



Strategic Communications Wargame

Mr. Wesley R. Odum Jr.
USCENTCOM CCJ8-AP-C
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Agenda

- **Background**
- **Problem statement**
- **Strategic Communications Wargame Plan**
- **Gameplay**
- **Execution**
- **Modeling & Influence Analysis**
- **Results**



Background

- **3rd Wargame of a multi-phase contingency plan designed to deter an adversary and, if necessary, compel the adversary to the cessation of hostilities**
- **Previous wargames focused on combat actions, command and control, decisions, risk, and cost**
- **Focus: Strategic Communications (STRATCOMM) supporting plan**



STRATCOMM Defined (NATO)

Strategic Communications: coordinated and appropriate use of communications activities and capabilities in support of policies, operations and activities, to advance the one's aims.

- **Public Diplomacy**: Civilian communications and outreach efforts responsible for promoting awareness of and building understanding and support for policies, operations and activities, in complement to the national efforts of Allies
- **Public Affairs**: Civilian engagement through the media to inform the public of policies, operations and activities in a timely, accurate, responsive, and proactive manner
Military Public Affairs: promoting military aims and objectives to audiences to enhance awareness and understanding of military aspects of the Alliance
- **Information Operations**: military advice and co-ordination of military information activities to create desired effects on the will, understanding, and capabilities of adversaries in support of Alliance operations, missions and objectives
- **Psychological Operations**: planned psychological activities using methods of communications and other means directed to approved audiences to influence perceptions, attitudes and behavior, affecting the achievement of political and military objectives.



Problem Statement

How do we conduct an objective, measurable, and quantifiable wargame that assesses the Strategic Communication (STRATCOMM) plan?

Wargame objectives:

- **Evaluate the Suitability, Feasibility, & Acceptability**
- **Identify risks in the Information Domain**
- **Improve player understanding of the Strategic Communications capability and planning**
- **Refine STRATCOMM inputs to the Base Plan**





STRATCOMM Wargame Plan

- **Matrix or Structured Argument format following an Inject – Plan – Debate – Adjudication sequence**
 - Probabilistic evaluations for every action
 - Network mapping of all participants involved
- **Evaluate the effects of individual STRATCOMM actions with maximum objectivity**
- **Integrate randomness through a die roll and probability distribution chart**
- **Utilize each action to inform the ongoing analysis**



Gameplay

Mil Obj	Comm Obj	Theme	Audiences			Activities
			Actor	Stakeholder	Public	
Adversary deterred from further aggression	Adversary regime leaders believe further aggression will induce high cost	Adversary regime is responsible for the suffering of peoples in the region	Regime supreme leader	Adversary-aligned proxy leadership	diaspora	Influence
National sovereignty and territorial integrity maintained	Friendly coalition perceived as legitimate	Friendly coalition supports civilian population	Regional friendly coalition leaders	Regional friendly coalition militaries	Coalition member general populations	Inform/Educate

Example BLUFOR communication plan

Action Players:

- Selected one or more communication objectives to support
- Chose one or more themes to support
- Targeted specific audiences with desired Task / Effects
- Provided risk and mitigation
- Selected event trigger, timing, and effect duration

Example Argument Proposition Input Form

Audience	Activity (Task/Effect)	Delivery	Evidence	Success Likelihood
Audience 1:		IO PSYOP Media/PA Strat Eng Other:_____		_____%



Gameplay Cont.

- **Action player:**
 - “Argued” their case (argument, evidence, risk, timing)
 - Self - Assessed percentage of success
- **Adversary player**
 - Cross-examination (to clarify)
 - Rebuttal (why it won’t work, evidence)
 - Assessed percentage of Action Player’s success
- **Judges (3):**
 - Adjudicated discrepancies between OPFOR and BLUFOR probabilities of success, oversaw roll, assessed magnitude of impact (extra strong – backfire)
- **Human Dynamics Analysis Team:**
 - Created an influence network model with each adjudicated action and scored the overall shift in perception after each turn

