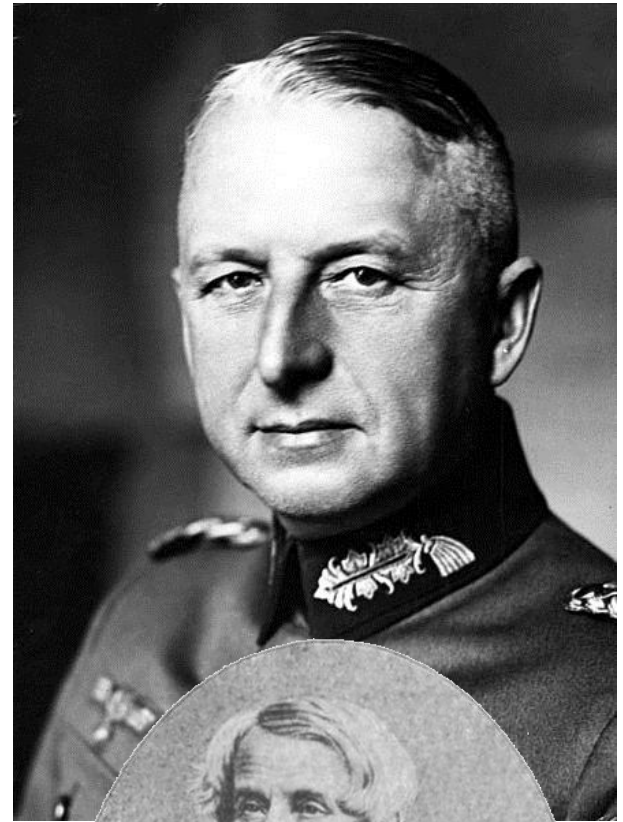




WARGAMING – A CO's Perspective





ORIGINS

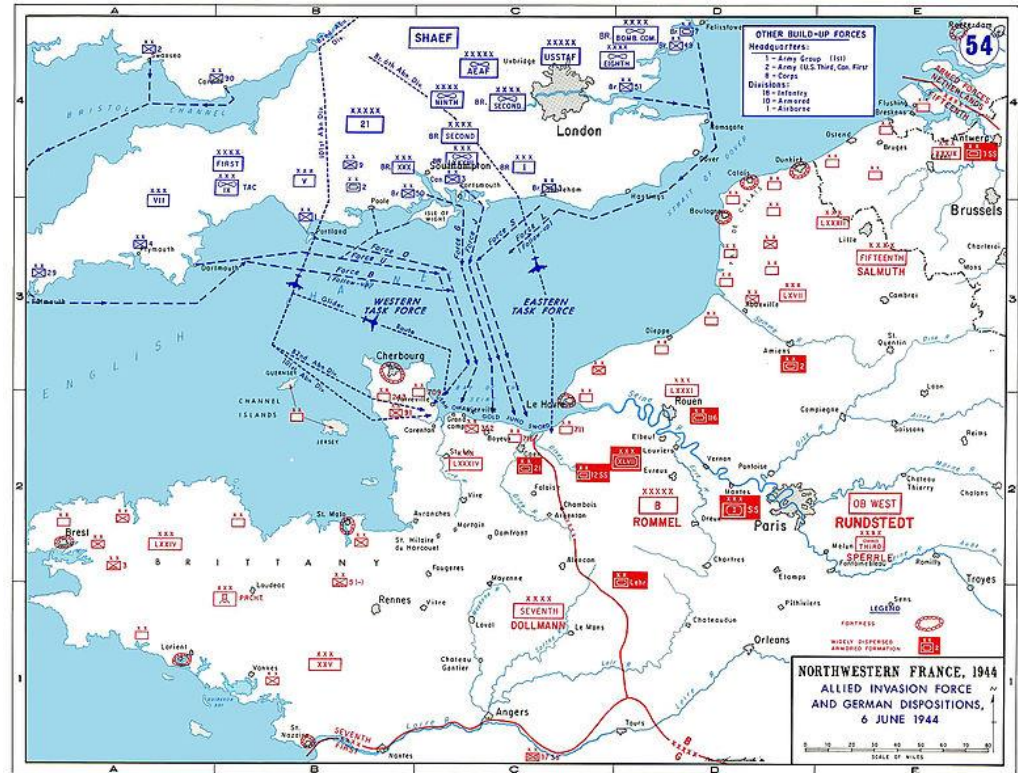
1812 Kriegsspiel (Berlin)



- “Gentlemen, Herr von Reisswitz is going to show us something new.”
- “You mean we are to play for an hour on a map! Very well. Show us a division with the troops.”
- “This is not a game! This is training for war! I must recommend it to the whole army.”



