

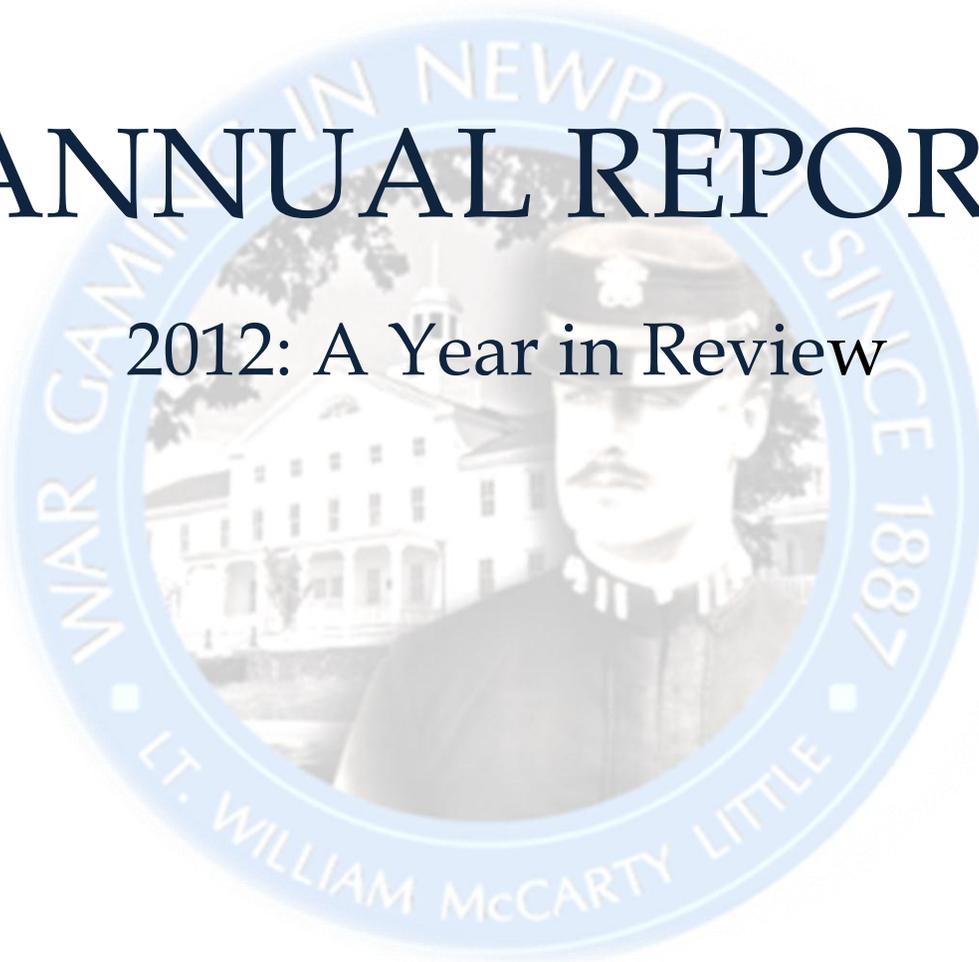
WAR GAMING DEPARTMENT UNITED STATES NAVAL WAR COLLEGE

*"Now the great secret of its power lies
in the existence of the enemy, a live vigorous enemy in the next room
waiting feverishly to take advantage of any of
our mistakes, ever ready to puncture any visionary scheme,
to haul us down to earth."*

- LT William McCarty Little, 1887

ANNUAL REPORT

2012: A Year in Review



From the Chairman

Dear Friends,

2012 marked another historical year of war gaming in Newport. War Gaming returned to its roots in 2012 by providing an unprecedented amount of support to OPNAV and the fleet. We designed, developed and analyzed over 20 games and events in support of the Naval War College mission of defining the future Navy, supporting combat readiness, educating future leaders, and strengthening global maritime partnerships. We also made great strides this year in improving our internal analytic processes, gaming technology, and cyber play.

2013 looks to be another exciting and busy year. We will continue to game new warfighting concepts such as Air-Sea Battle and Information Dominance and support the fleet through COA wargaming events.

This document highlights some of the major games and events from 2012. If you are interested in learning more about these events or those coming up in 2013, please feel free to contact us at 401-841-1030.

