Report on the 2011 KNA-NWC War Game

Conducted at the United States Naval War College
Newport, Rhode Island

24-28 October 2011

FOR OFFICIAL USE ONLY

DISCLAIMER

The War Gaming Department, U. S. Naval War College, Newport, Rhode Island, prepared this document. The information in this document is designed expressly for the use by the War Gaming Department in support of their gaming mission and should not be used for any other purpose. The postulated scenario was formulated expressly to challenge players with situations and issues that may be encountered. The scenario should not be inferred to represent expected or desired future conditions and does not constitute an official position of the U. S. Naval War College or any other U. S., foreign, or international agency.

2011 NWC-KNA War Game

Game Report

Executive Summary

The 2011 KNA-NWC War game was conducted at the Naval War College in Newport, RI from 24-28 October, 2011. The game was the third in a proposed series of annual war games that had been conceived during talks between the president of the Naval War College and Chief of the Kuznetsov Naval Academy in 2005. The war game series began in 2006, continued in 2007, but was interrupted in 2008.

The war games were originally envisioned as one element in a comprehensive program of college-to-college engagement activities between KNA and NWC. The resumption of the war game series in 2011 provided an opportunity to re-establish the KNA-NWC relationship and also provided a potential springboard for enlarging the relationship. The objectives of the war game were:

- Re-establish the relationship between KNA and NWC.
- Resume the operational planning War Game series
- Explore opportunities to expand the KNA-NWC relationship

The war game itself was an operational planning exercise that assigned players to positions in a US-Russian combined planning organization formed to assist a US-Russian naval task force that had been assigned to conduct disaster relief and maritime security operations in support of a fictional island nation that had been devastated by a tropical storm.

War game players were assigned to one of five functional cells - including the command cell, the operations/plans cell, the intelligence cell, the logistics cell, and the public affairs cell – where they prepared a Course of Action (COA) sketch and various support plans.

While the operational planning exercise was the primary focus of the war game, significant effort was devoted to activities designed to re-establish the relationship between the two institutions and to explore the possibility of expanding the relationship. Key engagement activities included a KNA-NWC Faculty Roundtable Discussion, a NWC International Programs brief and discussion, and visits to U.S. military education and training organizations in Newport, RI and New London, CT.

All three war game objectives were achieved as the operational planning exercise was completed as scheduled, initial plans for the 2012 game were discussed, and fruitful discussions concerning possible faculty and student exchanges were conducted.

2011 NWC-KNA War Game

Game Report

Table of Contents

NWC-KNA War Game 2011

1. Introduction ……. 5
2. Purpose …… 6
3. Game Objectives ……..……6
4. Game Design…….7
5. Game Results……...12
6. Engagement Activities…….13
7. Recommendations for Future KNA-NWC War Games……..14
8. Next Event: 2012 KNA-NWC War Game……..16

Annex A. Memorandum of Talks, October 2005……..…… 17

Annex B. Schedule of Events (SOE) ……..…….. 20

Annex C. Game Scenario ……..…… 24

1. Introduction

- Title: NWC-KNA War Game 2011
- Game Execution Dates: 24-28 October 2011 at the United States Naval War College in Newport, RI
- Sponsors: The President of the Naval War College and the Chief of the Kuznetsov Naval Academy.
- Game Director: CDR Walter Topp, USN. The Game Director provided overall direction for the war game, ensured NWC-KNA War Game 2011 objectives were met, and resolved matters on game policy and design.
- Deputy Director and Escort Officer: LCDR Larry Johnson, USN. The Deputy Director coordinated all elements of the war game and ensured continuous oversight of game execution.
- Logistics Coordinator: Mr. Jeffrey Shaw. The Logistics Coordinator was responsible for game administrative and logistic requirements, including lodging, transportation, technology support, and translation services.
- Intelligence Lead: Mr. Gary McKenna, ONI-DET (Newport). The Intelligence Lead was a key member of the Game Design Team and developed and presented the base scenario, the Joint Intelligence Preparation of the Environment brief and the daily situation updates.
- Lead Analyst: Mr. Jeff Landsman. The Lead Analyst collected and analyzed information from the operational planning exercise.
- Support Team Leader/Enlisted Coordinator: OS2 Antun Skvaric, NWC. Assisted the Game Director in planning, coordinating and directing the necessary support for the game.
- Legal Support: Dennis Mandsager and LtCol George Cadwalader, NWC International Legal Department (ILD). ILD provided legal and Rules of Engagement (ROE) support throughout game design, preparation and execution process.

