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Joint Working Papers

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# NIMBLE TITAN 26

**Dr. Marxen ("Mark") Kyriss**  
**Joint Functional Component Command for Integrated Missile Defense**  
**Wargame Control Group Director, NIMBLE TITAN 26**



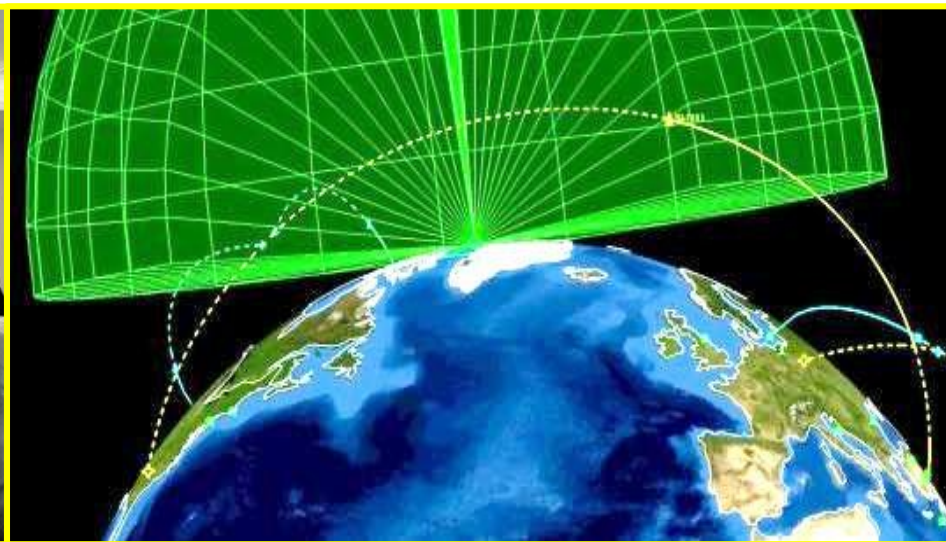
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## ***Mission***

**The mission of NIMBLE TITAN is to conduct a series of evolving and adaptive international campaigns of experimentation to inform and enhance senior leaders' integrated air and missile defense (IAMD) policy and military decisions supporting counter-proliferation, deterrence, de-escalation, and response options.**



- **Current Participant Membership: 23 Nations and 3 Multinational Organizations from Asia-Pacific, Europe, Middle East, and North America; 7 new nations recently invited as Observers**
- **Players from Ministries of Foreign Affairs/State and Defense, representing strategic level decision makers**



## ***Purpose***

- **NIMBLE TITAN** provides a venue for multinational collaboration; exchange of views and insights; and experimentation with **IAMD policy and operational concepts**, to expand international relationships; enhance national, regional and global missile defense; and strengthen deterrence among participating nations and organizations.

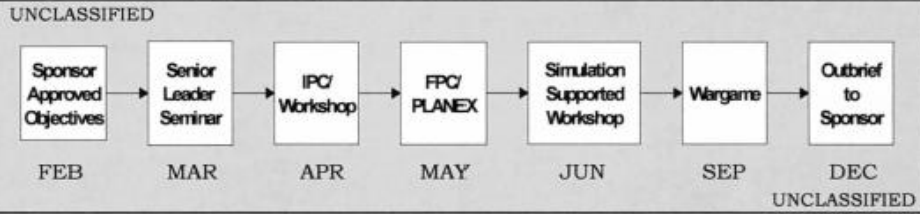
### ***USE NIMBLE TITAN AS AN OPPORTUNITY TO FIND POLICY SOLUTIONS TO OPERATIONAL CHALLENGES***

- **NIMBLE TITAN** is **NOT**
  - An expression of real-world policy, assessments, operations, actions or intent on the behalf of participants
  - Constrained by representation of current international, bi-lateral or alliance arrangements
  - Constrained by current national Missile Defense policies or operational concepts
  - An assessment of specific issues associated with current, capabilities or current situations
  - A tactical, weapons-focused analysis of systems or effectiveness



