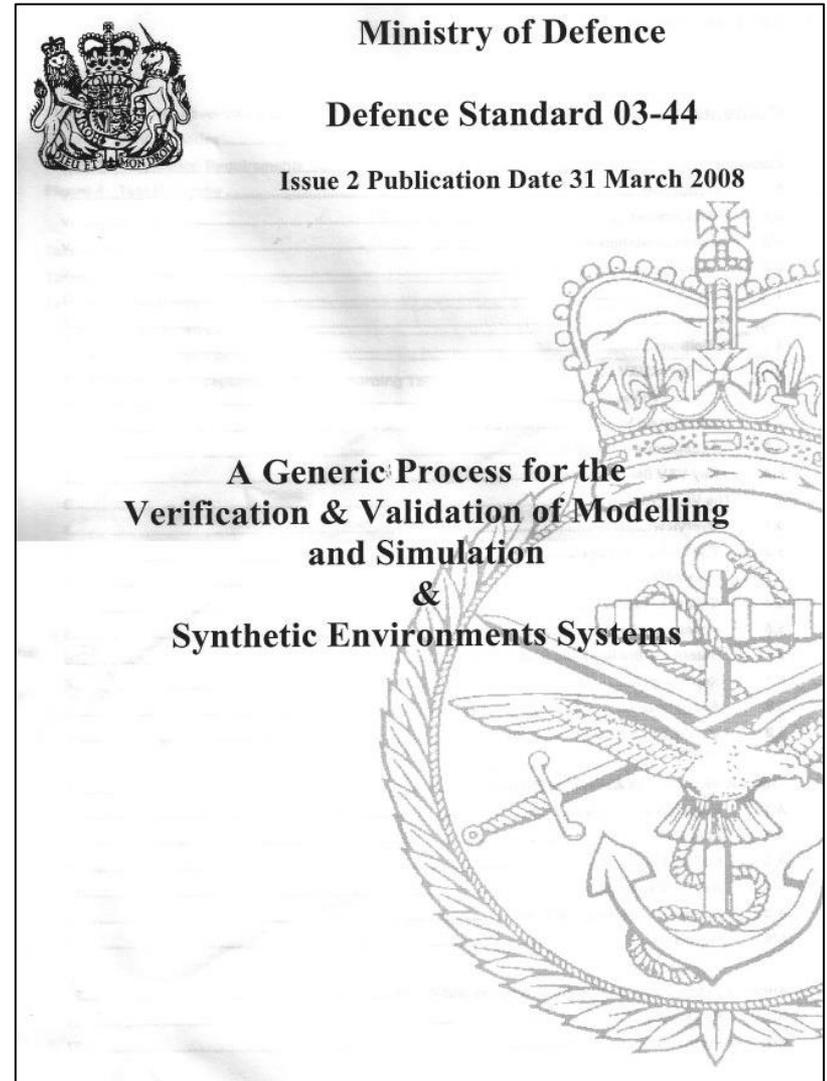
Red Teaming

# What is simulation?

- Model: A representation of something
- Simulation: The exercising of a model over time

