

WAR GAMING

UNITED STATES NAVAL WAR COLLEGE

*“Now the great secret of its power lies
in the existence of the enemy, a live vigorous enemy in the next room
waiting feverishly to take advantage of any of
our mistakes, ever ready to puncture any visionary scheme,
to haul us down to earth.”*

LT William McCarty Little 1887



WAR GAMING IN NEWPORT

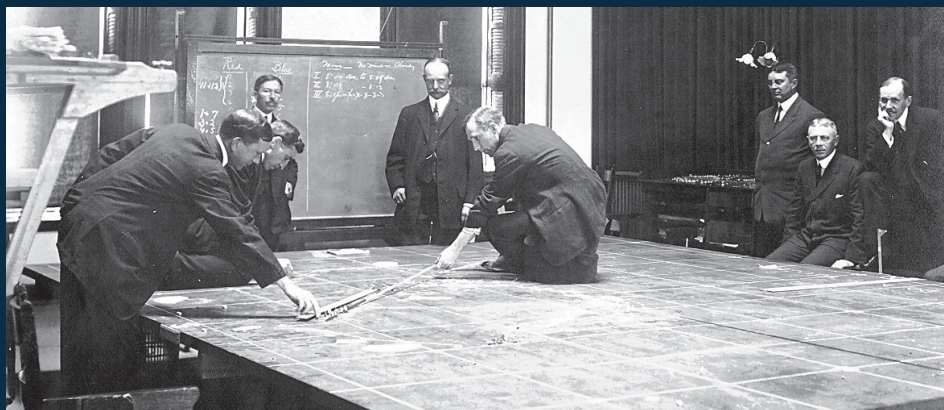
Located on the Naval War College's Newport, Rhode Island campus, War Gaming has been an integral part of the Naval War College since 1887. As part of the Center for Naval Warfare Studies, the War Gaming Department remains the world's premier gaming organization conducting approximately 50 games and events a year.

Gaming supports not only the academic curriculum with operational level student games, but also various internal College needs, and externally generated requests. These requests come from various branches of the Defense and Navy Departments, operational commands, and civilian agencies including the Office of the Secretary of Defense, the Department of State, and the Secretary of the Navy. Recently, War Gaming has resumed the Navy's Title X Global Series and has shaped a variety of strategic and defense plans, policies, and strategies such as:

- A Cooperative Strategy for 21st Century Seapower
- Maritime Domain Awareness
- Proliferation Security Initiative
- Strategic Deterrence and Escalation

Mission

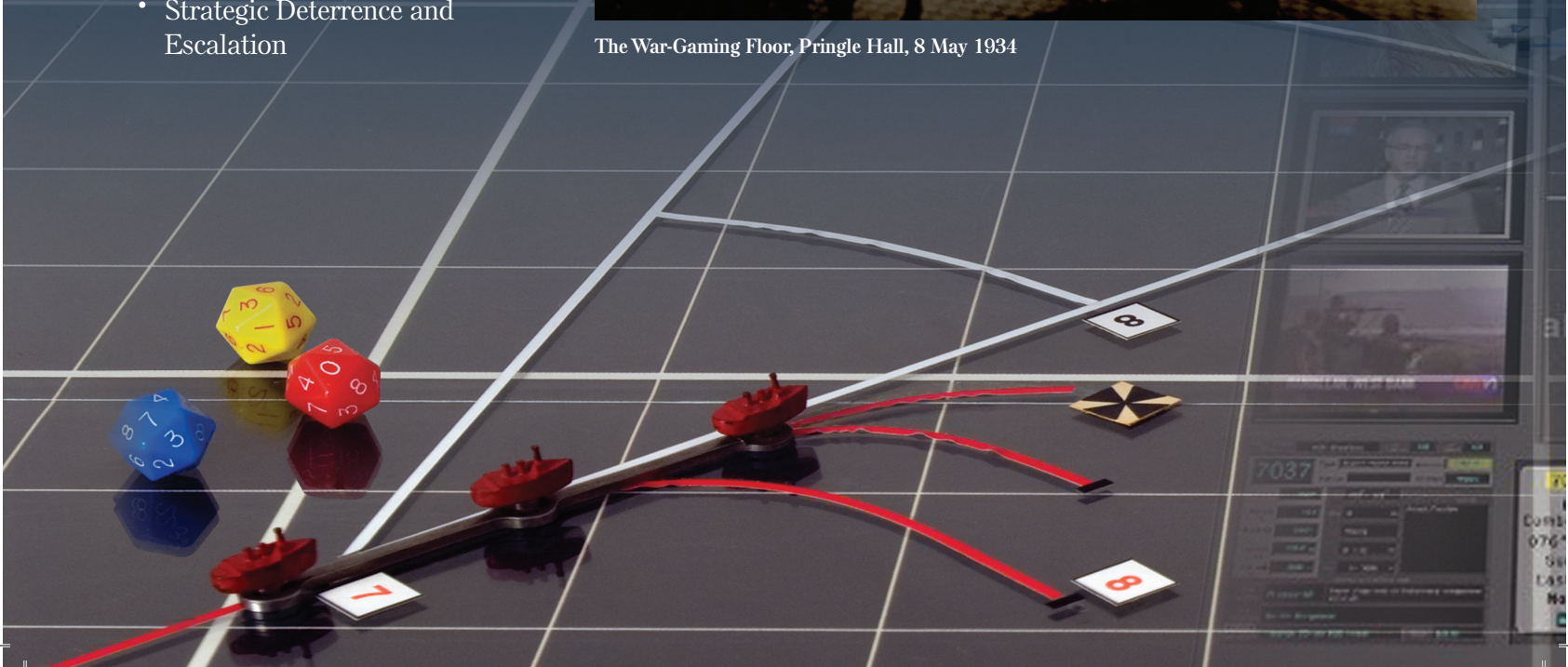
The War Gaming Department conducts high quality research, analysis, gaming, and education to support the Naval War College mission, prepare future maritime leaders, and help shape key decisions on the future of the Navy.



