

**BY ORDER OF THE
SECRETARY OF THE AIR FORCE**

AIR FORCE INSTRUCTION 10-233

1 JULY 2000

Operations

CONDUCT OF KEY WARGAMES



COMPLIANCE WITH THIS PUBLICATION IS MANDATORY

NOTICE: This publication is available digitally on the AFDPO WWW site at: <http://afpubs.hq.af.mil>.

OPR: HQ USAF/XOCW
(Col Steven Pennington)

Certified by: HQ USAF/XOC
(Maj Gen Kenneth Hess)

Pages: 18
Distribution: F

This instruction implements portions of AFD 10-3, *Readiness*; and AFD 10-6, *Mission Needs and Operational Requirements*. It applies to planning, execution and assessment of key wargames that will have an impact on future Air Force doctrine, strategic planning, force capabilities and employment concepts. These wargames consist of Air Force sponsored Title X Wargames, Air Force participation in Title X Wargames of the other Services, and Air Force participation in key wargames conducted by Air Force Major Commands (MAJCOMs), Unified Commands and the Joint Chiefs of Staff (JCS). The AFI outlines responsibilities and procedures for conduct of key wargames by HQ USAF staff agencies and by agencies subordinate to HQ USAF that are tasked for wargame support.

Chapter 1

PURPOSE AND OBJECTIVES

1.1. Purpose. This Air Force Instruction (AFI) establishes guidance for conduct of Air Force sponsored Title X Wargames, Air Force participation in Title X wargames of the other Services, and key wargames conducted by Air Force MAJCOMs, Unified Commands and the JCS. The provisions contained herein apply to key wargames of importance to HQ USAF that will have an impact on future Air Force doctrine, strategic planning, force capabilities, and employment concepts.

1.2. Objectives. This AFI is designed to create an approach whereby all Air Force stakeholders from operations, plans, intelligence, logistics and other agencies are part of a focused Air Force effort for conducting Title X wargames and other key wargames that impact future Air Force doctrine, strategic planning, force capabilities, and employment concepts. Specific objectives are to:

1.2.1. Achieve a common understanding throughout the Air Force on how and why key wargames are conducted.

1.2.2. Designate HQ USAF/XO and HQ USAF/XP as Air Force Executive Agents (EAs) for mid-term and far-term key wargames, respectively, and HQ USAF/IL as Air Force EA for key wargames focused on logistics and combat support.

1.2.3. Establish the HQ USAF Directorate of Command and Control (HQ USAF/XOC) as the HQ USAF Office of Primary Responsibility (OPR) for HQ USAF/XO key wargames, the HQ USAF Directorate of Strategic Plans (HQ USAF/XPX) as the HQ USAF OPR for HQ USAF/XP key wargames, and HQ USAF/ILX as the HQ USAF OPR for key wargames primarily focused on logistics and combat support.

1.2.4. Formalize the tasks and responsibilities for key wargame OPRs and other Air Force supporting offices and agencies at both HQ USAF and in commands subordinate to HQ USAF.

1.2.5. Establish procedures for use of Air Force Reserve Command (AFRC) and Air National Guard (ANG) support teams and Individual Mobilizations Augmentees (IMAs) to assist wargame OPRs in planning, executing and assessing key wargames.

Chapter 2

ORGANIZATION RESPONSIBILITIES

2.1. Headquarters, United States Air Force (HQ USAF).

2.1.1. HQ USAF/XO is designated the Air Force EA for near and mid-term Air Force Title X Wargames. Mid-term is defined as being about 10 years beyond the beginning of the current POM period. HQ USAF/XO will also be the Air Force Executive Agent for Title X Wargames exploring concepts over the near and mid-term that are sponsored by the other services, the JCS, and the Unified Commands.

2.1.2. HQ USAF/XOC is the HQ USAF OPR for HQ USAF/XO key wargames. HQ USAF/XOCW is the HQ USAF/XOC Point of Contact (POC) for key wargames and acts on behalf of HQ USAF/XOC to accomplish the following:

2.1.2.1. Plan and conduct the Global Engagement Wargame Series. All facets of wargame planning, execution, and post-wargame activities will be under the direction and guidance of HQ USAF/XOC.