2. Purpose

The 2011 KNA-NWC War Game was the third event in a series of college-to-college contact events agreed to during a series of talks between The President of the U.S. Naval War College and The Chief of the Kuznetsov Naval Academy in 2004 and 2005.

At the conclusion of the second round of talks, on 19 October 2005, then-President of the Naval War College, RADM Jacob L. Shuford, and then-Chief of KNA, VADM Yuriy N. Sysuev, signed a Memorandum of Talks which envisioned a growing relationship between the two institutions which would include combined war games, faculty and student exchanges, and establishment of combined working groups.

In accordance with the talks, the Naval War College hosted the inaugural KNA-NWC War game at Newport in August, 2006. A second game was conducted at KNA in November, 2007. In the midst of planning for a third game in 2008 the series was interrupted and efforts to resume the series were unsuccessful until 2011. Other than the 2006 and 2007 war games, no engagement activities had taken place between the two institutions.

In late 2010 the Russian Federation Navy requested that the KNA-NWC War Game be included on the 2011 U.S.-Russian Work Plan. Planning for the game commenced with an Initial planning Conference at Newport, RI in May, 2011 and continued with a Final Planning Conference at St. Petersburg, RU in August, 2011.

3. Game Objectives

During initial planning for the 2011 game the following objectives were identified:

- Promote awareness, open dialogue and mutual trust through the development of a common understanding of maritime operations.
- Advance faculty and student understanding of operational level planning as part of a combined staff.
- Explore opportunities to conduct follow-on war game events in other functional areas.

These objectives had been developed for the 2006 and 2007 games and were considered by planners to be relevant to the 2011 game. However, as planning for the 2011 game proceeded it became apparent that the time gap between the 2007 and 2011 games would require that the game objectives be amended to reflect the resumption of the war game series. As a result, the 2011 game was designed to achieve three slightly amended objectives:

- Re-establish the relationship between KNA and NWC.
- Resume the operational planning war game series.
- Explore opportunities to expand the KNA-NWC relationship.

While the War Game remained the primary focus of the October Game, activities designed to re-establish the relationship between the two institutions and to explore the possibility of expanding the relationship were also accorded a high priority.

4. Game Design

To meet the amended game objectives, game activities were developed in three broad areas that corresponded to the game objectives: re-establishing the college-to-college relationship; the war game itself; and expanding the college-to-college relationship.

A total of fifty-one hours were scheduled during the game week. These hours were allocated by objective as follows:

1. Re-establish the KNA-NWC relationship: **12 hours (24 %)**
- PNWC barge run and dinner (3.5 hours)
- Catered lunches (4 hours)
- Cultural Tours (1.5 hour)
- Plenary Session 2012 war game discussion (1 hour)
- Informal evening social event (not on original SOE) at Chairman's residence (2 hours)

2. Expand the KNA-NWC relationship: **14 hours (27 %)**
- PME tours/discussions (11.5 hours)
- KNA-NWC Roundtable discussion (1.5 hours)
- NWC IP brief (1 hour)

3. War Game: **25 hours (49 %)**
- Day I Briefs (6 hours)
- JIPOE, Situation Updates, Commander's Guidance (4 hours)
- Planning Sessions (9 hours)
- Planning out-briefs to commanders (3 hours)
- Media Brief and interview (2 hours)
- Plenary Session operational planning discussion (1 hour)

