Naval War College

War Gaming Department

Year in Review

2013

From the Chairman

In a department with the range and dynamism of the War Gaming Department (WGD), it can be difficult to keep track from day to day or even year to year of all the extraordinary things we accomplish. That is where the Annual Review comes in. This document provides a general overview of the various events executed over calendar year 2013. Since 1887, the WGD has been and is involved in some of the most current and relevant topics for our Navy and military. 2013 was no different, with executing over 15 analytical events on behalf of Navy and DOD leadership. While most of our war games were held in McCarty Little Hall on the Naval War College campus, several events were executed away in support of time-sensitive operational-level fleet requirements.

Intermixed with these analytical war games are educational events conducted twice a year for the Joint Military Operations Department students of both the College of Naval Warfare and College of Naval Command and Staff; seven war games for the Senior Enlisted Academy students; case studies for the Combined Force Maritime Component Commanders Flag Officers Course scheduled for Pacific Fleet, Sixth Fleet, and Fifth Fleet; and practical exercises/ROC Drills for the Joint Force Maritime Component Commander's Flag Officers Course—a warfighting course held in McCarty Little Hall. To top off the educational aspect of the department, we offer several workshops and courses for our emerging and enduring international partners on how to conduct war games throughout the year.

We also launched a series of writings about varied aspects of war gaming from our faculty, as well as our new War Gamer's Handbook. Take a glimpse at these short pieces as well as our Game Reports to learn more about our games and the way we think about war gaming. 2014 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.

If you are interested in learning more about these events or those coming up in 2014, please visit our website at www.usnwc.edu/wargaming or contact us at 401-841-2012.

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.

January

ESG-5 Game

On behalf of Commander, Expeditionary Strike Group 5, the War Gaming Department executed a three day game in Bahrain to explore command and control of amphibious forces tasked with crisis response missions, humanitarian aid and disaster relief operations, maritime security operations and theater security cooperation in the U.S. 5th Fleet area of responsibility.

UK-US Combined Operational War Game 2013

On behalf of the Maritime Warfare Centre and the Air-Sea Battle Office, the War Gaming Department executed the inaugural UK-US Combined Operational War Game on 14-18 January at the U.S. Naval War College in Newport, Rhode Island. The five-day game explored UK-US integration in conducting joint operational access in a future maritime environment. This game helped inform emerging joint operational access doctrine, such as the Air-Sea Battle Concept, potential force structure, and how combined operations might mitigate risk in a disputed maritime environment. This game also enhanced cultural understanding, joint synergy, and command relationships associated with UK-US combined operations.

February

Global 2013 C2 Workshop

This was the first event of the Global 2013 Command and Control (C2) Project conducted online between 11-22 February. Over 100 participants from the joint and international community explored conditions, capabilities, criteria and challenges affecting future C2 structures that plan, direct, monitor and assess cross-domain operations at the operational level. After viewing briefs addressing the Air Sea Battle Concept, Domain Definitions, Cross-Domain Operations (XDO), and in Cross-Domain Settings, participants responded to a questionnaire to solicit their input regarding time, space and force factors influencing XDO-C2, the internal functions of XDO-C2 organizations, the impact of coalition participation in XDO C2, and the relevant criteria necessary to evaluate XDO-C2 structures.

International Mine Counter-Measures TTX 2013

The United States Naval War College (NWC) War Gaming Department (WGD) conducted a Table Top War Game for the Naval Mine and Anti-Submarine Warfare Command (NMAWC) in San Diego, California from 27 – 28 February 2013. This event was developed and executed under the sponsorship of NMAWC in an effort to enhance their input to the International Mine-Countermeasure Exercise (IMCMEX) Final Planning Conference (FPC), as well as prepare participants for the actual exercise in the Commander, Fifth Fleet (C5F) Area of Responsibility in May 2013

March

Northwest Pacific Game 2013

The War Gaming Department teamed with Commander Naval Forces Japan (CNFJ) and the Japanese Maritime Self Defense Force (JMSDF) to design, develop, execute, and analyze a war game at the Naval War College from 3 to 13 March, 2013. This war game was the twenty-fifth in an annual series designed to assist in its purpose to develop closer cooperation between the two countries. Game execution consisted of a single day of briefs and game environment (scenario and gaming technologies) familiarization followed by the development of plans and briefs over two game moves. Each move consisted of a three hour "play" period, during which the Players executed their plans and responded to injects from the control cell. Finally, players developed an after action response in preparation for Player and Flag After Action Review Plenary Session.