	Roll Outcome (Higher is Better)									
Prob	1	2	3	4	5	6	7	8	9	10
0%	Backfire	Fail	Fail	Fail	Fail	Fail	Fail	Fail	Fail	Fail
10%	Backfire	Fail	Fail	Fail	Fail	Fail	Fail	Fail	Fail	Weak
20%	Backfire	Fail	Fail	Fail	Fail	Fail	Fail	Fail	Weak	Moderate
30%	Backfire	Fail	Fail	Fail	Fail	Fail	Fail	Weak	Moderate	Strong
40%	Backfire	Fail	Fail	Fail	Fail	Fail	Weak	Moderate	Strong	Strong
50%	Backfire	Fail	Fail	Fail	Fail	Weak	Moderate	Moderate	Strong	Strong+
60%	Backfire	Fail	Fail	Fail	Weak	Moderate	Moderate	Moderate	Strong	Strong+
70%	Backfire	Fail	Fail	Weak	Moderate	Moderate	Moderate	Moderate	Strong	Strong+
80%	Backfire	Fail	Weak	Moderate	Moderate	Moderate	Moderate	Strong	Strong	Strong+
90%	Backfire	Weak	Moderate	Moderate	Moderate	Moderate	Strong	Strong	Strong	Strong+
100%	Weak	Moderate	Moderate	Moderate	Moderate	Strong	Strong	Strong	Strong	Strong+

Table 1. Adjudicating outcomes with a 10-sided die*



Execution

Wargame Turn Sequence Phase I & II

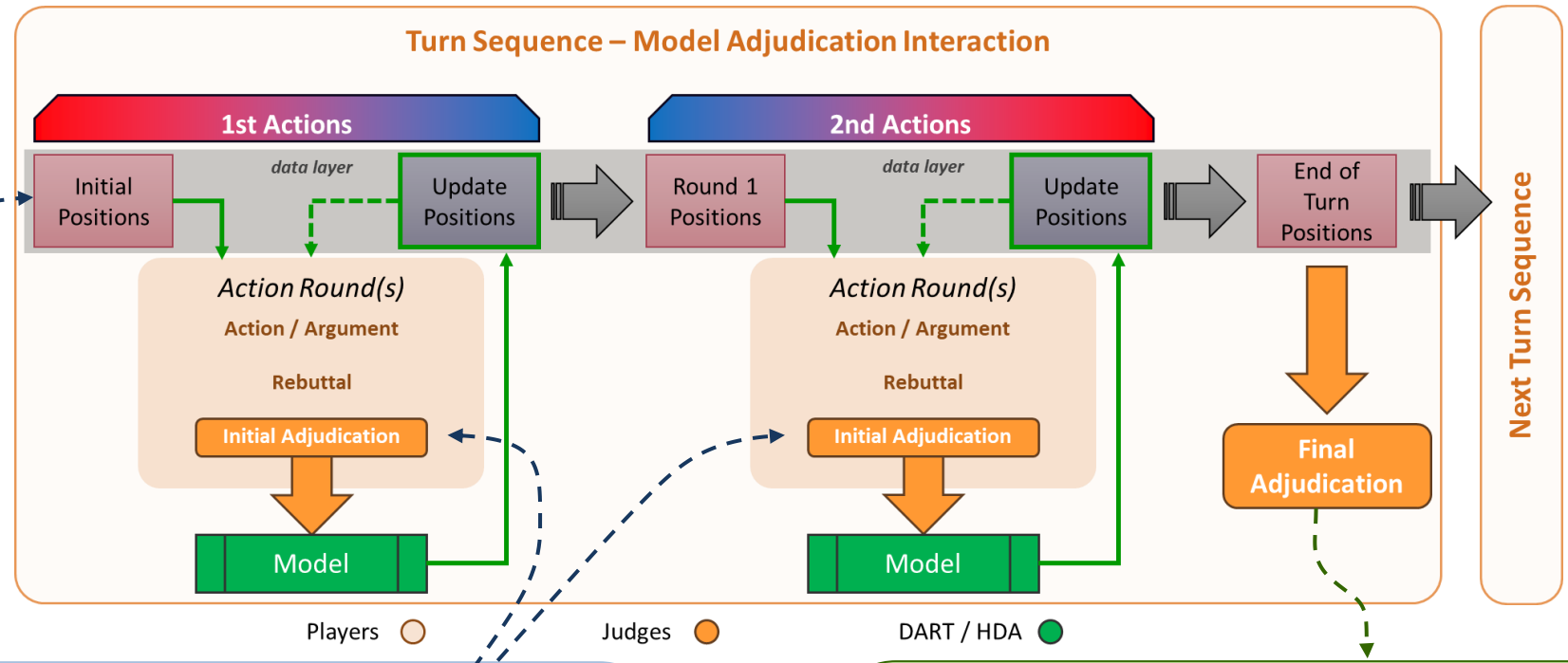
Event	Time
Player Orientation (SITREP)	10 minutes
Planning Period	20 minutes
OPFOR Action Round	30 minutes
Break	5 minutes
BLUFOR Action Round	90 minutes
Final Adjudication	20 minutes
Summary	5 minutes
Total	3 hours

