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Wargaming and NSW: Innovating for Future Conflict

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WARGAMING AND NSW:

Innovating for Future Conflict



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Background

Problem Narrative:

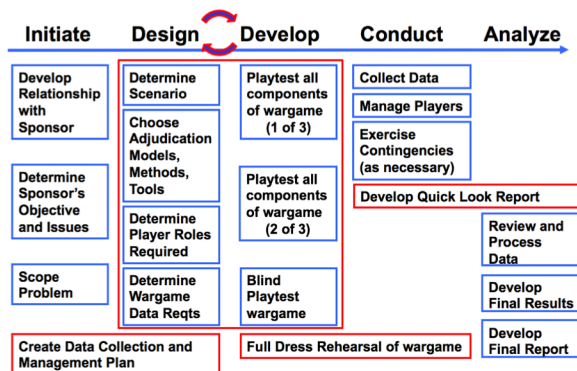
- NSW focused on land based CT & COIN for (mostly CENTCOM) for past 15+ years
- USN Fleet and NSW linkage atrophy
- Re-emergence / re-focus on near-peer threats
- New technology in fields of stealth, robotics, UXV, cyber

Research Questions:

- Is wargaming a valuable tool NSW should incorporate into its arsenal?
- How can wargaming be used by NSW to explore and demonstrate supporting effects for theater commanders in potential future maritime conflicts against near-peer adversaries?



WARGAME Flyer Soliciting Participants



Design and Conduct of a Wargame

(Source: Jeffrey Appleget, "Wargame Checklist: Five Phases of Wargame Planning")

Seminar Analytic Wargame

Issues Explored:

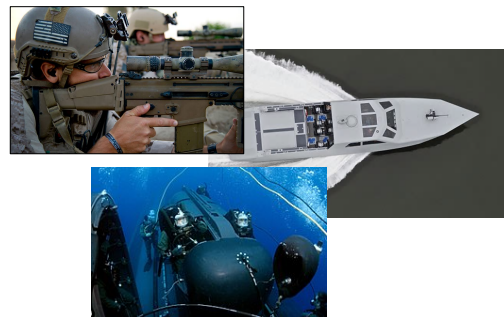
- How can NSW **set the conditions** for the theater to support JTF actions in the event of hostilities?
- How can NSW provide **deterrent options** to prevent conflict escalation?
 - How might potential adversaries respond to NSW operational concepts under consideration?
- How can NSW create effects in Phase 2 **operating without air or maritime superiority**?

Sub-issues Explored:

- How can NSW support **increased domain awareness** for the JTF?
- How can NSW employ **unique mobility capabilities** ISO JTF operations? (surface / subsurface)?
- How can NSW employ **select advanced capabilities** ISO JTF operations?
- How can NSW employ **operational deception** ISO JTF operations?

Results

- 1.0 Strategic
 - 1.1 Importance of Phase 0
 - 1.2 Importance of Allies and Partners
 - 1.3 Deterrence and Escalation considerations
- 2.0 Operational
 - 2.1 NSW support to Distributed Maritime Operations (DMO)
 - 2.2 Operating in Denied Environments
 - 2.3 Special Warfare
 - 2.4 Support to Undersea Warfare
- 3.0 Tactical
 - 3.1 Capacity Requirements
 - 3.2 Technological Innovation
 - 3.3 Increased Lethality



NSW will use a combination of battle worn experience and innovative technology like advanced stealth and artificial intelligence

Takeaways

- NSW can and should continue to use seminar analytic wargaming to research and innovate integration of new tech
- Large scale near-peer conflict requires investment now to outperform adversaries

Next Steps

- Continue a Wargaming program within NSW
- Explore and research different areas in the spectrum of conflict
- Use Wargaming in conjunction with tech innovation cell to help envision implementation



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