A simulation may be

- Live
- Virtual
- Constructive



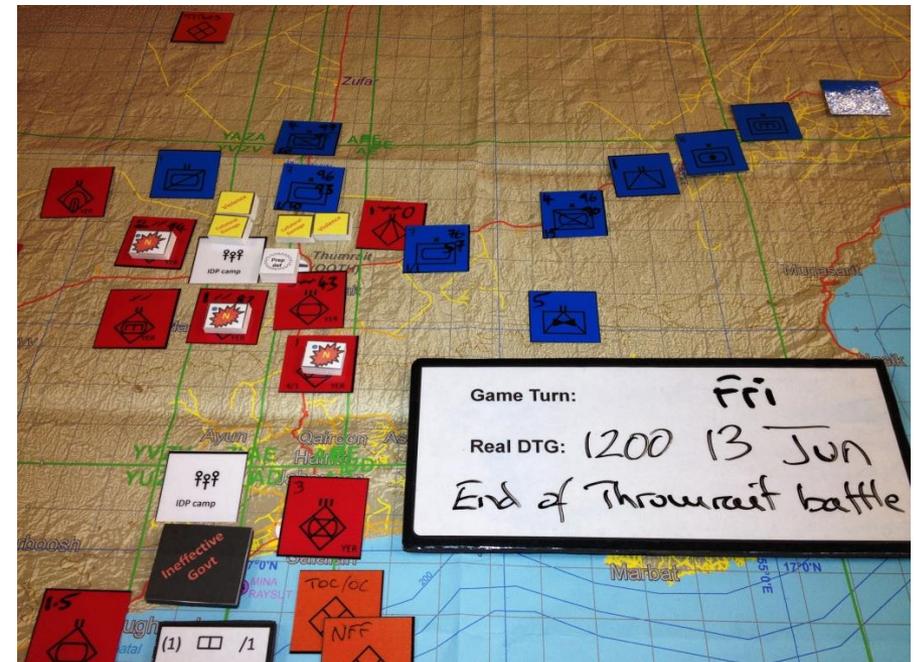
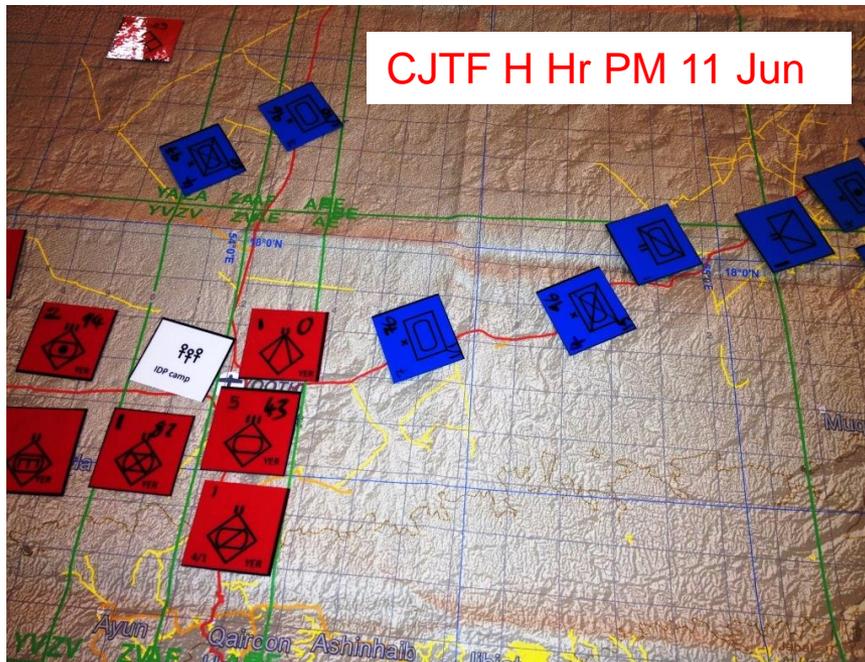
# What is simulation?

- Live: real troops using real equipment (but with simulated effects) e.g. TESEX
- Virtual: real troops using simulated equipment e.g. CATT
- Constructive: simulated troops using simulated equipment e.g. Staff College TWG



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# Manual vs computer simulations

## Manual simulations:

1. Flexibility (easily customised)
2. Transparency (outcomes and rules)
3. Simplicity
4. Cost
5. Speed of set-up
6. Speed of play
7. Familiarity
8. Situational awareness
9. Effectiveness

## Major Disadvantages:

1. Military credibility
2. Non-repeatability

## Computer simulations:

1. Bean-counting
2. Time and space calculations
3. Repeatability
4. 'Recordability' (data capture)
5. Distributed capability
6. More variables
7. Connect live, virtual and constructive

**Manual and computer  
simulations  
are complementary**

# Takeaways

- Wargaming is commonplace (even mandated) across Defence
- Wargames save lives and money - if done well
- Wargames can be immensely powerful
- 'Wargame' is not synonymous with 'COA Wargame'
- 'Wargame' is not synonymous with 'simulation'
- Manual simulations are as much a simulation as computer simulations, and offer significant advantages
- Manual and computer simulations are complementary