Wargame OPFOR Actions Round Phase I & II

Event	Time
OPFOR Action(s)/Argument Presentation	7 minutes
Cross Examination (BLUFOR)	5 minutes
BLUFOR Rebuttal Planning Period	7 minutes
BLUFOR Rebuttal	5 minutes
Cross Examination (OPFOR)	3 minutes
Initial Adjudication	5 minutes
Total	30 mins for OPFOR Action



Modeling Support for Wargame Adjudication



Data Collection for Model

Initial Positions – Collection Sheet

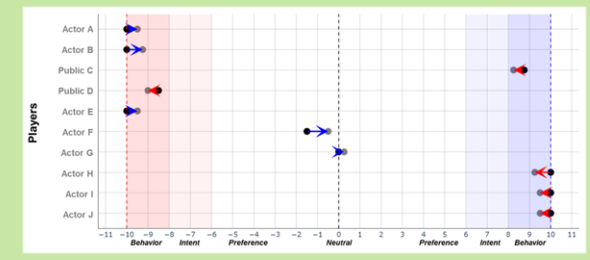
Stakeholder	Position (where they are on the continuum)	Importance (how resistant to changing their minds on this issue)
Supreme Leader	○	Moderate / Low
IRGC/IRGC-QF Leaders	○	High / Moderate / Low
"Axis of Resistance" Leaders	○	High / Moderate / Low
Assad	○	High / Moderate / Low
Putin	○	High / Moderate / Low
Xi Jinping	○	High / Moderate / Low
Arab/GCC Leaders	○	High / Moderate / Low
Iraqi Leaders	○	High / Moderate / Low
MCP Leaders	○	High / Moderate / Low
EU / NATO Leaders	○	High / Moderate / Low
China Gov't and Business	○	High / Moderate / Low
LH, Huthis, IAMGs, 14 Feb, etc.	○	High / Moderate / Low
Int'l Orgs (UN, Arab League, ...)	○	High / Moderate / Low

Action Adjudication – Collection Sheets

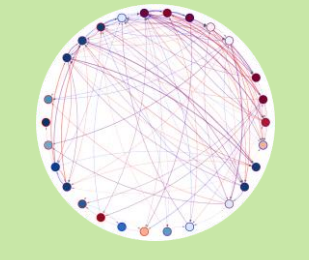
Action	Stakeholder	New Position	Result
3	Supreme Leader	○	E
	IRGC/IRGC-QF Leaders	○	
	"Axis of Resistance" Leaders	○	
4	Assad	○	M
	Putin	○	
	Xi Jinping	○	
	Arab/GCC Leaders	○	
	Iraqi Leaders	○	
	MCP Leaders	○	
	EU / NATO Leaders	○	
	China Gov't and Business	○	
	LH, Huthis, IAMGs, 14 Feb, etc.	○	
	Int'l Orgs (UN, Arab League, ...)	○	

