WARGAMING

A MINUTE TO LEARN
A LIFETIME TO MASTER

BACKGROUND

- Wargaming on the Rise
- Wargames on short notice
- Wargame whatever…

WE NEED TO BE ABLE TO HANDLE MORE WARGAMES WITHOUT LOSS OF QUALITY!

CAVEATS:
A MINUTE TO LEARN – A LIFETIME TO MASTER

- NEED TO UNDERSTAND THE CONTEXT

- HANDLE GROUP DYNAMICS

- EXPERIENCE!

OBJECTIVE

- SHORT
- EASY TO USE   CHEAT SHEET
- "PRECISE"

Why
1. Why are we gaming?
2. What is the purpose of the comprehensive process?
3. What is the purpose of the game?
   a. Are there hard AND soft purposes?
   b. Which?

Immediate Actions
1. Form a planning team. Identify and assign tasks to team members.
2. Decide on and book location.
3. Note additional required information.

What
1. What is the expected output of the game?
2. What information is critical to conduct the game?
   a. Do we have access to it?
   b. If not, what can we actually achieve?

Kick-start a wargame

How
1. How are we playing?
   a. Limitations?
2. Will the game handle classified information?
   a. How does it affect location, execution and documentation?
3. How will we communicate the results?

Who
1. Who is the recipient of the result?
2. Who do we need in the planning team?
3. Who are the critical participants of the game?
4. Are there participants with a different background?
   a. Will it affect the game?

When
1. Set a date for the game.
2. Set a date for the trial game.

Why

1. Why are we gaming?
2. What is the purpose of the comprehensive process?
3. What is the purpose of the game?
   a. Are there hard AND soft purposes?
   b. Which?

Immediate Actions

1. Form a planning team. Identify and assign tasks to team members.
2. Decide on and book location.
3. Note additional required information.

What

1. What is the expected output of the game?
2. What information is critical to conduct the game?
   a. Do we have access to it?
   b. If not, what can we actually achieve?

Kick-start a wargame

How

1. How are we playing?
   a. Limitations?
2. Will the game handle classified information?
   a. How does it affect location, execution and documentation?
3. How will we communicate the results?

Who

1. Who is the recipient of the result?
2. Who do we need in the planning team?
3. Who are the critical participants of the game?
4. Are there participants with a different background?
   a. Will it affect the game?

When

1. Set a date for the game.
2. Set a date for the trial game.

WHY

1. Why are we gaming?

2. What is the purpose of the comprehensive process?

3. What is the purpose of the game?

   a. Are there hard AND soft purposes?

   b. Which?

Why

1. Why are we gaming?
2. What is the purpose of the comprehensive process?
3. What is the purpose of the game?
   a. Are there hard AND soft purposes?
   b. Which?

Immediate Actions

1. Form a planning team. Identify and assign tasks to team members.
2. Decide on and book location.
3. Note additional required information.

What

1. What is the expected output of the game?
2. What information is critical to conduct the game?
   a. Do we have access to it?
   b. If not, what can we actually achieve?

Kick-start a wargame

How

1. How are we playing?
   a. Limitations?
2. Will the game handle classified information?
   a. How does it affect location, execution and documentation?
3. How will we communicate the results?

Who

1. Who is the recipient of the result?
2. Who do we need in the planning team?
3. Who are the critical participants of the game?
4. Are there participants with a different background?
   a. Will it affect the game?

When

1. Set a date for the game.
2. Set a date for the trial game.

WHAT

1. WHAT IS THE EXPECTED OUTPUT OF THE GAME?

2. WHAT INFORMATION IS CRITICAL TO CONDUCT THE GAME?

   a. DO WE HAVE ACCESS TO IT?

   b. IF NOT, WHAT CAN WE ACTUALLY ACHIEVE?

Why
1. Why are we gaming?
2. What is the purpose of the comprehensive process?
3. What is the purpose of the game?
   a. Are there hard AND soft purposes?
   b. Which?

Immediate Actions
1. Form a planning team. Identify and assign tasks to team members.
2. Decide on and book location.
3. Note additional required information.

What
1. What is the expected output of the game?
2. What information is critical to conduct the game?
   a. Do we have access to it?
   b. If not, what can we actually achieve?