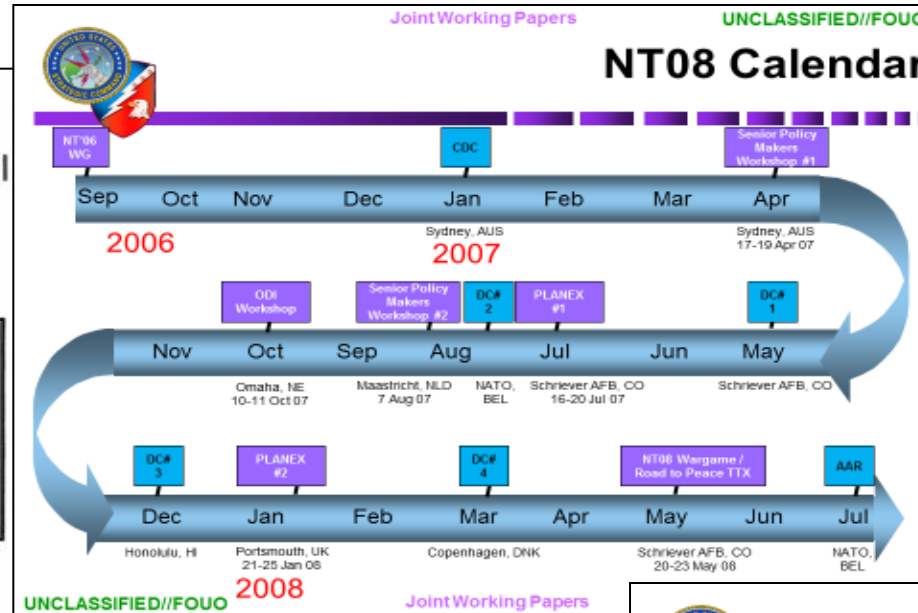
# Campaign History Overview

## Nimble Titan 2006 Process (U)



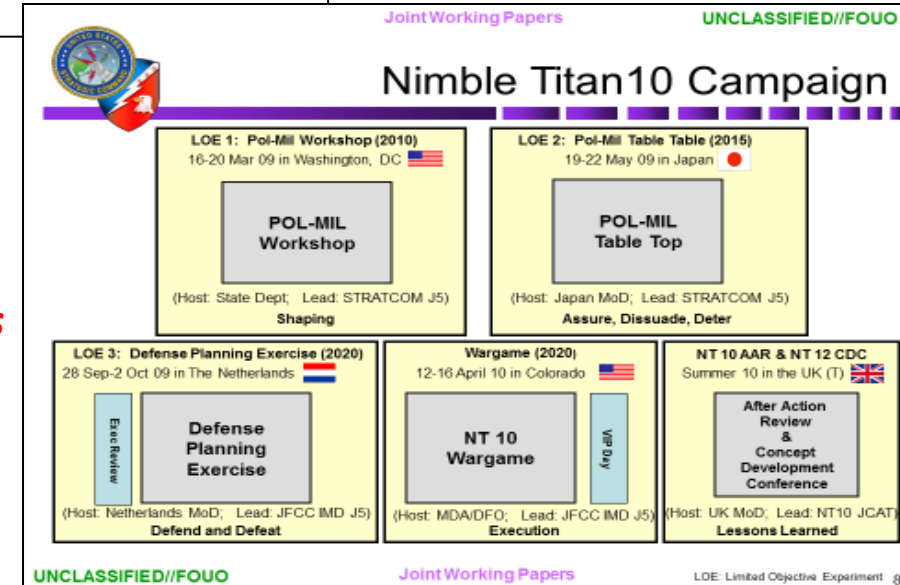
- (U) Near Term Events
- 30MAY start scenario testing
  - 2JUN VTC
  - 19JUN Workshop begins