Model Output – Visualizations

Stakeholder Change Chart

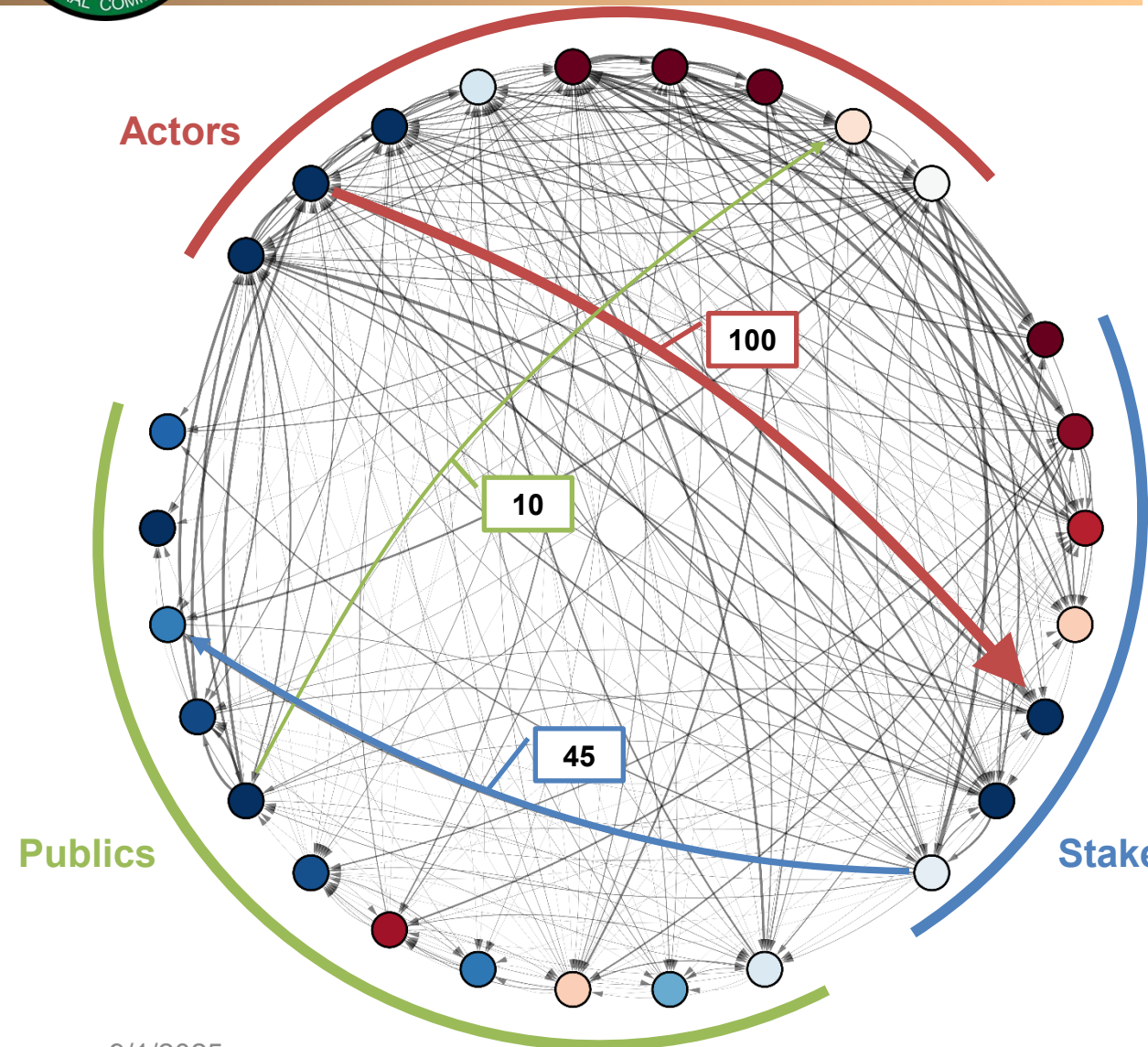


Network Influence Map

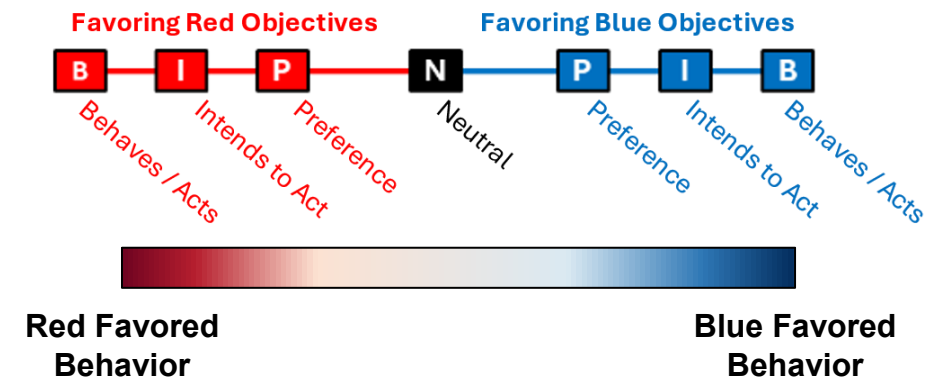




Network Influence Mapping - Orientation



- Edges between nodes are:
 - **Directed** (i.e. from A to B) and
 - **Weighted** for influence between audiences (larger = more influence)
- Nodes are colored based on continuum of psychological effects