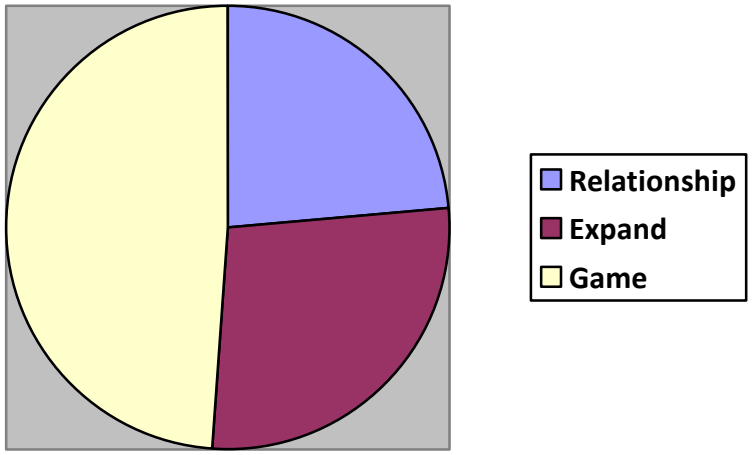

Fig. 1: Game Week hours, by objective

During planning for the game several factors were identified which significantly influenced the game design. These factors were:

- Time span between previous game in series (2007-2011)
- Need to re-establish the KNA-NWC relationship
- Language barrier
- Small number of players in the game
- Requirement for parity between U.S. and Russian players and game forces
- All Russian players were KNA faculty
- Need to establish positive relationship between the two design teams (KNA and NWC)

Despite significant effort being devoted to re-establishing and expanding the college-to college relationship, the main activity of the week remained the war game.

As in the earlier games of the series, the 2011 war game was a planning exercise that was intended to advance players' understanding of operational planning.

While KNA and NWC are co-sponsors of the game, the lack of a direct communications link between the two institutions greatly reduced the opportunity for collaboration during the planning and design phases. Planning conferences provided the only opportunities for KNA and NWC planners to discuss game design, administrations, and logistic issues. Consequently, the overwhelming majority of design decisions were made by the NWC design team. KNA game designers reviewed NWC draft products at the planning conferences and made suggestions and recommendations for changes, but did not develop

any of the game materials. All of the KNA requests and suggestions were incorporated into the final game products.

- **Design**
  - The game was a single-sided planning exercise.
  - The game utilized fictitious geography oriented around a tropical island nation and a nearby international strait in which scenario events occurred.
  - The game explored several important operational issues, including Rules of Engagement (ROE), Command and Control (C2), Logistics (LOG), Information Operations (IO), and Non-Governmental Organization (NGO) operations. These topics were discussed and agreed upon during the planning conferences that preceded the game.
- **Staffing:**
  - Game players played the roles of planners assigned to a combined (Russian-US) Maritime Planning Group (MPG) which had been created to prepare plans for a combined Disaster Relief operation. The MPG Commander and his Deputy comprised the game's Command Group Cell.
  - The remaining game players were assigned to one of four functional planning cells: Operations and Plans; Intelligence; Logistics; and Public Affairs. Rules of Engagement (ROE) and other legal issues were addressed by the Command Group and the Operations and Plans Cell. During initial planning a Legal Cell was proposed, but at the FPC it was found that the KNA delegation would not be able to provide a dedicated ROE expert legal officer. It was decided then to delete the Legal Cell and conduct ROE and other legal discussions in the Command Cell and the Ops/Plans Cell.
  - Each cell had one Russian and one U.S. player.

