



Using Wargaming – A CO's Perspective



- Caveats
- Problems with UK Military Thinking
- Personal Experience of Wargaming
- Where & How to Use Wargames
- The Way Forward



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!”



“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(



Personal Experience

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



British Army Wargaming

Traditional Gaming

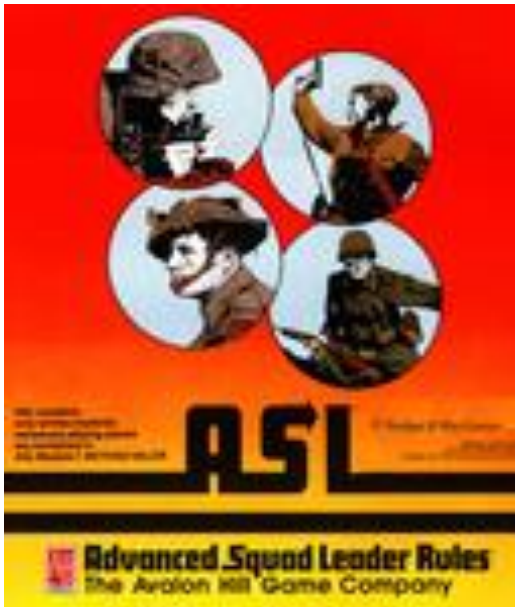
- vs TEWTs
- vs CPXs
- vs COA wargaming
- vs IT gaming



Where & How to Use Wargames



MDMP & Conceptual Dvpt



Advanced Squad Leader



Allies



**Task
Org**

14x 1st line
sect

1x Engr
sect

2x MMG

1x Flame
Thrower

Good C2

N



Axis



**Task
Orgs**

7x 2nd line
sect

4x
Conscript
sect

3x LMG

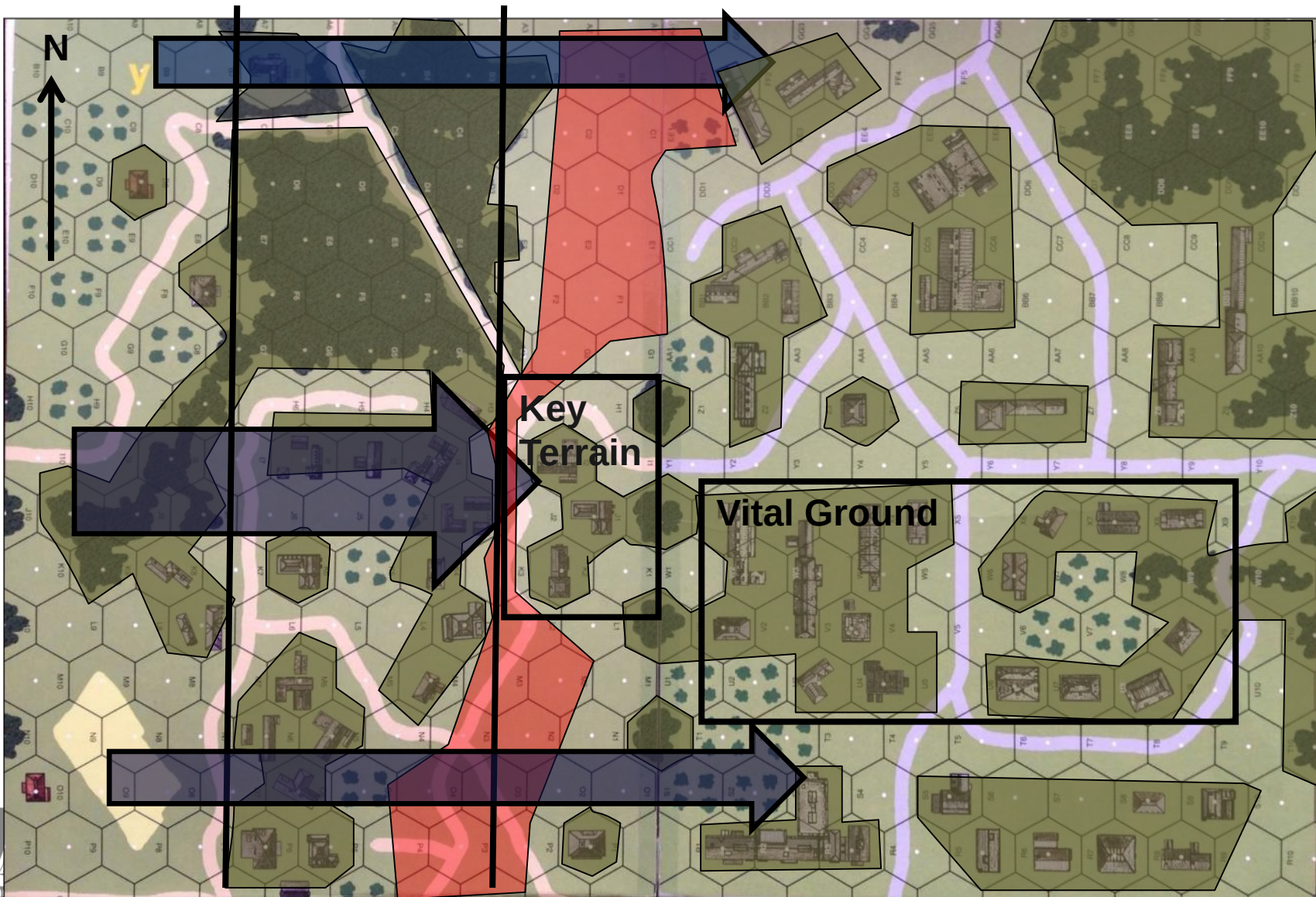
1x HMG

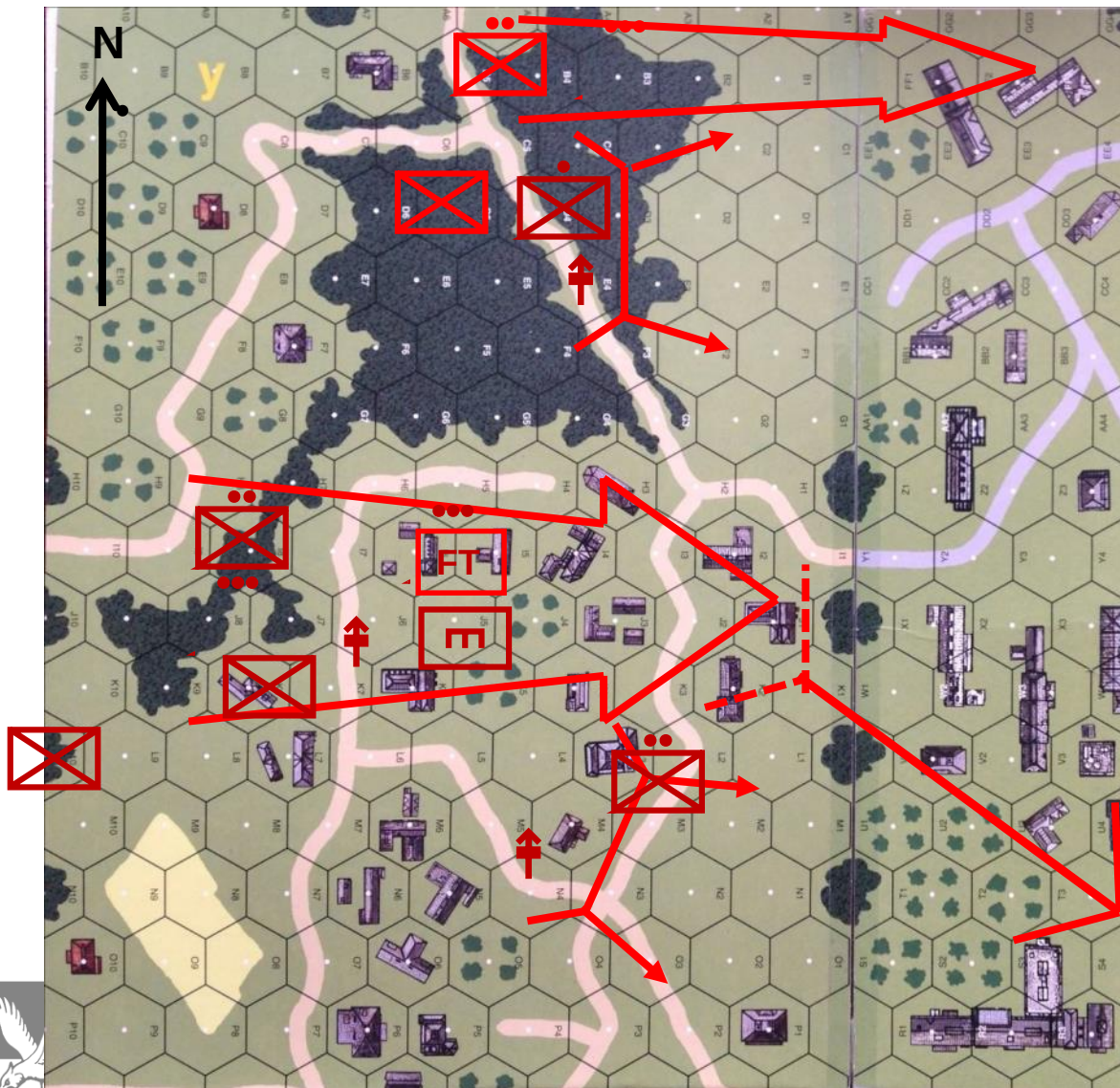
Weak C2



Victory condition: Allies hold 25 buildings on right map board



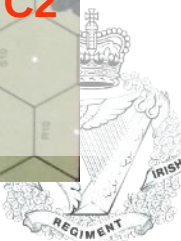




Key Deductions

- **Capabilities** – 1st line troops, high morale, greater FP & range, greater numbers
- **Organisation** – Good leaders - impact battle (ID & neutralise C2)
- **Weapons and Equipment** – 2x MMG & 1x flame thrower – key urban wpn system. All units have higher range than def (less HMG)
- **Reinforcements** – No external reinf expected. Likely to reinforce success
- **Doctrine** – Use offensive action