2.1.2.2. Serve as the Air Force POC for near and mid-term key wargames. For these wargames, AF/XOCW will be responsible for coordinating Air Force participation, attending planning conferences, arranging Air Force participants, forwarding a force structure and operational concepts, conducting preparation training for the Air Force players, and arranging Air Force senior leader participation in the post-wargame briefings, as appropriate. HQ USAF/XOCW will also be the sole conduit on the Air Force's behalf. The intent is to provide a unified, single Air Force position on aerospace power at the wargame. All other Air Force offices and agencies will utilize the HQ USAF/XOCW channel during preparation for near and mid-term key wargames.

2.1.2.3. Develop and publish the AFKEWES based on inputs from individual wargame OPRs. HQ USAF/XOCW will develop a list of key wargames subject to the provisions of this AFI and distribute it across the Air Force via the Air Force Key Exercise/Experiment and Wargame Events Schedule (AFKEWES). The AFKEWES will serve as the central Air Force schedule for planning, provide an overview of each key wargame, list POCs for each wargame, and provide other information to keep the Air Force Leadership informed of ongoing planning actions. The AFKEWES will be changed as required to remain current with ongoing changes in individual wargames. However, substantive changes will require the approval of the wargame OPR.

2.1.2.4. Refer issues associated with HQ USAF/XO key wargames on the AFKEWES to HQ USAF/XO for further action, when required.

2.1.2.5. Determine the strategies and operational concepts to be explored during HQ USAF/XO wargames.

2.1.2.6. Maintain the Wargaming Knowledge Base and make it accessible on the World Wide Web. The Wargame Knowledge Base will include briefings, reports, schedules of events, and other wargame information.

2.1.2.7. Refer near and mid-term wargame issues to HQ USAF/XO or other appropriate forum for resolution, as required.

2.1.2.8. Coordinate and integrate requirements for AFRC and ANG augmentation support with appropriate agencies to optimize use of AFRC and ANG augmentation personnel.

2.1.2.9. Participate in wargames and reports observations, as required.

2.1.3. HQ USAF/XP is designated as the Air Force EA for far-term Air Force Title X Wargames. Far-term is defined as 15 to 20 years beyond the beginning of the current POM year. The USAF/XP will also serve as the Air Force EA for the Title X Wargames of the other services, the JCS, and the Unified Commands dealing with the far-term.

2.1.4. HQ USAF/XPX is the HQ USAF OPR for HQ USAF/XP key wargames. HQ USAF/XPXC is the HQ USAF/XPX POC for key wargames and acts on behalf of HQ USAF/XPX to accomplish the following:

2.1.4.1. Plan and conduct the Aerospace Future Capabilities Game (AFCG) series of wargames. All facets of wargame planning and execution, and post-game activities will be under the direction and guidance of HQ USAF/XPX.

2.1.4.2. Serve as the Air Force POC for far-term key wargames. For these wargames, HQ USAF/XPXC will be responsible for coordinating Air Force participation, attending planning conferences, arranging Air Force participants, forwarding a force structure and operational concepts, conducting preparation training for the Air Force players, and arranging Air Force senior leadership participation in the post-wargame briefings, as appropriate. HQ USAF/XPXC will also be the on the Air Force's behalf. The intent is to provide a unified, single Air Force position on aerospace power at the wargame. All other Air Force offices and agencies will utilize the HQ USAF/XPXC channel during preparation for far-term key wargame.

2.1.4.3. Provide support to HQ USAF/XOCW in developing the AFKEWES.

2.1.4.4. Determine the strategies and concepts to be explored in wargames for which HQ USAF/XP is the OPR.

2.1.4.5. Refer far-term wargame issues to HQ USAF/XP or other appropriate forum for resolution, as required.

2.1.4.6. Participate in wargames and reports observations, as required.

2.1.4.7. Develop the force structures for all wargames and wargame series identified in the AFKEWES.

2.1.5. HQ USAF/IL is designated as the Air Force EA for key logistics wargames. HQ USAF/IL will also serve as the HQ USAF Executive Agent for key logistics wargames conducted by the JCS and Unified Commands.

2.1.6. HQ USAF/ILX is the HQ USAF/IL OPR for participation in logistics oriented wargames and a HQ USAF Office of Collateral Responsibility (OCR) for participation in other key wargames. HQ USAF/ILXS is the HQ USAF/ILX POC for key wargames with a primary focus on logistics and combat support and acts on behalf of HQ USAF/ILX to accomplish the following:

2.1.6.1. Ensure that realistic logistics play is integrated into key wargames.

2.1.6.2. Assist the wargame POC in determining the logistics level of participation in key wargames.

2.1.6.3. Identify alternate POCs for logistics support, when required.

2.1.6.4. Provide functional expertise for developing scenarios that facilitate accomplishment of logistics goals and objectives.

