STRATEGIC ANALYSIS OF THE ARMY AFTER NEXT (AAN)
WINTER WARGAME (WWG)

Sponsor: Deputy Chief of Staff for Doctrine, U.S. Army Training and Doctrine Command
Project Duration: July 1996–June 1997
FY96 Level of Effort: 1 MTS
Program/Director: Strategy and Doctrine (Tom McNaugher)
Project Leaders: Walter L. Perry and M. Dean Millot

OBJECTIVE
The Army After Next (AAN) project, led by TRADOC, was initiated to link Force XXI to a longer-term vision of the Army that extends well into the next century and ensure that this vision informs the development Army research and development requirements. To support AAN analysis, TRADOC is conducting a series of high-level wargames set in the year 2025. The Arroyo Center’s role is to assist TRADOC in these exercises by: (1) providing a “strategies-to-task” analytical framework to evaluate the AAN; (2) identifying issues, derived from strategic objectives in the framework, to be explored in the wargames; (3) managing the collection of data from high-level participants in the games; and (4) assessing game results.
BACKGROUND

TRADOC plans to conduct wargames to explore issues affecting the development of the U.S. Army circa 2010, the projected “wear-out” period for current weapon systems. The first will be held at the Center for Leadership Development at the Army War College in January 1997. In this first game, considerable emphasis is being placed on what its planners are calling the “strategic level,” a term meant to encompass the political-military aspects of warfare.

TASKS

Task 1: Develop a “Strategy-to-Tasks” framework for analysis of the AAN.

Based on the June 1996 Report to the Army Chief of Staff on the Army After Next, and drawing upon RAND’s “strategies-to-task” methodology, the Arroyo Center will develop a comprehensive framework for analysis of the AAN. The framework will consist of nested sets of strategic, operational, and tactical (“task”) level objectives. The strategic objectives will inform the Arroyo Center’s assessment of the results of high-level game play. Operational and tactical level objectives will be offered as an input to the work of other participants in the AAN project.

Task 2: Define issues to be examined in the strategic level of the Winter Wargame.

Based on strategic objectives in the analytical framework, the Arroyo Center will propose a set of political-military issues for WWG game designers to use in their design of the scenario for high-level play.

Task 3: Manage the collection of data from high-level game play.

Using the political-military issues incorporated into the design of the scenario for high-level play, the Arroyo Center will develop a guide for data collection during the WWG, train data collectors provided by TRADOC, and direct the data-collection process during exercise play.
Task 4: Assess the results of high-level game play.

The Arroyo Center will assess the results of high-level play in the context of the strategic issues developed for the high-level scenario. The assessment will identify patterns of political-military thinking that Army planners should consider in their development of the AAN, review the utility of the approach taken for this first game in the AAN series, and recommend important issues and possible improvements for subsequent games.