

9th MSC Educational Wargame Executive Summary

1. **Purpose.** This purpose of this study is to create a tool to help the 9th Mission Support Command (MSC) determine what points of friction they would have to work through in the case of a natural disaster - such as a typhoon - in their Area of Responsibility (AoR). The sponsor's objective is to train their staffs to understand the important considerations when responding to a disaster.
2. **Study background.** 9th Mission Support Command is assigned to lead Task Force East in the case of a DSCA event. The Task Force East AoR includes Hawaii, American Samoa, Jarvis Island, Wake Atoll, Midway Atoll, Johnston Atoll, Baker Island, Howland Island, Palmyra Atoll, and Kingman Reef. In this area the most likely casuse of a DSCA event is a typhoon. Forces available to 9th Mission Support Command during a DSCA event are mostly Army Reserve Forces stationed in Hawaii, American Samoa, and along the west coast of the United States.
3. **Study methods.** This Wargame was designed as an educational wargame with focus on easy-to-achieve lessons learned. This wargame can provide these results without an analyst participating in the game. The analytic methods are deliberately designed to be simple and easy to understand. Each player keeps track of their planned missions and resource requests for each round. The Task Force player also is provided a data sheet to capture the goals for each round, the plans to achieve these goals and the outcome of these plans. Further the Task Force player tracks if and why he changes his goals during the game. The focus of the analyses is not on the quantitate aspect of resources and units but on on the decisions, outcomes and plan adjustments of the Task Force player. The results are presented in style of an After Action Review / Lessons Learned.
4. **Study findings/recommendations.** First, repairing infrastructure is critical to achieving the mission goal. Second, coordination between all players is essential. The state of the infrastructure (Roads, Communications, Warehouses) has an immense influence on all types of operations. Roads are important for every kind of movement. Therefore, the state of the roads influences various kind of missions e.g., supply, transportation, repair and rebuild. The same is true for communication. Therefore, the improvement of theses parameters will positively affect the outcome of all efforts. Even though these mission may be possible while the infrastructure is a bad state, the cost will be much higher. Each of the involved players has similar capabilities, with some capabilities being exclusive to certain players. For example, the NGO player has greater ability to provide medical support and only the Task Force or Local Government can provide security. Therefore, coordination is essential. Some missions may depend on other missions to succeed. If multiple players attempt to conduct the same mission during a round, they may waste resources and time. Further, the gain in capabilities from the Task Force bringing in additional units diminishes at a certain point. Additional units also result in an additional need for resources and coordination. Therefore, it is important to find the right number and type of units for the given scenario instead of just adding more and more units.

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