**Old School...Military Only, One Big Event  
...and only one year long**



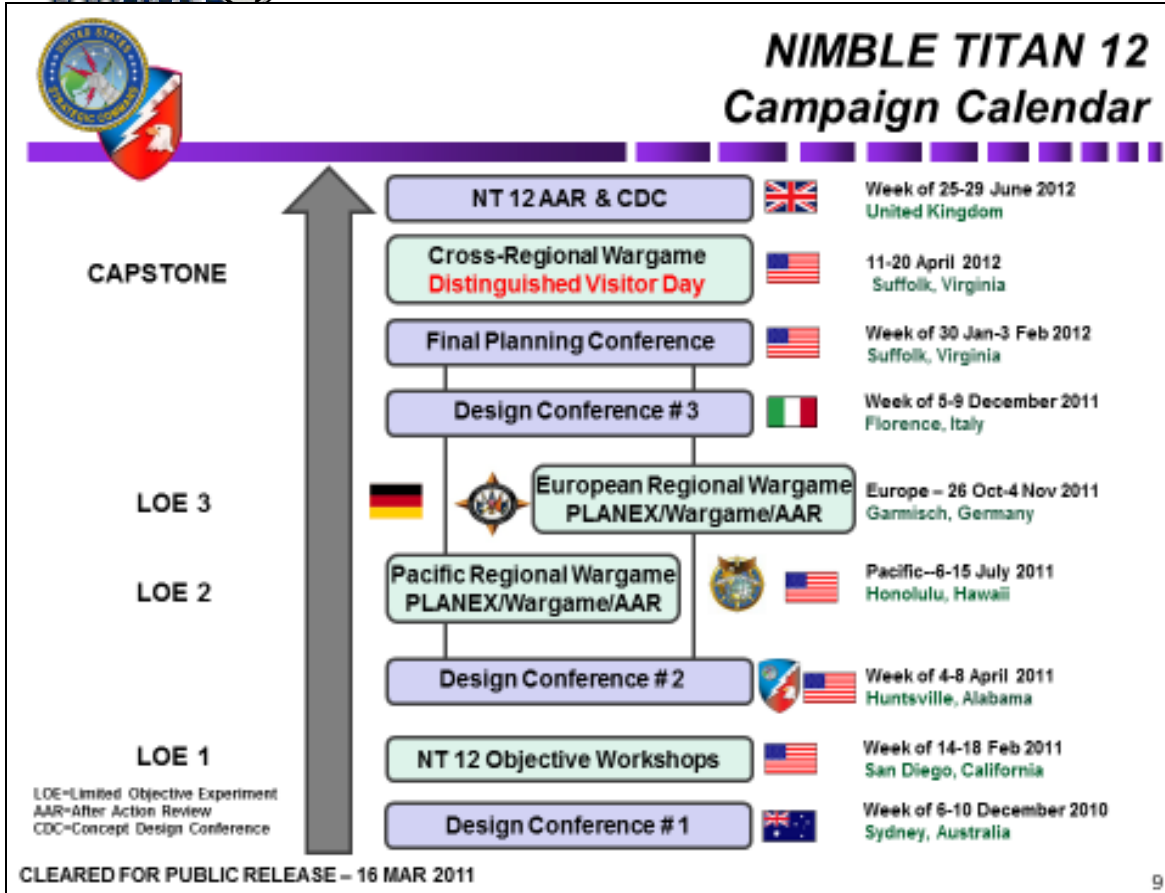
**First Campaign with  
Policy Topics**