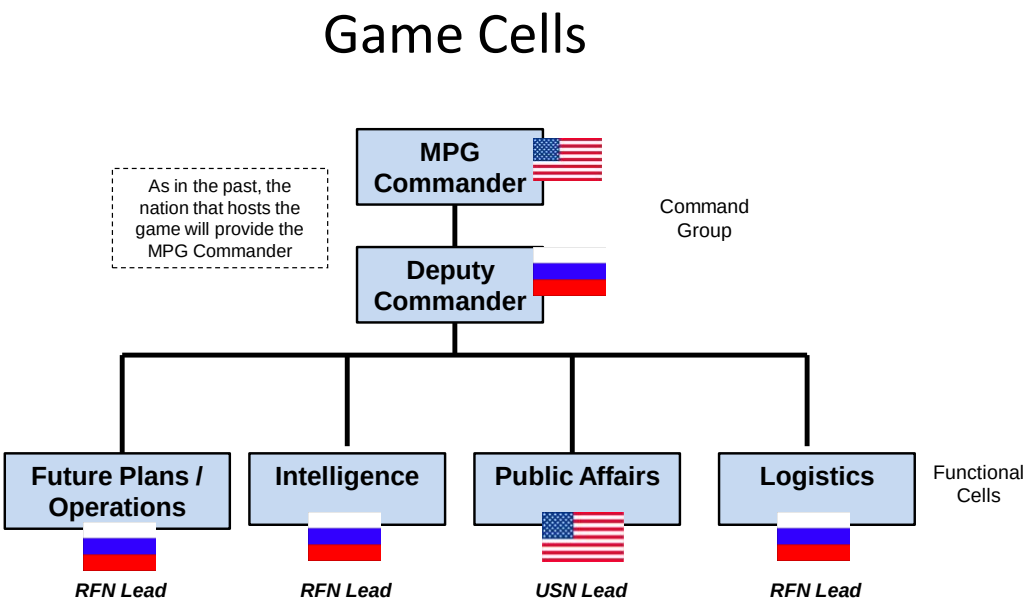

Fig. 2: Functional Cells

- Each cell was supported by a War Gaming Department Facilitator, and a War Gaming Department Technographer. The facilitator provided assistance as the players developed their planning products. The technographer recorded key portions of the discussion for later analysis and assisted the players in preparing their out-brief slides.

- Each cell also had an interpreter from the Defense Threat Reduction Agency (DTRA) assigned for the planning sessions. In addition to translating during planning discussions, the interpreters were required to produce a Russian version of the cell's deliverable. In retrospect, this requirement was beyond the capability of the interpreters in the time allotted.

- **<u>Game Play</u>**

  - Planning was conducted at the operational level. The control group represented subordinate and higher commands. Higher Authority made decisions above the player level, and facilitators addressed issues at the tactical level.

- The game was conducted in three main planning sessions, which can be termed as "moves." Each planning session or move was preceded by a scenario brief or update presented by the Control Cell. Following the update the Planning Group Commander and Deputy Commander presented their Commander's Guidance to the players. After receiving the Commanders' Guidance, the Future Plans/Operations Cell developed a COA Sketch and Narrative and the functional cells developed support plans for their respective areas.

- Planning activities conducted during each move were tailored to the scenario phase being portrayed in that move. The players had a limited planning period of approximately 2 hours to develop their deliverables.

- At the end of each planning period, players presented their plan to the Command Group for review and discussion.

- Planning templates were prepared for the cells to use when they briefed the Command Group. Each of the functional cells was assigned to a separate breakout room to work on their specific tasks and produce their deliverable. All breakout cells were located in a single hallway and this enabled participants to walk back and forth between cells to coordinate their planning.

- Interaction among players was primarily face-to-face with interpreter services as required.

- The Control Cell ensured all essential game tasks were completed and all game objectives were achieved. The Control Cell also acted as a higher authority to provide strategic level input to the operational level of play and coordinated the collection of data.

- One the first day of the game players received a series of briefs on topics that were intended to assist them in their planning. The briefs were:

  1. The Planning Process (Overview)
  2. Rules of Engagement
  3. U.S. Navy Humanitarian Assistance and Disaster Relief Capabilities
  4. Non-Governmental Organization (NGO) Operations
  5. Public Affairs
  6. Russian Navy Humanitarian Assistance and Disaster Relief Capabilities

- On the morning of the final day we conducted a Plenary Session during which players identified and discussed key insights and lessons learned.

Since the War Game is just one of the possible avenues of college-to-college interaction, during the game week we also conducted a round-table discussion between KNA and NWC faculty members. The focus of the discussion was Professional Military Education in the U.S. and Russian systems and possible future engagement activities between KNA and NWC.

The game week also included several professional development excursions for the KNA players, including visits to the U.S. Naval Submarine base in New London, the U.S. Coast Guard Academy in New London, the Surface Warfare Officer's School in Newport and the Officer Candidate School in Newport. U.S. players were invited to participate in these events as space permitted.

5. Game Results

The operational planning exercise was successful in advancing the player's understanding of operational level planning, establishing trust, strengthening the relationship between the two institutions and identifying operational planning issues that require further examination.

