"This is not a game"

No Dice. No Rules.

A practitioner based operations wargame

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Two Part Presentation

- Part 1 – Broad over view of game mechanics. This is "How" not "Why"
- Part 2 – Broad Observations from Play Testing to show general utility, thus "Why."

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Intent

To develop and deliver a **_professional_** Wargame system that uses real world decision making and operational staff work for training and/or Force/Concept development.

No need to learn or understand rules.

Can be executed by Unit, Brigade and higher staff with minimal additional expertise from outside.

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BLUF

- To play you need to know how to command and/or produce operational staff work
- BUT..... some of that can be taught.
- TEWT – (tactical exercise without troops), but with Operational Staff work and an Adversary
- Real Maps, real data, real orders, real people. = No Rules, No Dice.

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More BLUF

- Players use their training ….. and nothing else
- Players need to produce orders quickly so planning needs to effective and relevant.
- Any terrain, with any order of battle, and any level of command.
- Very cheap (no cost), speed and accuracy dependent on levels of command and data sets.

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Rules?? Oh the irony….

- Movement Rules
  - The same as real operations.
- Weapons Ranges
  - The same as you train for and what OA tells you – or combat experience.
- How long does it take to refuel my Tank Squadron?
  - How long does it normally take you?

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Base Line Planning Data

- NOTE: Planning data and resolution data are closely related.
- Weight of Fires table // - weapons effect.
- Equipment performance
- Mean Time/Distance between Failures.
- Detailed TOE/ORBATS
- Logistics planning data
- Medical and Comms planning
- Engineer data and work rates
- …. And quite a lot else….

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Requirements

- Topographical Paper Maps + overlays OR – Electronic maps and graphics package and internet connection.
- Staff and Capability Planning Data
- 2 x Staffs of 2-6 people each depending on level of command – in separate locations or rooms
- 1 x "Game Staff" comprising,
  - Game Director
  - HiCONs an LoCONs
  - Adjudicators/Umpires

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Game Play sequence

- HiCONS brief the staffs separately
- Staffs produce the required OSW
- Orders are briefed to LoCONs who plot all the interactions onto a map and a timeline
- Adjudicators/Umpires resolve events and engagements and generate SITREPS
- SITREPS are then fed back to the Staffs
- Staffs generate new orders

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OSW/Orders

- Need to provides
  - Functional OSW
  - Sync Matrix
  - Decision Support Overlay
- Needs to account for and track all operational data. = Casualties, Logistics etc.
- Orders are "Written orders." – traceable and auditable.
- Must account for SOPs and subordinate initiative.

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Adjudicators – "umpires"

- Task is to judge the outcome of engagements, sightings and other actions
- Thus generate SITREPS
- The process is invisible to the users.
- Ideally more experienced/knowledgeable and/or subject matter experts.
- Able to "interrogate the plans".
- Credibility of outcomes is critical.

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Adjudication – "Resolution"

- You don't loose. You get told your losses.
- Two reasons you fail
  - You aren't very good
  - The enemy
- Players can't argue what they don't know. = AAR is essential
- Human Behaviour is a primary factor.
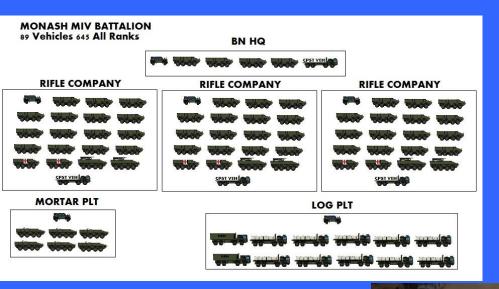- Adjudication is teaching not judging.

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Potential

- Strong indications of being able to play up to Divisional level and down to sub-unit.- AT THE SAME TIME!!

- Game methods agnostic of equipment capability but dependant on data sets.

- Can employ EW, Air-Defence, Cyber, LOAC without impacting the basic mechanics.

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Data Tracking Tools

MONASH MIV BATTALION
89 Vehicles 645 All Ranks

BN HQ

RIFLE COMPANY

RIFLE COMPANY

RIFLE COMPANY

MORTAR PLT

LOG PLT

MONTHLY INCOME AND EXPENSE TEMPLATE

OK Big Nose, so what?

- If you want to get insights into how to conduct modern land warfare operations, get in touch.
- You can play for 1 hour, or 14 days. 14 days can be spread over 1 year.
- You can play over Email, in your office.
- You can play it as Corps level CPX.
- There's no dice and no rules. It's up to you.

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Questions?