A Naval War Game on the Third Floor of Luce Hall, ca. 1905–1906



The War-Gaming Floor, Pringle Hall, 8 May 1934



The Value of War Gaming

“During the war, the war with Japan had been re-enacted in the game rooms here by so many people and in so many different ways that nothing that happened during the war was a surprise—absolutely nothing except the kamikaze tactics towards the end of the war; we had not visualized those.”

—Admiral Chester W. Nimitz, 1960



Naval Electronic Warfare Simulator (NEWS), Sims Hall, 1958

Issues Range From . . .

- Space to cyber to **command and control**
- Advanced technology to political-military relationships
- Sea Control to nuclear **deterrence**
- Humanitarian Assistance/Disaster Relief to Homeland Security/Defense
- International **maritime** cooperation to interagency coordination

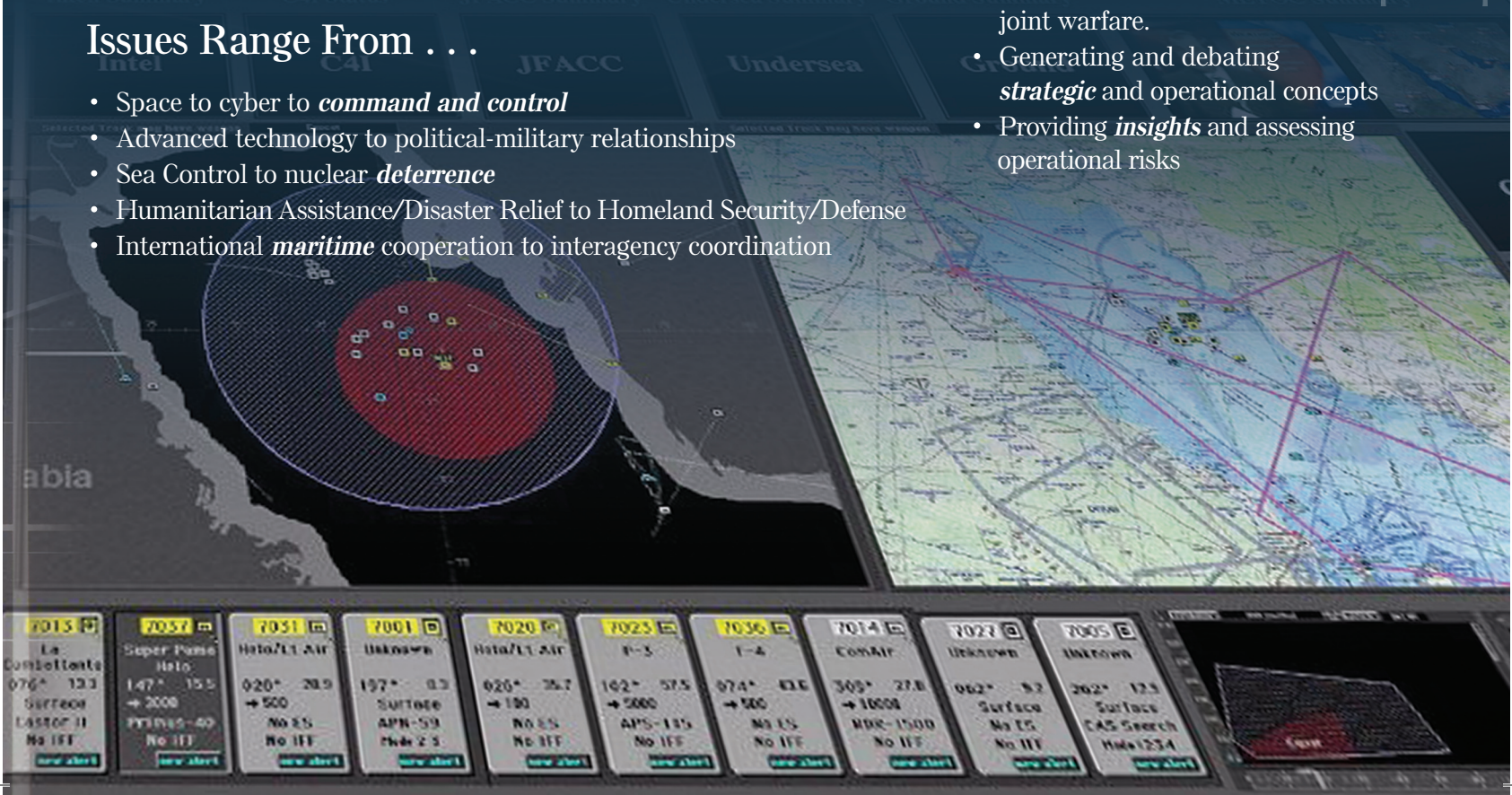
Principles & Practice

The gaming professionals within the War Gaming Department provide stakeholders with intellectually honest products utilizing rigorous research and analysis while employing games which range from complex, multi-sided computer-assisted games to rudimentary, single-sided seminar games.

Participants range from Senior Enlisted Academy students to four-star officers and civilian equivalents, as well as officers from most of the nations of the world. Most games take place at the College, but some are conducted off site.

Gaming Is Used For . . .

- Creating a **decision-making** environment that fosters education and understanding for military and civilian decision makers in maritime and joint warfare.
- Generating and debating **strategic** and operational concepts
- Providing **insights** and assessing operational risks