Each side's willingness to engage in a collaborative manner to work through the U.S. planning process and develop a suitable, feasible and acceptable Course of Action (COA) and functional support plans contributed to the success of the game. Some specific insights and observations from the game follow:

- While the 2011 KNA-NWC War game used the USN Planning Process to enable game play, in the real world, there would be two separate processes which would add friction. In an actual operation a blended process combining elements of US and RFN processes might be more effective.

- Russian planners are adept at recognizing and accounting for the political aspects of military operations and they believe that an awareness of the political ramifications of an action is absolutely within the purview of military planners. U.S. planners are adept at recognizing the importance of information operations – which were reduced to public affairs operations in this game.

- ROE and other legal issues require detailed planning and discussion. Russian operational planners have limited experience with ROE development and other legal issues.

- Planning is commander driven. The commander's early issuance of initial intent with a defined end state helped players maintain focus throughout the game despite changes to the scenario situation.

- Planners must understand the capabilities of the two forces and the limits of their interoperability.

- Logistics considerations must be incorporated into planning at every level and phase.

- Planners must understand that approval authority for various courses of action would have to go up two separate military and national channels when new missions arise.

- Many similarities exist between the RFN and USN on the role intelligence plays in the planning process. U.S. concepts like JIPOE, CCIR's and Collection plans were understandable and familiar to the RFN player. One difference noted was unlike in the U.S. process where PIR's are generally drafted by the intelligence organization and submitted for consideration and approval by the Commander, in the RFN, the Commander and his operational planners apparently dictate the Priority Intelligence Requirements.

- Intelligence planners were able to focus on the intelligence cycle and general processes without stepping into the more sensitive and classified world of analytic methodologies, intelligence collection platforms and capabilities. Both the RFN and USN player were forthright and frank in outlining what they could and could not discuss and this led to a relaxed and collegial atmosphere.

- In a real-world combined operation, command and control (C2) issues would be complex. Issues to be addressed include communications between Russian and U.S. units; possible C2 options for combined task forces, task groups and task elements; the political implications that arise from different command structures; and how to address the seniority of platform commanders

6. Engagement Activities

During planning events for the 2011 game it became apparent that the Russian players – who were all KNA faculty members – were extremely interested in learning as much as possible about USN training and education organizations because the Russian Federation Navy (RFN) is currently in the midst of a major re-organization of its own education and training system. As a result, we made a determined effort to provide as many opportunities as possible for KNA players to visit USN training and educational institutions.

During the course of the game week we conducted visits to the following training and education commands:

- U.S. Coast Guard Academy in New London, CT
- USN Officer Candidate School in Newport, RI
- U.S. Navy Surface Warfare Officers School in Newport, RI
- U.S. Navy Submarine Base in Groton, CT

In addition we arranged an NWC-KNA faculty-to-faculty roundtable discussion hosted by the NWC Provost, Amb. Mary Ann Peters, and a discussion of the NWC International Programs (IP) hosted by the NWC IP faculty.

The faculty and IP discussions were conducted to strengthen the KNA-NWC relationship and to explore possible options for expanding the relationship beyond the war games. These discussions provided a opportunites for representatives of both institutions to meet as individuals, establish trust, discuss issues of common concern, and suggest potential ways to expand the college-to-college relationship.

During the KNA-NWC faculty roundtable discussions NWC faculty members asked if there was an opportunity for NWC professors to visit KNA and lecture. KNA representatives replied that there are no issues that would stop that from happening. NWC faculty members will follow-up on the discussion and develop a proposal for faculty visits.

During the NWC International Programs brief and discussion, IP representatives provided a detailed brief concerning their program. The KNA representative stated that Russia remains interested in participating in the program if financial and administrative obstacles can be overcome. NWC will propose that Russia be invited to participate in next year's NSC and NCC classes.

These events consumed considerable time that might otherwise have been devoted to the war game, but they were critical to our first and third objectives.

7. Recommendations for Future KNA-NWC War Games

Players made many useful and thoughtful recommendations for the design of the next KNA-NWC War game.