HVT = Flame Thrower, C2 nodes

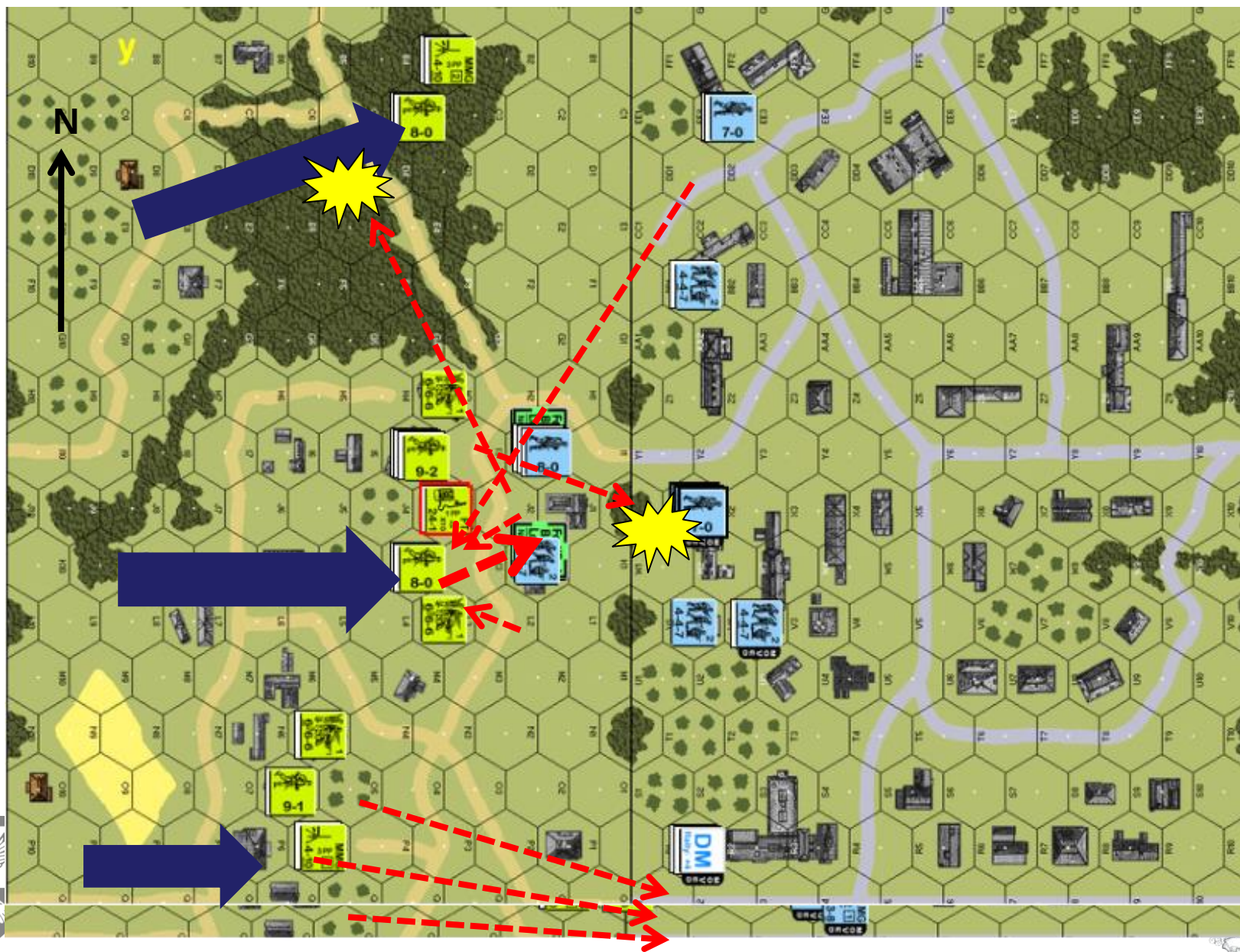


			Ser	Effect	Purpose
			1	FIND/FIX /DISRUPT	ID and disrupt En forces as early in the battle as possible. Attempt to ID main axis of advance
			2	DENY/ DELAY	DENY EN forces FoM over open ground
			3	DELAY	Delay approaches through the key terrain. Likely to be resourced heavily by En forces.
			4	DELAY	Trade in time for space, forces to move toward MDP/HOLD
			5	HOLD	MDP/MDA. High concentration of buildings that lend themselves to C'Atk opportunities.

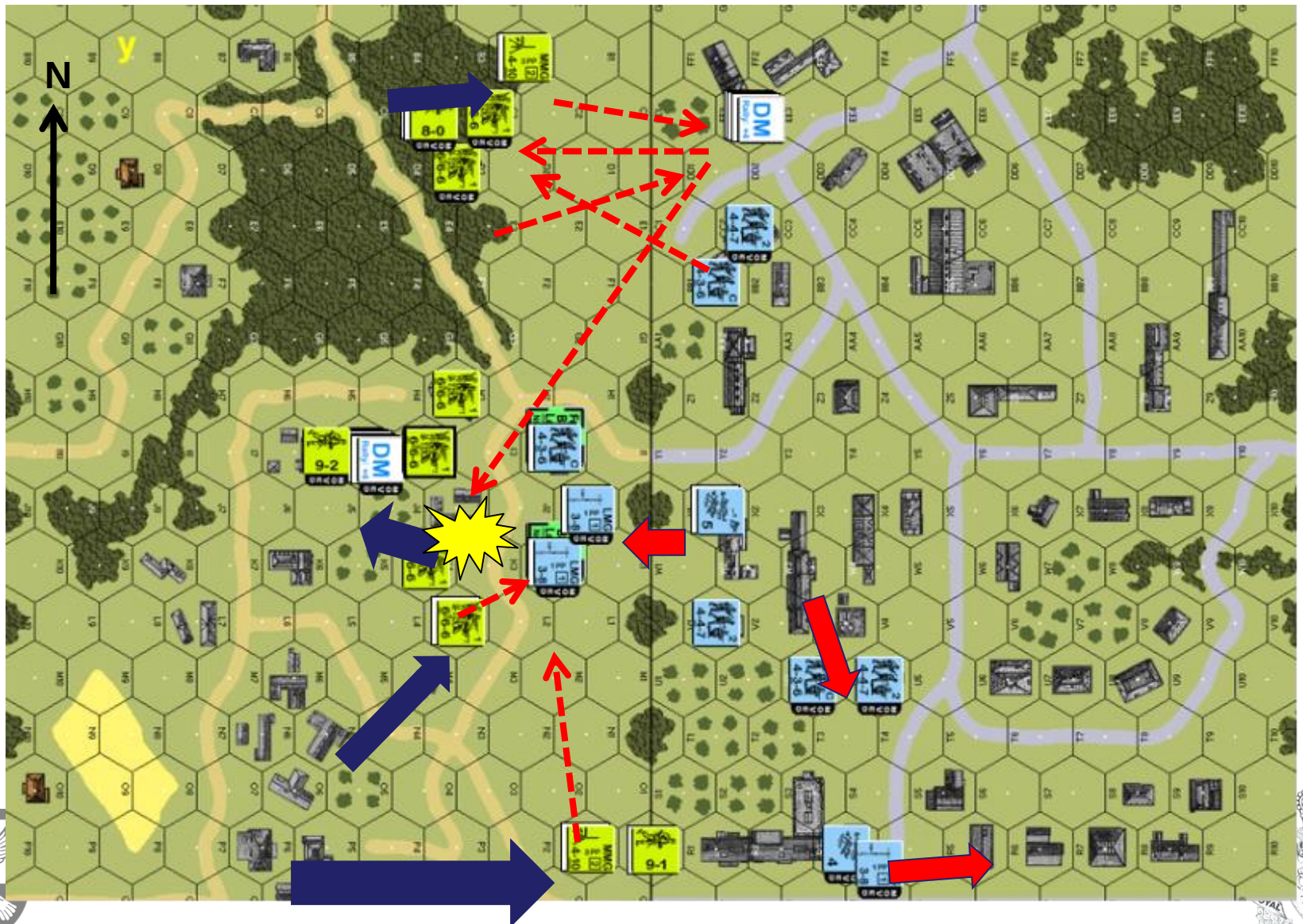
MSN: HOLD AACHEN (25 buildings) IOT delay/block Allied advance east Intent: FIND and DISRUPT En advanced elements to DELAY approach. DENY En forces freedom of manoeuvre in open ground and DELAY movement through key terrain. HOLD vital ground and BPT C'Atk to DELAY & DISRUPT allied forces.				Main Effort: ID and DELAY break in force COA Direction: Fwd SCREEN to ID and FIX/DISRUPT. Seek to DELAY in the centre. Must have a reserve capable of reinforcing or launching C'Atk.	
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All Round Defence	Depth	Mutual Sp	Deception/ Concealment	Offensive Action	Reserves
Focus must be west, but some risk can be taken. Must be flexible enough to cope with pressure on the flanks	Some risk taken here – use of reserve to form part of the depth	Must for forces around the MDP. Use of Sp wpns to achieve for more isolated units	Max use of cover for both positions and movement. Engage HVT as a Pri over normal units	Use of reserves. Reoccupy buildings if possible. Seek to CAtk in the HOLD phase	Must be central and have sufficient FP and numbers to offer a credible CAtk force.