**First Campaign with  
Policy Players**

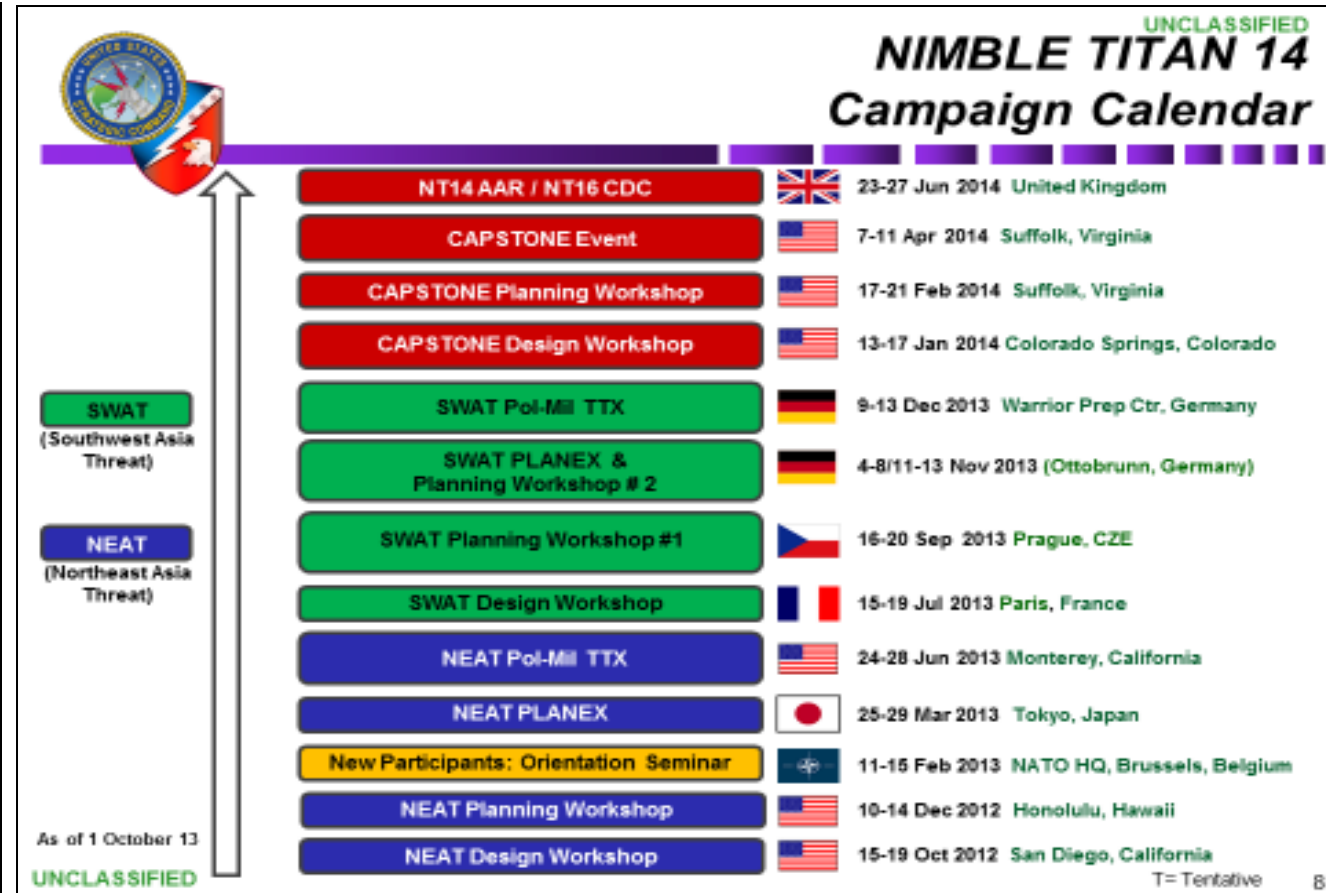




# Campaign History Overview (Cont'd)

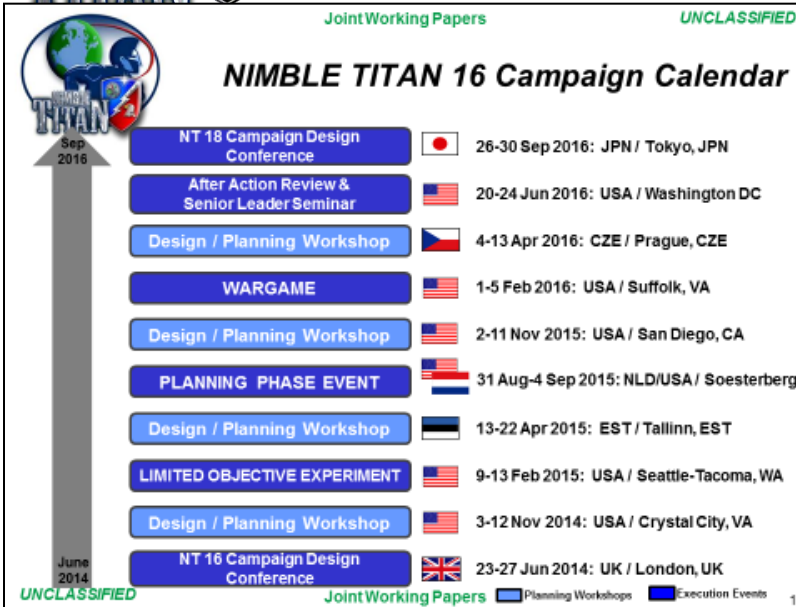


