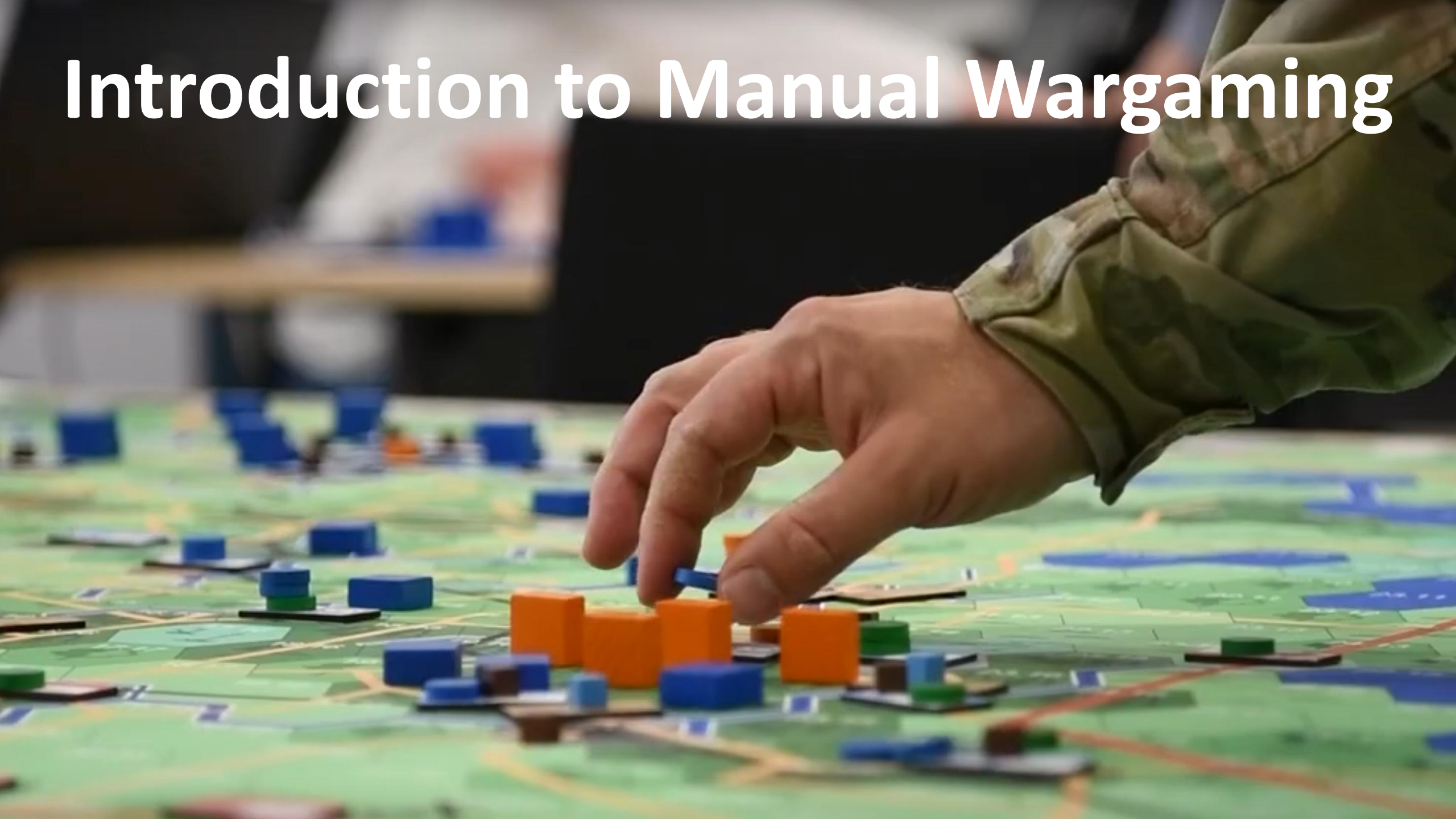


# Introduction to Manual Wargaming



# DISCLAIMER

**BLAH, BLAH, BLAH, BLAH, BLAH, BLAH, BLAH,  
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# About me...



- Job title
- Background
- What I do

# Why Manual Wargames?

**Ukraine 2022**





October 18, 2024 | *Topic:* Security | *Region:* Europe | *Tags:* Russia-Ukraine War, Think Tanks, Military Theory, Experts