Kick-start a wargame

How
1. How are we playing?
   a. Limitations?
2. Will the game handle classified information?
   a. How does it affect location, execution and documentation?
3. How will we communicate the results?

Who
1. Who is the recipient of the result?
2. Who do we need in the planning team?
3. Who are the critical participants of the game?
4. Are there participants with a different background?
   a. Will it affect the game?

When
1. Set a date for the game.
2. Set a date for the trial game.

WHO

1. WHO IS THE RECIPIENT OF THE RESULT?

2. WHO DO WE NEED IN THE PLANNING TEAM?

3. WHO ARE THE CRITICAL PARTICIPANTS OF THE GAME?

4. ARE THERE PARTICIPANTS WITH A DIFFERENT BACKGROUND?

   a. WILL IT AFFECT THE GAME?

Why

1. Why are we gaming?
2. What is the purpose of the comprehensive process?
3. What is the purpose of the game?
   a. Are there hard AND soft purposes?
   b. Which?

Immediate Actions

1. Form a planning team. Identify and assign tasks to team members.
2. Decide on and book location.
3. Note additional required information.

What

1. What is the expected output of the game?
2. What information is critical to conduct the game?
   a. Do we have access to it?
   b. If not, what can we actually achieve?

Kick-start a wargame

How

1. How are we playing?
   a. Limitations?
2. Will the game handle classified information?
   a. How does it affect location, execution and documentation?
3. How will we communicate the results?

Who

1. Who is the recipient of the result?
2. Who do we need in the planning team?
3. Who are the critical participants of the game?
4. Are there participants with a different background?
   a. Will it affect the game?

When

1. Set a date for the game.
2. Set a date for the trial game.

WHEN

1. SET A DATE FOR THE GAME

2. SET A DATE FOR THE TRIAL GAME

Why

1. Why are we gaming?
2. What is the purpose of the comprehensive process?
3. What is the purpose of the game?
   a. Are there hard AND soft purposes?
   b. Which?

Immediate Actions

1. Form a planning team. Identify and assign tasks to team members.
2. Decide on and book location.
3. Note additional required information.

What

1. What is the expected output of the game?
2. What information is critical to conduct the game?
   a. Do we have access to it?
   b. If not, what can we actually achieve?

Kick-start a wargame

How

1. How are we playing?
   a. Limitations?
2. Will the game handle classified information?
   a. How does it affect location, execution and documentation?
3. How will we communicate the results?

Who

1. Who is the recipient of the result?
2. Who do we need in the planning team?
3. Who are the critical participants of the game?
4. Are there participants with a different background?
   a. Will it affect the game?

When

1. Set a date for the game.
2. Set a date for the trial game.

HOW

1. How are we playing?

    1. Limitations?

2. Will the game handle classified information?

    a. How does it affect location, execution and documentation?

3. How will we communicate the results

Why

1. Why are we gaming?
2. What is the purpose of the comprehensive process?
3. What is the purpose of the game?
   a. Are there hard AND soft purposes?
   b. Which?

Immediate Actions

1. Form a planning team. Identify and assign tasks to team members.
2. Decide on and book location.
3. Note additional required information.

What

1. What is the expected output of the game?
2. What information is critical to conduct the game?
   a. Do we have access to it?
   b. If not, what can we actually achieve?

Kick-start a wargame

How

1. How are we playing?
   a. Limitations?
2. Will the game handle classified information?
   a. How does it affect location, execution and documentation?
3. How will we communicate the results?

Who

1. Who is the recipient of the result?
2. Who do we need in the planning team?
3. Who are the critical participants of the game?
4. Are there participants with a different background?
   a. Will it affect the game?

When

1. Set a date for the game.
2. Set a date for the trial game.

Immediate Actions

1. Form a planning team. Identify and assign tasks.

2. Decide on and book location.

3. Note any additional required information.

USE CASES

- COA wargame for Swedish national defence planning

- Plan a Strategic bilateral Table-top

"YOU GOTTA

KNOW WHEN TO HOLD THEM,

KNOW WHEN TO FOLD THEM

KNOW WHEN TO WALK AWAY

KNOW WHEN TO RUN."