

ON WARGAMING

How Wargames Have Shaped History
and How They May Shape the Future

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DISCLAIMER

THE VIEWS EXPRESSED IN THIS BRIEFING ARE THOSE OF THE SPEAKER AND IN NO WAY REPRESENT THE VIEWS OF THE AIR FORCE RESEARCH LABORATORY, THE AIR FORCE MATERIAL COMMAND, THE US AIR FORCE OR THE US GOVERNMENT

WHY READ THIS BOOK?

- THE EROSION OF THE 2ND OFFSET MAKES IT IMPERATIVE WE FIND NEW OFFSETS**
- THE RISE OF NET PEERS MAKE SMART STRATEGISTS AND EFFECTIVE STRATEGIES MORE IMPORTANT THEN EVER**
- IT HAS BEEN OVER A QUARTER CENTURY SINCE DR. PERLA'S OUTSTANDING BOOK - MUCH HAS CHANGED**
- NEW SOURCES ARE AVAILABLE NOT OPEN TO DR. PERLA**

Why Me

- DoD Civil Servant — previous positions
 - AFRL Liaison to HQ AFMC for Wargaming
 - Lead Wargaming, Air Force Research Laboratory
 - Professor of Wargaming, Air Command & Staff College
 - Research, School for Advanced Airpower Studies
- Colonel USAFR (ret.) - assignments
 - Senior Reservist, AFRL Information Directorate
 - Chief Wargaming, AF/XOOC (Checkmate)
- Author/Speaker
 - Author, *On Wargaming*, Co-author, *Gulf War Fact Book*
 - Three chapters, many articles, hundreds of talks

OVERVIEW

1. INTRODUCTION AND HISTORY OF WARGAMING; BC TO VJ
2. HISTORY OF WARGAMING; RECOVERY TO RECOVERY
3. APPLYING WARGAMING, CONCLUSION & ANNEXES

INTRODUCTION

- DISASTER AVOIDED, AND NOT, WARGAMING AND THE SECOND GULF WAR
- WHY LEARN THE HISTORY OF WARGAMING

PART I, THE HISTORY OF WARGAMING

- CHAPTER 1: THE RISE OF MODERN WARGAMING
- CHAPTER 2: WARGAMING AND THE WORLD WARS
- CHAPTER 3: COLD WAR WARGAMING
- CHAPTER 4: POST-COLD WAR WARGAMING
- CHAPTER 5: POST 9/11 WARGAMING
- CHAPTER 6: WARGAMING IN A TIME OF TRANSITION

CHAPTER I: THE RISE OF MODERN WARGAMING

- FIRST GENERATION WARGAMES
- PRUSSIA'S SIXTY YEAR MONOPOLY
- WARGAMING GOES GLOBAL

CHAPTER 2: WARGAMING AND THE WORLD WARS

- WARGAMING THE GREAT WAR
- INTER-WAR WARGAMING
- WARGAMING WORLD WAR II

CHAPTER 3: COLD WAR WARGAMING

- ECLIPSE, BREAKTHROUGH, TRANSITION
- PENTAGON WARGAMING AND VIETNAM
- LEARNING FROM VIETNAM
- PROMISE AND PERFORMANCE

CHAPTER 4: "POST" COLD WAR WARGAMING

- WAR ON SAND & SAND TABLE, WARGAMING THE FIRST GULF WAR
- UNITED STATES WARGAMING, CONTINUITY AND PROGRESS
- INTERNATIONAL WARGAMING, SOVIET COLLAPSE, EMULATION OF US

CHAPTER 5: POST 9/11 WARGAMING

- OPERATION ENDURING FREEDOM / OPERATION IRAQI
- FREEDOM UNITED STATES WARGAMING; PROGRESS,
- SEARCH FOR RELEVANCE INTERNATIONAL
WARGAMING; CONTINUITY AND PROGRESS

CHAPTER 6: WARGAMING IN TRANSITION AND REINVIORATION

- THE MEMOS
- A SNAPSHOT OF CONTEMPORARY WARGAMING
- MOTIVE AND OPPORTUNITY
- WARGAMING'S NEXT MOVES?

PART II, Toward More Effective Wargaming

Chapter 7: The Taxonomy of Wargaming

Chapter 8: The Utility of Wargaming

Chapter 9: Wargame Participation

Chapter 10: Wargame Practitioners

Chapter 11: Wargaming and Leaders

Chapter 12: Wargaming and Your Personal Objectives

Chapter 7 The Scope of Wargaming

- Defining Wargame
- The Spectrum Of Wargaming
 - Types
 - Applications

Chapter 8 The Utility of Wargaming

- How to Gain an Edge in Warfare
- Testing Wargaming Hypotheses
- Why Wargames Work

Chapter 9 Wargame Participation

- Playing Blue
- Playing Red
- Playing White
 - Control
 - Adjudication
 - Analysis

Chapter 10 Wargame Practitioners

- Tasks of a Wargame Practitioner
- Defining, Designing, Planning, Executing and Documenting
- Learning From Your Outcomes and From Others

Chapter 11 Leaders and Wargaming

- Anticipating Wargaming's Biggest Payoffs
- Making Effective Use of Wargame Practitioners
- Assessing Confidence In Wargame Outcomes

Chapter 12 Wargaming and Your Personal Objectives

- For Parents – Tool For Active Learning That Kids Will Want To Use
- For Educators – Catalyst and Tool For Learning
- For Military Members – Personal Development
- For Voters/Citizens – Understanding Military Dynamics
- For Business People – Indirect And Direct Application

Conclusion

Of the Book

- How do we want Wargaming to evolve?
- Toward more comprehensive use
- Toward Peacegaming

Annexes

1. Wargames, Contemporary and Historical
2. Chronology
3. Wargaming Organizations
4. Key Contributors, Contemporary and Historical
5. Key Documents

What Did I Learn?

- Wargaming provides a edge in war
- That edge is important but can be overcome by other edges
- The effectiveness of wargaming is the product of the number of wargames times quality of each
- The impact of wargaming is proportional to your wargame effectiveness relative to your adversary

Conclusion Of this Talk

- Wargaming can provide an important edge
- As our adversaries work to reduce or eliminate our lead we must work to preserve and extend it
- We are NOT at the end of wargame history, nor the end of the advance of wargame application --

2nd edition started