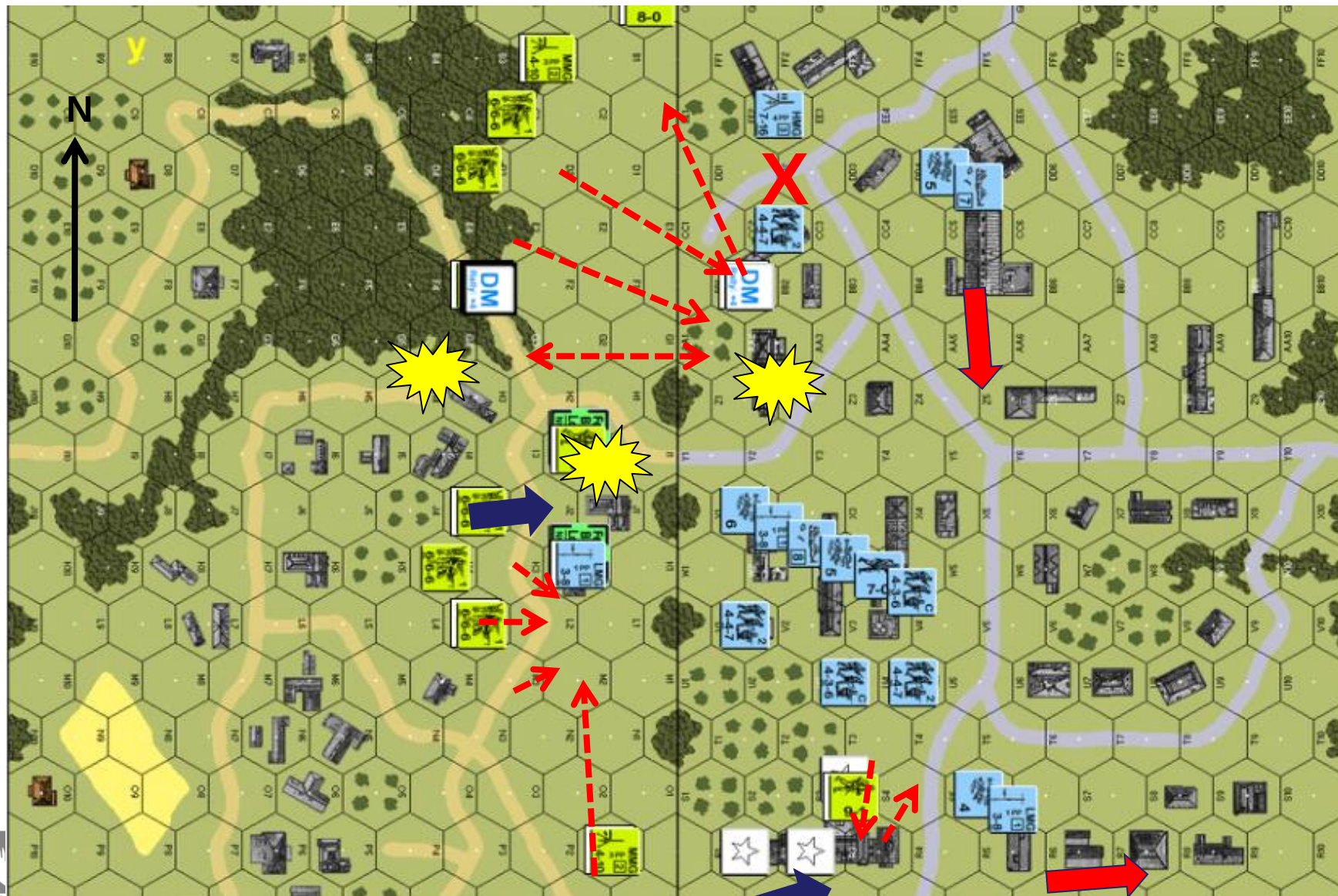
Allied Initial Actions



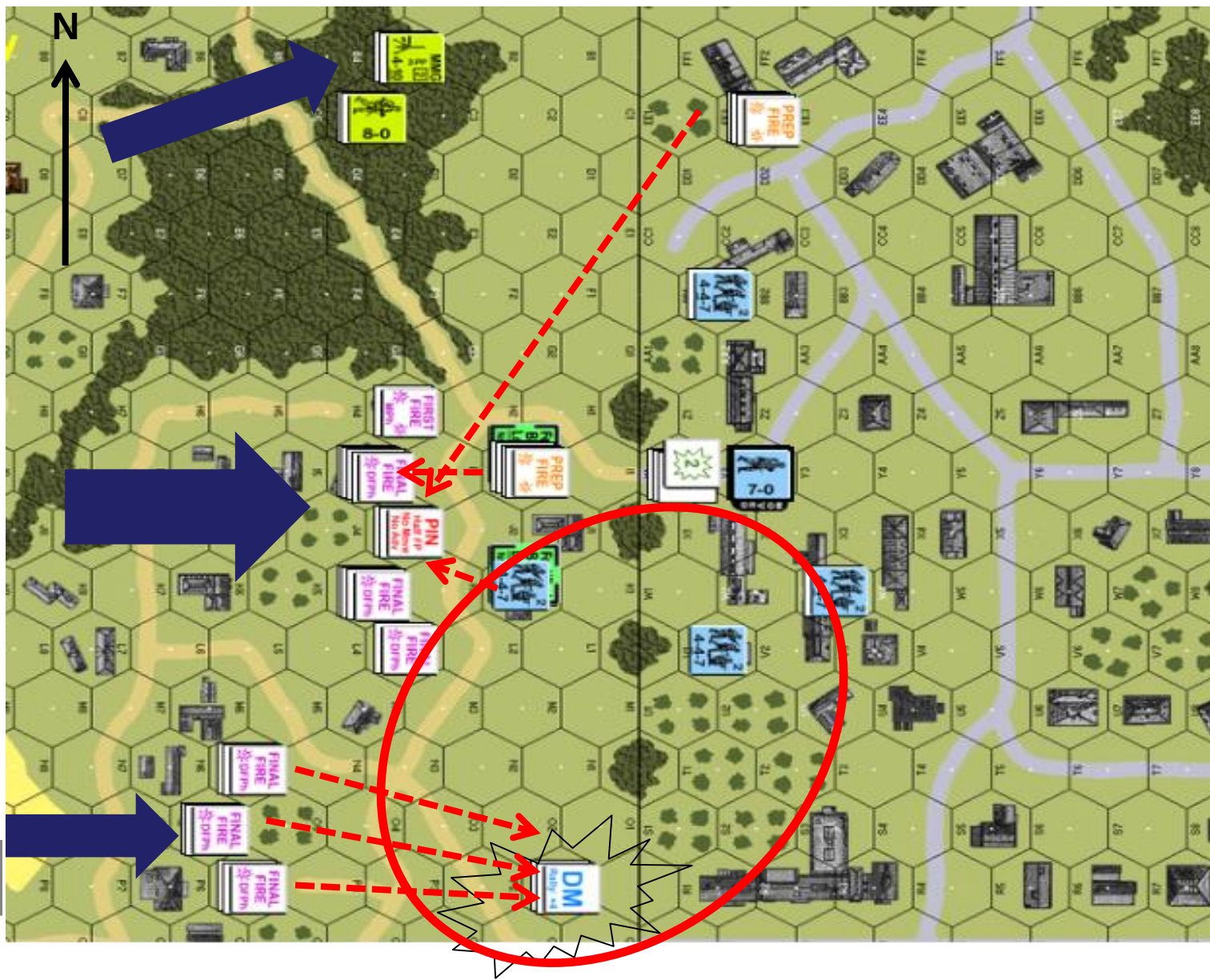
Allied break-in and Axis response



Allied attack fixed

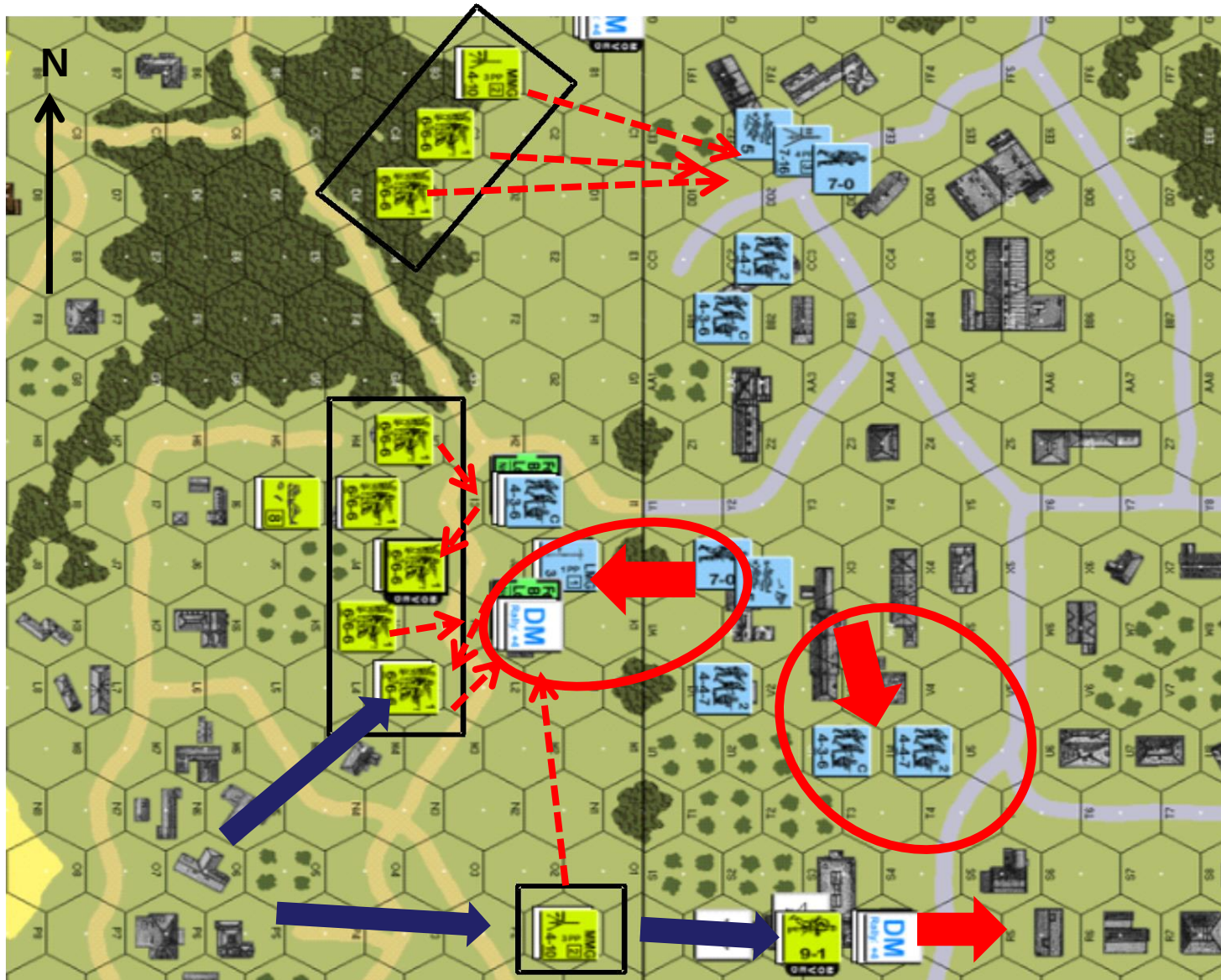


Depth and Mutual Support

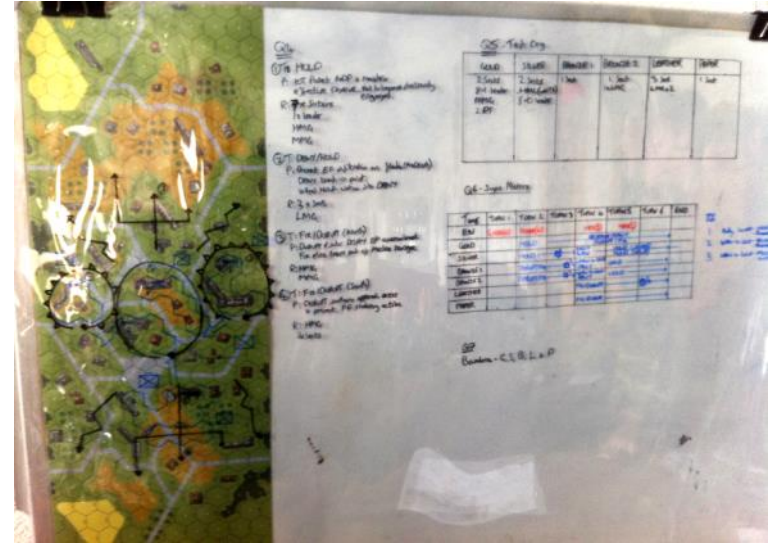




Effective Use of Reserves



Professional Development



Battlefield Studies



Leros



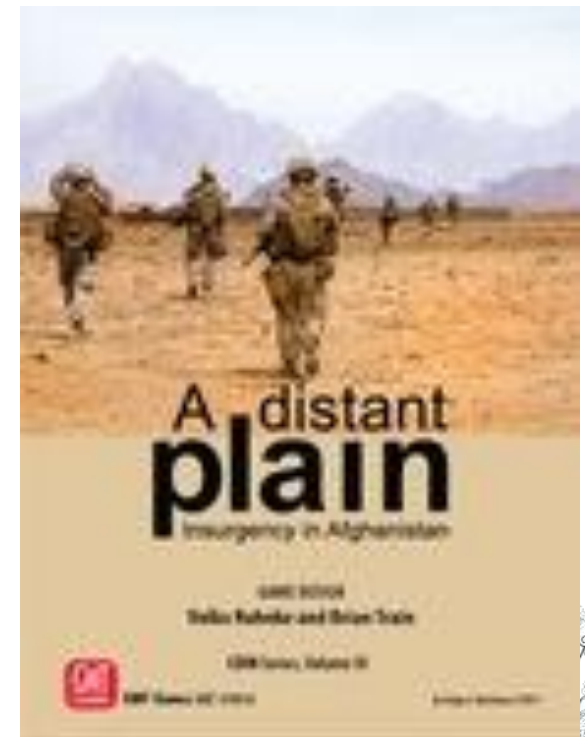
Monte Cassino



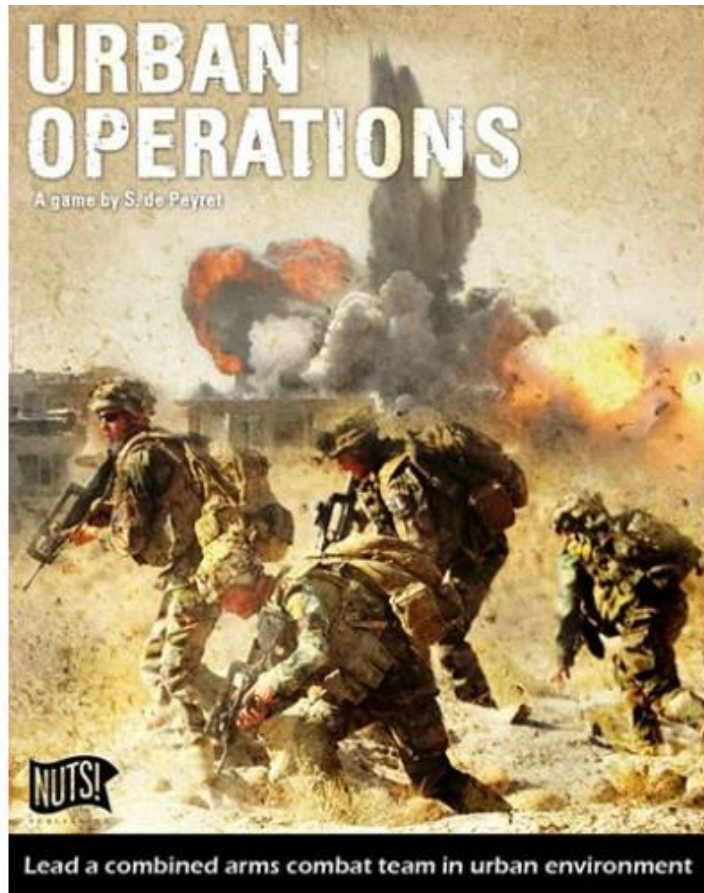
Staff Development

Understanding the Environment

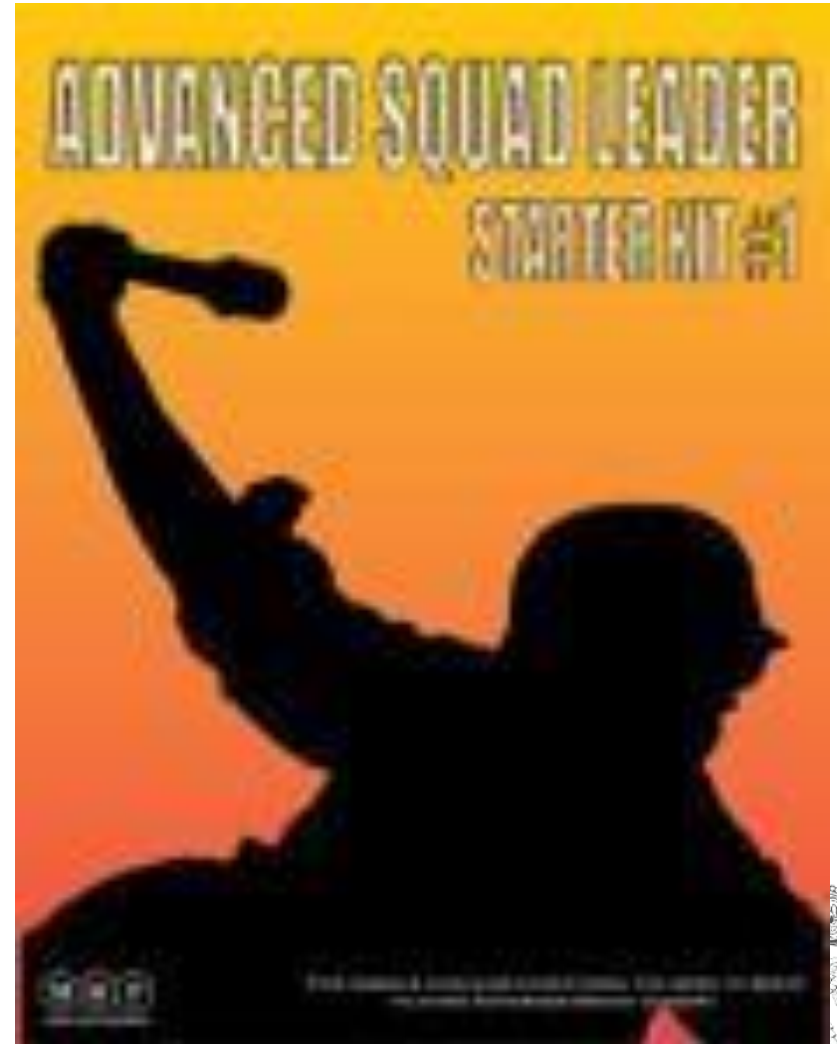