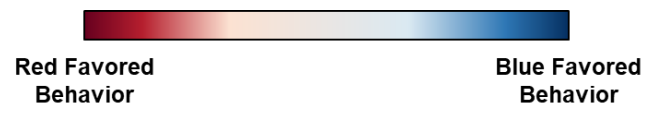
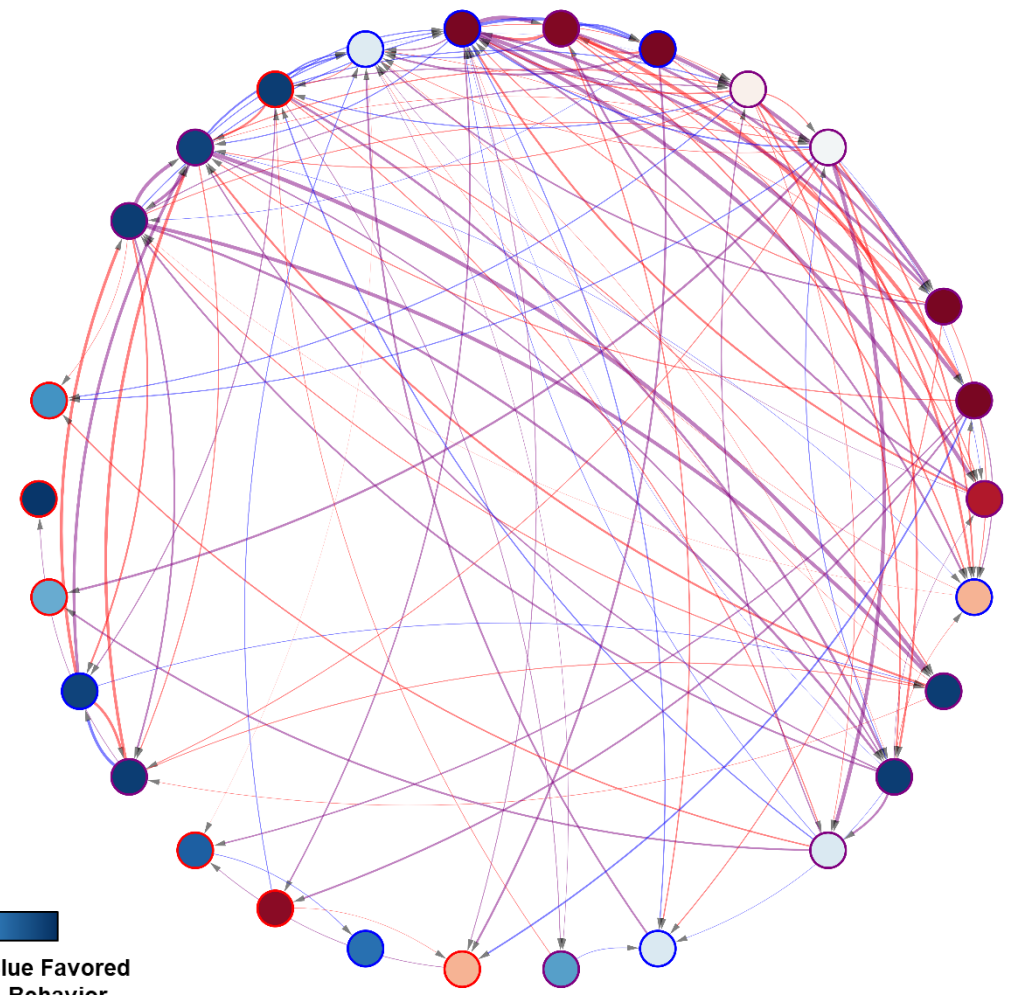