April

DEGRE 2013 Game

In its fifth year and sponsored by commander, U.S. Strategic Command (USSTRATCOM), the U.S. Naval War College (NWC) conducted the Deterrence and Escalation Game and Review 2013 (DEGRE 13), April 15 - 19. Approximately 65 participants from a variety of military commands and the intelligence community engaged in this robust, multi-sided game to explore how strategic escalation, including nuclear, space, cyber, and conventional forces, and the use of other instruments of national powers, such as diplomacy and economics, interrelate in a conflict against a competitor. The game employed a variety of cutting-edge design techniques such as advanced cyber gaming with an agile computer network built specifically for the DEGRE series. Findings and implications of the DEGRE 13 Game were briefed by NWC to USSTRATCOM, in Omaha later in the summer.

Relative Combat Power Assessment (RCPA) Project

The Relative Combat Power Analysis (RCPA) Project was conducted from February to April 2013 by War Gaming Department in concert with NWP 5-01 (Navy Planning) stakeholders at the Naval War College involved in a scheduled update of the doctrine. The project developed a process to enable a better understanding of the role of RCPA, different approaches, and potential improvements for inclusion in the revised NWP 5-01.

May

Navy-Coast Guard Arctic Strategy Project

On behalf of the Chief of Naval Operations (CNO) and Commandant of the Coast Guard, the War Gaming Department led a college-wide, cross-departmental team to explore emerging Navy-Coast Guard Arctic Strategy. The 29-30 May 2013 workshop held in Washington, DC brought together key Arctic stakeholders to examine strategy options in order to inform the development of the Navy-Coast Guard Arctic Strategy and the 2014 U.S. Navy Arctic Roadmap.

Maritime Infrastructure Protection Symposium (MIPS) 2013

Representatives from the College of Operational and Strategic Leadership (COSL) and the War Gaming Department (WGD) traveled to Bahrain on 13-15 May in order to support U.S. Naval Forces Central Command in the execution of the Maritime Infrastructure Protection Symposium (MIPS 2013). 170 attendees from 42 nations received 16 presentations and 3 panels concerning a diverse array of topics including maritime infrastructure protection, mine warfare, and counter-piracy. MIPS 2013 served as a kick-off event for the International Mine Countermeasures Exercise (IMCMEX) 2013.

International Mine Countermeasures Exercise (IMCMEX) 2013

Representatives from the College of Operational and Strategic Leadership (COSL) and the War Gaming Department (WGD) traveled to Bahrain on 29-30 May. Sponsored by Commander, Fifth Fleet, NAVCENT, faculty provided operational planning and C2 expertise to NAVCENT and coalition forces during execution of IMCMEX 2013.

June

Global 2013 C2 Options Workshop

The Global C2 Options Workshop was conducted 25–27 June, 2013 at the U.S. Naval War College (NWC) in Newport, RI. Two independent teams notionally represented a Joint Planning Group (JPG) with coalition representation from Japan, Canada, Australia and the United Kingdom. JPGs were tasked with developing recommendations for possible C2 arrangements to support future operations within a notional anti-access, area denial operating environment. Each team received slightly different guidance in order to develop different C2 options for examination in the September Global Capstone Event.

July

The ROC Drill 2013

The Rehearsal of Concept (ROC) Drill was executed in concert with the College of Operational and Strategic Leadership (COSL) in support of the 2013 JFMCC Course. 20 participants from various organizations participated in this one-sided operational-level seminar style game designed to prepare future Joint Force Maritime Component Commanders to effectively operate in an Anti-Access Area Denial (A2AD) maritime environment in support of national objectives.

Korea United 2013

Navy and Marine Corps, Army, and Air Force Reservists participated in the Korea United 2013 (KU13) wargaming exercise July 12-14 at the Naval War College (NWC), Naval Station (NAVSTA) Newport. The three-day exercise familiarized the more than 290 participating Reservists with the tenets of strategic and operational level planning. The exercise facilitated the decision-making process specific to the Korean Peninsula region by deploying single-sided, two-move scenarios. Players were assigned various staff planning roles at the Combined Forces commander or subordinate commander levels to identify, assess, coordinate and recommend actions to be taken by the commander. Exercise scenarios were based on current political and military situations enabling participants to make operational decisions under real-world conditions. Reservists representing commands and units from California to Maine, Japan and South Korea participated in this year's exercise.

