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Assessing the Effectiveness of Deterrence Options on Taiwan Contingency Operations

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Monterey, California: Naval Postgraduate School

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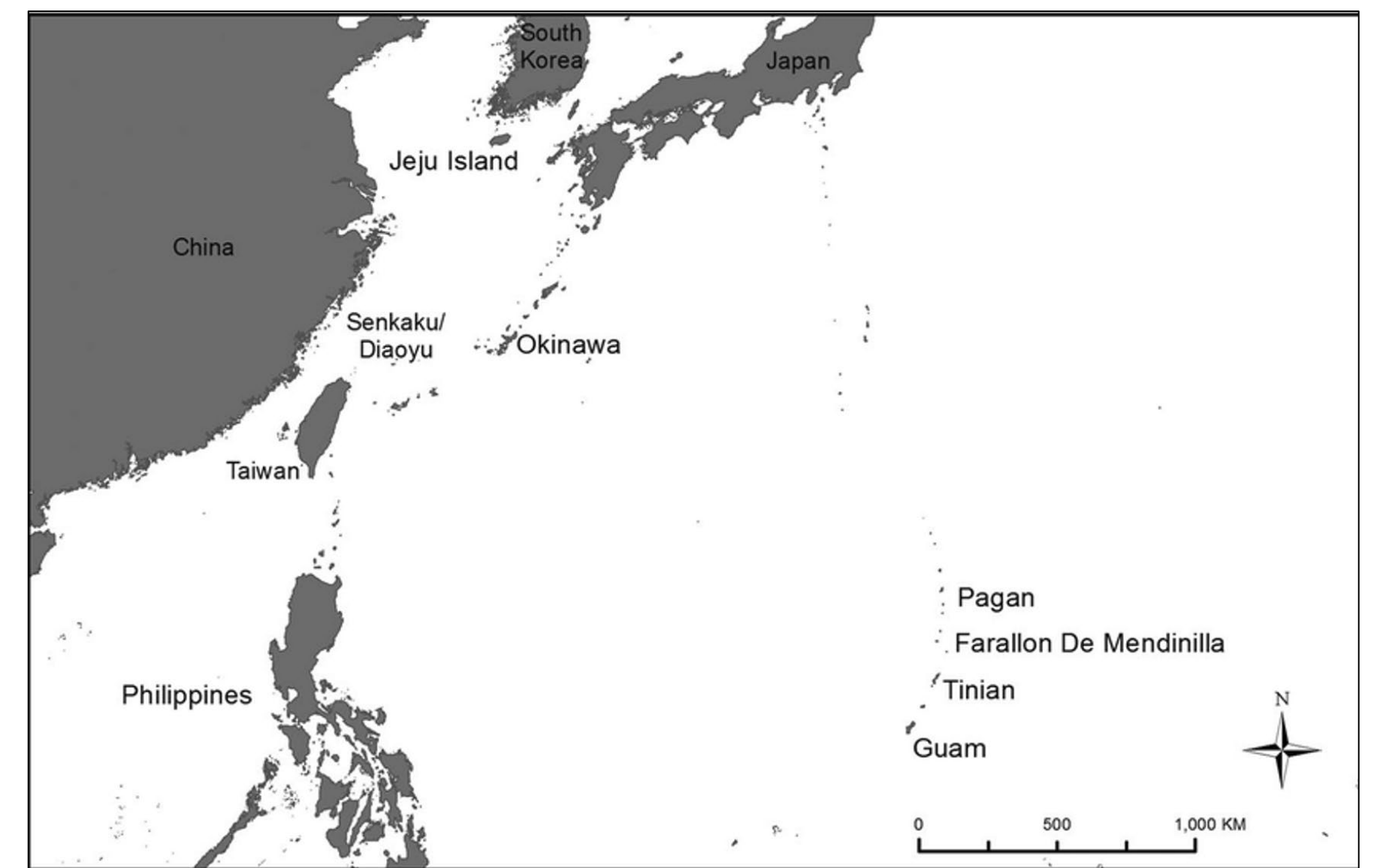
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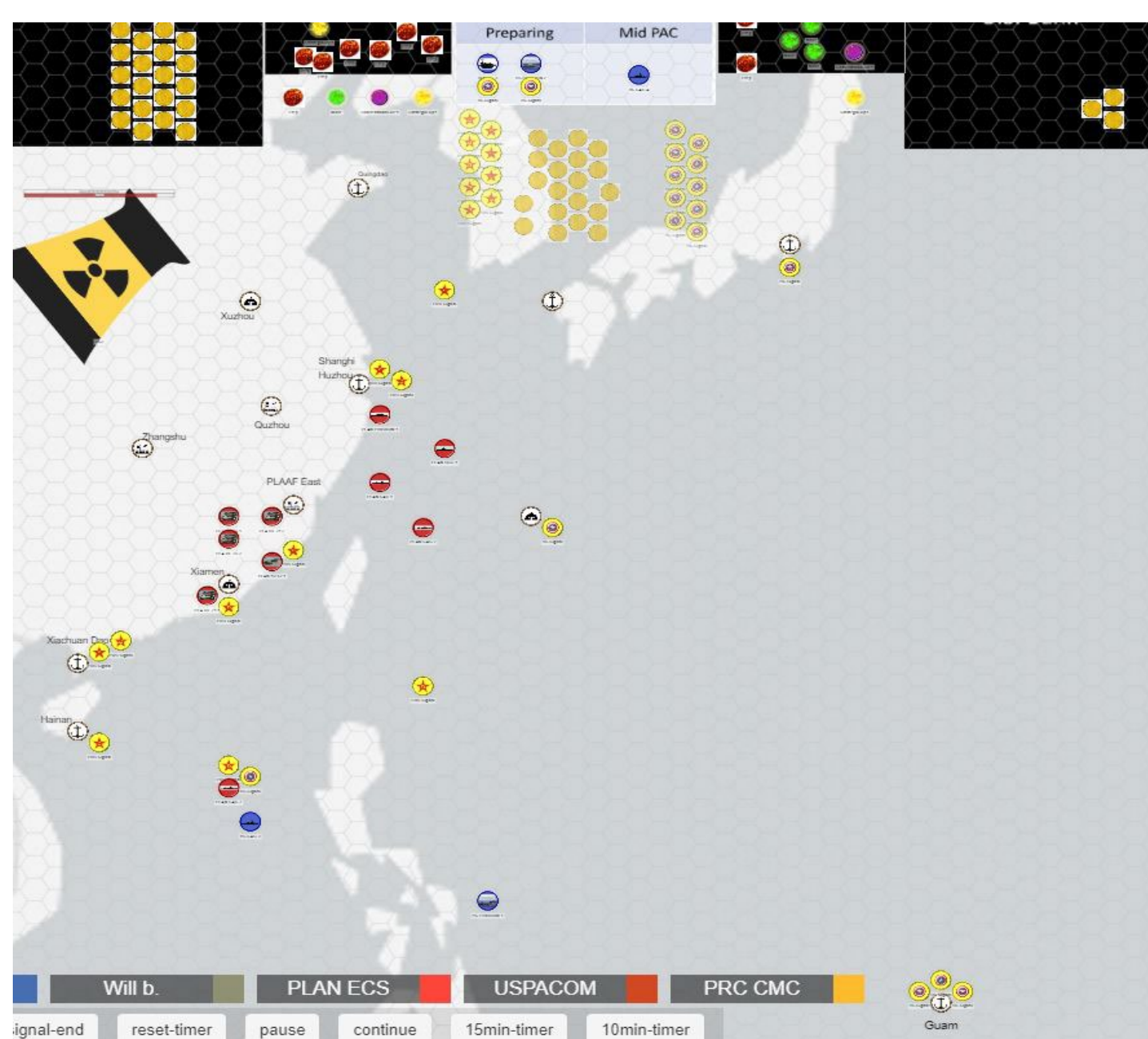
Subject Matter Expert Workshops