First Campaign by Region



First Campaign by Adversary

# Campaign History Overview (Cont'd)

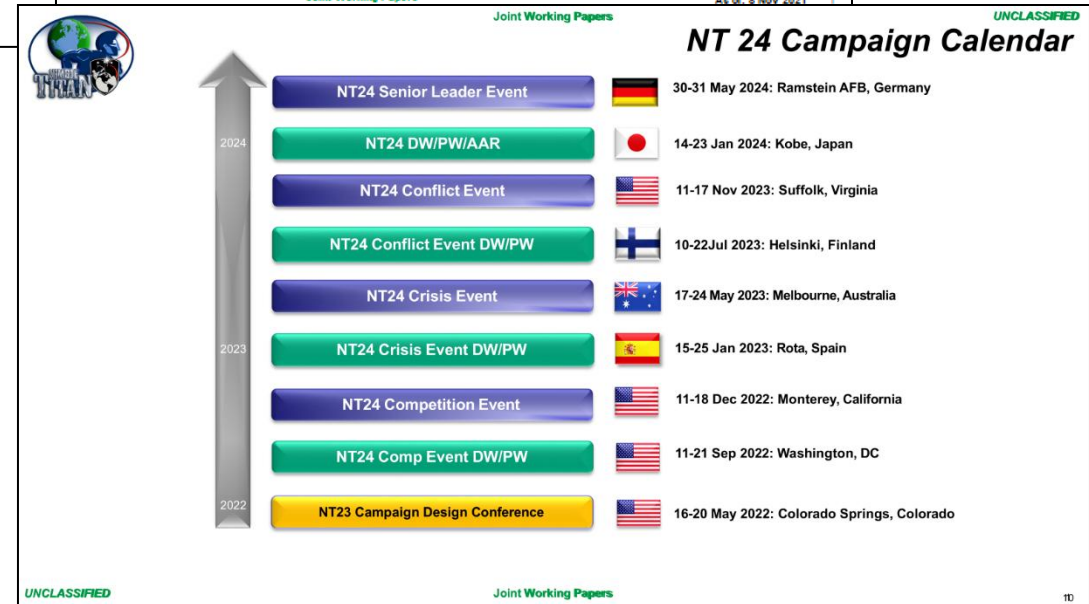
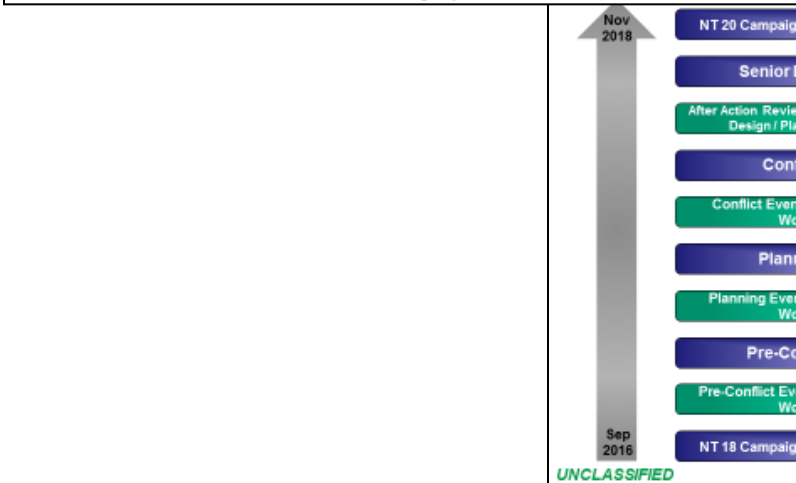