Still Relevant?



General der Artillerie Erich Marcks
Comd 84XXX, Normandy



Problem with UK Military Thinking

- Brain v Brawn
- Image v self-image
- A fascination with 'Kit'
- OA v gaming (labels and clarity)
- Doctrine Phobia
- Tactical testing aversion
- Ignorance
- Embarrassment



Biggest Problem!

CREDIBILITY!

‘There is an inordinate number of over-age adolescent types playing wargames; some are middle-aged adults who ought to know better.’ (Michael McGuire)



OCdt Perspectives

- “The academic and war studies side is not taken very seriously by OCdts.”
- “Q2 of the 7Qs is largely glossed over.”
- “discussing military history or tactics is a quick way to be labelled a beard!”



- “I started war gaming early in my life. By the time I entered RMAS, I realized I was no stranger to military tactics!”



Personal Experience

- Squad Leader & beyond
- Army exposure:
 - RMAS
 - ATK PI Comd's Course
 - CAST
 - JCSC (AJD)
 - Coy Comd
 - ACSC
 - Bn 2IC
 - Cap Dev
 - CO



Using Wargames

Traditional Gaming

- vs TEWTs
- vs CPXs
- vs COA wargaming
- vs IT gaming



What can Wargames Offer?

- Wargames offer a safe, vicarious reflection of some of the situational and **decision dynamics** associated with armed conflict.
- Wargames allow **active learning** in which not only the players but also teachers and game designers are confronted with **continuous and often unexpected questions and challenges**



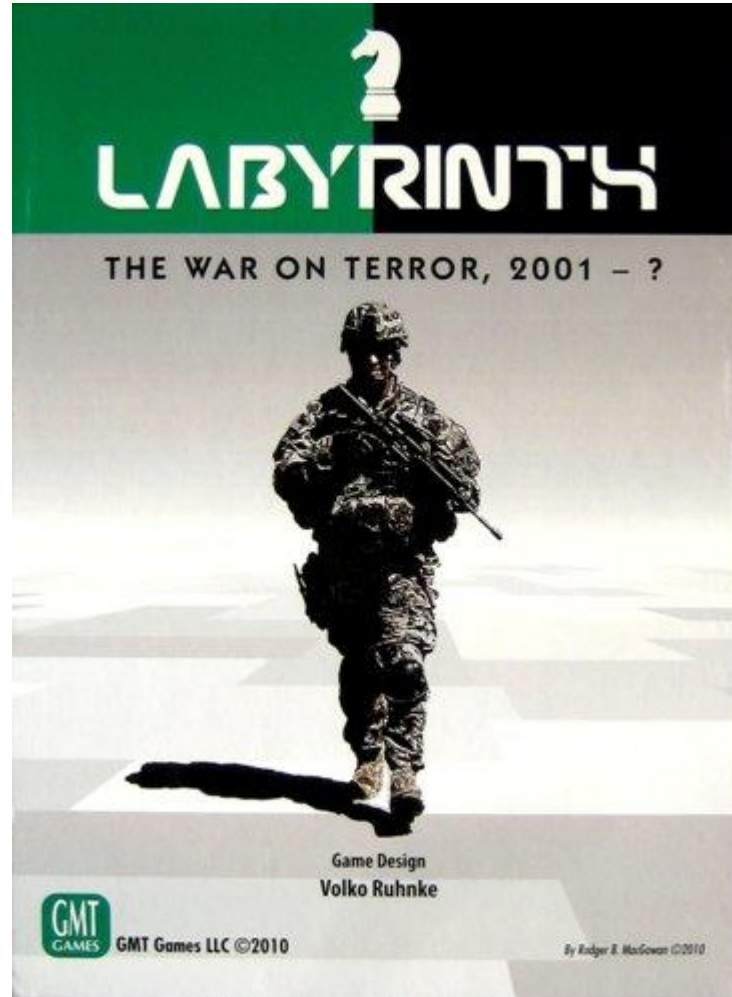
“Tell me and I forget. Teach me and I remember. Involve me and I learn.”

“...and within 3 minutes there were at least 15 young men around me...and before we had been playing 20 minutes we had disputed and argued more about professional subjects than these young men had talked of in the last 3 months.”

