

operations analysis to better serve decision makers. On the first day, participants will convene in a plenary session for a broad discussion of the current uses, capabilities, and limitations of wargaming. Formal presentations by recognized wargaming experts will focus on war game techniques currently used in gaining an understanding of the irregular, catastrophic, and disruptive challenges to national security. Allied speakers as well as appropriate game experts from non-DoD agencies and the civilian sector may also be invited to participate. Collectively, these speakers will identify and provide a basic understanding of the current and projected war game “state of the art” in sufficient detail to support more detailed and focused discussions during the remainder of the Special Meeting.

The second and third day will be conducted as a Workshop. The Workshop phase is intended to identify and develop the means of implementing appropriate enhancements to war games. During this phase participants will be divided into working groups to address the objectives listed and focus on the specific challenges referenced above.

Each of the four working groups will assess for their *assigned focus topic current* wargaming capabilities and limitations in the context of the three 21st century national security challenges addressed earlier. Each working group will then develop necessary enhancements and/or actions that when implemented will provide an improved war gaming capability and improved integration of war game results with other external quantitative results.

On the afternoon of day three, participants will gather in plenary session to receive reports and recommendations from each of the working groups.

5. Administrative Details

Program Chairs: Ted Smyth, FS (JHU/APL) and Doug Williams (Northrop Grumman-TASC)

Location: Northrop Grumman-TASC Heritage Conference Center, Chantilly, VA

Classification Level: UNCLASSIFIED

Fees:

Entire Workshop

<i>Non-Government/Non-Member:</i>	\$750
<i>Non-Government/Member:</i>	\$675
<i>Government/Non-Member:</i>	\$640
<i>Government/Member:</i>	\$575

One-day Only

<i>All/Non-Members:</i>	\$375
<i>All/Members:</i>	\$325

MORS

1703 N. Beauregard St., #450
Alexandria, VA 22311
703-933-9070
FAX 703-933-9066
morsoffice@mors.org
www.mors.org



MORS Workshop

Wargaming And Analysis

16-18 October 2007

**Northrop Grumman-TASC
Heritage Conference Center
Chantilly, VA**

1. Overview

War games have been used in varying ways and purposes for centuries. Although the exact date of the first war game is uncertain we do know that toys and games based on warlike subjects have existed for several millennia. Although the precise date of origin remains a subject of some debate, there exists overwhelming agreement that in varying forms war games have played major roles in both the education of military leaders and in the evaluation of military capabilities.

2. Background

Given the latter role, evaluation of military capabilities, it is perhaps prudent to draw a distinction between the terms, war games and analysis. Borrowing from Peter Perla's classic text, *The Art of Wargaming*, U.S. Naval Institute Press, Annapolis, MD, 1990, we consider a war game to be defined as "a warfare model or simulation, not involving actual military forces, and in which the flow of events is affected by and in turn affects decisions made during the course of those events by players representing the opposing sides." Meanwhile, Perla offers that analysis or operations research is defined as a "scientific method of providing decision makers with a quantitative basis for decisions."

This MORS Special Meeting proposes to focus on articulating the role(s) of war games in the 21st century national security environment and the identification of appropriate relationships between war games and analysis. Specifically, the purpose of the Special Meeting is to identify proposed enhancements to war gaming techniques, processes, and structure and to determine how war games and their results may

be better integrated with operations analysis to better serve decision makers.

3. Goals and Objectives

The Workshop has several goals. First, the Workshop will provide participants with an understanding of the current uses, capabilities, and limitations of wargaming. Secondly, the Workshop will identify and assess needed war game enhancements, i.e., those activities, data and information sources, metrics, rules, structure, and participants, that must be identified and/or addressed prior to the conduct of a successful game. Thirdly, the role and identification of appropriate analysis tools, to include modeling and simulation, in support of war games will be addressed. Finally, in the context of the 21st century security environment Workshop participants will be challenged to develop recommendations as to how wargaming and operations analysis may be better integrated to better serve the needs of national security decision makers.

In order to achieve a better understanding of the current and potential contributions of war games to DoD and military decision makers, the Workshop will pursue the following objectives:

- Gain an understanding of the basic structure, techniques, tools, use, products, capabilities and limitations of war games.
- Identify and develop recommended enhancements to wargaming structure, techniques, and processes to better address current and anticipated national security challenges.
- Identify specific recommended models, simulations, techniques, and processes for incorporation into war games.

- Identify how war game products may be better integrated with quantitative analysis to better inform decision makers.

This Workshop will focus on war games that are intended to identify and address issues and problems generated by three types of challenges to the 21st century national security environment: irregular; catastrophic; and disruptive.

Characterizations of these challenges are as follows:

- Irregular: unconventional methods are adopted and employed by non-state actors to counter stronger state opponents.
- Catastrophic: acquisition, possession, and possible employment of WMD or methods producing WMD-like effects against vulnerable, high profile targets by terrorists and rogue states.
- Disruptive: international competitors developing and possessing breakthrough technological capabilities intended to supplant U.S. advantages in particular operational domains.

Within these contexts focused working groups will be formed to seek enhancements to:

- War game structure and techniques
- War game data, information, and metrics
- War game modeling and simulation, techniques, and process needs
- Integration of war game results with external quantitative results

4. Meeting Approach

The three-day Workshop will be conducted to identify proposed enhancements to war game techniques and processes and to determine how war games may be better integrated with