- Coalition-Government joint operations.
- Volatile Pakistani posture toward the conflict.
- Evolution of both COIN and insurgent tactics and technology.
- Government graft and desertion.
- Coalition casualties.
- Returning Afghan refugees.
- Pashtun ethnic terrain.
- Multiple scenarios.
- A deck of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



Capability & Force Development



Competitive Fun!



Way Ahead?

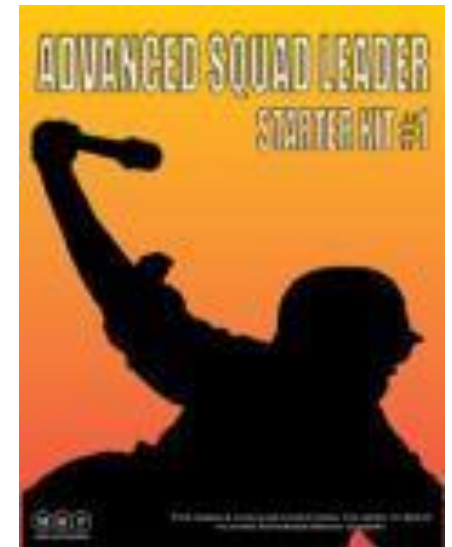
- Early beginnings – RMAS
- Simple, adaptable, standardised system
- Scaleable
- Immersive
- Cost effective
- Military owned