## **Why Did the Experts Fail to Predict Russia's Invasion of Ukraine?**

# THE WARGAME BEFORE THE WAR: RUSSIA ATTACKS UKRAINE

JAMES LACEY, TIM BARRICK, AND NATHAN BARRICK

MARCH 2, 2022

COMMENTARY



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 Norms:**
  - **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

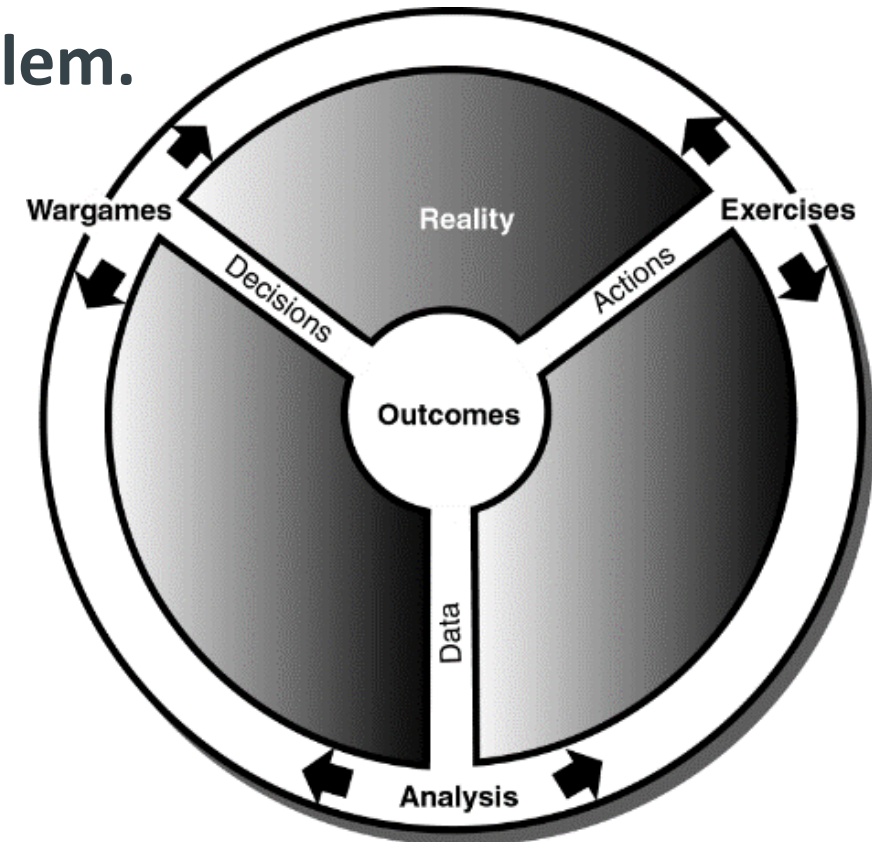


# A Strategic View of Wargaming

## The Cycle of Research:

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

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



## Example: Western Approaches Tactical Unit (WATU)

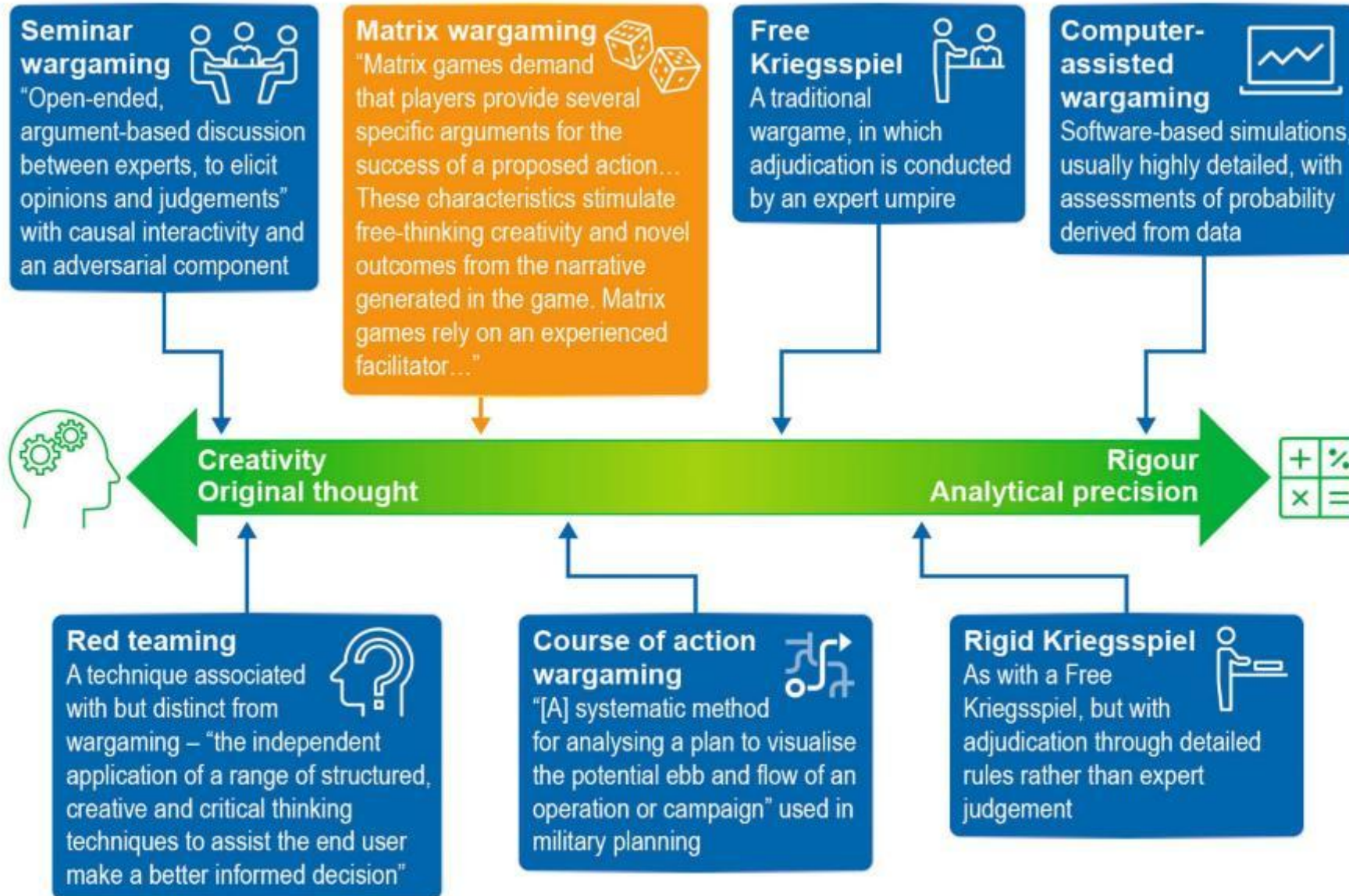
- Series of Wargames to determine U-Boat tactics.
- Trained 5,000 escort commanders using the Wargame.
- Wargamed German actions and counter actions, and created a sustain advantage for the rest of the war.
- Homing torpedoes.





# Types of Wargames

# Wargames cover a broad spectrum:



## Operating at the Speed of Relevance... CATT...



- **Combined Arms Tactical Trainer (CATT):**
  - Over 100 linked vehicle simulators in a shared virtual environment.
- **Afghanistan:**
  - Needed a new terrain database, with more urban elements.

Remember...

"**Simple** models that provide **useful insights** are to be preferred to models that get so close to the real world that the mysteries they intend to unravel are repeated in the model and remain mysteries."

**F. W. Lanchester**

The Lanchester Legacy - A Celebration of Genius, edited by J. Fletcher



**What is the Enemy up to?**



ELSA B. KANIA AND IAN BURNS McCASLIN