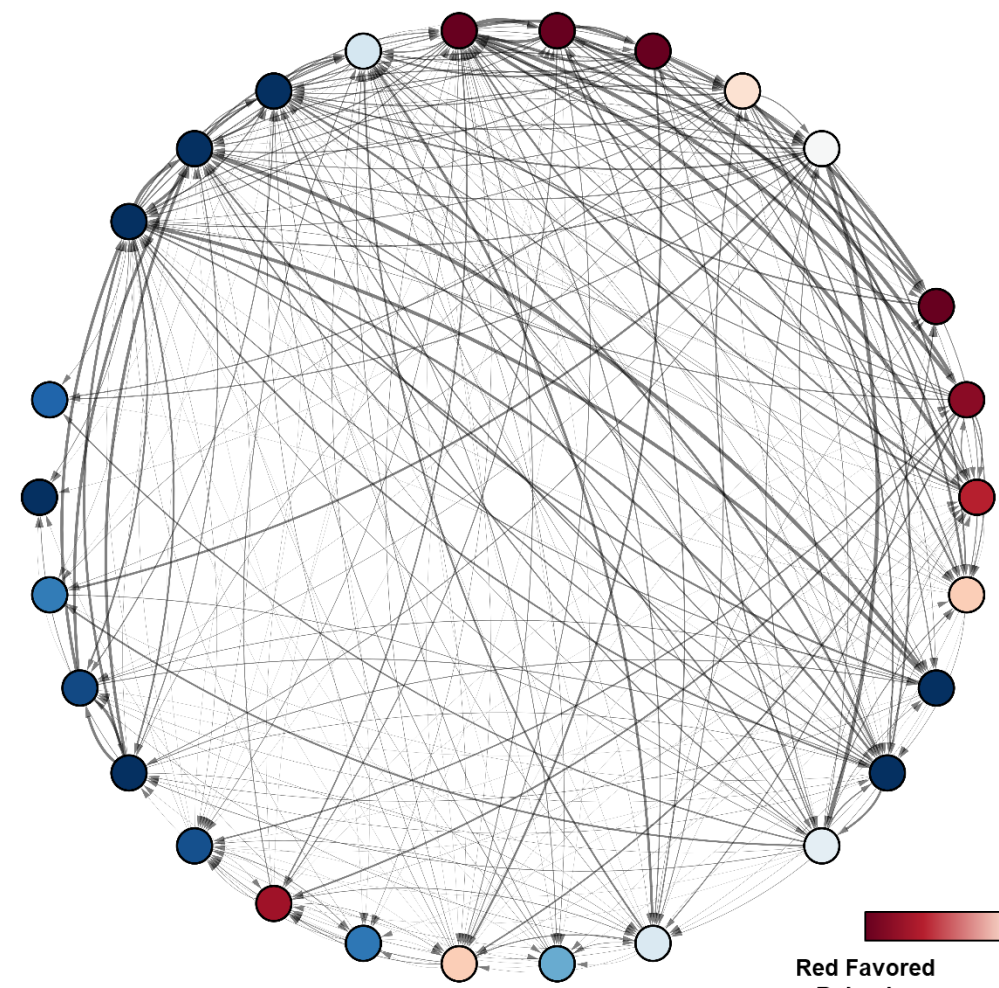