2.1.6.5. Attend planning conferences, participate in key wargames, and provide inputs into post-wargame assessments, as required.

2.1.7. HQ USAF/XOI, as the OCR for Intelligence, Surveillance and Reconnaissance (ISR) and Information Warfare (IW), will accomplish the following:

2.1.7.1. Provide additional policy and guidance, as necessary, to ISR and IW organizations/agencies.

2.1.7.2. Act as the primary liaison to the intelligence community (e.g. Central Intelligence Agency, Defense Intelligence Agency, National Imagery and Mapping Agency, National Reconnaissance Office, National Security Agency, etc.).

2.1.7.3. Assist the wargame OPR in developing key wargame scenarios by ensuring essential ISR and IW support.

2.1.7.4. Participate in key wargames and reports observations, as required.

2.1.8. Other HQ USAF staff agencies provide support to key wargames, as required.

2.2. Major Commands (MAJCOMs):

2.2.1. Establish a MAJCOM OPR and POC to support key wargame planning, execution and post-wargame assessments, when required.

2.2.2. Recommend technology insertions, doctrine assessments and M&S support.

2.2.3. Participate in key wargames and report observations to the appropriate HQ USAF POC, when requested.

2.3. Direct Reporting Units (DRUs) and Field Operating Agencies (FOAs):

2.3.1. Air Force Doctrine Center (AFDC):

2.3.1.1. Advise and assist key wargame POCs with doctrinal issues, as required.

2.3.1.2. Observe and participates in key wargames and report observations to the wargame POC, as required.

2.3.2. Air Force Studies and Analyses Agency (AFSAA):

2.3.2.1. Provide analytical assessment and model support and assist in adjudication of key wargame events and scenario/database reviews, as directed.

2.3.2.2. Conduct post-wargame analyses, as directed.

2.3.2.3. Observe and participates in key wargames and report observations to the wargame POC, as required.

2.3.3. Air Force Logistics Management Agency (AFLMA).

2.3.3.1. Observe and participate in key wargames and report observations, as required.

2.3.3.2. Provide analytical assessment, model support, and assistance in adjudication of key wargame events and scenario/data base reviews.

2.3.3.3. Assist HQ USAF/IL and the wargame POC to ensure logistics issues and concerns are accurately portrayed in the wargame.

2.3.3.4. Attend planning conferences, participates in key wargames, and provide inputs into post-wargame assessments, as required.

2.3.3.5. Conduct post-wargame analysis, as required.

2.4. Air University/College of Aerospace Doctrine, Research and Education (AU/CADRE).

2.4.1. Provide curriculum and other academic support to prepare Air Force personnel for participation in Air Force wargames and wargames of the other Services. This includes conduct of Prime Warrior training as detailed in Attachment 3.

2.4.2. Support Air Force Title X wargame planning, execution, and assessment efforts in support of Air Force wargames conducted by HQ USAF, wargames conducted by the other Services, wargames associated with the Quadrennial Defense Review (QDR) and wargames conducted by the Unified Commands, as tasked by HQ USAF.

2.4.3. Maintain the Air Force Wargaming Institute (AFWI) facilities and knowledge base for hosting Air Force wargames at Maxwell AFB.

2.4.4. When directed by HQ USAF, act as the wargame Implementing Agent or Wargame Host for conduct of Air Force wargames. As Implementing Agent, complete the tasks in Paragraph 3.3, as well as other tasks as specified in the implementing directive. As Wargame Host, provide the facilities, administrative support and other Services as specified by the HQ USAF wargame OPR.

2.5. Air Force Research Laboratory (AFRL).

2.5.1. Provide subject matter expertise on future technological concepts/capabilities, as required.

2.5.2. Provide technology forecasts for future weapons systems and capability descriptions. The input will be used to develop the HQ USAF/XPXC Toolbox. Force structures for wargames in which the Air Force participates are subsets of the Toolbox.

2.5.3. Conduct Technology Seminar Wargames to refine technology concepts and capability descriptions within the current construct for Title X wargames.