# LEARNING WARFARE FROM THE LABORATORY— CHINA'S PROGRESSION IN WARGAMING AND OPPOSING FORCE TRAINING

**China's preparations for a future war:**

- **Recognition of the "peace disease".**
- **Force-on-force training.**
- **Computer based (other wargames are "subjective").**
- **Introduced "intelligentization" (AI for military applications).**
- **Generated an OPFOR program.**



# Wargaming in Russia: Games for Training, Education and Propaganda

- A problem of language.
- "Wargames should train players to fail."
- Generate more "experimentalist thinking".
- 27<sup>th</sup> Central Scientific Research Institute.
- Computer Wargames.





# Iranian Journal of Wargaming

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## Applying Artificial Intelligence in Planning Electronic Warfare Operations of the Islamic Republic of Iran Army

Document Type : Original Article

### Authors

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10.22034/IJWG.2024.484904.1099

### Abstract

**Objective:** To explain how artificial intelligence is used in planning electronic warfare operations of the Islamic Republic of Iran Army

**Methodology:** The type of research in this study is applied, and since the researcher reports what is there without any interference or mental inference, and ultimately, based on the research findings, he has addressed how artificial intelligence is used in planning electronic warfare operations of the Islamic Republic of Iran Army, the research method is descriptive and mixed approach.

