

## Readings for STRATCOM Introduction to Wargaming Class

**General:** Below are the readings to prepare for each day. Items beginning with page numbers, are from the Perla book “The Art of Wargaming.” If the readings are not from Perla, they are available on the Sakai site in the “Resources” tab, “Readings (minus Perla)” folder.

### **Day 1:**

Basics:

Wargaming and Combat Modeling for Analysis

1-12 [Intro]

163-167 [7 elements]

172-182 [open/closed; seminar/system, dangers of wargaming]

183-185 [“designing a wargame is an art, not a science”. “Wargaming is an act of communication”. Use of seminar war games at NWC.]

Joint Pub 5-0, pp IV-27 to IV-36

PE 1:

Risk Rules (PDF)

PE 1 Document

Sponsors:

190-203 [Principles of WG Design, sponsor communications, identify players/decisions]

PE 2 Document

### **Day 2:**

Analysis I:

183-185 [construction of a framework]

190-193 [what does the sponsor want to learn...]

PE 3 Develop DCMP

TRAC Study Director PDF (EEAs, pdf pages 25, 33-37)

ABCA Pub 354 Analysis Handbook (DCMP, pdf pages 34-37, hardcopy pages 20-23)

Analysis II:

CLA COBP (Constraints, Limitations, Assumptions)

Prep for Playing Zefra:

Zefra Scenario (<http://www.opanalytics.ca/STRATCOM/ZefraScenario.html> or pdf)

### **Day 3:**

Intro to SWG:

Watch video, one out of four:

[The Constitution: That Delicate Balance](#) >>> 8. National Security and Freedom of the Press

[Ethics in America](#) >>> 6. Under Orders, Under Fire (Part I)

[Ethics in America](#) >>> 7. Under Orders, Under Fire (Part II)

[Ethics in America II](#) >>> 2. War Stories: National Security & the News

SWG Design/Scenario design/analysis:

253 [Chart: Areas of Activity]

253-256 [Preparing to play]

257-260 [Playing Bad Guys, Post Game Commentary]

314-316 [Future of manual and seminar-style games]

Advanced Design:

203-214 [define info reqts, SCENARIO elements, data base];

214-228 [models, rules, procedures, system/seminar]

#### **Day 4:**

Advanced Scenario Design/Game Development:

229-234 [Goals and Activities];

242-245 [Playtest, Blind Testing, Rules prep]

Appendix – Questions for Wargame Analysis

#### **Day 5:**

Details for External Games:

253 [Chart: Areas of Activity]

253-256 [Preparing to play]

257-260 [Playing Bad Guys, Post Game Commentary]

314-316 [Future of manual and seminar-style games]

#### **History: (Optional)**

Caffrey - Toward a History-Based Doctrine for Wargaming

40-48 [WW II wargaming history]

Desert Crossing AAR (Zinni)

Admiral Yarnell and Pearl Harbor (Fleming)