2.5.4. Attend planning conferences, seminars, workshops and wargames, when required.

2.5.5. Conduct training of AFRL and other Science and Technology key wargame participants, as required.

Chapter 3

PROCEDURES

3.1. Strategy for Conduct of Air Force Title X Wargames. Wargames are designed to explore new concepts, capabilities and doctrine, study and refine emerging operational concepts and to evaluate our Strategic Plan and Air Force Vision. Wargame environments, while plausible, are understood to not be predictive of future states or situations. Rather, they enable better questions to be asked about areas of interest, but do not allow conclusions or lessons to be drawn. The outputs from key wargames may provide sufficient insights to direct issue analyses. Outputs from mid-term wargames, with issue analysis and development, have the potential to advance new concepts, contribute to the Air Force's QDR process, and develop strategies and doctrine for incorporation into experiments and exercises. Similarly, after careful analyses of requirements and capabilities, outputs from far-term wargames have the potential to impact strategic planning, concept development, force structure investment streams, and the Air Force Vision.

3.2. Oversight of Air Force Title X Wargames.

3.2.1. The CSAF maintains oversight and approval over Air Force Title X Wargames and Air Force participation in other Service Title X Wargames.

3.2.2. The CSAF has identified the appropriate HQ USAF Deputy Chief of Staff as EA for specific wargames. The EA for an Air Force wargame has responsibility for the wargames delegated by the CSAF and is the supported organization. The CSAF is also the tasking authority for the study of insights and issues identified during key wargames.

3.2.3. The results of Air Force Title X wargames will be briefed to the CSAF and other senior leaders. Specific recommended taskings, inputs to other key wargames, and relevant insights will be surfaced to senior Air Force levels, including the CSAF, the Board of Directors (BoD), and the corporate Air Force structure, as appropriate.

3.2.4. Upon completion of tasking directed by the CSAF as a result of Title X wargame activity, the responsible OPR will ensure the final reports are briefed to the appropriate leadership level (BoD, Air Force Council, CSAF or SECAF).

3.3. Air Force Title X Wargame Delegation of Authority. The following sub-paragraphs provide a template to define how responsibilities are divided among the various agencies that plan and conduct Title X wargames:

3.3.1. The designated Title X wargame OPR will be responsible for accomplishing the following:

3.3.1.1. Provide oversight of key wargame activities and develop wargame goals and objectives in accordance with CSAF guidance.

3.3.1.2. Administer programs to prepare the players for the wargames. After such training, participants will better understand the medium, allowing them to contribute as much of their expertise to the process as possible. The result will be more accurate and thorough Air Force games and stronger Air Force influence in the games of the other services. When possible, potential Air Force participants will attend AU/CADRE's Prime Warrior Training Program. Attachment 3 provides a summary of training programs for wargame participants.

3.3.1.3. Develop required funding estimates for key wargames and program for them in the Program Objective Memorandum (POM). Funding considerations should cover wargame preparation, to include seminars, workshops, materials, TDY costs for participants, modeling and simulation, and post-wargame analysis.

3.3.1.4. If the wargame is an Air Force wargame, develop and acquire approval for the wargame scenario and design.

3.3.1.5. Select and acquire approval for senior participants and distinguished guests.

3.3.1.6. Identify and source proper manning to support the wargame and associated events. Sources of manning include Air Force headquarters, the MAJCOMs, other Air Force agencies, the other Services, and the Unified Commands.

3.3.1.7. Identify wargame outputs that merit further study. Follow-on analyses will usually be tasked to an appropriate office or agency. Tracking the studies' recommendations will be the responsibility of the office that conducted the wargame. A final post-wargame activity is to recommend inputs to other wargames or experiments.

3.3.1.8. Brief wargame output insights and final reports from CSAF tasking to appropriate Air Force audiences, such as the Air Force Board of Directors, Chief of Staff and Secretary of the Air Force.

3.3.1.9. Respond as necessary if wargame insights suggest changes to the Air Force Vision, strategy, doctrine, plans or programs.

3.3.2. Agencies or offices requested to support the wargame will:

3.3.2.1. Provide assistance regarding specific segments of the wargame, usually in an identified area of expertise.

3.3.2.2. Provide funding requirements to the wargame POC in the format and timelines required to support the Planning, Programming, and Budgeting System (PPBS) process.