The statistical population of this study is the staff of the Islamic Republic of Iran Army in the range of senior officers and

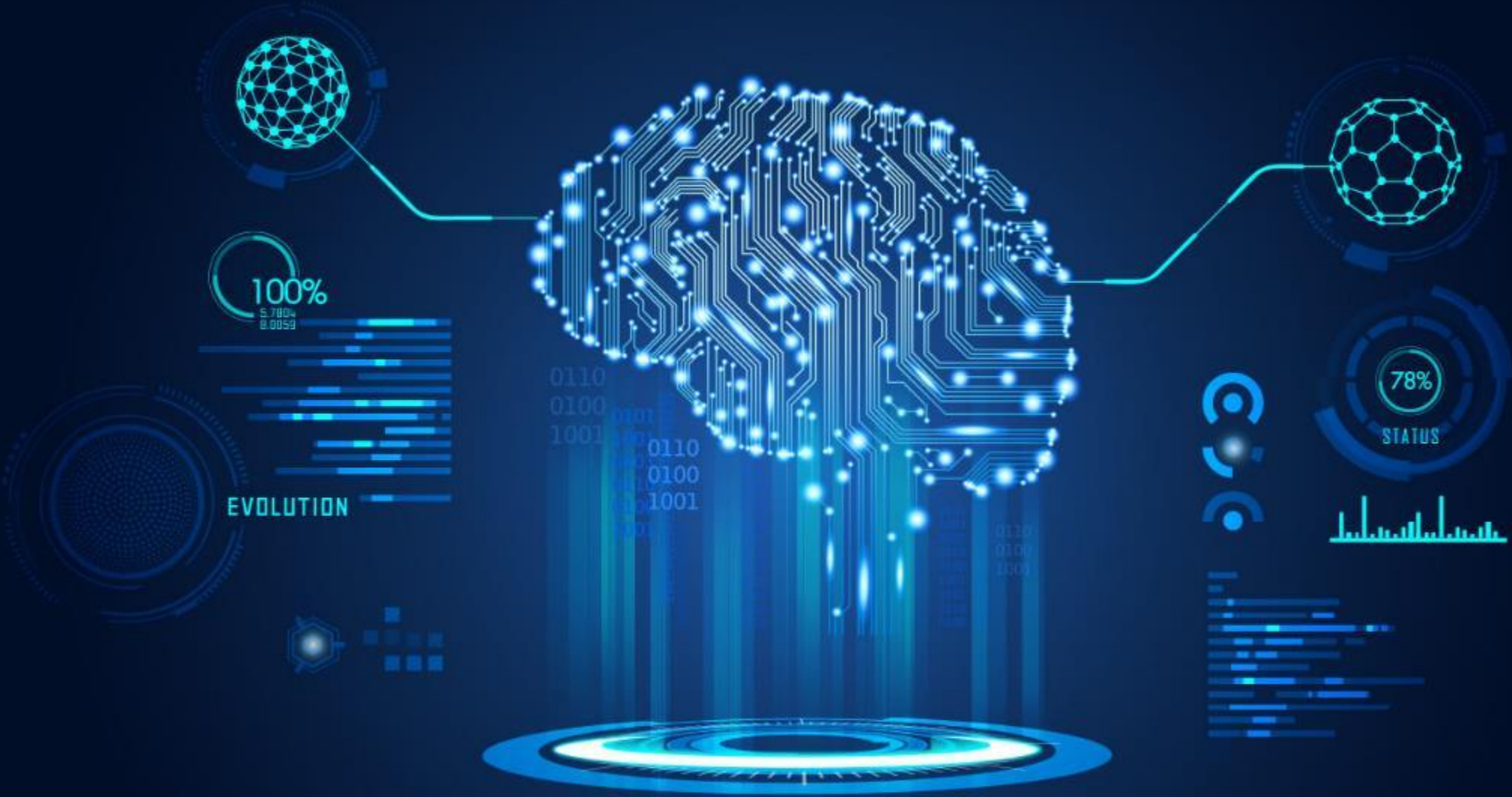


Volume 7, Issue  
15  
March 2025

