This chapter gives an overview of AAN-related events during FY99, including franchise games and the Army After Next SWG-99 series.

FRANCHISE GAMES

During FY99, the Army After Next process included several franchise games, conducted by Army schools and other proponents. Franchise games examined selected issues in greater detail than was possible during AAN SWG-99. Proponents of franchise games held periodic meetings throughout the year to gain information on their areas of focus. When possible, a proponent would hold a game or seminar, which brought together experts and interested parties to share information and insights on its area of specialization. RAND Arroyo Center provided analytic support at franchise games and produced a memorandum presenting findings shortly after the conclusion of each such event. The Arroyo Center provided copies to proponents to assist their analyses and to highlight the important issues that emerged from these games. A brief synopsis of each franchise game follows.

Army Special Operations Forces Wargame

Army Special Operations Forces (ARSOF) Wargame-3 was a seminar, not a wargame. ARSOF Wargame-3 focused on a regional engage-
Blue players were challenged to discuss general questions against the background of a scenario and then brief their conclusions. The players were military officers and civilian personnel with experience in special operations, generally at the operational and tactical levels. They included field-grade officers on active duty and several retired general officers.

The scenario featured an insurgency (Orange) that espoused a fairly sympathetic cause and posed little threat to Blue interests. AAN forces, including Strike Forces and Battle Forces, did not figure in game play, although they were represented in game materials. By design, the game had very little relevance to AAN forces, but it did address broad issues of national strategy. The research questions made no explicit references to AAN forces.

The scenario presented a benign Orange that scarcely threatened Blue interests. As a result, the Blue teams did not contemplate military responses, other than noncombat activities by special operations forces (SOF).

In the context of the ARSOF Wargame-3, regional engagement was an interagency effort under State Department lead with the Defense Department in a supporting role. It included situational awareness, shaping of the environment, and transition to warfighting. The Regional Engagement Force (REF) was a proposed joint organization to plan, control, and execute the regional engagement plan of a regional commander in chief (CINC) at the operational level. The REF was derived from the theater Special Operations Command (SOC), normally commanded by a general officer. If war became unavoidable, the REF eased the transition to warfighting. It promoted interoperability with allied forces, contributed to an initial intelligence picture, targeted key capabilities of the opposing forces, and facilitated the entry of large conventional forces.

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2. This depiction of a proposed Regional Engagement Force is drawn from “Regional Engagement: An Army Special Operations Forces Approach to Future Theater Military Operations,” prepared by Research Planning Inc., for the U.S. Army John F. Kennedy Special Warfare Center and School (USAJFKSWCS) in a draft current to October 6, 1998, and from discussion by Blue players during ARSOF Wargame-3.
Army Medical Department Game

The Army Medical Department (AMEDD) franchise was conducted as a one-sided planning exercise. The players were presented with a situation in the form of a vignette from the AAN Spring 1998 Wargame. The role of players was then to decide how medical support would be planned and executed to support the AAN concept of operations.

The game had five objectives:

- Examine the integration of medical support capability into force projection concepts, to include strategic and operational deployment, staging, and sustainment.
- Examine notional operational and organizational concepts needed to provide combat health support to the Battle Force.
- Examine the impact of complex terrain, especially urban combat, on medical support requirements.
- Examine the application of medical technologies to support future Army forces.
- Identify means to increase the fidelity and impact of medical support play on future AAN games. (No specific group of players was given responsibility to achieve this objective.)

The game was clearly focused on the AAN force. Once players were briefed on the force structure and operational concept of the AAN Battle Force, discussions centered on medical support operations.

The game demonstrated the strategic impact that medical operations could have on the success of operational plans, particularly when high casualties could be expected. Players were confronted with several large urban battles that produced large numbers of friendly, enemy, and civilian casualties. Additionally, players discussed various concepts to provide medical support to high-tempo AAN operations that were conducted over large distances. The AMEDD Game highlighted the potential difficulty of providing sufficient medical support to operations in urban terrain where there are large numbers of casualties. The game also indicated that future medical department personnel might require higher levels of training in order to
support AAN-type operations. Finally, several potentially promising medical technologies were identified and discussed.