3.3.2.3. Support the wargame POC during wargame planning, execution and post-wargame analysis processes.

3.3.3. In some cases, the wargame OPR may direct a wargaming center, other government agency, or contractor to act as the wargame Implementing Agent or Wargame Host for a specific wargame. When directed by the HQ USAF OPR, the Wargame Host will provide facilities, administrative support, and other services to the wargame OPR as tasked in the implementing directive or as specified in a wargame Memorandum of Agreement. When designated as the wargame Implementing Agent, the wargaming center, other government agency, or contractor will accomplish the following:

3.3.3.1. Provide funding requirements or contract related information to the wargame POC in the format and timelines required to support the PPBS process.

3.3.3.2. Support the wargame POC during wargame planning, execution and post-wargame assessment processes.

3.3.3.3. In coordination with the wargame POC, develop the wargame construct to meet the OPR's objectives.

3.3.3.4. Provide facilities, contract support and expertise to ensure game mechanics support objectives and execute the wargame in accordance with plans approved by the wargame OPR.

3.3.3.5. Perform other tasks as specified in wargaming tasking messages or in Memorandums of Agreement with the HQ USAF wargame OPR.

3.4. Post-Wargame Taskings and Studies.

3.4.1. After Action Reviews (AARs) are a primary vehicle for developing post-wargame taskings and studies. The primary source for such tasking is the wargame POC.

3.4.2. The wargame POC is responsible for staffing proposed taskings and studies for submission to the CSAF for approval along with a message or staff package to appropriate HQ USAF and other staff agencies.

3.4.3. Initial after action issues identified in an Air Force Title X Wargame will be briefed to the CSAF and other senior leaders within 60 days after completion of the wargame.

3.4.4. The organization assigned a post-wargame tasking or study is responsible for its completion, including staffing within HQ USAF and other agencies. The wargame POC is responsible for sponsoring the completed study to the appropriate leadership forum.

3.5. Other Wargames.

3.5.1. For Title X Wargames sponsored by the other Services, the HQ USAF POCs will orchestrate Air Force participation to ensure accurate representation of aerospace power. Specific duties include determining the concepts and message that the Air Force participants will attempt to convey to the players from the other services, and arranging for the most appropriate Air Force participants to attend the game. HQ USAF/XPXC will provide the Air Force force structures for key wargames, when required. It is recommended that the POC conduct a meeting of all Air Force participants before the game to introduce the Air Force members, allow questions to be asked, and ensure that the Air Force will present a unified message to the other services. Following the wargame, the POC will be responsible for post-game activities.

3.5.2. For other key wargames conducted by Air Force MAJCOMs, Unified Commands, and the JCS, the wargame OPR generally will follow the procedures and format outlined in the preceding paragraphs. Should the OPR for the Joint or other Service wargame not reside at HQ USAF, all possible assistance will be provided by appropriate HQ USAF OPRs.

3.6. Wargame Budgeting. Financial resources for AF Title X wargames and support to other-Service Title X Wargames, as well as support for wargame training, will be programmed and funded within the POM process. The requirement includes funds for planning, executing, and conducting studies and analysis for Air Force Title X Wargames, participation in other Service Title X Wargames, funds to support participation in major JCS and Unified Command wargames and Prime Warrior training. Development of funding requirements and their insertion into the Air Force POM are accomplished by the respective wargame POCs and approved by the wargame OPR.

3.7. Air Force Reserve Command (AFRC) and Air National Guard (ANG) Wargame Support. The Air Force Reserve Command (AFRC) and Air National Guard (ANG) possess personnel capable of supporting the conduct of wargames and can significantly assist wargame POCs in wargame planning, execution and post-wargame assessments. Agencies requiring Air Reserve Component (ARC) personnel will provide specific requirements to the Air Reserve Component Liaison Officer (ARCLO) in HQ USAF/

XOCW as soon as possible after requirements are identified. Additional information on ARC augmentation is included in Attachment 4.

MARVIN R. ESMOND, Lt Gen, USAF
DCS/Air and Space Operations

Attachment 1**GLOSSARY OF REFERENCES AND SUPPORTING INFORMATION*****References***

The following references contain the authority for this AFI:

AFPD 10-2, *Readiness*, 1 Mar 97

AFPD 10-6, *Mission Needs and Operational Requirements*, 19 Jan 93

Abbreviations and Acronyms.