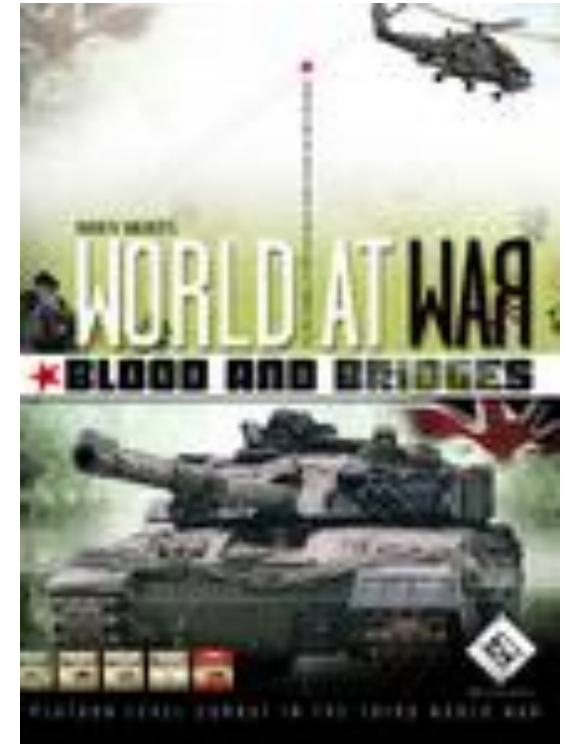
Opportunities - COTS



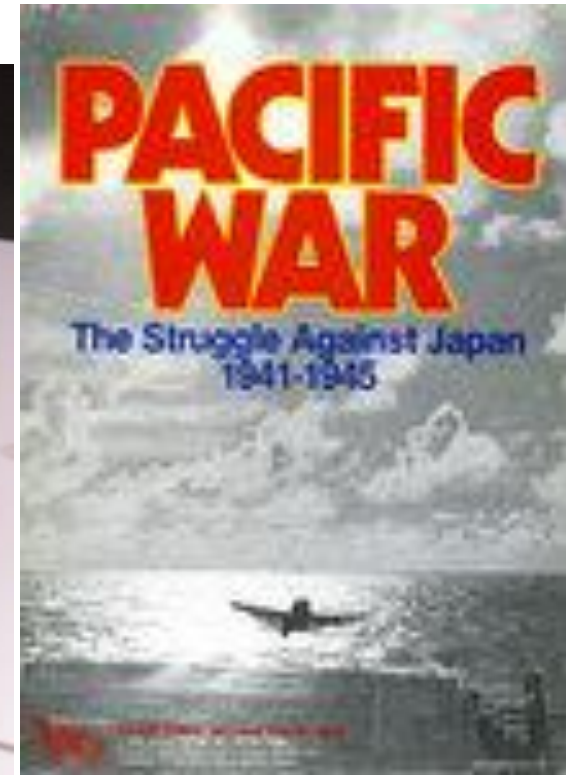
Conceptual Development

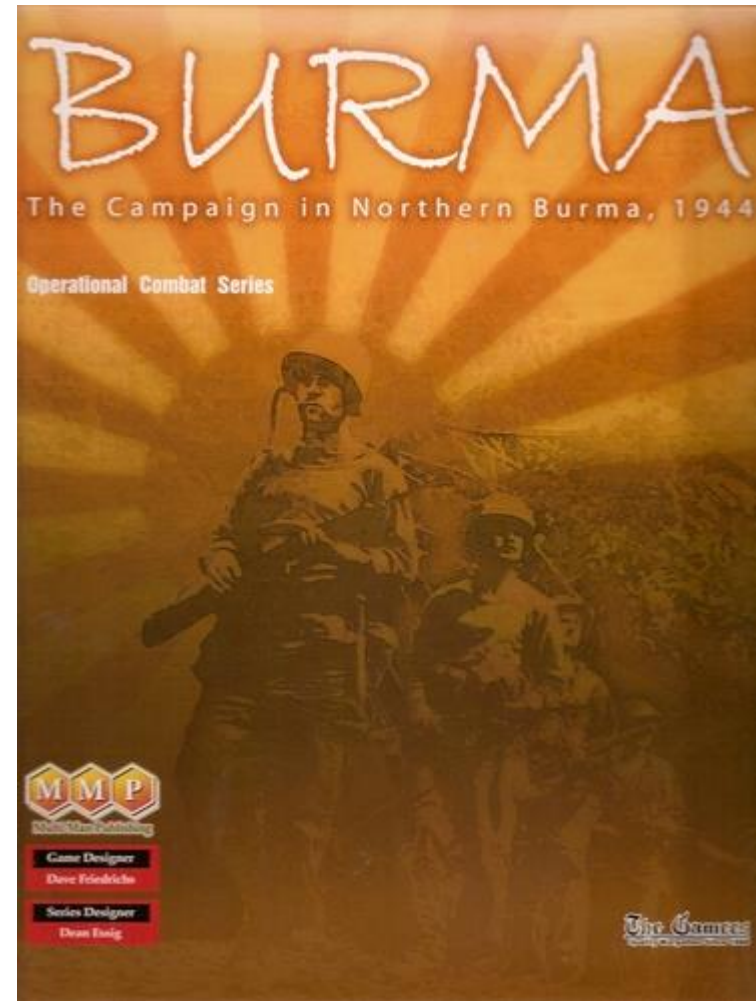






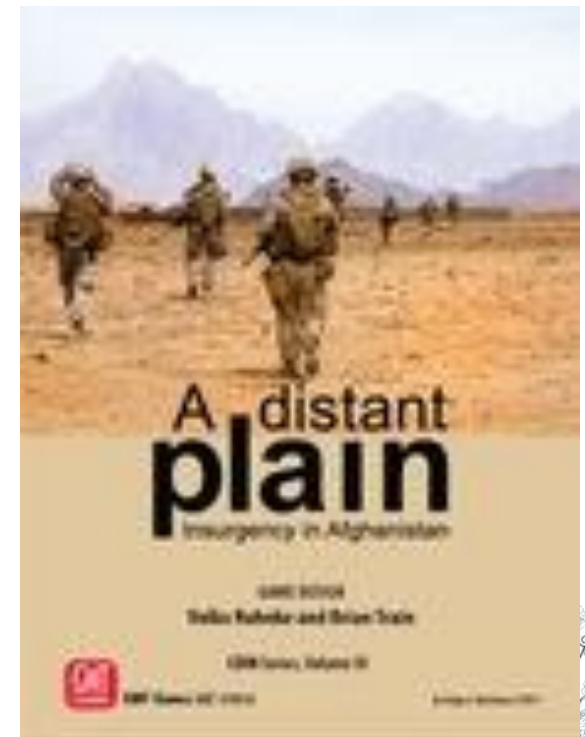
Campaign Planning





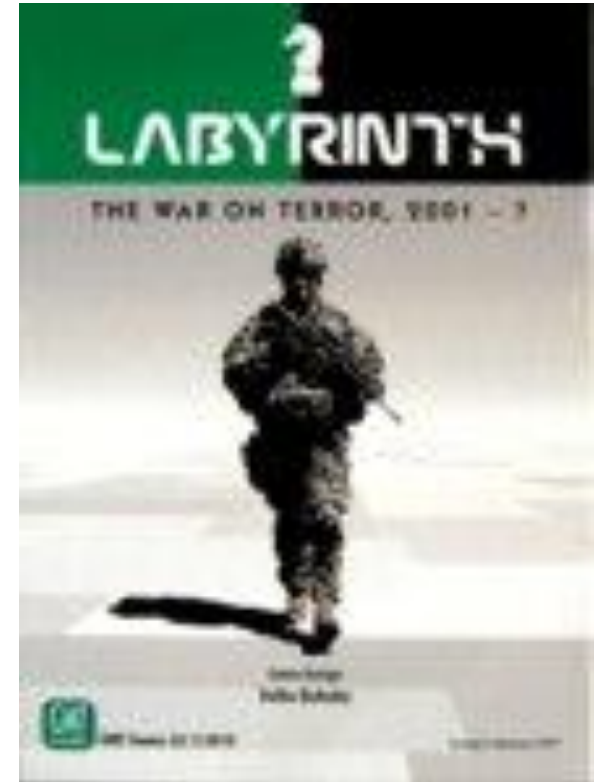
Understanding the Environment

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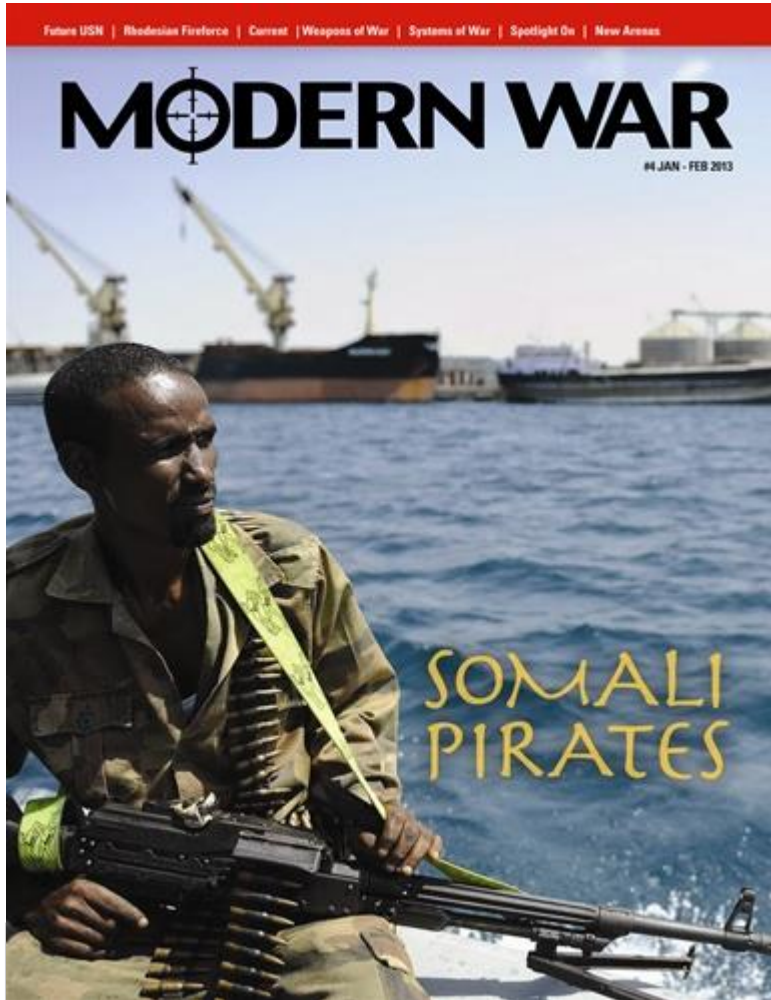


