



Wargaming in Officer Development



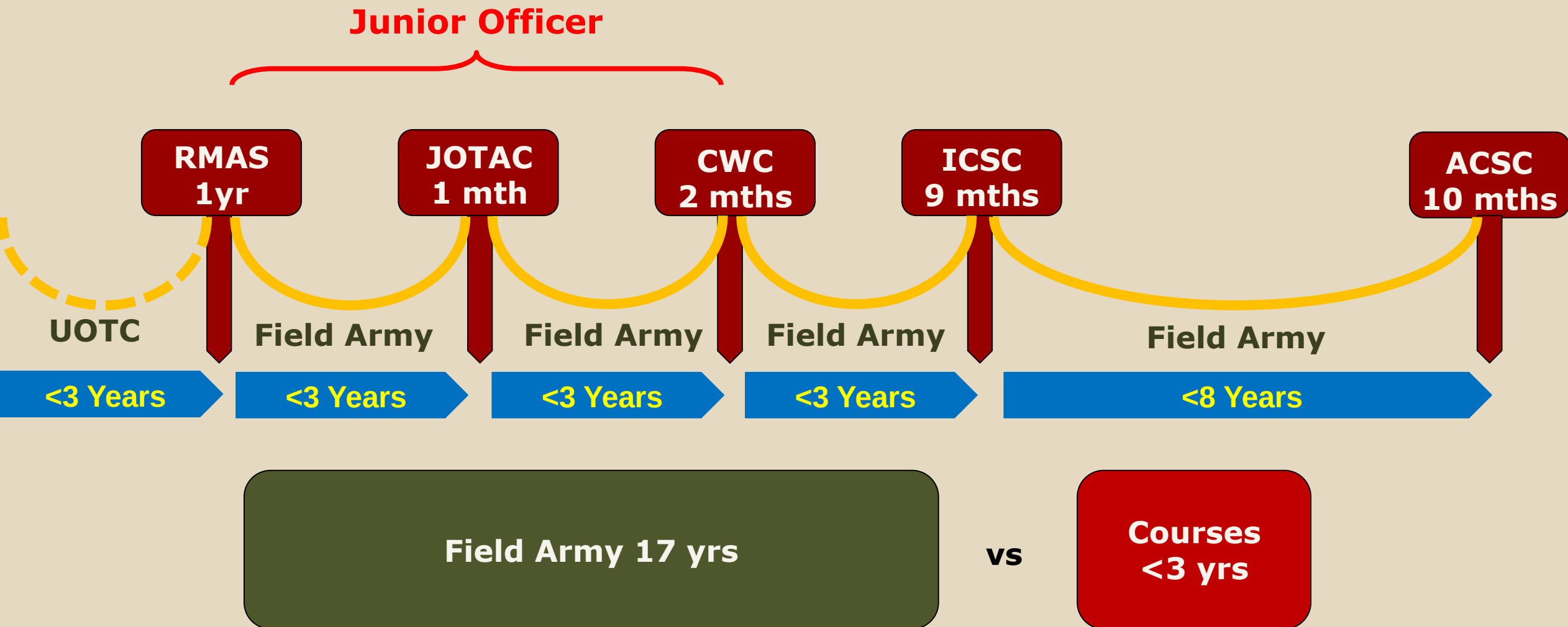
End state: 'Officers who **utilise wargaming freely** as a means by which to **enhance** their **understanding** and **practice** of the **military profession**'



Q. When will Army officers
wargame in the future?



When will Army officers wargame in the future?





Where can wargaming help in the stages of training?