**Information Operations Wargame**

The Information Operations (IO) Wargame-3 was a seminar conducted within the context of a scenario. The scenario used for the AAN IO Wargame-3 is the scenario for the FY99 AAN game series. The crisis was set in the Trans-Caucasus/Central Asia region where the Federation of Eurasian States (FES) planned to invade Azerbaijan and Georgia. The United States and its allies had to quickly deploy to the region to eject the invading FES military forces.

Blue and Red players were asked to integrate IO activities into the concept plans (CONPLANs) of their respective CINCs. Both teams had specific tasks to perform that included developing and synchronizing IO actions. The players were military officers, government civilians, industry personnel, and Army contractors, several of whom were retired senior military officers. Most had some expertise in information operations.

Before the game, TRADOC identified three major game objectives designed to support the overall AAN process:

- Determine the IO strategies and plans needed to support future AAN operations.
- Determine how to improve IO processes to support AAN.
- Explore AAN ISR applications in support of IO.

The AAN IO Wargame was focused on producing products—an IO strategy and improved IO processes—which were used in AAN SWG-99. In this respect it differed from previous games in the series, where the emphasis was on surfacing important issues and on gaining insights. Aside from some very general statements of future capabilities, not much was done about understanding future C4ISR architectures. C4ISR was identified as an area where more work was needed.
Space and Missile Defense Game

The AAN Space and Missile Defense Game ‘99 was jointly sponsored by the U.S. Army Space and Missile Defense Command (SMDC), the National Reconnaissance Office (NRO), and TRADOC. The primary goal of the game was to examine the role of space and missile defense in supporting combat operations in the AAN era around 2020. Game designers identified three major objectives and related research questions for the game to support the overall AAN project objectives for FY99:

- Determine the effect on space operations of supporting land warfare during an extended conflict in 2022.
- Derive insights into conflict termination with regard to space operations and the relationship of ending conflict in space to terminating conflict in terrestrial operations.
- Explore command and control relationships for space and missile defense systems in support of a theater campaign during an extended conflict and conflict termination.

Analysis of game play led to insights in three areas: commercialization of space, national sovereignty in space, and shaping the future battlespace. The future of U.S. military operations in space will depend in large part on commercial space firms. A fundamental problem is to understand the operational implications associated with the rise of transnational commercial space organizations that are likely to dominate future commercial markets. Space poses unique problems in developing a U.S. declaratory sovereignty policy. The difficulty in identifying elements of U.S. ownership of transnational space consortia causes important targeting problems for operations to control space. The multinational ownership of space assets through transnational consortia and the evolving global economic dependence on space assets could make it less likely that any one nation would be willing to wage war in space. While a space war is not precluded, commercial trends in space may contribute to a perception that nations and the global economy have much to lose by initiating warfare there.
AAN SWG-99 SERIES

The Army After Next Spring Wargame-99 series comprised four events: the Force Projection Game, the National Security Seminar (NSS) and Campaign Planning Workshop (CPW), the Pre-Assessment Session on April 12–15, and the Army After Next Spring Wargame-99 on April 26–May 1, 1999.

Each event in this series fed into the next event.

Force Projection Game

The AAN Force Projection Wargame (FPWG) was the first major event in the series. FPWG, set in the Caucasus in the year 2022, had three main goals:

- Produce Time Phased Force Deployment Data (TPFDD) consistent with CONPLANs for the 1999 AAN Spring Wargame.
- Examine force projection and sustainment challenges, and operational concepts of hybrid Army forces.3
- Assess how strategic maneuver and intratheater mobility of AAN-era forces would help achieve strategic preclusion.

The requirement to assess the deployment and early entry for two alternative AAN-era forces determined the basic organization of the FPWG. Production of viable TPFDDs to support the two concepts of operations that corresponded to the Case A and B courses of action required two Blue teams. A single Red team developed operational concepts for achieving Red objectives and planned specific military operations.

