



Connections UK

Why Wargame?

DISCLAIMER

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About me...



- Job title
- Background
- What I do

How do we
get better at
something?



“I fear not the man who has
practiced 10,000 kicks once, but I
fear the man who has practiced
one kick 10,000 times.”



**Practice
Makes
Perfect.**

Command and Staff Training (CAST):



CAST Characteristics:

- **Expensive.**
- **Complex.**
- **We have few of them.**
- **Steady State Training:**
 - **Reaction Force: Twice in 3 years.**
 - **Adaptable Force: Once in 3 years.**

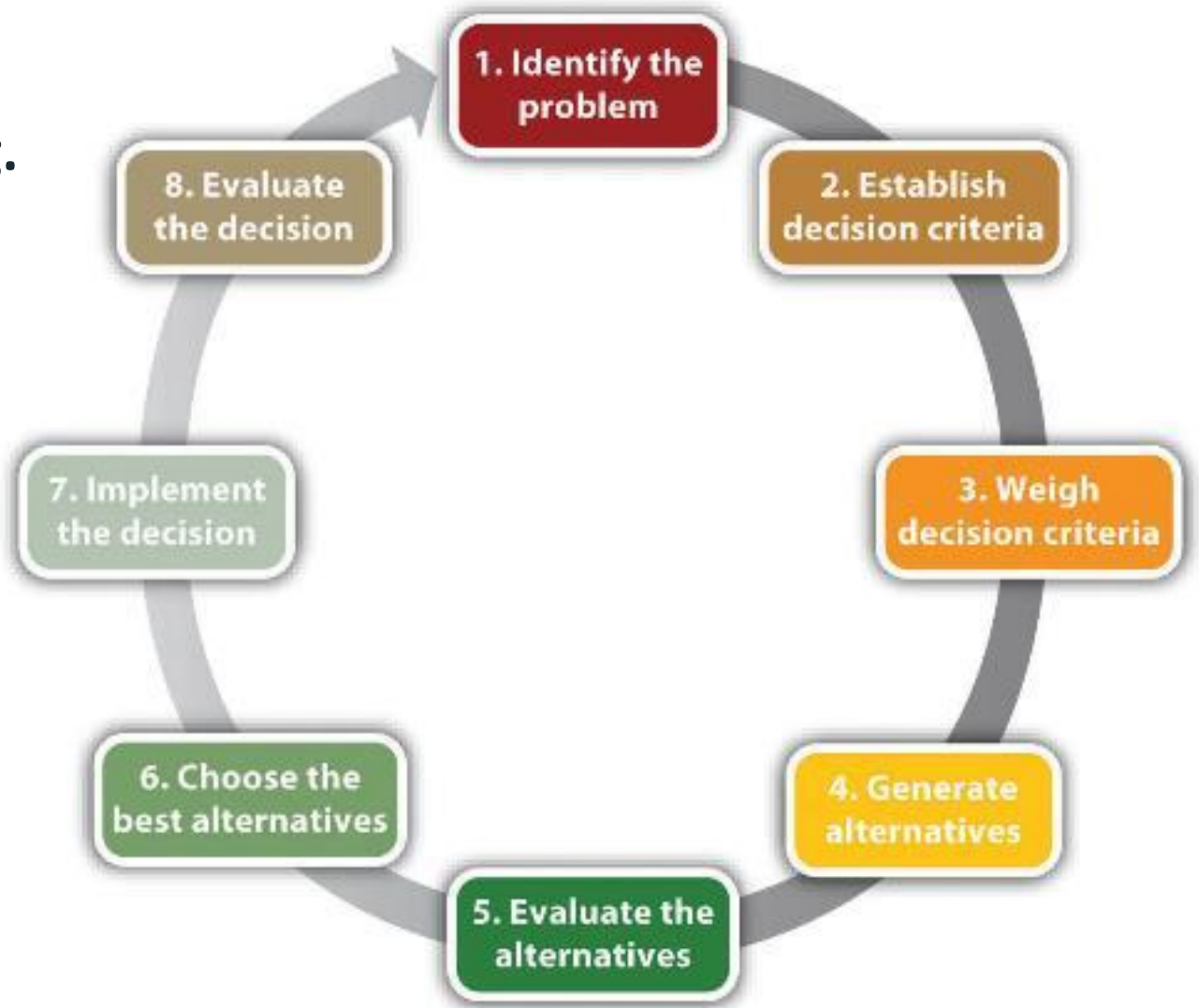
**Gentlemen,
We have run out of money.
It is time to start thinking...**

Sir Ernest Rutherford, 1962



Why Wargame?