Crawl



Walk



Jog



Run



Sprint

WARGAMING

Doctrinal

Progress

Rehearsal of

Progress

Dry Rehearsals

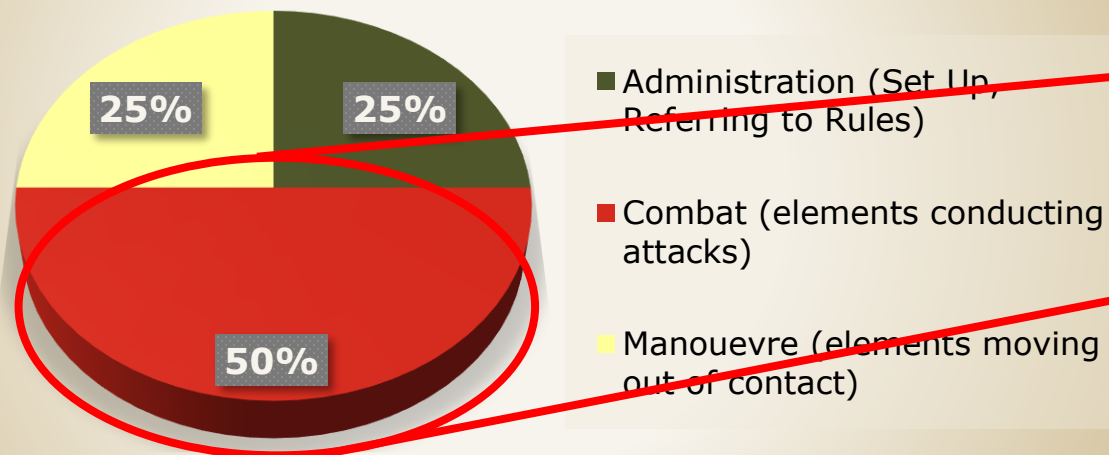
Progress

Blank Fire/TES

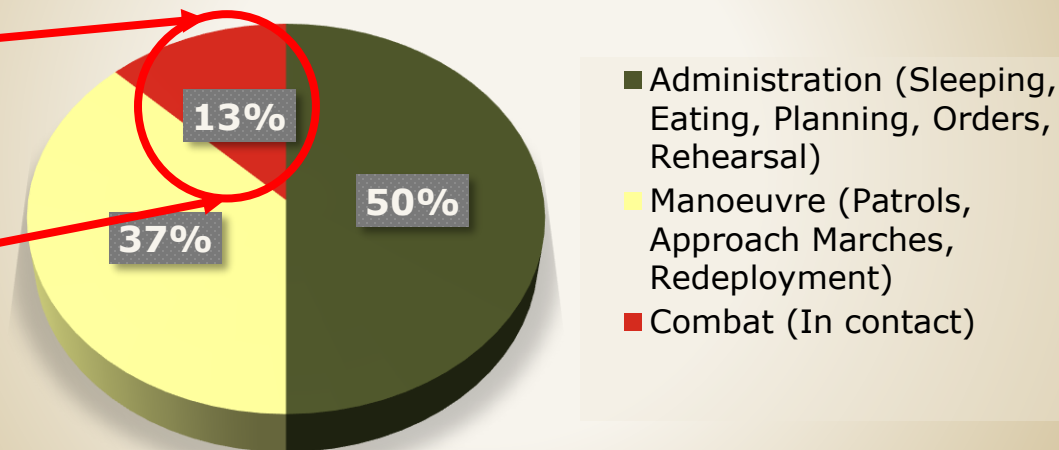
Progress

Live Fire

Wargame Breakdown (1hr)



Deliberate Attack Field Exercise Mission (16hrs)



Q. What do we need
wargames to simulate for
Junior Officers?



What do we need wargames to simulate for Junior Officers?



Command

- Organic manoeuvre and supporting '**elements**'.
- **Decision** making & cognitive stress.



What do we need wargames to simulate for Junior Officers?



Command



Firepower

- **Physical** and **psychological** effects.
- Correct positioning and **coordination**.



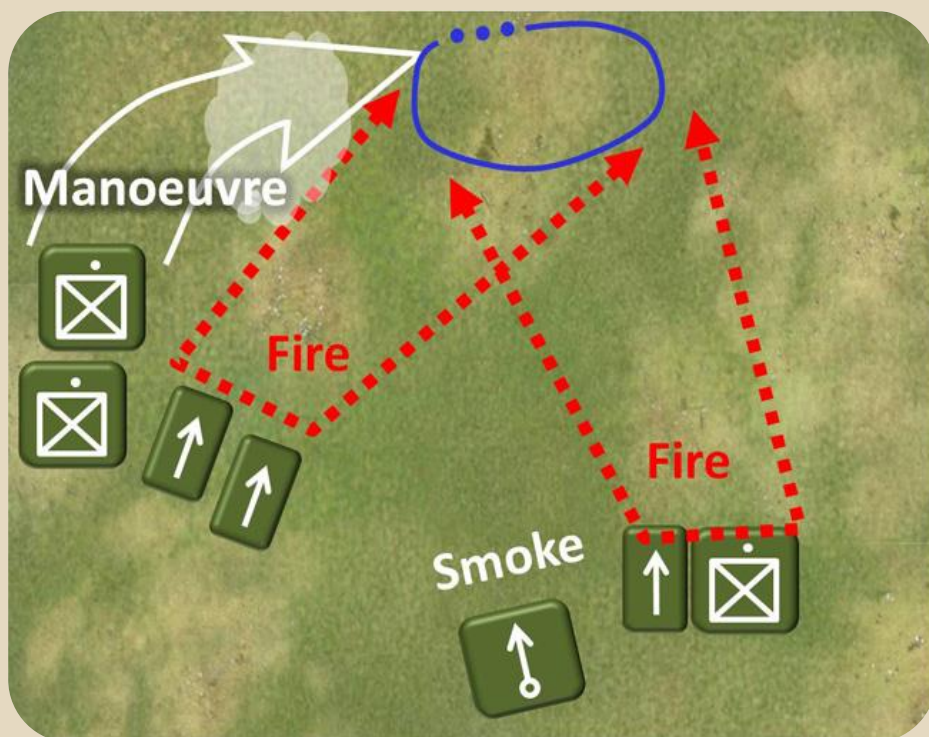
What do we need wargames to simulate for Junior Officers?