The game provided insights on the viability of the strategic preclusion concept, but it also raised significant questions. Success requires very rapid deployment of large numbers of U.S. forces. The game showed that success in strategic preclusion depends on having (1) early warning and a prompt decision to act, (2) fast-moving strategic lift systems, (3) favorable geography, access, and host

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3“Hybrid” implies varying degrees of modernization, e.g., older Army XXI units, newer Battle Forces.
nation support, and (4) combat capabilities that overmatch opposing forces. The game also revealed the sensitivity of rapid strategic deployment to precursor activities designed to defeat enemy counter-access efforts.

NSS challenged the highest-level players for Blue and Red to review the strategic situation, formulate their national goals, and develop strategies to attain those goals and consider possible threats. The output was guidance to military planners.

CPW allowed military planners at theater level to develop plans, present them to higher authority for review, and revise them in the light of further guidance. At the same time, players who would later participate in AAN SWG-99 had opportunities to become acquainted with game materials and develop working relationships. The output was plans for the employment of forces on theater and joint task force levels, including contingency planning for expected branch points.

The Pre-Assessment Session used Blue and Red war plans to assess roughly a week of hostilities, taking both Blue forces through an early-entry phase up to the point where they could initiate decisive operations. The output was a highly detailed start situation for the SWG.

AAN SWG-99 was a free-play wargame, taking events up to Red defeat in two parallel games. Together with the other events in the AAN SWG-99 series, it raised important issues that will be discussed in Chapter Three.

**Scenario.** The scenario for this series centered on conflict between the United States with its allies and the FES, characterized as a major military competitor. The FES was a highly aggressive, nationalistic, pan-Slavic state that included Russia, Byelorussia, and the Caucasus. In 2012, the FES conducted a large-scale military incursion into Kazakhstan. As a result, Kazakhstan, Turkmenistan, and Uzbekistan signed mutual defense treaties with the FES, granting it a dominant role. In 2018, the FES executed a swift attack on Maritime Siberia and regained control over this region.

In 2006, the United States initiated the Walker Plan (somewhat comparable to the post–World War II Marshall Plan) to improve eco-
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nomic and social conditions in Turkey. Turkey surmounted a wave of Islamic fundamentalism and remained a secular state. In 2010, a second Iran-Iraq War ended with Iranian victory and establishment of the New Independent Republic (NIR), which joined Iraq to Iran. The NIR had hegemonic ambitions in the Persian Gulf while opposing FES expansion in Central Asia. U.S. and international companies invested heavily in development of the oil and gas resources of the Caspian Sea basin. This region emerged as a significant part of the world’s energy resources.

The FES had claims to the Transcaucasus based on Czarist and Soviet history. It supported Armenia against Azerbaijan in the quarrel over Nagorno-Karabakh. As a result, Armenia allowed the FES to station an armored brigade on its territory. In strong contrast, Azerbaijan resisted FES political and economic pressure. It welcomed international investment and began exporting oil and gas through Turkey and Georgia, rather than through the FES. Georgia also resisted FES influence. It achieved a rapprochement with Turkey and invited the United States to train its military forces. Frustrated in its drive to regain influence in the Transcaucasus, the FES leadership contemplated a military invasion.

Two Cases Examined. This series examined two cases, distinguished by different Army force structures. (See Appendix B.) In Case A, taking a cautious approach to modernization, the Army created just one Air-Mobile Battle Force (11th AMBF). In Case B, taking an aggressive approach to modernization, the Army created eight Battle Forces: one Air-Mobile Battle Force (11th AMBF), one Light Airborne Battle Force (82nd LABF), one Air Assault Battle Force (101st AABF), three Light Motorized Battle Forces (9th LMBF, 10th LMBF, 25th LMBF), and two Mechanized-Armor Battle Forces (1st MABF, 4th MABF). A larger number of Battle Forces implied a smaller number of Army XXI divisions in the active component (AC). In Case A, the Army had ten AC Army XXI divisions and in Case B the Army had four such divisions. In both cases, the Army had eight divisions in the reserve component (RC) and two divisions that included elements from both AC and RC. In both cases, the Army had four Strike Forces headquarters. Two of these were forward deployed with assigned forces (3rd Strike Force in Korea and 11th Strike Force in Kuwait). As noted earlier, Strike Forces are no longer under consideration by the Army, but they were played at this game prior to the announcement
of the Army Transformation Plan. Forces for sister services, U.S. allies, and opponents were held constant in both cases. The two different Army force structures were not intended to offer alternatives for the future Army. They did, however, allow for a comparison of the capabilities that different levels of modernization might provide.