1. Establish more precise Game objectives.

   The NWC-KNA MOU spells out a series of objectives for the relationship that have been historically used to guide the design of the game. Now that the relationship has been reinvigorated and a resumption of the annual series seems likely, we should develop a plan for future game objectives. Each year the game should tackle a different set of operational planning objectives. The Commanders Estimate/Mission Analysis process could be broken down to bite-sized elements with objectives developed to support a deeper examination of these elements. Alternatively, the Joint Functions (C2, Protection, Fires, Intelligence, Logistics, Maneuver) could be guidepost for developing a set of objectives and a long-range gaming plan

2. Explore logistics interoperability.

   This game identified challenges and barriers to USN and RFN forces working together in a combined task force. The next game should explore areas of

interoperability between USN and RFN in terms of logistics operations and capabilities. Insights could be obtained from the FRUKUS exercise series.

3. Schedule longer operational planning sessions:

Players were virtually unanimous in their recommendation that the next game incorporate longer planning sessions. Players especially urged more time for detailed discussions of ROE and other legal issues, including the roles of the staff legal officer, the operational planning team and the commander in developing ROE and other legal procedures.

4. Assign more focused planning tasks to players:

Develop 'draft' planning products prior to the game and have the player cells focus in a narrower set of planning sub-tasks in concert with the other planning cells.

5. Align engagement events with game topics:

Schedule engagement events or tours that directly support game events. For example, schedule an ROE roundtable discussion with NWC ILD to support ROE development for the game. Additional linkages might be established with SWOS, MSOC, and the Navy Supply School.

6. Consider increasing the number of players:

As the degree of complexity increases, there may be reasons to recommend an increase to the number of players. A breakout cell consisting of 1 RFN and 1 USN player is inherently limited. Larger cells would lead to a more robust discussion with the opportunity to hear differing points of view.

7. Incorporate commercial industry into the game scenario:

Further explore civilian-military relationships by incorporating industry into the game as a source of logistic support.

8. Increase the length of the annual event and add a 2 day deep-dive on a topic of mutual interest

Players from KNA and NWC expressed interest in allocating sufficient time to conduct a deeper exploration and sharing of ideas on topics of mutual interest in order to more fully understand and appreciate the differences and similarities between our nations planning processes and military operational thought. Lectures, panel discussions and/or other methodologies could be employed.

9. KNA provide one or more legal advisors as game players to stimulate legal discussions and debate during game play.

9. Next Event / 2012 War Game

The 2012 KNA-NWC War Game is tentatively scheduled for October 2012 at KNA in St. Petersburg, Russia. The game will be preceded by an Initial Planning Conference in Naples, Italy in February, 2012 and a Final Planning Conference in Newport, RI in May, 2012.

ANNEX A

Memorandum of Talks

MEMORANDUM OF TALKS
Between
THE PRESIDENT, U.S. NAVAL WAR COLLEGE
And
THE CHIEF, KUZNETSOV ACADEMY

19 October 2005
Saint Petersburg, Russia

Rear Admiral Ronald A. Route, USN and Rear Admiral Jacob L. Shuford, both President of the Naval War College, Newport, Rhode Island and Admiral Yuriy N. Sysuev, Chief of the Kuznetsov Naval Academy, Saint Petersburg, Russia have conducted friendly and constructive talks in Newport from 6 May 2004 to 8 May 2004 and in Saint Petersburg, Russia from 18 October 2005 to 19 October 2005. During these talks, they have reached consensus on the subjects that are listed below.

1. Purpose

In order to enhance the relationship between the United States Navy and the Russian Navy and to enrich the experience of their respective students, faculties and staffs, the U.S. Naval War College and the Kuznetsov Naval Academy, with the permission of their respective supreme naval commands, intend to establish a college-to-college relationship to engage each other on a broad range of issues relevant to professional military education and research, analysis and war gaming on matters pertaining to peacekeeping and maritime security cooperation.

These include a strategic assessment of global and regional security situations, the substance and methodology of each others' professional military education, international law, and war gaming. It has been agreed that, when it is in the mutual interest of the Naval War College and the Kuznetsov Naval Academy, both sides will seek to reestablish the practice of exchanging students, and will also seek to initiate exchanges of faculty. With the passage of time, we anticipate that certain of these areas of interaction will be pursued in greater depth and detail.