- In order to *practice* decision making.
- Against *opposition*.
- To *gain insights*.



The Class of 1927

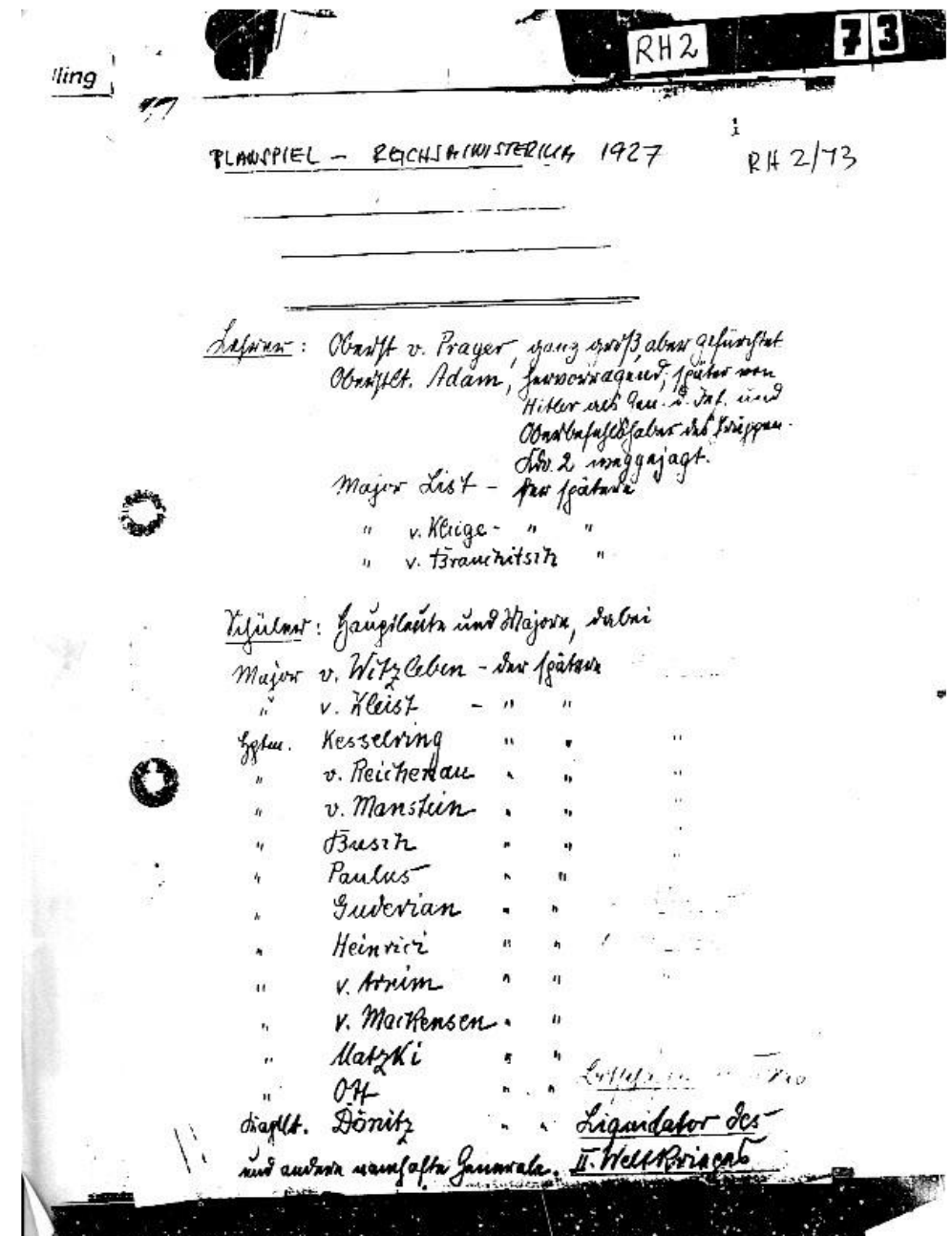
- Participants in the wargame:

Von Prager*, Adam, List*,
Von Kluge*, Von Brauchitsch*,

Von Witzleben*, Von Kleist*, Kesselring,
Von Reichenau, Von Manstein*, Busch,
Paulus, Guderian, Heinrici, Von Arnim,
Von Mackensen, Matzky, Ott,

Donitz.