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Article View: 155

# Surely AI and machine learning will give us the answer?



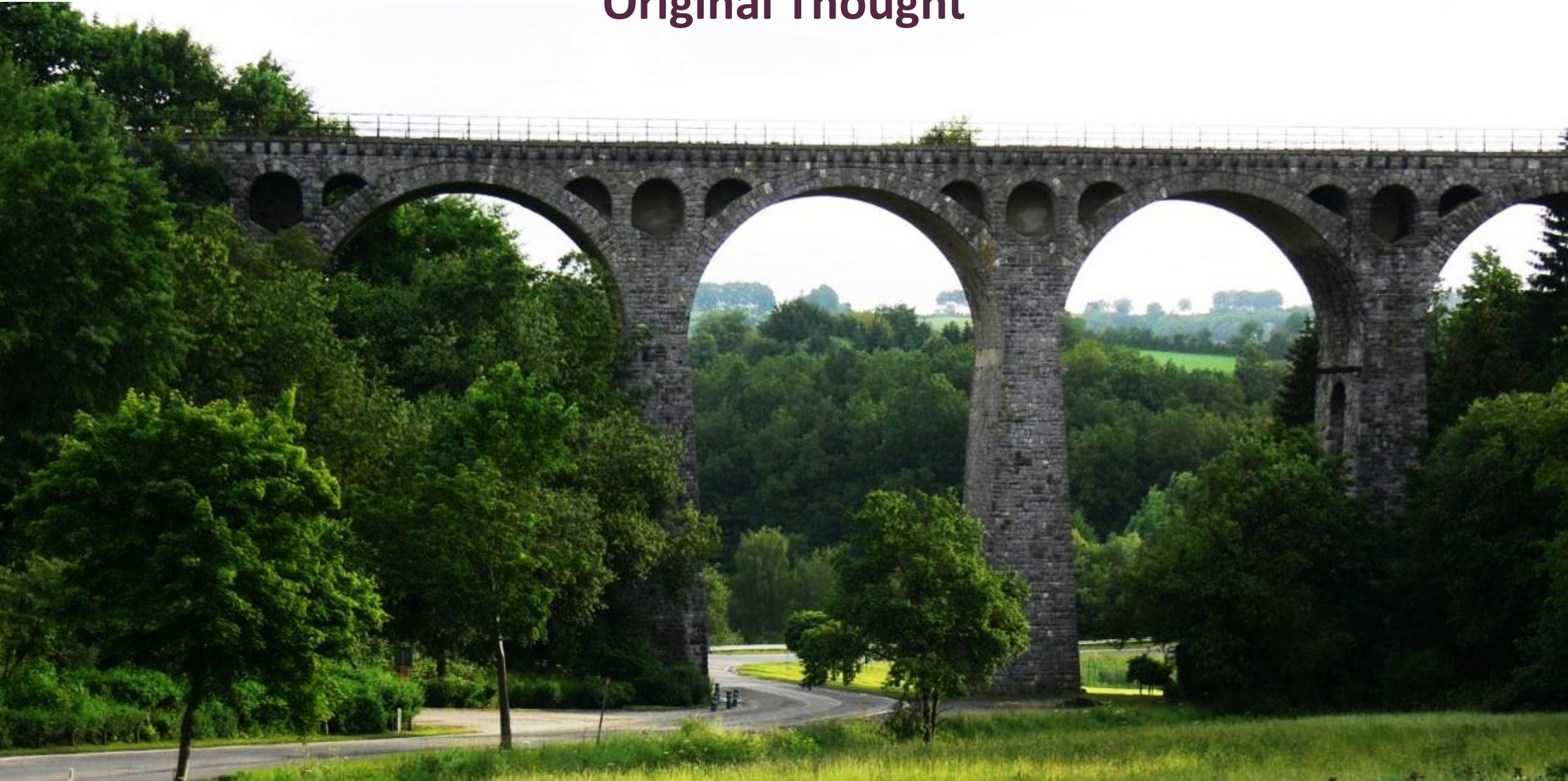
Go to Session 3G: 0900-1000hrs Thursday...