August

Inter-American War Game (IAWG) 2013

More than 30 international, U.S. and war gaming officials participated in a three-day symposium for the Inter-American War Game (IAWG) at the U.S. Naval War College (NWC), on 13-15 August, in Newport, R.I. Occurring annually since 1972, IAWG is an operational, one-sided, distributed war game held among 14 participating Western Hemisphere war colleges. The war game is a forum for sharing perspectives among naval professionals. Specific game objectives included an exploration of command and control, rules on the use of force, and planning considerations in a multinational environment. Most countries that border the ocean conduct international commerce via the seas, which is one reason the IAWG is vital to navies, to continue to strengthen global maritime partnerships in the Western Hemisphere. New aspects introduced into the 2013 IAWG included: briefing the design and specific objectives at the preceding IAWG closing conference; introduction of an on-line planning conference; introducing cyber threats into the game scenario; and the introduction of a written game report to record game planning, execution, and analysis. Next year's Inter-American War Games will be hosted by the Brazilian Naval War College in 2014.

September

NAVCENT Table Top Exercise 2013

The War Gaming Department collaborated with Operational Level Programs, to conduct a table top exercise (TTX) at the request of the Commander, United States Naval Forces Central Command at the headquarters in Bahrain from 8 to 12 September, 2013. This TTX assisted in the development of a coalition concept, identified immediate steps NAVCENT and coalition partners could take to begin integration, and generated data for post-game analysis which was delivered in October. The game report provided player insights and recommendations from the game and presented options for further integration to the Commander.

Kuznetsov Naval Academy Game 2013

Six Russian Navy and Russian naval infantry officers from Kuznetsov Naval Academy (KNA) in Saint Petersburg, Russia, joined the U.S. Naval War College (NWC) War Gaming Department in Newport, R.I., for the 2013 KNA Game, Sept. 16 - 20. The five-day event served as an opportunity to promote awareness, open dialogue, mutual understanding and strengthen maritime cooperation between U.S. and Russian navies. About 30 participants from NWC, Defense Threat Reduction Agency, KNA, as well as other U.S. government and civilian agencies examined the planning process for counter-terrorism operations and strategic sea lines of communication defense. NWC-KNA gaming was established seven years ago after a series of meetings between the NWC president and chief of KNA. The games rotate every year between NWC and KNA with next year's game scheduled to take place in Saint Petersburg.

Global Capstone War Game 2013

The Chief of Naval Operations' (CNO's) annual Title 10 War Game (also known as "Global") is conducted at the Naval War College (NWC) and has become a primary venue for exploring emerging concepts. This year's effort is a continuation of the War Gaming Department's examination of the Air-Sea Battle (ASB) concept. The 2012 Global War Game concluded that current command and control (C2) structures at the operational level of war may be inadequate to effectively execute cross-domain operations as envisioned by the concept

At the direction of the CNO and the Air-Sea Battle Office, the War Gaming Department executed the 2013 Global War Game on 23–27 September, 2013 at the U.S. Naval War College in Newport, RI. The capstone game brought together 72 players, 39 observers, and 19 flag officers and general officers from the joint and international community to examine and refine candidate C2 systems (consisting of both organizational structure and functional processes). The game results were analyzed and provided to the ASB Office in the form of an Executive Brief and Game Report and presented directly to the CNO and ASB Executive Committee. The game's findings were used to inform the development of a revised C2 system and sup-porting Concept of Operations (CONOPS) that will be examined and refined during the Global War Game at NWC in September, 2014.

November

JMO Exercise 2013

Two-hundred seventeen students completed the joint military operations (JMO) department capstone synthesis event at the U.S. Naval War College (NWC), Nov. 15. Students included officers from the U.S. Army, Air Force, Navy, Marine Corps and Coast Guard, as well as senior government officials from the College of Naval Warfare (CNW) and 45 international naval officers from the Naval Command College (NCC). The capstone is a two-week comprehensive event of the JMO trimester. The goal of the capstone is to synthesize JMO course material through practical application in a joint, interagency and combined planning venue. Students considered how the U.S. Pacific Command, in cooperation with other U.S. instruments of national power, should engage with Vietnam, to enhance partnerships in the Pacific theater.

December

LCS Employment Options Workshop

On behalf of OPNAV N96 and the LCS Council, the War Gaming Department executed the LCS Employment Options Workshop in San Diego, California, on 3-6 December. The game produced an operational to tactical level list of LCS employment options, including tasks and metrics that will be used to support the LCS Warfighting 2014 War Game. Workshop participants identified key LCS attributes and requirements to support realistic execution and adjudication during the LCS Warfighting 2014 War Game. The participants were then led through the different phases of an operation to determine what options the various mission packages could provide. Added to this was a determination of risk in employing the LCS to achieve certain tasks in certain locations throughout the scenario. The workshop also provided players the opportunity to review the proposed scenario and better understand the analytic requirements for the LCS Game.

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