- Versailles Treaty.



Western Approaches Tactical Unit (WATU)

- Series of Wargames to determine U-Boat tactics.
- Trained 5,000 escort commanders using the Wargame.
- Wargamed German actions and counter actions, and created a sustain advantage for the rest of the war.



Admiral Sir Max Horton







NORTH

WIND
FROM
KTS

VISIBILITY

16 3 2

3 2

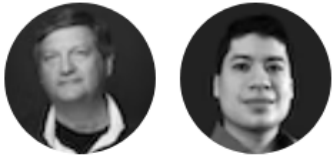
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Ukraine 2022



THE CIA THOUGHT PUTIN WOULD QUICKLY CONQUER UKRAINE. WHY DID THEY GET IT SO WRONG?

High-tech surveillance may have blinded the U.S. to how corruption has weakened the Russian military.



James Risen, Ken Klippenstein

October 5 2022, 8:08 p.m.

THE WARGAME BEFORE THE WAR: RUSSIA ATTACKS UKRAINE

JAMES LACEY, TIM BARRICK, AND NATHAN BARRICK
COMMENTARY

MARCH 2, 2022





Battlefield Developments

Operate at the speed of relevance

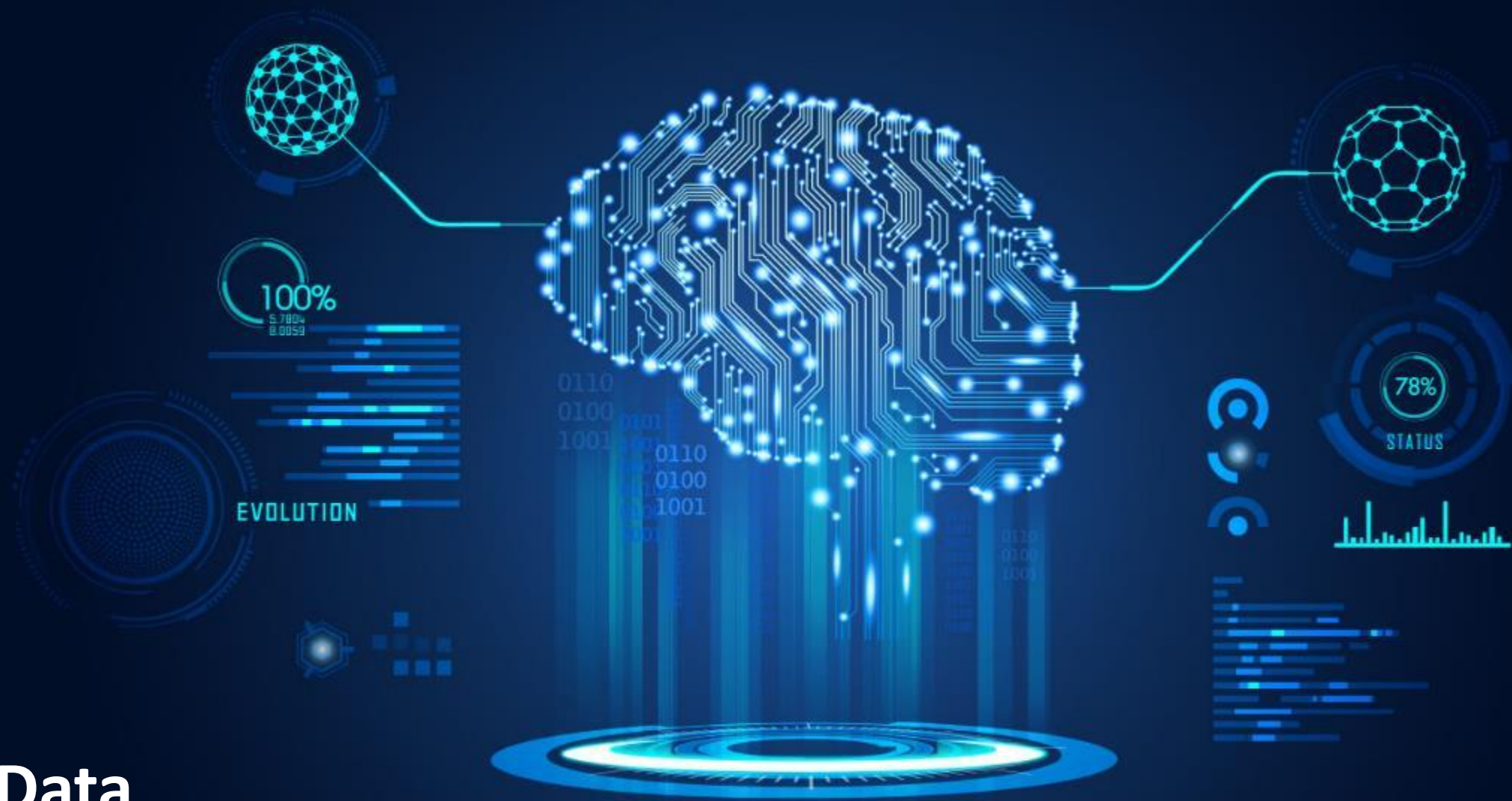
- Simulation systems cannot change at the speed of relevance.
- Procurement systems designed for peacetime are an expensive luxury in wartime.
- We need to be able to improvise and adapt quickly.
- We need to get the tools of understanding to warfighters quickly.