# Drones...



**It took 50,000 rounds to kill someone in Vietnam...  
It take about 7 drone sorties to destroy a target...**

# Original Thought

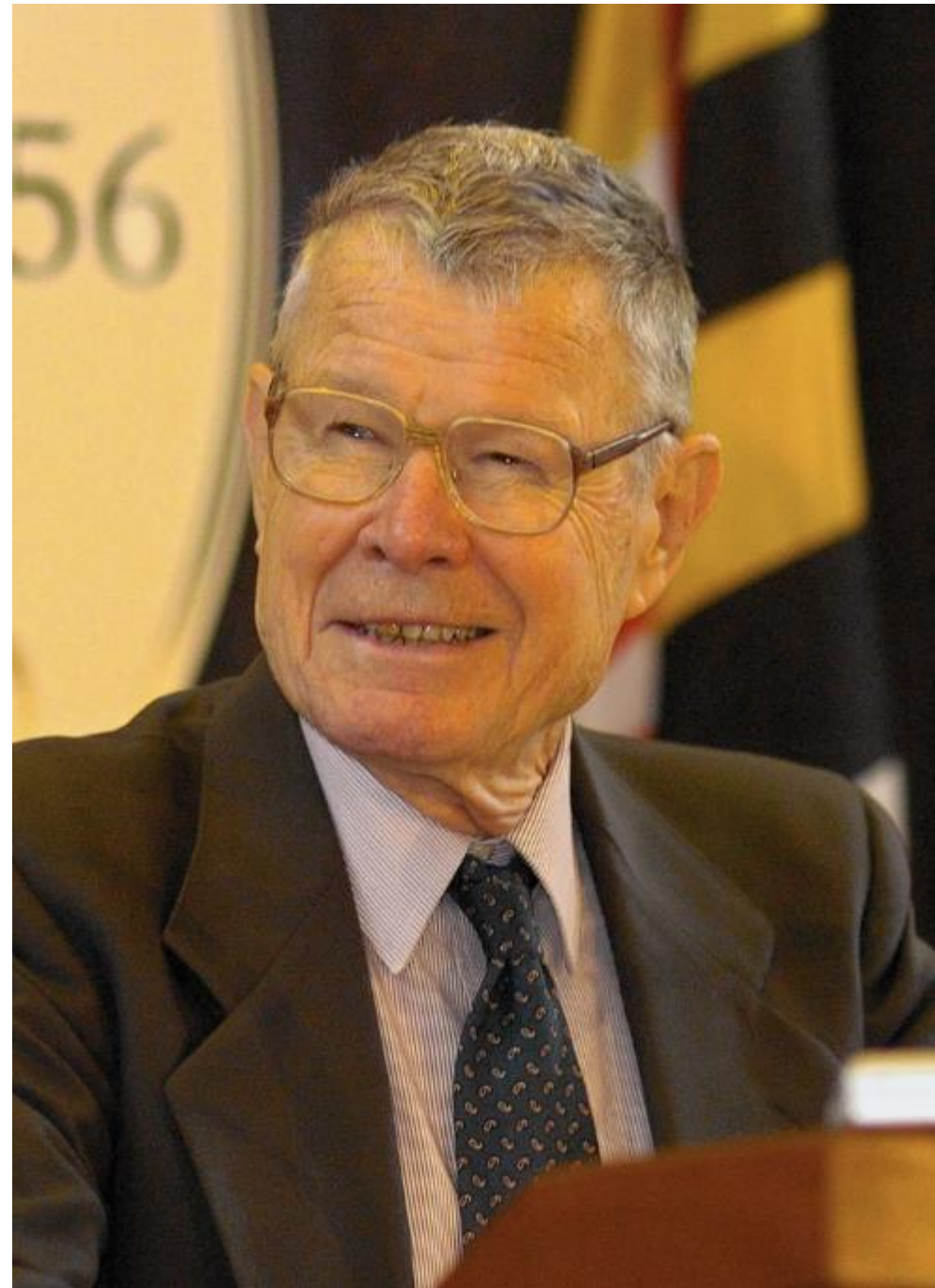


## Why Wargame?

**"The greatest benefit is that the participants become intimately or at least casually acquainted with people they might have to work with or rely on in the future..."**

**Prof Tom Schelling**

- It isn't about the game.
- It is about a culture of innovation and challenge
- Other methods are available...
- ...but organisations that innovate, wargame.



## 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.**

# What next?

- **Further presentations on:**
  - **Different Games for Different Purposes – Guy Selway.**
  - **Facilitation – Perry Jago.**
  - **Lunch**
  - **Dice and Adjudication – Tom Mouat.**
  - **Where do you go from here? – Alex Vince.**
- **Beginner Demo Games in the Social Gaming (Newton Room):**
  - **Battlegroup Double-Blind Free Kriegsspiel – Guy Selway.**
  - **The Procurement Game – Tom Mouat.**



Defence Academy  
of the United Kingdom

## **Major Tom Mouat MBE**

MSc PGCE psc ato sim

Officer Commanding Defence Modelling and Simulation School

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