Lt H Chamberlain RN (after taking his game, *Naval Blockade*, into the smoking room at Greenwich College(

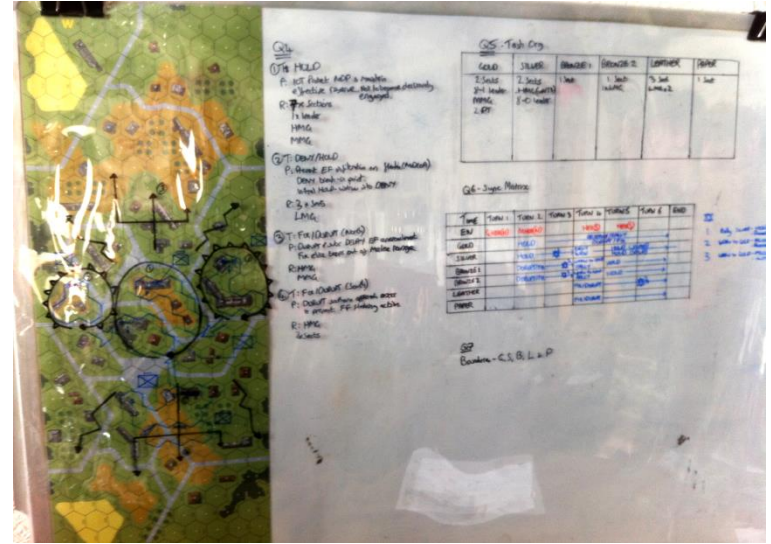


Where & How to Use Wargames





Professional Development



Battlefield Studies

- Leros
- Normandy
- Falklands
- WW1

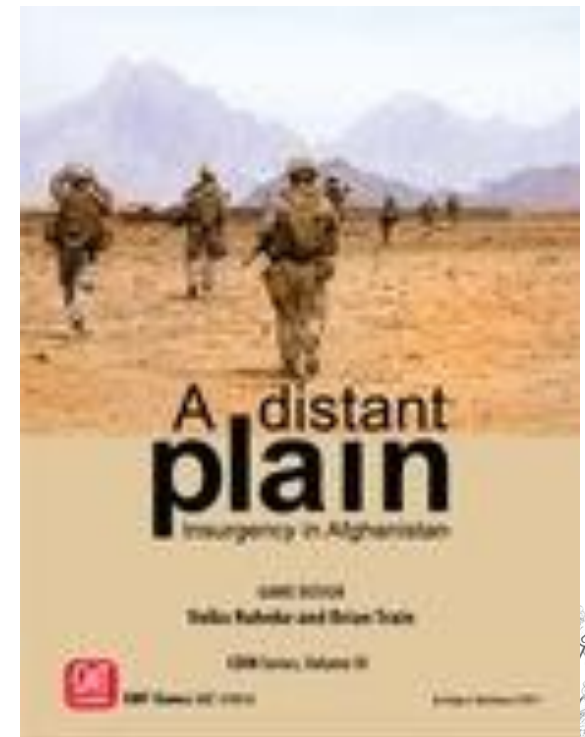


Staff Development



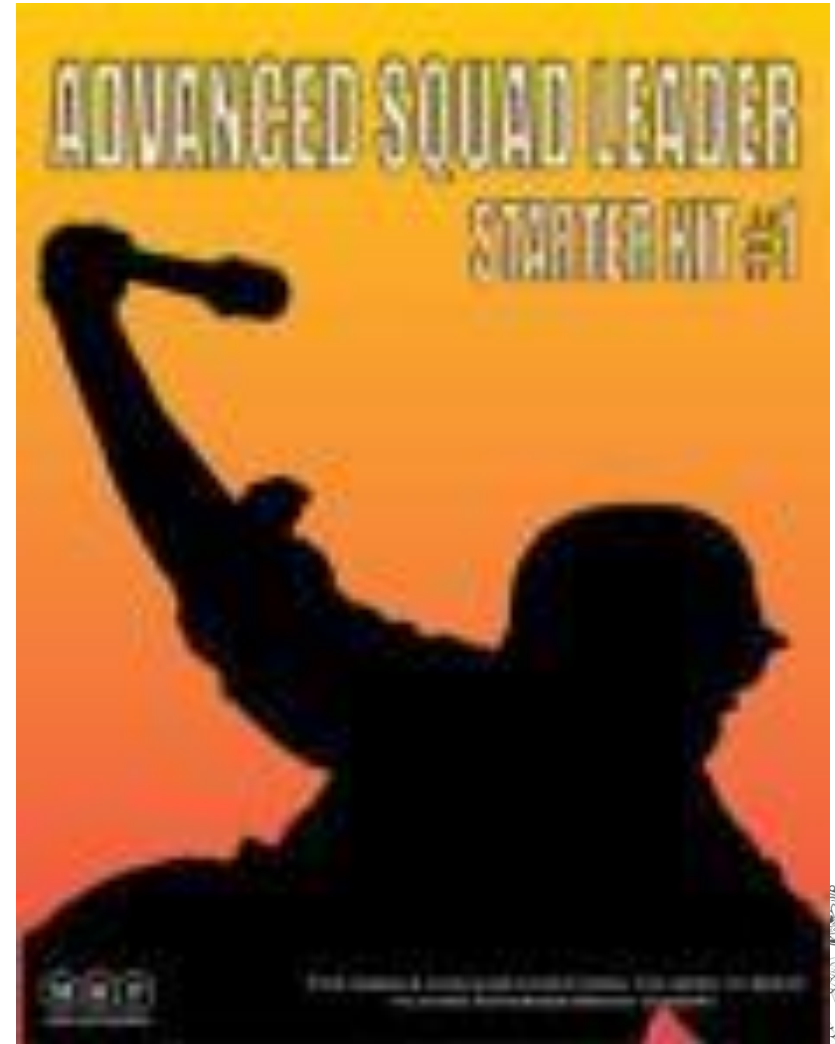
Understanding the Environment

- Coalition-Government joint operations.
- Volatile Pakistani posture toward the conflict.
- Evolution of both COIN and insurgent tactics and technology.