Happy Holidays,

Dave Della Volpe

Chairman, War Gaming Department

Mission

The War Gaming Department conducts high quality applied gaming, research, analysis, and education to support the Naval War College mission, prepare future maritime leaders, and help shape key decisions on the future of the Navy.

Principles & Practice

As gaming professionals, we provide stakeholders with intellectually honest products utilizing rigorous research and analysis while employing gaming techniques which range from complex, multi-sided computer-assisted games to rudimentary, single-sided seminar games.

Our People

The spirit of LT McCarty Little is embodied in our faculty of prominent scholars and leading practitioners from around the world. Their commitment to exceptional teaching and innovative research brings intellectual rigor as well as practical experience into our classrooms and game rooms at the Naval War College.

Approximately thirty civilian and military faculty members serve as the core team of gaming professionals. Our faculty is supported by a unique, highly-skilled team of gaming technicians and enlisted Navy personnel.



DEFINING THE FUTURE NAVY

EVENTS

- ***Fleet Synchronization Conference (FSC) Rehearsal of Concept (ROC) Drill*** is an annual classified event hosted by the CNO in Newport that brings together Navy flag officers to discuss force structure requirements over the near and long term. Conducted 20-21 August 2012 in concert with the CNO's executive agent U.S. Fleet Forces, this year's event examined the major logistical and operational challenges and gaps associated with meeting the U.S. Navy's worldwide day-to-day "steady state" operations as well as in responding to "most-likely" crisis scenarios in various regions of the world. The results were briefed out to the CNO and senior Navy leadership.
- ***Global 2012*** is the Navy's annual Title 10 War Game series that directly supports the CNO's Title 10 organize, train and equip responsibilities. At the CNO's direction, Global'12 consisted of five distinct events – from April through September 2012 – that examined warfighting capability gaps, interservice integration challenges, and regional access requirements associated with implementing the new limited Air-Sea Battle Concept. The findings of this project were briefed to the CNO and other senior civilian and military decisionmakers within the Navy and joint community.
- ***Naval Services Game 2012*** was conducted 11-13 September 2012 in collaboration with the Marine Corps Warfighting Laboratory. Executed under the sponsorship of the Naval Board, this unclassified game examined the challenges of aggregating of naval forces at the operational level in response to an emerging crisis. Participants developed principles and identified potential gaps that result from the aggregation of naval forces beyond the ARG/MEU and CSG. The findings of this game were brief to the Naval Board and other senior Navy and Marine Corps stakeholders.



SUPPORT COMBAT READINESS

STRATEGIC GAMES

- ***Indo-Pacific War Game 2012 (IPWG'12)*** was a classified multi-sided war game conducted 26 - 30 March 2012. Over 50 participants from the intelligence services, joint community, and U.S. government agencies provided insights that informed future efforts of analysts, planners, and policymakers, at U.S. Pacific Command, the Department of Defense, and other U.S. Government interagency groups.
- ***Deterrence and Escalation Review and Game Series (DEGRE'12)*** is an annual TS/SCI capstone event conducted with the Mahan Scholars Advanced Research Group on behalf of Commander U.S. Strategic Command (STRATCOM). Executed 16-20 April 2012, this year's event examined the dynamics of strategic deterrence and escalation control across a wide range of domains and socio-political/diplomatic and economic perspectives. The game's findings were presented directly to the CNO, Commander STRATCOM, and other senior war fighters and decision makers within the national security community.
- ***Korea United 2012 (KU'12)*** conducted 23-25 July 2012, is an annual Navy Reserve Commander, U.S. Forces Korea sponsored war game designed to familiarize reserve, guard, and active duty with the command and control structure of the Korean Theater of Operations.



FLEET SUPPORT



Group Photo of 2012 Korea United Participants

- ***Seventh Fleet Commanders Conference*** conducted in November 2012 exposed 7th Fleet Task Force Commanders to wargaming processes and analysis through a notional warfare scenario in the 7th Fleet AOR using wargaming techniques.
- ***Halsey Advanced Research Groups*** are collaborative student-faculty research groups that use operational analysis and free-play war gaming to examine potential solutions into the tactical and operational challenges in the Asia-Pacific and Middle East regions. Both groups annually brief their work directly to the CNO, and regularly to many other flag officers and senior decisionmakers.
- ***Gravelly Advanced Research Group*** are collaborative student-faculty research groups that use operational analysis and free-play war gaming to assist warfare sponsors generate concepts at the technical, tactical and operational levels to solve warfare challenges in Ballistic Missile Defense, Undersea Warfare and Information. Their work is briefed to the CNO and other key Navy and joint warfighters and decisionmakers.

