



COE CSW WARGAMING CAPABILITY

BASIC INFORMATION

Requestor/Customer:



NATO

Project Team:

Lead Entity/Nation:



Contributors:



Dates:

Start Date:

JAN 2022

End Date:

DEC 2022

COE CSW POCs:

CDR DEU N Feldhusen

Ext.: 6201

CDR DEU N Kohls

Ext.: 6205

MAJ DEU AF Dobberstein

Ext.: 6106

Executive Description

Wargaming is one of the “Jumpstarters” of the NATO Warfighting Capstone Concept (NWCC) and Allied Command Transformation intends to quickly built-up an audacious wargaming capability throughout NATO and COEs.

With a wargaming capability within the COE CSW, a scalable, direct training could be offered to customers within NATO or partner nations. The focus on operations in confined and shallow waters would foster the understanding of this complex environment.

Purpose / Desired Outcome

The wargaming capability will enable the COE CSW:

- to conduct wargames to train the decision making process for maritime staffs on the tactical level and
- to use wargaming in an analytical context to support own conceptual work and warfare development, by utilizing the serious gaming software “COMMAND Modern Operations – Professional Edition”.

Project Status

After the endorsement of the project, the software was purchased by the German BWI* Cyber Innovation Hub for the period of one year. The software was delivered and installed in JAN 2022 and the core team started to familiarise themselves with the software and developed a first scenario (Baltic Sea) based on the OCCASUS scenario as developed by the NATO Joint Warfare Centre.

*DEU public IT services provider

Schedule of Events

APR-MAY 2022	1 st internal wargame
JUN-SEP 2022	2 nd wargame with an external training audience
OCT -NOV 2022	Distributed wargame with the German Air Force Academy and the German Maritime Tactics Centre

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