2. Principles of Cooperation

This relationship contributes to the navy-to-navy relationship between the United States Navy and the Russian Navy.

This is a substantive relationship between two academic institutions concerned with professional military education and research, analysis and war gaming.

College-to-college exchanges will be conducted on the basis of equality, academic freedom, mutual benefit and reciprocity.

Each institution will undertake these activities according to their respective means and relevant regulations.

3. Leadership Interaction

The leadership of the two institutions will, in principle, endeavor to meet regularly to review the course of this College-to-College program and discuss whatever adjustments are considered to be necessary.

4. Expert Working Groups

Representatives of the institutions will engage in an exchange of views on issues of mutual interests and common concern within the framework of the principles of cooperation described above. Normally, such exchanges will be between small groups of experts.

During the course of cooperation, visits to naval institutions, establishments and sites may be organized with the appropriate permissions.

This Memorandum of Talks was signed on the 19th of October 2005.

Vice Admiral Yuriy N. Sysuev, RFN
Chief of the Kuznetsov Naval Academy

Rear Admiral Jacob L. Shuford, USN
President, Naval War College

ANNEX B
Schedule of Events (SOE)
Navy War College Newport, Rhode Island 24 Oct – 28 Oct 2011

Game Schedule of Events

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
0700							
0800		Check-in	JIPOE	Update	Update	Plenary Prep	
0900		Welcome/Admin	Move 1	Move 2	Move 3	Plenary Session	
1000		ROE Brief	Planning Session	Planning Session (Intl Programs Rtable)	Planning Session (War Game Planning)		
1100		RFN Brief					
1200		NWC Tour / Photo		Out-brief	Out-brief	US Coast Guard Academy	
1300		Lunch	Lunch	Lunch	Lunch		
1400		NGO Brief/ HA DR	Out-brief	Media Interviews	Media Interviews		
1500		Planning Brief	Media Brief	Submarine Base	OCS	New London	
1600			NWC-KNA Roundtable	New London	SWOS		
1700		Barge Run			OCS	The Breakers	
1800		Dinner @ PNWC Quarters					
1900							
2000							

ANNEX B
SOE continued.

KNA SCHEDULE OF EVENTS

Sunday, October 23, 2011 (Travel attire)

TBD	Game Participants arrive
TBD	KNA Delegation met at the airport (time and airport TBD)
TBD	Arrive Lodging, Newport, RI.

Monday, October 24, 2011

0800	Transportation from Lodging to McCarty Little Hall (MLH).
0800-0900	Check-in for game participants – (MLH Lobby)
0900-0915	Welcoming remarks by RADM Christenson, PNWC - (DSC)
0915-0930	Welcoming remarks and administrative information by Game Director (DSC)
0930-0945	Game Brief by Game Director - (DSC)
0945-1000	Break
1000-1030	Rules of Engagement Brief – LtCol Cadwalader, NWC ILD - (DSC)
1030-1100	RFN HA/DR Capabilities Brief- (DSC)
1100-1200	NWC Tour / Official Photo
1200-1300	Lunch – MLH Café
1300-1330	Non-Governmental Organizations Brief – Mr. Peterson, Project Hope - (DSC)
1330-1445	Planning Process Brief - Prof. Mathis, NWC - (DSC)
1445	Transportation to Lodging
1545	Transportation from Lodging to Naval Station
1600-1700	Newport Harbor Tour on Admiral's Barge (*attire for all: coat and tie)*
1700-2000	Dinner at PNWC Quarters
2000	Transportation to Lodging

ANNEX B
SOE continued.