AAN—Army After Next

AAR—After Action Review

AC2ISRC—Aerospace Command and Control Intelligence Surveillance and Reconnaissance Center

AFDC—Air Force Doctrine Center

AFCG—Aerospace Future Capabilities Game

AFI—Air Force Instruction

AFKEWES—Air Force Key Exercise/Experiment and Wargame Events Schedule

AFLMA—Air Force Logistics Management Agency

AFRL—Air Force Research Laboratory

AFSAA—Air Force Studies and Analyses Agency

AFWI—Air Force Wargaming Institute

ARC—Air Reserve Component

ARCLO—Air Reserve Component Liaison Officer

DRU—Direct Reporting Unit

FOA—Field Operating Agency

FLOW—Focused Logistics Wargame

IMA—Individual Mobilization Augmentee

GE—Global Engagement

NG—Navy Global

OCR—Office of Collateral Responsibility

OPR—Office of Primary Responsibility

POC—Point of Contact

QDR—Quadrennial Defense Review

Terms

Executive Agent—An agency that has been assigned responsibility to conduct specific tasks by a higher level of command with the authority to establish policy and effect decisions to ensure mission success.

Implementing Agent—The wargame POC is normally the Implementing Agent. When the POC and Implementing Agent are separate agencies, the wargame POC is the supported organization and the Implementing Agent is the supporting organization answerable to the wargame POC for key wargame taskings. An Implementing Agent, when separate from the wargame POC, does not establish policy or direct operations unless specifically tasked to by the supported wargame OPR responsible for policy and oversight of the activity being executed. When separate from the wargame OPR, the Implementing Agent is responsible for implementing specific tasks in accordance with the plans and programs established or directed by the wargame POC.

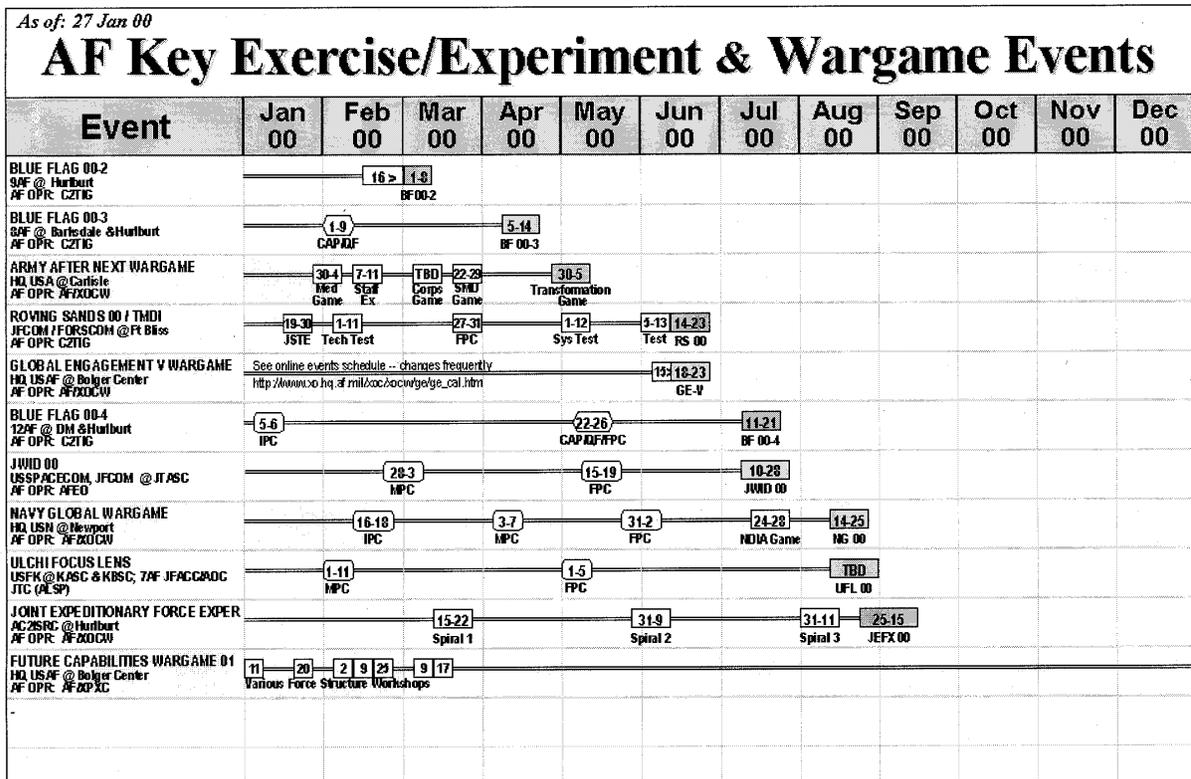
Title X Wargame—A Service sponsored activity, generally supported by participants from other Services, which simulates a military operation and is used to explore Service issues. GE will explore emerging operational concepts and warfighting issues for employment of aerospace power. AFCG will explore alternative futures and force structures to support strategic planning inputs.

