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MCWL

EXECUTIVE SUMMARY

1. Purpose/Problem Statement.

a. **Objective:** Determine how the United States Marine Corps (USMC) and Navy (USN) will employ emerging concepts and capabilities in future operating environment to enact operationally relevant sea control and denial against an adversary.

b. **Key Issues:** (Classified)

2. Scenario. (Classified)

a. **Geographic Region:** Pacific

b. **Year:** 2025

c. **Road to War:** (Classified)

3. Player Role List.

a. **Player Role objectives:** (Classified)

b. **Available Resources:** (Classified)

c. **Relationships:** Both the blue and red teams were small and served as a tactical commander in charge of the forces at their disposal. A higher headquarters structure was not employed due to the focus on tactical decisions.

4. Wargame Description

a. **Wargame Design.** The type of wargame used in the future operating environment was a closed wargame. Red and Blue cells were given an operational objective and the freedom to choose which concept of employment (CONEMP) was best suited to maximize completion of tasking

b. **Wargame Execution:** Each game was executed analogous to a baseball game with 9 turns (innings) within a game. Each “inning” consisted of four phases: movement, acquisition, targeting, and adjudication. The phases were conducted in sequence. Once adjudication was conducted, the wargame transitioned to the next “inning.” The team that was given the opportunity to target first was selected each inning but the players were not informed who would have precedence each inning. Each game represented an approximate 36-hour time period.

5. Methods, Models, and Tools (MMTs).

a. **Adjudication:** Spreadsheets were used to capture each force’s moves per turn so that inferences could be made regarding CONEMP. The goal was not to test weapons systems so the adjudication was made based on which team was able to target first. If a team was able to target first they were able to achieve a kill. If both teams were targeting at the same time, the team that fired first was victorious in the engagement but only the white cell knew of the firing precedence.

b. **Player feedback/updates:** After the targeting phase, the players informed their data collector of their intended targets. These were taken to the white cell who then determined the targeting precedence and which assets were destroyed. The players were then given the updated status of their assets from their data

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collectors. The game was closed so the players were not able to observe the adjudication.

6. Key Constraints, Limitations, and Assumptions.

- a. **Constraints:** Team required 8 weeks to complete the study.
- b. **Limitations:** Capabilities of given assets were limited to current design.
- c. **Assumptions:** Assumed that capabilities in 2025 will be comparable to current system abilities.

7. Study findings/recommendations. (Classified)

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