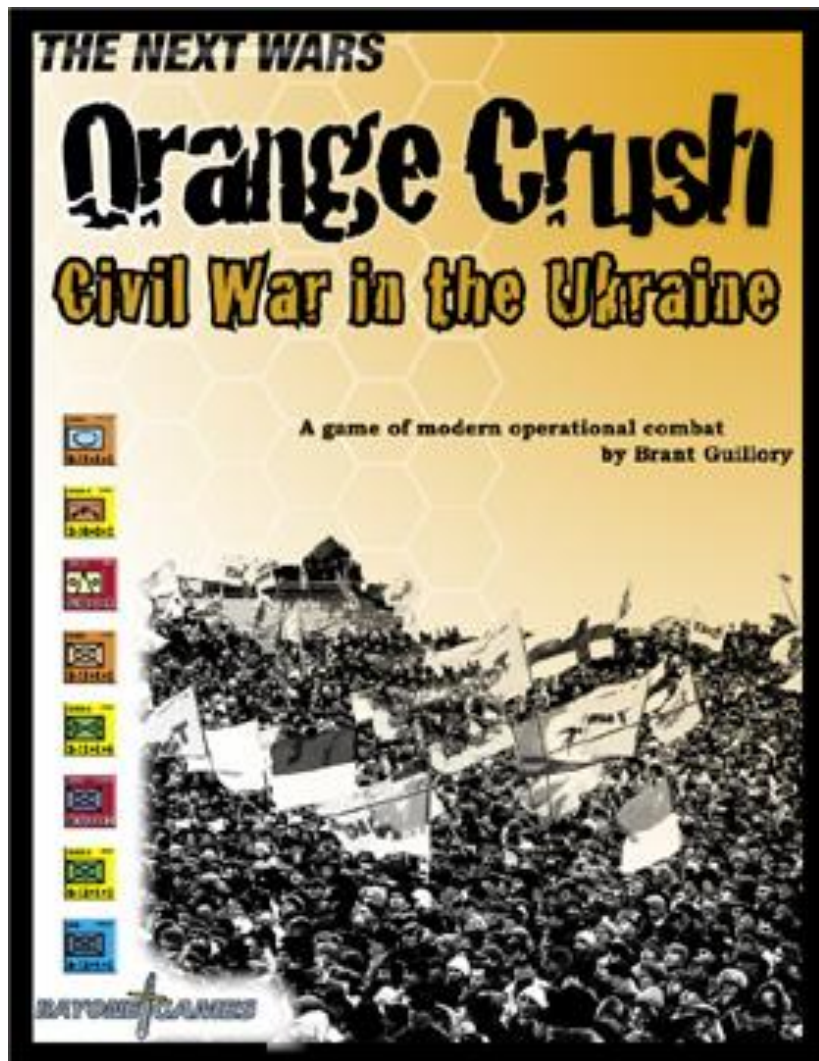
Develop Insights





Hypothetical & Modern

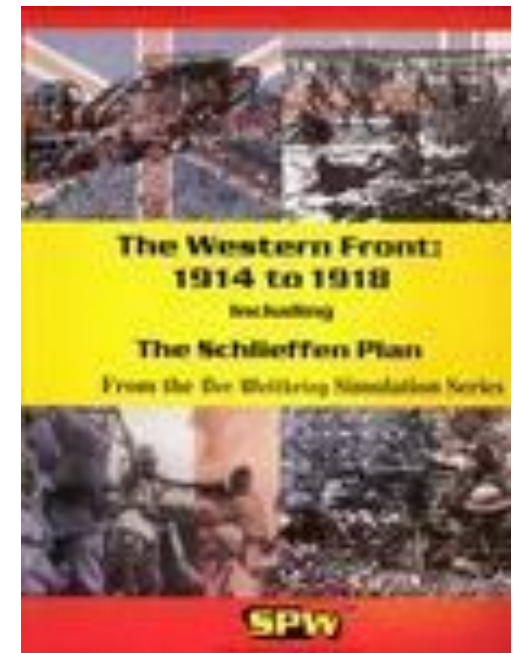




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Understanding History - WW1



Capability & Force Development



LT PM CAP DEV/ STUDY PERIOD 22-23 Oct 14

Overview

Lead: 2IC

Key Reqts:

- Current Lt PM situation: What we have been told to do.
- Assumptions underpinning SOPs/ TTPs development

Projection

Lead: Ops Offr

Key Reqts:

- Range/ reach (rd/ off rd)
- Loading (air/ sea/ train/ truck)
- SWOT analysis

ISTAR

Lead: OC D Coy

Key Reqts:

- Structure/ Capability Overview
- ISTAR/ AT Screening (Mtd & Dsmt)
- Opportunities for ISTAR integration
- Mor SOPs
- C2/ G4/ Med/ ES/ Fuel considerations
- SWOT analysis
- Model ISTAR screen rural

C4IS

Lead: RSO

Key Reqts:

- C4IS architecture
- PI/ Coy Net Diagram
- Bn Net Diagram
- BGHQ CP ability
- Mtd/ Dsmt considerations
- SWOT analysis

Offensive Ops

Lead: OC B Coy

Key Reqts:

- Adv to Contact/ Formations
- Obst Xing
- PI/ Coy Atk (Rural/ Urban)
- Zulu muster drills
- C2/ G4/ Med/ ES/ Fuel considerations
- SWOT analysis
- Model Obst Xing
- Model Coy Rural Attack

Veh Loading SOPs

Lead: RSM

Key Reqts:

- FHD load plan (demo)
- RWMIK load plan (demo)
- Cam & Concealment
- SWOT analysis

Defensive/ Enabling Ops

Lead: OC C Coy

Key Reqts:

- Hasty/ Harbour Drills (Long/ Short)
- Deliberate Coy Def (Dig in)
- Convoy Escort (PI/ Coy)
- Actions on Ambush (Rural/ Urban)
- Actions on Veh Cas/ Denial
- C2/ G4/ Med/ ES/ Fuel considerations