A Hybrid Campaign



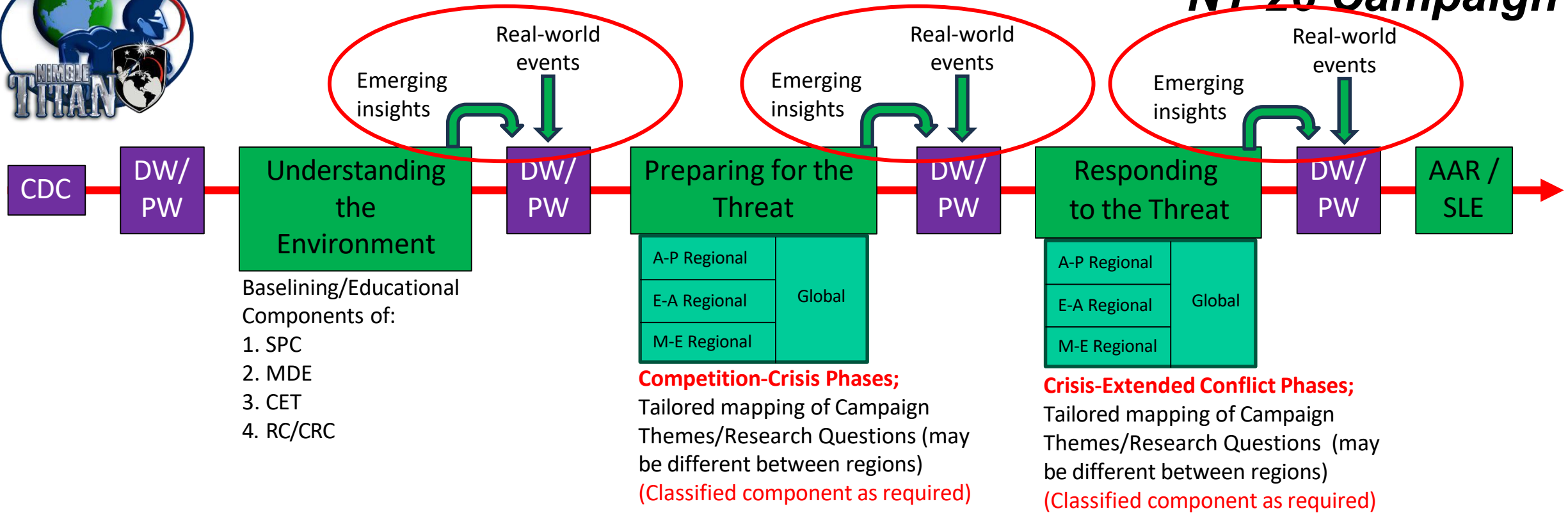
...One with Adversaries by Phase

Three Campaigns by Phase





# NT 26 Campaign



Theme	Description
<i>Regional Cooperation (RC)</i>	Explore the implications, effects and requirements of regional cooperation on IAMD*
<i>Cross-Regional Cooperation (CR)</i>	Explore the implications, effects and requirements of cross-regional cooperation on IAMD
<i>Deterrence and Escalation (DE)</i>	Explore the relationships between IAMD and deterrence or escalation*
<i>Countering Emerging Threats (CET)</i>	Explore the challenges for IAMD of countering emerging threats
<i>Missile Defeat (MDE)</i>	Understand whole-of-government approaches to mitigate adversary development, acquisition, fielding, readiness, and use of air and missile threats, including all pillars of IAMD
<i>Space Support to IAMD (SPC)</i>	Explore the implications and requirements of space support to IAMD

CDC = Campaign Design Conference  
 DW/PW = Design/Planning Workshops  
 AAR = (Campaign) AAR  
 SLE = Senior Leader Event



# Types of NT Event Constructs

- **Wargame**

- A warfare model or simulation in which the flow of events **is affected by, and in turn affects, decisions made by players** representing opposing sides.
- Scenario-driven
- **Two or more sides**

- ★ **Tabletop Exercise (TTX)**

- Scenario-driven, but scenario does not have to be continuous or even linked between “moves”
- Single-sided; **decisions do not necessarily affect outcomes or overall scenario flow**

- **Limited Objective Experiment (LOE)**

- Specific hypothesis test
- **Compare** controlled variables
- Key word: “limited”

- ★ **Seminar**

- Primary goal: education and topical **discussion with opportunity to collectively learn**
- Participants are not role players

- ★ **Hybrid**

- **Combination** of two or more constructs; may allow for combined education and exploration



## ***Real World Benefits of NT***

- **Allows development and testing of IAMD policy**
- **Allows national/organizational material developers and policy makers to understand political/legal pitfalls around specific classes of capabilities**
- **Allows networking across the community**
- **Allows sharing lessons learned between/across regions**
- **Develops common threat perceptions**
- **Develops common understanding of emerging concepts and definitions**
- **Deterrence and Assurance?**

**NIMBLE TITAN: *Teach, Test, and Learn***

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## QUESTIONS?



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