This research project required that subject matter expert panels be convened in a series of workshops to define feasible scenario injects and vignettes that could present the appropriate dilemmas to the various stakeholders and competitors in the East China Sea and the Taiwan Strait. These injects and vignettes would later be used in the wargaming construct.



Area of Contention: East and South China Seas and the Taiwan Strait

https://www.researchgate.net/figure/Map-of-western-Pacific-Map-by-author_fig3_316838313/download



The wargaming map displays potential actions and adjudication outcomes.

Wargame Problem Statement

As the U.S. and PRC edge closer to parity in military capability, both sides must be acutely aware of how these changes can increase the chance of conflict breaking out. The U.S. must maintain an effective deterrent against the PRC in the Strait. At the same time, China must ensure that its rapid military rise does not force the U.S. to act against them before PRC military capabilities outpace U.S. military capabilities. This game aims to capture lessons learned from the outbreak of conflict in the Taiwan Straits to further the deterrence relationship between the U.S., Taiwan, and PRC.

Wargame Design

The wargame is a seminar-based hybrid system with separate timed planning, decision, and adjudication phases. The system limits decisions in time, space, and force applications. The game consists of sequential turn-based actions and reactions in a seminar format with a white cell enforcing guidelines based upon items such as doctrine, national-level intent, and international reactions. Actions are allowed as much as possible with resolutions stochastically arbitrated as reasonably as possible. In-game turns will represent one-week time blocks. Units manipulated by players will be at the operational level of war (i.e., surface action groups vice individual naval combatants).



Player Actions and Adjudication

- Signal planning - Each side gets 15 minutes or less to internally discuss their moves for the turn
- Signaling - 5-minute phase where actions by both teams are in the open and displayed to the other side in real-time. Each team places their signal tokens and draws actions cards. Signal tokens can be moved, and action cards picked up or discarded during these 5 minutes.
- Operations Planning and Orders Writing - Each side uses their action cards and provides orders to their units. Orders include: unit, type of action, and desired end state of the action
- Operations Execution - White Cell receives orders from each side and adjudicates results.
- Adjudication and Feedback - Any dice rolls are conducted by each time and interviews are conducted with players to garner insights into strategies and anticipated enemy responses.

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