Command



Firepower



Manoeuvre

- Symbiotic **relationship** with firepower.
- **Terrain** effects on movement, concealment and cover.
- Reward bringing **strength** against **weakness**.



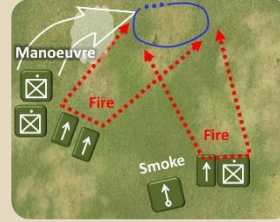
What do we need wargames to simulate for Junior Officers?



Command



Firepower



Manoeuvre



Logistics

- The importance of **resource constraints**.
- **Ammunition** and **medical** (as a minimum).



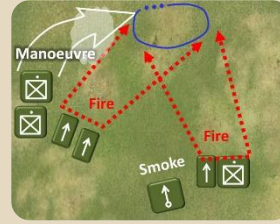
What do we need wargames to simulate for Junior Officers?



Command



Firepower



Manoeuvre



Logistics



Morale

- The centrality of morale.
- **Sustaining** your own and **attacking** your enemy's.
- Effective **leaders** at the lowest level.



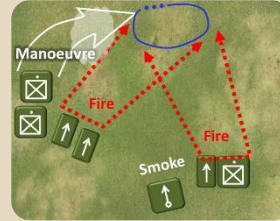
What do we need wargames to simulate for Junior Officers?



Command



Firepower



Manoeuvre



Logistics



Morale



Friction & Uncertainty

- Things will go wrong...
- Encourage **flexibility** of mind.
- Take calculated **risk**.
- **Planning** rather than 'the plan'.