Tuesday, October 25, 2011

0715	Transportation from Lodging to McCarty Little Hall (MLH).
0730-0800	KNA Delegation continental breakfast, VIP (Lupo) Conference Room.
0800-0900	Joint Intel Preparation of the Environment (JIPOE) Brief – (DSC)
0900-0915	Commander's Guidance – (DSC)
0915-0930	Break – Move to Game Cells
0930-1200	Move One Planning Session - (Game Cells)
1200-1300	Lunch – MLH Café
1300-1400	Cell Out-briefs – (DSC)
1400-1500	Media Brief – (DSC)
1500-1630	NWC-KNA Roundtable (TBD)
1645	Transportation to Lodging

Wednesday, October 26, 2011

0715	Transportation from Lodging to McCarty Little Hall (MLH)
0730-0800	KNA Delegation continental Breakfast, VIP Conf Room.
0800-0830	Scenario Update – (DSC)
0830-0850	Commander's Guidance (DSC)
0850-0900	Move to Game Cells
0900-1100	Move 2 Planning Session – (Game Cells) • 1000-1100: International Programs Roundtable (CAPT1R Karpov)
1100-1200	Move 2 Cell Out-briefs – (DSC)
1200-1300	Lunch – MLH Café
1300-1330	Media interviews – MLH Studio
1345	Depart for Visit to US Naval Submarine Base, New London, CT
1500-1630	Tour U.S. Submarine Base, New London, CT
1645	Return to Newport

ANNEX B
SOE continued.

Thursday, October 27, 2011

0715	Transportation from Lodging to McCarty Little Hall (MLH)
0730-0800	KNA Delegation continental Breakfast, VIP Conf Room.
0800-0830	Scenario Update – (DSC)
0830-0850	Commander's Guidance (DSC)
0850-0900	Move to Game Cells
0900-1100	Move 2 Planning Session – (Game Cells)
	• 1000-1100: International Programs Roundtable (CAPT1R Karpov)
1100-1200	Move 2 Cell Out-briefs – (DSC)
1200-1300	Lunch – MLH Café
1300-1330	Media interviews – MLH Studio
1400-1430	OCS Parade
1445-1600	SWOS Tour
1600-1700	OCS Tour

Friday, October 28, 2011

0715	Transportation from BOQ to McCarty Little Hall (MLH)
0730-0800	KNA Delegation continental Breakfast, VIP Conf Room.
0800-0900	Plenary Session Preparation (Game Cells)
0900-1100	Final Plenary Session (DSC)
1105	Depart for USCG Academy, New London, CT
1215-1300	Lunch at USCGA Officer's Club
1300-1430	Tour USCGA
1430-1530	Return to Newport
1530-1700	Tour of The Breakers
1715	Return to Lodging

Saturday, October 29, 2011 (Travel attire)

TBD	Delegation checks out and departs.

ANNEX C
Scenario

- Green is a small island Nation which has been independent since 1966. Located in a tropical sea, Green measures approximately 250 nautical miles (NM) from east to west and contains a variety of landforms including swamps, mountains and fertile agricultural land. The island is located 250 NM from the Sardine Strait, in international waterway that separates the nations of Yellow and Brown.

- Yesterday a Category 5 hurricane struck Country Green with devastating force. The eye of the storm passed directly over the Green capital and storm surges caused massive flooding in the capital and the coastal areas of the north. The entire island has suffered extensive damage. Drinking water supplies are contaminated and a State of Emergency has been declared by Green's government.

- With its population thirsty and hungry and with local governments overwhelmed, the President of Green has requested international assistance.

- In response, the governments of the United States and the Russian Federation have pledged assistance.

- The United Nations General Assembly passes a resolution welcoming the immediate offer of forces by Russia and United States for humanitarian assistance and disaster relief and welcomes the United States' offer to lead a multinational force for a period of up to two months and authorizes the deployment of such multinational force for a period of up to two months to organize all the contributing nations military forces and coordinate with nongovernmental and international organizations as aimed at humanitarian assistance and disaster relief; facilitate the provision of international assistance to the Green government in order to establish and maintain public safety and law and in order to facilitate the provision of humanitarian assistance and the access of international humanitarian workers to the Green people in need; and to support establishment of conditions for international and regional organizations, including the United Nations, to assist the transition of control of the disaster back to the Green government.

- The United States and Russian Federation governments have directed their respective navies to deploy naval surface task forces to Green to conduct Disaster Relief operations.

- A U. S. Navy task force comprised of three amphibious ships, two escort ships and a Marine expeditionary unit are dispatched to Green.

- A Russian Federation Navy task force comprised of two amphibious ships, on escort ship and one logistics ship are dispatched to Green.