

Current Military Wargaming Use

A View from the United States Military Academy

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Report Documentation Page

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Agenda

- Where we've been
- Where we are
- Where we're going

- Contact info

Where We've Been

- Combat wargaming has been around since just after Cain slew Abel (I think)
- Mathematical analysis of combat grew considerably from the early 1900s (Lanchester)
- The marriage of operational and mathematical science flourished in World War II
- Operational and RDT&E analysis have been increasingly interwoven since then

Where We Are

- Analysis of tactics, techniques, procedures
 - Education and Training
- Analysis of material solutions (RDT&E)
- Recruiting
- Analysis of M&S capabilities in rapidly changing, high-technology world
 - LZ X-Ray, Troy, D-Day

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THE PLATOON LEADER'S PACKING LIST



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Tested by Heroes

TRUE SOLDIERS
VAE
GAME FEATURES
MISSION DEPOT
EVENTS

NEWS & ARTICLES **FORUM HOT TOPICS**

1 2 3 4 5

TWL-EU: A TOURNAMENT FOR OUR FRIENDS

Date: 25 FEB 08

It has been announced that the Team Warfare League will be hosting an *America's Army 4v4* tournament for European teams. Sign-ups have already begun and will be open until 28 Feb 08. Rules, sponsors, and sign up information for this tournament have been posted on the Team Warfare league site.

[\[Read More\]](#)

MBS

★ SQUAD ROLES



Grenadier

The grenadier is a key member of the U.S. Army fire team. Armed with an M16 and M203 grenade launcher, the grenadier can deliver explosive fire at point and area ...

[\[Read More\]](#)

PREV ← → NEXT

INTELLIGENCE

NETWORK STATUS

A A F I


USER STATS

Total Registered Players
9,072,968

Total Completed BT
5,015,612

New Users
2,928

New Users this Month
21,573



Learn What it Takes to be a REAL HERO

★ Read the Real Heroes Blog ★

Check out our Real Heroes and learn more about their daily lives in the NEW weblogs!

Featured Hero: SGT Tommy Rieman

During Operation Iraqi Freedom Sergeant Tommy Rieman distinguished himself by acts of conspicuous gallantry and courage under fire ...

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CURRENT VERSION

Americas Army: Special Forces Overmatch

Version: 2.8.3


AMERICA'S ARMY HONOR

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America's Army

The screenshot shows the official website for America's Army: True Soldiers. At the top, there is a navigation bar with links for HOME, FORUMS, REGISTER, and YOUR ACCOUNT. Below this is the main header with the text "THE OFFICIAL ARMY GAME" and the "AMERICA'S ARMY" logo. A secondary navigation bar includes links for GAME INTEL, REAL HEROES, DOWNLOADS, COMMUNITY, SUPPORT, MEDIA, ABOUT, and U.S. ARMY. The main content area is divided into several sections:

- Left Column:** A large image of a soldier in a vehicle. Text reads "America's Army: True Soldiers The Wait is Over Now Available! The Only Game Based on the Experiences of Real U.S. Army Soldiers." Below this is a "Preview" button and a "Live the Experience Contest" link.
- Center Column:** A smaller image of a soldier. Text reads "Where leadership and teamwork earn you exclusive prizes from the U.S. Army. Click here to learn more." Below this is a "Tested by Heroes" badge.
- Right Column:** A "NEWS & ARTICLES" section with a "FORUM HOT TOPICS" sub-section. The main article is titled "TWL-EU: A TOURNAMENT FOR OUR FRIENDS" with a date of "25 FEB 08". The text describes a tournament for European teams. A "Read More" link is at the bottom.

Below the main content area is a row of buttons: TRUE SOLDIERS, VAE, GAME FEATURES, MISSION DEPOT, and EVENTS.

The bottom section is divided into three columns:

- Left Column:** "MBS" (Mission Briefing System) section with "SQUAD ROLES" and "Grenadier" description. "INTELLIGENCE" section with "NETWORK STATUS" (A A F I) and "USER STATS" (Total Registered Players: 9,072,968; Total Completed BT: 5,015,612; New Users: 2,928; New Users this Month: 21,573).
- Center Column:** "Learn What it Takes to be a REAL HERO" section featuring "SGT Tommy Rieman" and a link to "Read the Real Heroes Blog".
- Right Column:** "CURRENT VERSION" section showing "Americas Army: Special Forces Overmatch" and "Version: 2.8.3". Below this is a link to "WWW.ARHONOR.COM TO ACQUIRE HONOR SERVERS" and "THE SEVEN CORE ARMY VALUES".

At the bottom left, there is a "U.S. ARMY ARMY STRONG" logo and a "Recruiter" link. At the bottom center, there is a "TEEN T" ESRB rating logo. At the bottom right, there is a small image of a soldier in a vehicle.

Concept developed by West Point's Office of Economic and Manpower Analysis as a recruiting analysis tool

Now more than 9 million registered players

Historical Simulation

- Identifies capability gaps in wargames and simulations
- Allows for multiple what-if scenarios
- Provides a reasonable testbed for evolving TTPs and capabilities
- Examples:
 - LZ X-Ray, Ia Drang Valley, Vietnam
 - Troy
 - Pegasus Bridge, Normandy, D-Day



Land Warrior at LZ X-Ray

An historical analysis of the 21st Century soldier

Purpose of the Work

Phase 1:

Explore the feasibility of replicating a Vietnam-era battle in simulation, using 1960s and Land Warrior technologies

Phase 2:

Given feasibility, recreate a Vietnam-era infantry battle to provide vignettes for comparing Land Warrior and non-Land Warrior equipped forces



TROY REVEALED

SYSTEMS ENGINEERING – BEHIND THE SCENES

UNSOLVED
HISTORY
SPECIAL EVENT



Department of English



- Why

- recreate history in simulation?
- Troy?

- Where

- Was Troy and what did it look like?

- Who

- were the combatants and how many were there?

- What

- factors need to be modeled?

- How

- can modern combat simulations model the Trojan War?



24th International Symposium on Military Operational Research
Bishop Waltham, Hampshire, United Kingdom
29 August 2007

Enhancing the Human Dimension of Synthetic Human Entities



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The Problem with People



- ◆ No two real people are exactly alike
- ◆ Every computer-generated person in combat simulations *is* exactly alike
- ◆ Militaries are using these simulations to:
 - ◆ Train soldiers
 - ◆ Assess doctrine, tactics, techniques and procedures
 - ◆ Assess weapon and other materiel scenarios

Where We're Going

- Increased reliance on high-quality AI
 - Autonomous behaviors
 - Interactivity; High-Fidelity First-Person Shooter
- Highly customizable scenarios
 - TTPs in theater have ~ a two-week lifespan
 - Scenarios must keep pace with technology infusions
- Rapid system modeling
 - Analyst level, GUI driven

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