**National Security Seminar/Campaign Planning Workshop**

The NSS/CPW put Blue and Red on a road to war and provided war plans to guide the Pre-Assessment Session.

**National Security Seminar.** The NSS focused on Blue and Red Presidents and their principal civilian and military advisors. The Blue President’s advisors included members of a U.S. Cabinet plus the Chairman, Joint Chiefs of Staff, and Commander in Chief, West (CINCWEST), the regional combatant commander. The opposing President presided over officials of the Federation of Eurasian States, hereafter referred to as Red. A third team consisted of the leaders of various coalition countries. This was the Green Team. The NSS culminated in planning guidance for military staffs to develop war plans for the SWG.

**Campaign Planning Workshop.** The CPW focused on military planning. The Red Commander in Chief, Southwestern Direction (CINCSOUTHWEST) planned for both Case A and Case B. The Blue Commander in Chief, West (CINCWEST) directed campaign planning of Combined Joint Expeditionary Force–Case A (CJEF-A) and Combined Joint Expeditionary Force–Case B (CJEF-B).

Blue envisioned rapidly attaining air superiority and sea control followed by amphibious, airborne, air-mobile, and ground operations

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4AAN SWG-99 played slightly different Strike Forces for Case A and Case B. Both were brigade-sized early-entry forces drawn primarily from Army XXI. Both were equipped with the Future Combat Vehicle (FCV) and the Joint Transport Rotorcraft (JTR), but the Case A Strike Force also had the Advanced Robotic Engagement System (ARES), while the Case B Strike Force had current artillery systems. The Case A Strike Force totaled 6,231 personnel, while the Case B Strike Force had 8,006 personnel. This difference in personnel was primarily traceable to infantry strength: the Case A Strike Force had one infantry battalion (844), while the Case B Strike Force had an infantry regiment (2,132). “FY99 Notional Operational Forces and Illustrative How to Fight Concepts and Capabilities,” Futures Directorate, TRADOC, document prepared in support of the AAN series, 1999, slides 91–93.
to restore the territorial integrity of Azerbaijan and Georgia. Blue thought that Red movement would be slowed by constrictive terrain (except in southeastern Azerbaijan), Blue air interdiction, and resistance of indigenous forces. Nevertheless, Blue anticipated that Red would seize key objectives in theater before arrival of Blue forces on the ground. Blue hoped to launch a decisive counteroffensive before Red could consolidate its defensive positions. Despite considerable discussion on nuclear weapons during the NSS, Blue planners worked under the NCA-directed assumption that they could inflict a large-scale conventional defeat of Red without Red resorting to nuclear weapons, but during AAN SWG-99 Red did decide to use them. When confronting a nuclear-armed opponent, the NCA should develop as clear an understanding as possible of the circumstances and conditions that would lead the enemy toward a decision to employ nuclear weapons.

Red envisioned an extremely rapid defeat of indigenous forces in Azerbaijan and Georgia coupled with efforts to prevent Blue from projecting combat power into theater. It planned mining of the Black Sea, ambitious special operations against a range of targets, large-scale air attacks against Blue APODs and SPODs, an amphibious assault on the Georgian littoral, and ground advance into Azerbaijan and Georgia. Red hoped to exploit urban terrain to offset Blue advantages in knowledge and speed. Red planners believed that in urban terrain Blue would have greater difficulty finding and killing Red forces, that civilians would serve as shields, and that Blue would be deterred by the risk of casualties.