Summary of Turn 2 Actions

Initial Positions

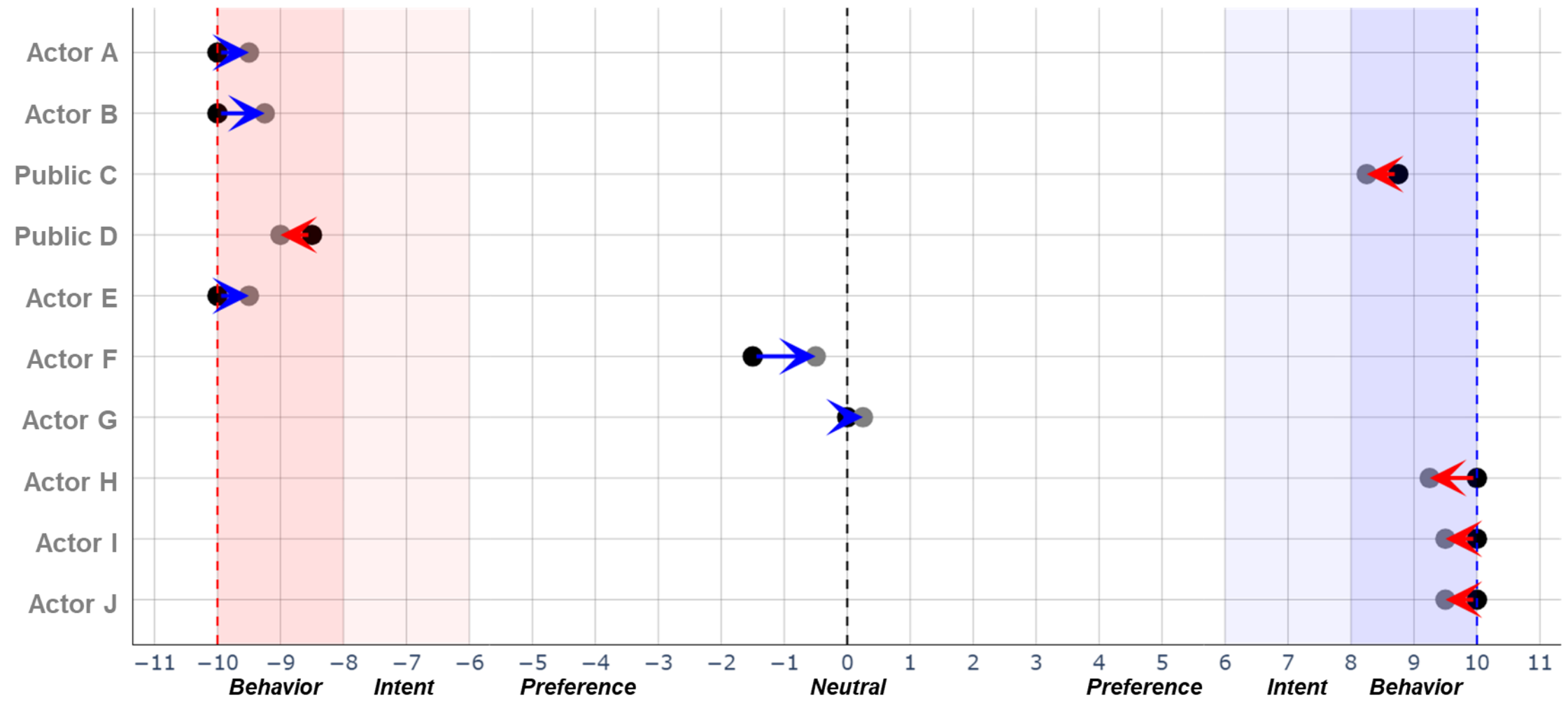
Final Adjudications





Key Actors/ Audiences Net Change due to Turn 2 Actions

Players





Outcome

Demonstrated objective wargaming capability of Strategic Communications

Quantified subjective analysis and argumentation through:

- **Adjudication by judges**
- **Chance-based outcomes from die-roll**
- **Human influence network model**

- **Revealed the significance and shortcomings of Strategic Communications**



Questions (U)