Wargame—A simulation, by whatever means, of a military operation involving two or more opposing forces, using rules, data and procedures designed to depict an actual or assumed live situation (DoD Dictionary). Wargames generally are not carried out for the purpose of providing training. Wargames often explore emerging operational concepts or alternative force structures in a futuristic scenario.

Wargame Host—An Air Force, other government agency, or contractor tasked to provide facilities, administrative support, and other Services to the wargame OPR as tasked in the Implementing Directive or in a wargame Memorandum of Agreement.

Attachment 2

AF KEY EXERCISE/EXPERIMENT AND WARGAME EVENTS SCHEDULE (EXAMPLE)



AFKEWES EXAMPLE (Continued)

As of: 27 Jan 00								
<h1>Global Engagement Wargame</h1>								
	Jan 00	Feb 00	Mar 00	Apr 00	May 00	Jun 00	Jul 00	Aug 00
GLOBAL ENGAGEMENT WARGAME HQ USAF @ Bolger Center AF OPR AF/XOC/J	See online events schedule -- changes frequently http://www.usc.hq.af.mil/xoc/ocw/wg/wg_cal.htm					15-19-23 GE-V	Maintain the 12-month timeline data in this format; will be copied and pasted directly into the schedule overview page	
Sponsoring HQ: AF/XOX Supporting HQ: AF/XPX Purpose: Title-X AF Operational Wargame Series Locations: <ul style="list-style-type: none"> • Primary: Bolger Center (Potomac MD) • Distributed: None Senior Officer Participation: <ul style="list-style-type: none"> • GEN (ret) Shalikhshvili - NCA • LtGen (ret) Hurd - CJTF • Maj Gen (ret) Hosmer - Assessor • Maj Gen Hess - NCA • Brig Gen Barry - NCA 					Issues: <ul style="list-style-type: none"> • Foreign disclosure issues being worked with SAF/IAD to allow participation of Can/UK/Aus allies • Overall classification level still an issue -- probably Secret Rel 			
Details: <ul style="list-style-type: none"> • An internal look at AF future warfighting issues • Desired result is an AF Board of Directors (BoD) planning item which will eventually affect POM • Two-year cycle alternates with XPX Aerospace Futures series 					Assessment / Recommendations: <ul style="list-style-type: none"> • Continue to support active working relationships between XOC, XPX, XOP • Support continuing effort to improve MS&A tools supporting wargame • Support strong post-game analysis effort 			
<div style="border: 1px solid black; padding: 5px; width: fit-content; margin: auto;"> <p>Use this section to identify basics of who / what / why / where</p> </div>					<div style="border: 1px solid black; padding: 5px; width: fit-content; margin: auto;"> <p>Use this section to identify problems that are being worked and who is working them</p> </div>			
<div style="border: 1px solid black; padding: 5px; width: fit-content; margin: auto;"> <p>Use this section to provide details about how the activity will be executed, important background, current activity, budget, etc</p> </div>					<div style="border: 1px solid black; padding: 5px; width: fit-content; margin: auto;"> <p>Use this section to provide a clear bottom-line picture for senior leadership of where we are and what needs to be done</p> </div>			

AFKEWES EXAMPLE (Continued)

<p><u>Points of Contact</u> Maj Mike Woltman LtCol Bob Deasy Maj Dan Arnold</p>	<p><u>Office</u> AF/XOCW AF/XOCW AF/XPXC</p>	<p><u>DSN</u> 425-5033 425-5045 328-0909</p>	<p><u>Comm</u> (703) 588-5033 (703) 588-5045 (703) 428-0909</p>	<p><u>E-Mail</u> michael.woltman@pentagon.af.mil robert.deasy@pentagon.af.mil daniel.arnold@pentagon.af.mil</p>	
<p>http://www.xo.hq.af.mil/xoc/xocw/ge/</p>					<p>Use this section to identify points of contact and primary web link; first name listed is CPR for submitting inputs on this event</p>
<p><u>C2 Systems</u> TBD</p>	<p><u>Provided By</u></p>	<p><u>Models</u> THUNDER ISRSIM Strat/TW BCAT EADSIM FALCON/JEMM ARCVIEW AMP/ELIST (TBD) EBW (TBD)</p>	<p><u>Provided By</u> S3I SAIC Synergy Synergy Teledyne-Brown SAIC SAIC AMC</p>		
<p>Use this section to identify C2 systems that will be used; provide version numbers if known</p>		<p>Use this section to identify models and simulations that will be used; provide version numbers if known</p>			

Attachment 3

TRAINING PROGRAMS FOR KEY WARGAME PARTICIPANTS

A3.1. Pre-wargame education and training is essential. Three types of training are suggested:

A3.1.1. Qualification training for players.