**Pre-Assessment Session**

The Pre-Assessment Session adjudicated outcomes up to a time when Blue could begin “decisive operations” in a theater of war. This meant that the Pre-Assessment session was to evaluate the first 7–14 days (the period varied between Cases A and B) when air and sea superiority were being established and the initial entry of Blue ground forces into Georgia and Azerbaijan took place. Decisive operations during AAN SWG-99 would then complete the campaign.

During this session, the Chief of Assessment and Assessment Teams for Case A and Case B developed outcomes for a first game move based on the operational plans generated during the NSS and the
CPW. Pre-Assessment acquainted assessors with their responsibilities, game materials, and evolving situations. It also advanced the game clock to the time when Red and Blue land forces would be decisively engaged, with the intention of focusing AAN SWG-99 on operational aspects of decisive air-land operations.

In both Case A and Case B, the outcomes of the Pre-Assessment were bad for Red. Blue quickly swept Red naval forces from regional waters, while suffering small losses. Blue quickly gained air superiority in theater, although still harassed by Red’s cruise missiles. Blue exploited this favorable situation to introduce its light and medium land forces, including a Marine Expeditionary Unit (MEU), Strike Forces, and Battle Forces (limited in Case A to one Air-Mobile Battle Force). At the same time, Blue interdicted Red forces attempting to cross the Caucasus Mountains. Therefore on the first day of game play, Red players would confront defeat unless they could extend or escalate the conflict.

**Army After Next Spring 1999 Wargame**

AAN SWG-99 was a comprehensive, free-play, two-sided wargame under close direction, which brought operations up to a time when Red would have terminated on terms favorable to Blue. By the end of play at the SWG, Red was at a severe disadvantage but had not capitulated. Additionally, at the end of the game, Blue was confronted with significant logistical challenges. Blue exploited its sea control and air supremacy to rapidly deploy forces into Turkey, then interdict advancing Red forces.

AAN SWG-99 featured two parallel games (Cases A and B), supported by specialized game cells. The highest level was designated “Higher Headquarters” on both sides and included small political staffs (supporting the National Security Advisor for Blue, President for Red) plus military staffs at theater level (supporting CINCWEST for Blue, CINCSOUTHWEST for Red). Its function was to give high-level political-military guidance to the operational-level players. Each “Higher Headquarters” guided the actions of two operational-level actors (CJEF-A and CJEF-B for Blue, Red Ops Teams A and B for Red).

A variety of specialized game cells supported play. The Green Team represented Blue’s allies (Australia, Canada, France, Italy, Turkey,
and the United Kingdom). A Yellow Team represented commercial interests in the areas of communications, legal affairs, logistics, manufacturing, navigation, remote sensing, and transportation. Yellow simultaneously contributed to Blue and Red planning processes and provided likely outputs to the assessment process. The Blue National Operations Support Team (NOST) combined three broad functions: provision of military forces to CINCWEST (Forces Command), military support to civilian authority (Department of Justice, Department of Energy, etc.), and national assets (space, reconnaissance special operations, etc.).

White was headed by the Game Director, responsible for efficient conduct of the game and accomplishment of its objectives. He was supported by Facilitators, Assessment Teams, Analysis/Data Collection, and Support Operations. Facilitators assigned to player teams served as interfaces with Game Direction. The Assessment Team contained two subordinate teams, each responsible for one of the two cases. Functional Area Assessors were responsible for assessment in key areas, e.g., space operations, and also supported the Response Cell.

The Information Team comprised a Media Cell for news updates and a Response Cell to field queries from the players and play countries not represented by Green. Most players felt that the Media Cell in the Information Team gave outstanding support to the game. Today, high-level military staffs routinely monitor commercial media and regard it as an important source of information. During the SWG, the World News Network (WNN) was both informative and entertaining, as a real-world network usually is. It spurred the players by giving an aura of realism to the game play.