EDUCATE AND DEVELOP LEADERS

OPERATIONAL STUDENT GAMES

Various operational and theater strategic level student games were conducted in support of the College's Joint Professional Military Education. Two Joint Military Operations CAPSTONE Exercises were executed this year for the Intermediate Level College and the Senior Level College resident students as the culminating event of their trimesters. These CAPSTONE Exercises were the largest and most resource intensive events played, with more than 300 students participating in each. WarGaming also provided a wide range of gaming support to various courses, departments, and organizations within the Naval War College and on Naval Station Newport to include:

- Maritime Advanced Warfighting School (MAWS)
- Warfare Analysis & Research Department (WAR)
- Maritime Staff Operators Course (MSOC)
- Joint Forces Maritime Component Course (JFMCC)
- Senior Enlisted Academy (SEA)
- Officer Training Command Newport (OTCN)
- Surface Warfare Officer School (SWOS)



Fleet Seminar students participate in a table top game



Intermediate-level students plan during the 2012 JMO CAPSTONE Event

ELECTIVES

War Gaming Theory and Practice is one of three NWC electives that make up the Joint Analysis for the Warfare Commander Elective Program. This course provides students with an in depth understanding of the role of War Gaming in strategic thinking and operational warfare and analysis. The course addresses war gaming theory and principles as they relate to the practical issues of designing, executing and analyzing war games through readings, discussion, and war game play.

The Homeland Security Defense elective is centered on the key policy and organizational design elements that military leaders are likely to confront. Students exercise the core issues, principles, and problem-solving approaches to countering specific homeland security challenges.

STRENGTHEN GLOBAL MARITIME PARTNERSHIPS

OUR VISION

Building partnerships means developing relationships with allies, friends, and stakeholders across the full spectrum of maritime activities in order to create trust and effectively accomplish shared maritime goals. War Gaming is a bridge for building strategic partnerships and a mechanism used to examine the full range of international maritime activities. The desired effect is to build and strengthen national and international maritime relationships and to improve the ability of U.S. and partner nations to operate together in the maritime domain. The gaming process itself should be viewed as a feedback loop, with an open exchange of professional views, clustering exercises, plenary out-briefs, and post-event analysis all serving as vital and dynamic aspects in studying operational planning methods and fostering international collaboration, information sharing, and cultural awareness.

EVENTS

Working directly with Combatant Commanders, Navy Component Commanders, numbered fleet commanders, foreign armed forces and international sister naval war colleges, a small sampling of our 2012 games and events include;

- Kuznetsov Naval Academy Game Series
- Northwest Pacific Game Series
- Inter American War Game Series
- Multilateral War Game Series

HIGHLIGHTS

The 2012 Inter-American War Game enabled War College staff and students from thirteen countries in North and South America the ability to test their operational decision making and planning in a complex and highly stressed scenario developed by the host county Colombia. Through post move live discussions, each country was able to study and discuss the other country's responses where they learned valuable insights into multinational operations where cooperation is crucial to mission success.



War Gaming faculty participate in 2012 Inter American War Game in Cartagena, Colombia

2013: OVER THE HORIZON

OPNAV

- Rehearsal of Concept (ROC) Drill (Summer'13)
- UK-US Combined Operational War Game (January'13)
- Information Dominance Game (July'13)
- Global'13 (September '13)
- OPNAV N4 Logistics Game (Fall'13)

JOINT GAMES

- DEGRE [STRATCOM] (April '13)
- Naval Services [USMC] (September '13)
- Korea United [COMMUSFK] 2013 (July 2013)

INTERNATIONAL

- Kuznetsov Naval Academy Game Series
- Northwest Pacific Game Series
- Inter American War Game Series
- Multilateral War Game Series

FLEET SUPPORT

- ESG-5 Game (January'13)
- CNE/C6F War Game 2013 (February/March'13)
- NMAWC/Fifth Fleet Game (April'13)

