

Approaching the Wargaming Event Horizon

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Bio

- **Sebastian J. Bae**, a research analyst & game designer at CNA's Gaming & Integration program, works in wargaming, emerging technologies, the future of warfare, and strategy and doctrine for the U.S. Navy and Marine Corps.
- He also serves as an adjunct assistant professor at the Center for Security Studies at Georgetown University, where he teaches a graduate course on designing educational wargames. He has taught similar courses at the U.S. Naval Academy and the U.S. Marine Corps Command & Staff College. He is also the faculty advisor to the Georgetown University Wargaming Society, the Co-Chair of the Military Operations Research Society Wargaming Community of Practice, and a former Non-Resident Fellow at the Brute Krulak Center for Innovation and Creativity.
- Previously, he served six years in the Marine Corps infantry, leaving as a sergeant. He deployed to Iraq in 2009.
- **Disclaimer:** My opinions and views are my alone and do not represent the policies or views of my employer or any other associated institution.



Littoral Commander: Indo-Pacific (2023), designed by Sebastian J. Bae

The Problem Statement

Too Old, Too Busy

- Senior professionals rarely have time to contribute beyond their demanding jobs

Nascent & Narrow Pipeline

- There are only a handful of ways to reliably enter the wargaming field

Scarcity of Professional Content

- There are few accessible game reports and game rules from professional designs

Connections without Collaboration

- The wargaming field although more aware – remains islands of excellence

Overdependence on a Few

- The wargaming community relies on a handful of individuals and organizations

Foster a diverse wargaming ecosystem



US Army officers playing *Thor's Hammer* designed by Georgetown graduate students

There must be more than a select few ways to become a wargame designer. A diverse wargaming ecosystem has more opportunities for budding designers.

- A wide range of games (educational and analytical) cutting across topics, mediums, and audiences
- The need for more internships, academic courses, and **opportunities** for young designers to enter the field.
- Establish repeated and regular **collaboration between organizations**

More Unclassified, Educational Games



USMC officers playing *Littoral Commander* at the College of Enlisted Military Education.


The first step in designing games is playing games.


- Educational wargames enable **gaming literacy** and can recruit new demographics and perspectives to the field
- Unclassified, educational games can be great products for young designers to emulate and learn from
- There are existing examples that are leading the way, such as *dstl (Strike!)* and the French military (*Grand Tactique*)

Build Succession Plans

An organization without a succession plan has no future. Who will be the next Peter Perla?

- Establish formal means to conduct **individual mentorship**
- Establish and **retain institutional knowledge** through processes or documentation
- **Develop a plan and benchmarks** to further the education and skills of your designers at every stage of their career. Left seat, right seat.





PROLIFERATION OR PEACE

A missile race game by Sarah Williamson

Materials Required:
 Pencil
 2 six-sided dice
 6 red six-sided mini-dice; 3 black six-sided mini-dice
 1 player sheet (player action sheets and missile parts)






Set Up: Place **RED** dice by "Domestic Sanctions" boxes and **BLACK** dice by "Int'l Sanctions" boxes. DPRK Choose one blue or red cut-out part from the player sheet to be the "missile part" and secretly mark the back. Choose three additional parts from the cut-out sheet and place all 4 parts on any of the starting positions on the board. You can begin with up to 2 parts in an advanced starting position—put blue parts in the Advanced Start boxes, and the red parts on the original START position.

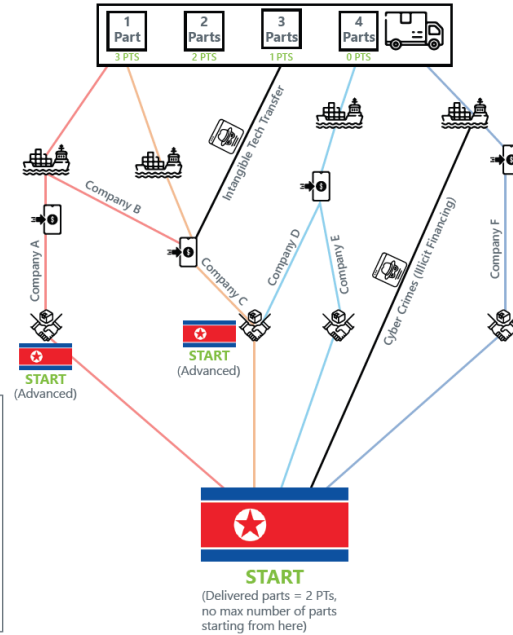
To Win: Player with most points after 12 turns* wins.

DPRK: Earns points for each delivered part. Red parts = 3 PTS. Blue parts = 1 PT. Hidden missile part = 6 PTS.

Nonproliferation Coalition: Earns points based on the number of DPRK parts delivered (the number of points under each delivered part box). Eg: 1 part delivered = 3 PTS, 0 parts delivered = 4 PTS. PTS also earned by removing parts with law enforcement (see player sheet).

Delivery Steps

-  **Negotiation:** No roll required to advance here
-  **Payment received:** No roll required to advance here
-  **Part shipped:** Roll 6 or higher to advance here
-  **Part delivered:** Roll 9 or higher to advance here
-  **ITT or Cyber:** Roll 9 or higher to skip to 1-2 steps



START
(Delivered parts = 2 PTS, no max number of parts starting from here)

Goes 1st: Nonproliferation Coalition Player Sheet

FIRST: Decrease all sanctions on the board by 1 (explained below), THEN choose 1 action from below:

Domestic Sanctions: Place a **RED** dice, 2 side up, on any path line *excluding* cyber or ITT. Blocks DPRK from advancing for 2 turns. Use mini dice to count down turns (i.e., 2 = 2 turns left, 1 = 1 turn left). Discard dice when sanction is used. Cannot stack sanctions, can use a max of 2 per company/line. **OR**

International Sanctions: Place a **BLACK** dice, 4 side up, on any path line *including* cyber or ITT. Blocks DPRK from advancing for 4 turns. Discard dice when sanction is used. Cannot stack sanctions, can use a max of 2 per company/line. **OR**

Industry awareness: Attempt to roll 10 or higher on 2d6 to remove an entire colored pathway (can include cyber or ITT path line). If successful, cross off the box. Return any parts on that colored pathway to their original starting position. **OR**

Law enforcement: Attempt to roll a 9 or higher to permanently remove a part from anywhere on the board. If successful, cross off a box. Get 2 PTS for each success, or 4 PTS if the missile part is removed.

Goes 2nd: DPRK Player Sheet (Choose 1 action):



Advance (by rolling if req) a part 1 step. Use 2d6. OR

Use an agent to remove Sanctions: Use one "agent" to remove a domestic sanction, use two (one per turn) to remove an international sanction (cross off each "agent" box when used). **OR**

Roll to subvert sanction: Roll 10 or higher to go around a sanction (do not remove die). Use 2d6. **OR**

Cyber or Intangible Tech Transfer (ITT): Roll a 9 or higher to take a shortcut via the "Cyber Crimes" or "Intangible Tech Transfer" lines. Use 2d6.

Missile Parts

 = Advanced start
 = Original start

A micro game designed by Sarah Williamson, a CNA analyst and designer, for the US State Department

Inching towards escape velocity...?

German military adaption of
Littoral Commander: Indo-Pacific



All female facilitators from NDU
lead a matrix game for GUWS



Questions?



What are you
doing to help
those coming up
behind you?

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Georgetown University students in the Canadian War Museum