- SWOT analysis
- Model Convoy drills
- Model Ctr Drill Urban

CSS

Lead: OC HQ Coy

Key Reqts:

- Structure/ Capability Overview
- G4 considerations (reach, fuel capacity)
- ES timelines
- Med timelines
- Resupply/ rolling replens
- SWOT analysis

Supporting tasks:

QM(M):

- Upgrade Trg Wing IT facilities

QM(T):

- Ensure Lt PM veh availability for the day
- Brief on Dvr Trg progression/ observations

PMC:

- Officers Mess function 22 Oct 14

Ops Offr:

- Overall coord of each WG.
- Study Day Letter NLT 8 Oct 14.

OC LAD:

- Model pieces 2 x Coys + D Coy + HQ

OC Recce:

- 2 x Models (Rural/ Urban) NLT 5 Sep 14

IO:

- Produce Lt PM SOPs/ SOIs NLT 16 Dec 14.
- Media updates on Lt PM progression.

Timeline

Working Gp 1:

- Initial Direction

12 Jun 14

Working Gp 2:

- Review Projection
- Review Offensive Ops
- ISTAR
- C4IS
- Direct Study Period reqts

16 Sep 14

Working Gp 3:

- Review Defensive/ Enabling
- CSS
- Veh Loading SOPs
- Direct Study Period reqts

18 Sep 14

WG 4 - Model Ex:

- ISTAR on adv
- Advance to contact
- Obst Xing
- PI/ Coy Atk
- Def scenario
- Convoy drills

7 Oct 14

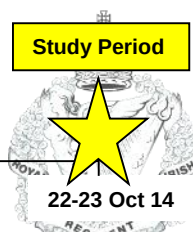
Study Period
1st Rehearsal

13 Oct 14

Study Period
CO Rehearsal

16 Oct 14

Study Period

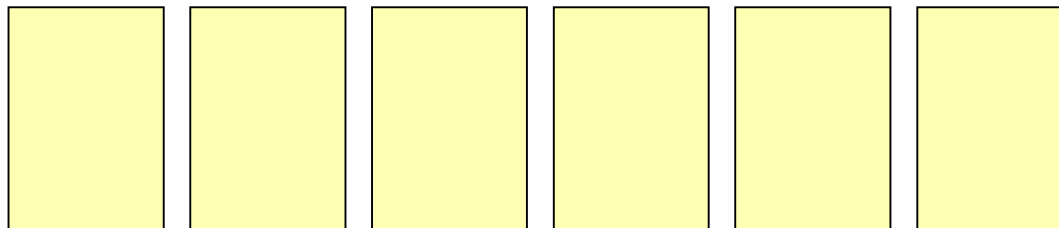
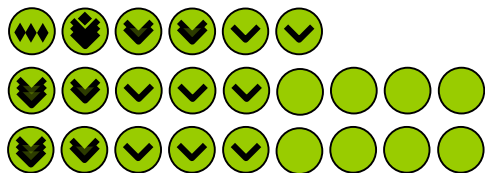


22-23 Oct 14

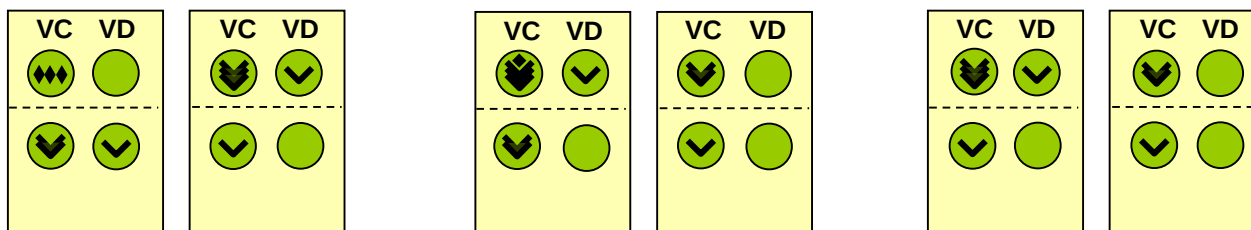
RECCE PL Start State

1+23

RWMIK+

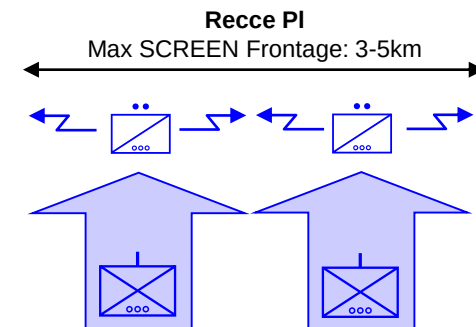
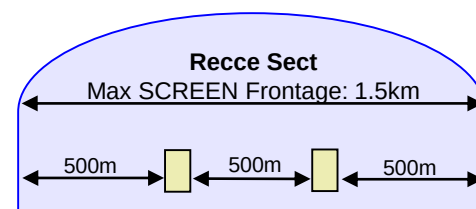
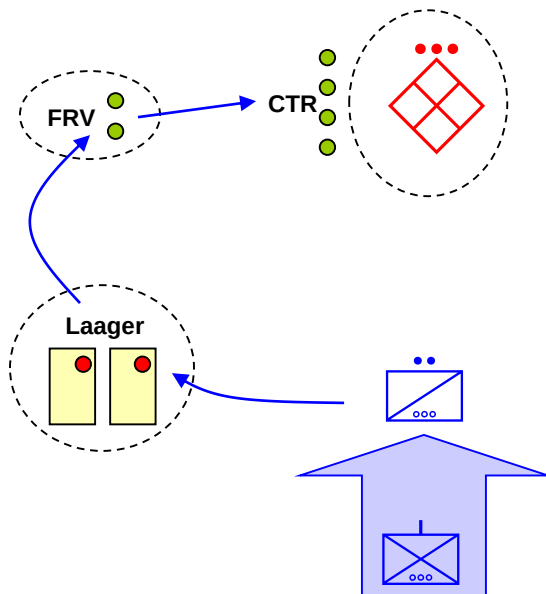