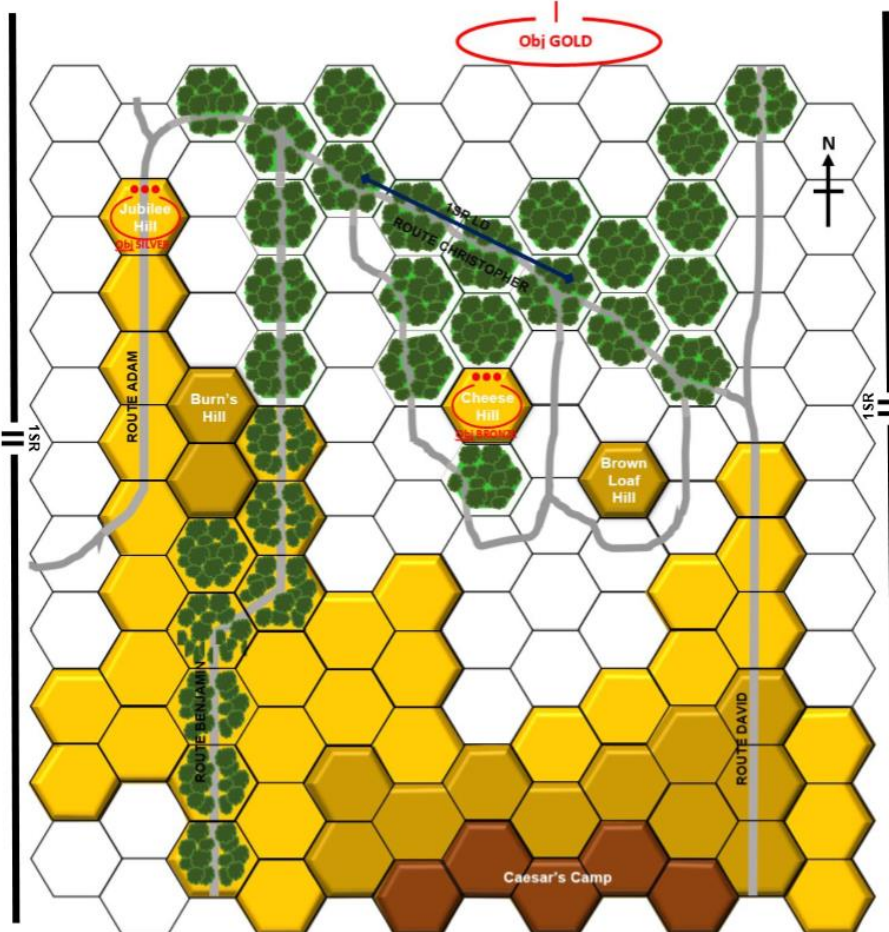


Self Critique...

‘Aldershot Skirmish’ (original by Lt Col M Nooney PWRR)

EXERCISE ALDERSHOT SKIRMISH

RED MORTARS	3	BLUE MORTARS	Adjusting	BLUE GPMG (SF)	9	8	7
	2		2		6	5	4
	1		1		3	2	1



General Observations:

- **Blue** generally wins.
- Importance of sequencing activity.
- What do I do after the first assault...
- **Red** worked out when to quit.



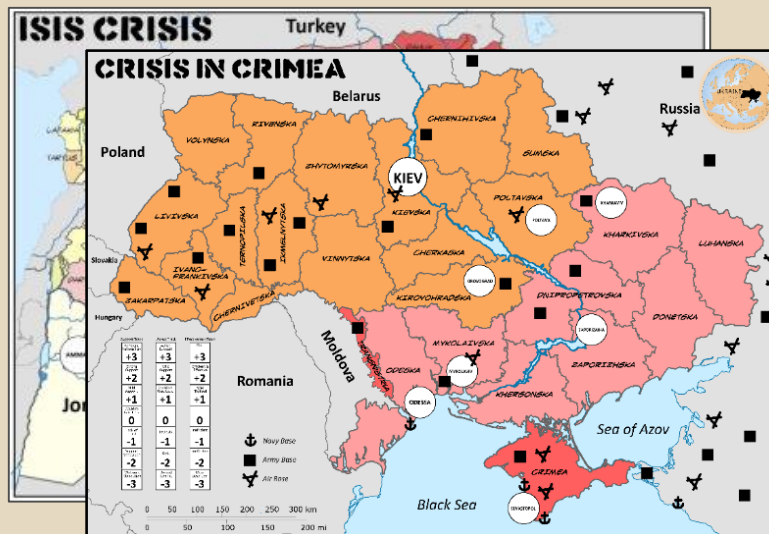
Factor	Simulated	Remarks
Command		+ Uses Rifle Pl plus supporting assets
Firepower		+ Effective ranges for DF weapons and use of IDF.
Manoeuvre		- Terrain has no impact on cover or firepower effects. - No advantages for flank/rear attacks. + Good use of elevation and LoS.
Logistics		+ Ammunition limits for mortars and machine guns. - No medical simulation.
Morale		- No psychological effects simulated. - No leaders simulated.
Friction & Momentum		- Firepower effects are a certainty. - Both sides have a following of fanboys.



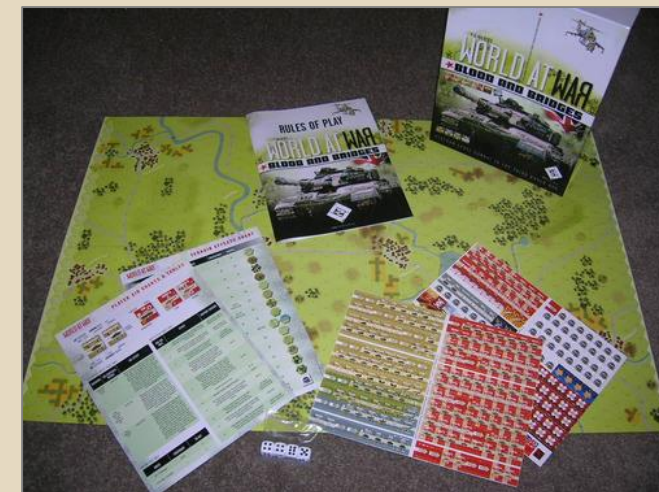
Wargaming's wider utility...



Regimental History/Battlefield
Tours & Staff Rides



Immersing in new theatres of
operation



Battle Group level staff training

Themes for development:



Counter Insurgency



Chemical Biological
Radiological Nuclear



Military Aid to the
Civil Authority



Cyber Warfare