- Government graft and desertion.
- Coalition casualties.
- Returning Afghan refugees.
- Pashtun ethnic terrain.
- Multiple scenarios.
- A deck of 72 fresh events

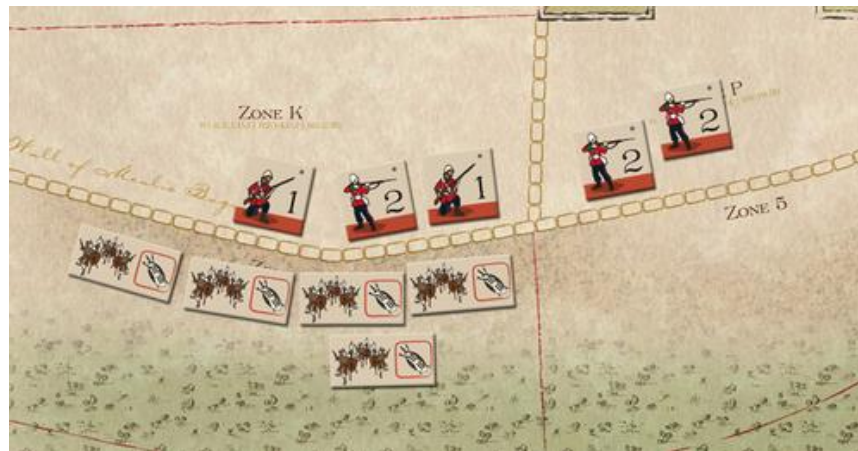
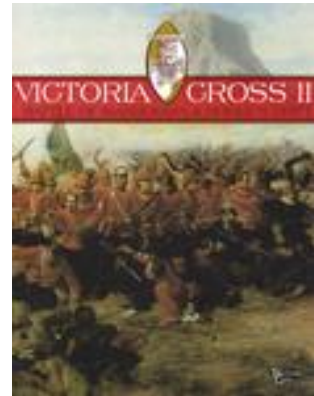
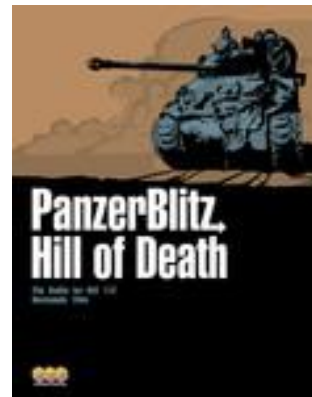
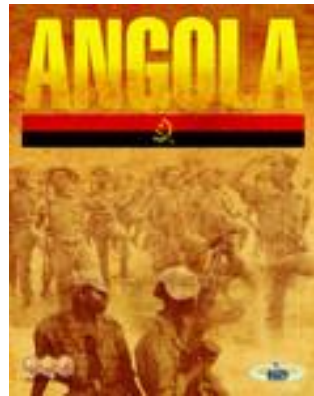




Competitive Fun!



Opportunities - COTS



Way Ahead?

- Early beginnings – RMAS
- Simple, adaptable, standardised system
- Scalable
- Immersive
- Cost effective
- Military owned (but where?)
- At Bn/Coy level (prep for TESEX/CAST etc)

