

THEATER CAMPAIGN WARFARE (TCW)

WARGAME SUMMARY:

Theater Campaign Warfare (TCW) is the capstone wargame for the School of Advanced Air and Space Studies (SAASS). The wargame is augmented by participation of students from the School of Advanced Military Studies (SAMS) at Fort Leavenworth, KS; the Naval Operational Planning Course (NOPC) at Newport, RI; and the School of Advanced Warfighting (SAW) at Quantico, VA, to develop greater cross-service appreciation of theater operational issues. The game is a seminar-based educational wargame, designed to provide students an opportunity for synthesis through the application of concepts about the nature and employment of military forces they have developed during the past year. Students evaluate the efficacy of their classroom concepts using the wargame as one of the data points in their continuing education and develop a greater cross-service appreciation of theater, strategic and operational issues. The game consists of six parallel but independent seminars and includes planning, execution and analysis phases, lasting five days. Educational objectives are facilitated by game moves covering periods varying from a few days to several weeks.



OBJECTIVES/PURPOSE:

During the planning phase, students are provided the opportunity to recommend victory conditions for resolution of a crisis and develop a strategic plan to achieve those objectives within both established political constraints and the realities of a given tactical, operational, logistical and coalition situation. The Campaign Planning Process and Crisis Action Planning Process serve as a guide to aid student play during the game. Most products related to these processes, including items such as a Commanders Estimate (CE) of the Situation, Commanders Information Requirements (CCIR) and Priority Intelligence Requirements (PIR) will be discussed and presented to the seminar leader in each game cell. Game play within each cell will provide the opportunity to explore the specific areas of investigation relative to campaign planning: (1) the role of center of gravity and vulnerability analysis, particularly in an environment that includes the presence of weapons of mass destruction; (2) the role of cultural expectations and norms; (3) the operational characteristics of air, sea, land, amphibious and space forces and the ways in which these characteristics may be synergistically integrated; (4) the characteristics of coalition warfare; (5) the role of the military in achieving political and national objectives with acceptable risks and costs.

During the execution phase, students are provided the opportunity to evaluate various scenarios from a strategic and operational framework. This opportunity includes the requirement to make specific recommendations and decisions related to the following features of strategic planning and campaign direction: (1) responses to evolving political and strategic scenarios, unexpected enemy actions, changes in requirements of coalition members and unanticipated results of our own actions (The essential issue here is the

extent to which the original campaign plan can be followed and the extent to which it requires adjustment in light of the fog and friction of war); (2) dealing with war termination issues; (3) the impact of Military Operations Other Than War (MOOTW) and other humanitarian, political, ethnic, religious and social concerns.

During the analysis phase, students are provided the opportunity to relate the events of the wargame to learning in their institution's curricula. Issues that may be addressed include the following:

(1) comparisons and contrasts between the wargame and historical examples; (2) the role of leadership and other human factors; (3) interrelationships among theory, doctrine, technology and organization; (4) relationships among the political, strategic, operational and tactical perspectives of war; (5) the influence of cultural and geographic factors; (6) the particular dynamics of warfare in which weapons of mass destruction are employed; (7) the utility of analytical tools in the design and execution of campaigns; (8) the impact of information war capabilities in future warfare.

GENERAL INFORMATION:

- a. Wargame Sponsor: School of Advanced Air and Space Studies, SAASS/CC, Maxwell AFB AL.
- b. Warlord: Lt Col John Terino, School of Advanced Air and Space Studies, SAASS/AS, Maxwell AFB AL, DSN: 493-5499.
- c. Wargame Director: Mrs. Terry Young-Brinston, Air Force Wargaming Institute, CADRE/WGOO, DSN: 493-6536.
- d. Contractor Lead: Mr. Brent Chapman, Air Force Wargaming Institute, CADRE/WGOO, DSN: 493-6835.
- d. Participants: SAASS/SAMS/NOPC/SAW students are the primary game participants, with CADRE personnel providing an opposing Red Team. The SAASS faculty and CADRE personnel provide a control team for game adjudication, portray the SECDEF staff, Theater Combatant Commander and Joint Task Force Commander, and staff.
- e. Frequency and Duration: The wargame is conducted annually over a five-day period, which includes student in-briefs and a campaign planning briefing.
- f. Wargame Location: Air Force Wargaming Institute, Bldg 1406, Maxwell AFB AL.
- g. Supporting Models and Simulation Tools: TCW is a computer-assisted, manually adjudicated wargame. The Accelerated Combat Timeline (ACT) model, the ForceView mapping tool and the Joint Educational Mobility Model (JEMM) are used to support game execution. The ACT is used to assist in the

exploration, analysis and adjudication of courses of action. Theater Campaign Warfare uses the ForceView mapping tool to show troop disposition and potential troop movement. The JEMM is a deterministic, personal computer (PC)-based transportation feasibility estimator depicting the strategic lift from port of embarkation (POE) to the port of debarkation (POD) and produces an integrated multiple theater of war TPFDD-like document.

WARGAME EXECUTION:

As mentioned earlier, the wargame is divided into planning, execution and analysis phases. During the planning phase on days one and two, students will develop strategy recommendations and COAs for the combatant commander and present them to the SECDEF staff played by the faculty. During the execution phase on days two through four, the students will conduct an assessment of combat results, recommend campaign plan modifications and discuss end-state and war termination issues. During the analysis phase on day five, students will present an analysis of the results of the wargame and relate the results to their curriculum. The faculty will also present findings and observations.

WARGAME DATES:

23-27 Feb 04.