McCarty Little Hall

The War Gaming Department is based in McCarty Little Hall, a 110,000-square-foot purpose-built war gaming facility named after William McCarty Little, who was instrumental in the introduction and development of war gaming techniques at the College. The building boasts a 180-seat auditorium, a television studio, conference facilities, office and classroom space, and up to 22 reconfigurable gaming cells.

The state-of-the-art information technology suite can be configured to support the full range of models and simulations, video-teleconferencing, group collaboration systems, and distributed wide area gaming over both unclassified and secure networks.



Services & Sponsors

Whether executing war games or moderating workshops in our gaming facilities on campus, or traveling abroad to conduct tabletop exercises or instructing seminars for international audiences, the War Gaming Department provides an effective venue for joint, interagency, and international engagement and outreach. A small sampling of our recent gaming events and sponsors includes:

Chief of Naval Operations	<i>Global Title X War Game Series</i>
Office of the Secretary of Defense	<i>Proliferation Security Initiative Game</i>
OPNAV	<i>Maritime Domain Awareness Operational Game</i>
U.S. STRATCOM	<i>Strategic Deterrence and Escalation Game</i>
JTF-HOA	<i>Kenyan Maritime Center of Excellence Course of Instruction</i>
U.S. PACFLT	<i>C2 Standardized Task Force Construct Game</i>
U.S. NAVCENT	<i>Maritime Infrastructure Protection Symposium</i>
U.S. 6th Fleet	<i>Gulf of Guinea Maritime Engagement Game</i>
U.S. Fleet Forces	<i>Maritime Homeland Security/Homeland Defense Game</i>



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