CATT – Terrain Database for Afghanistan



Surely AI and machine learning will give us the answer?



- Data
- Optimisation

U.S. Marines Outsmart AI Security Cameras by Hiding in a Cardboard Box



The Human Element.

*"The human element has always been important in war, and **despite the technology available** to both sides, the **human element is undoubtedly the most significant feature** in war."*

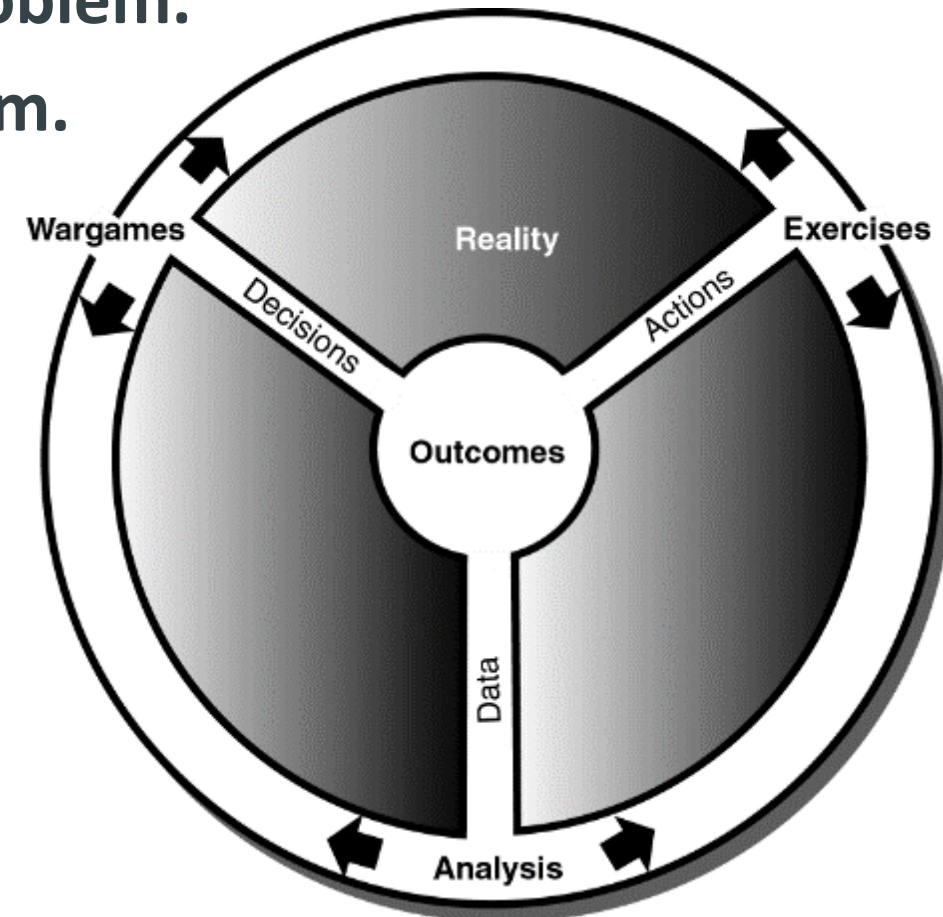
Col Trevor Dupuy.

A Strategic View of Wargaming

The Cycle of Research:

- Qualitative Wargames to *understand* the problem.
- Analytical Wargames to *measure* the problem.
- *Build* and *test* a solution in real life.
- Training games and simulators to practice.

We need *both* qualitative and quantitative ideas and techniques.



Original Thought



Any Questions?