Recce PI SOP

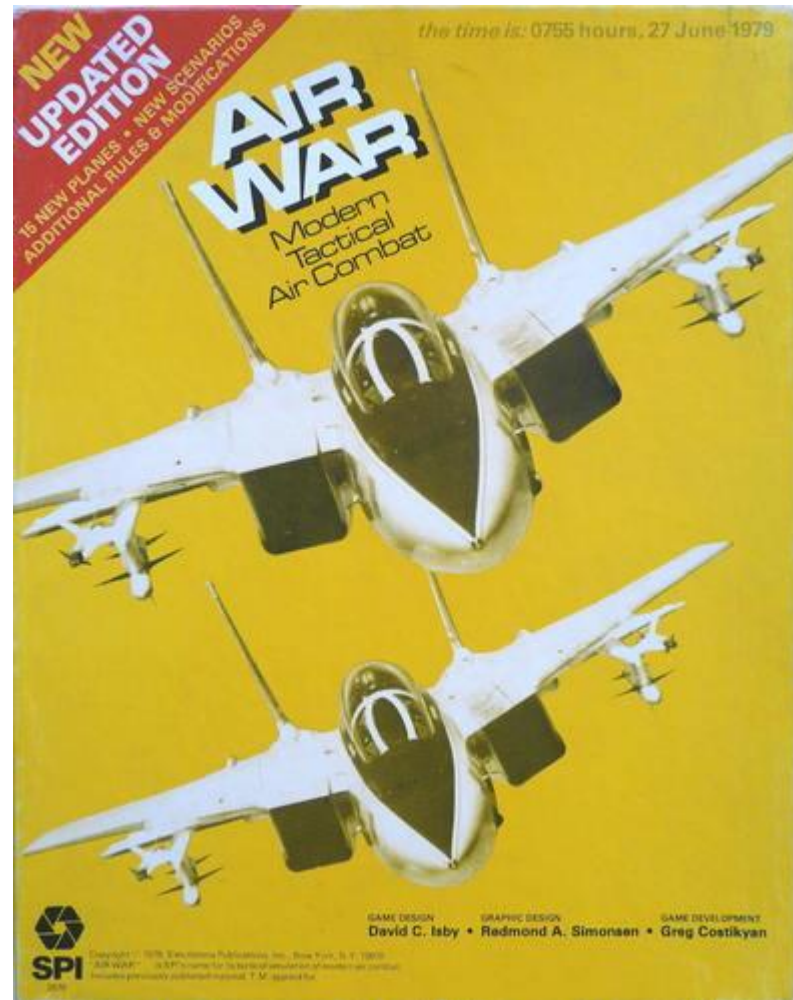
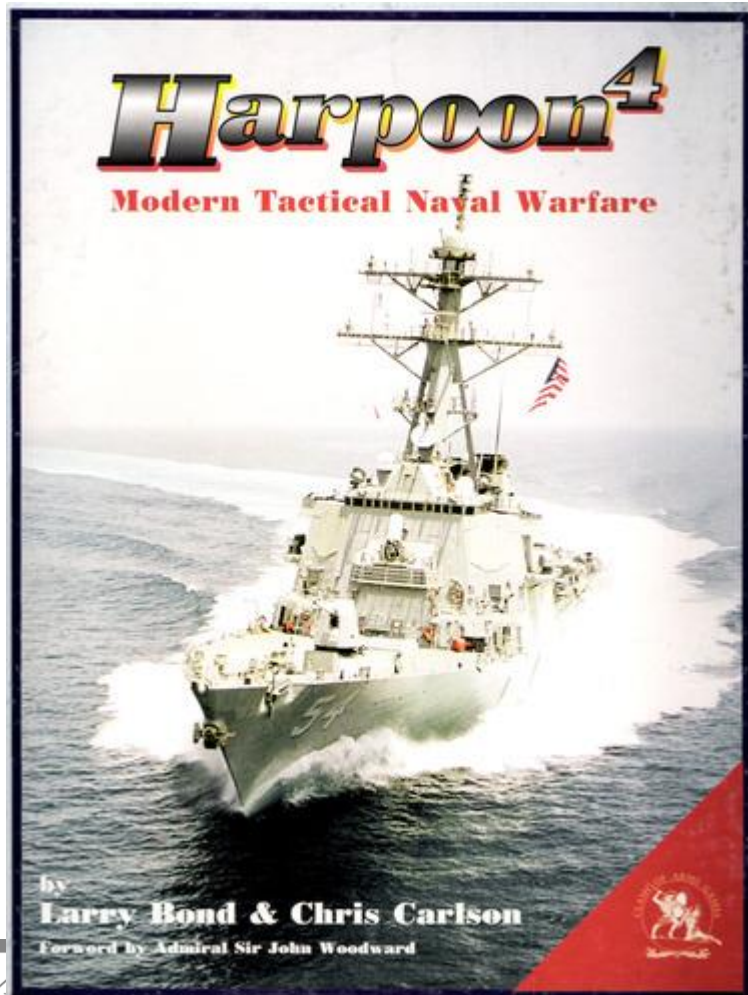


This allows:

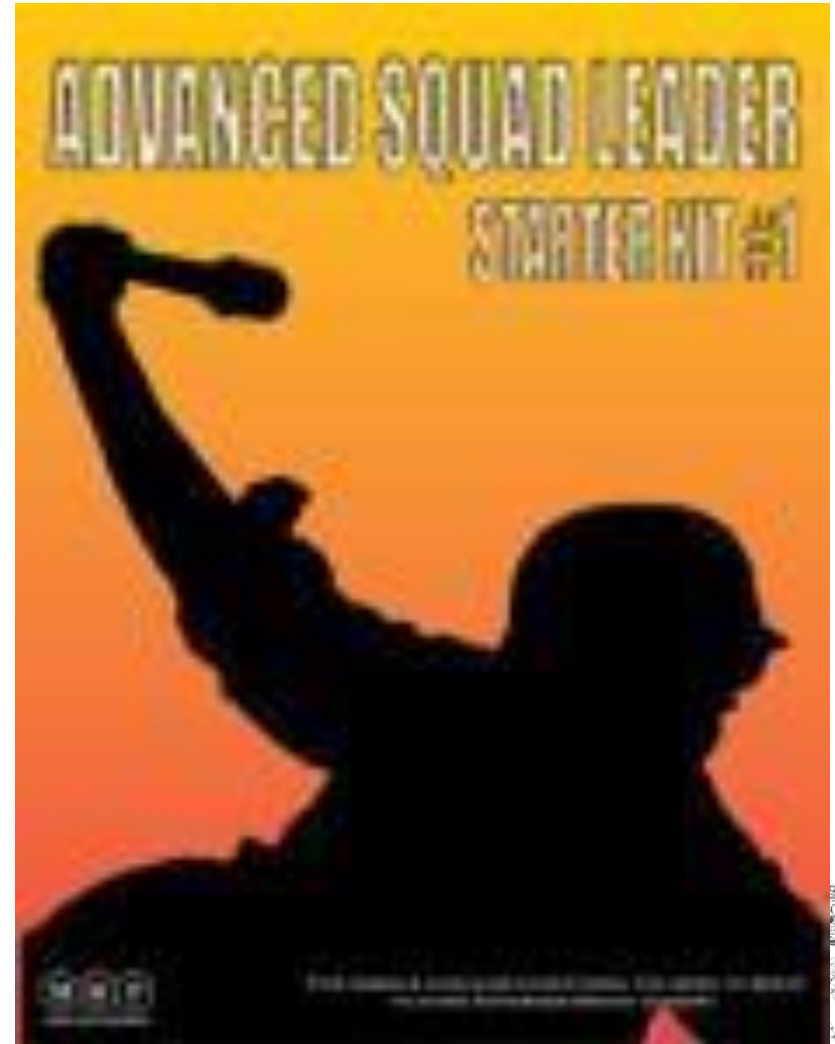
- 3 x Recce Sects
- 8 man Recce Sects can sponsor Laager (2), FRV(2) and CTR(4)
- Recce PI capable of SCREEN on 2 x axis with remaining Sect res to sponsor BG RV or resupply/ rehab.



Naval & Air



Competitive Fun!



Questions