A3.1.2. Preparation training for a specific wargame.

A3.1.3. Training for senior officers (above O-6).

A3.2. Qualification training is accomplished through a formal “Prime Warrior” course. The Prime Warrior course is a four and one-half day course conducted by the Air Force Wargaming Institute (AFWI). The course focuses on the art of campaign planning, limitations of modeling and simulation and associated impact on representation of aerospace power and the importance of setting wargame objectives that will allow aerospace power to play an appropriate role during wargame operations. The goal of Prime Warrior training is to develop a pool of trained wargamers throughout the Air Force including wargamers in the Air Reserve Component. Wargame POCs should schedule Prime Warrior training for personnel participating in their wargames to the maximum extent feasible.

A3.3. Preparation training should prepare Air Force players to participate in a specific wargame such as Army After Next or Navy Global. Preparatory training will familiarize players with the wargame’s goals and objectives, scenario and construct, and the Air Force force structure and capabilities the hosting agency is attempting to portray. It should also include Air Force operational concepts and doctrine being played or assessed; the force capabilities and operational concepts of the other Services, and any other information the POC deems relevant. During this training, players may be assigned responsibilities for capturing potential insights based on the wargame's results and to accomplish other tasks, as required. The wargame POC is responsible for scheduling and conducting the approximately 45 days prior to the wargame but not later than one week prior to the wargame.

A3.4. Senior Officer Training is the responsibility of the wargame POC. The goal is to prepare the senior officer for participation in a specific wargame. The training will cover the same information presented in the preparation training mentioned in the previous paragraph. Information specific to this training is the insights from other senior officers who previously played in the wargame. This training is normally conducted not later than one week prior to the wargame.

Attachment 4

AFRC AND ANG SUPPORT TO KEY WARGAMES

A4.1. The AFRC and ANG provide invaluable assistance in improving Air Force participation in key wargames. The purpose of the AFRC and ANG program for supporting wargames is to expand existing ARC augmentation capabilities and increase the cadre of trained personnel with expertise in wargames. AFRC and ANG support can also reduce active duty PERSTEMPO and provide an enhanced wartime capability.

A4.2. The ARC Exercise and Wargame Support Program consists of the following major areas:

A4.2.1. The Air Force Reserve Command (AFRC) and Air National Guard (ANG) units possess personnel capable of supporting the conduct of wargames and can significantly assist wargame POCs in wargame planning, execution and post-wargame. Their personnel have unique expertise in Request For Information Cells, AARs, wargame participant role-playing, and opposition force operations.

A4.2.2. Numerous AFRC Individual Mobilization Augmentees (IMAs) are available to augment both opposing force players and control staffs when positions cannot be filled from active duty resources. Many of these personnel have previous experience in wargames.

A4.2.3. HQ USAF/XOCW maintains a database of AFRC and ANG volunteer personnel that have been trained and have participated in wargames. These personnel provide valuable experience and continuity and may be available through coordination with the ARCLO in HQ USAF/XOCW if adequate lead-time can be provided for scheduling and funding.

A4.3. Responsibilities:

A4.3.1. The AFRC or ANG provide an ARCLO to HQ USAF/XOCW. The ARCLO facilitates recruitment of AFRC and ANG volunteers, coordinates proficiency training and secures/manages the funding required to support the program. Additionally, the ARCLO coordinates and integrates wargaming augmentation and training requirements and matches positions against manpower requirements that can be filled by AFRC and ANG personnel. For ANG and AFRC personnel, wargame augmentation will be an additional duty since the augmentees will be subject to real world exercises and contingencies and State tasking in the case of the ANG.

A4.3.2. Requests for AFRC and ANG support should be forwarded to the HQ USAF/XOCW ARCLO for possible fill from AFRC and ANG units or AFRC IMA resources. These requests should arrive at AF/XOCW as soon as possible in the planning process but not later than 45 days prior to the wargame.