The objective of the AAN Winter Wargame was to identify and explore major issues associated with warfare in the 2020 time frame. Players were provided game materials in advance, which recounted the history of events leading up to the situation in 2019, the beginning date of the game. The game began with a Blue-Red confrontation over Ukraine.

**ORGANIZATION**

The game had a Blue and Red team playing protagonist and antagonist; a Green team, which represented all allied governments; a Pink team, representing an unallied near-peer competitor ready to exploit Red and Blue preoccupation with each other; a number of special teams; an adjudication team; and Game Direction. Blue and Red were organized identically. Each had a National Command Authority (NCA) and two unified commands, designated CINC East and CINC West. The Green team represented all other governments and international organizations. It was present to render decisions on overflight requests, base use, and so forth.

A number of special teams were formed to provide advice to both Blue and Red about such topics as space, information operations, and logistics. The game designers recognized that certain activities associated with future warfare need to be represented to ensure completeness. These activities included Information Operations (IO), Space and Missile Defense, Deployment, Sustainment and Logistics, and Weapons of Mass Destruction (WMD). The teams pro-
vided expert advice to the players and also participated in the adjudication process.

Game Direction made decisions about the game process. There was no supporting simulation, and the game format was free play. Game Direction was necessary to ensure that game objectives were accomplished. For example, Game Direction had to ensure that war broke out so that the concept of operations issues could be explored.

**GAME PROCEDURES**

A sequence of six game turns were executed over a period of seven days. Each NCA made a series of decisions based on its own analysis and the advice of its unified commands. Then each side would respond to the action of its opponents, and the adjudication team would make decisions on the outcomes.

The direction of the game was to be in the hands of the players, not Game Direction. The objective was to allow the players to act out their roles in the context of the scenario and thereby give direction to game play. The thinking among planners was that Game Direction interventions might repress the free flow of ideas by focusing the participants too narrowly and might therefore reduce the number of issues addressed.

The rules for the Winter Wargame consisted of two components: the results of a series of tactical wargames held at TRADOC’s Analysis Command (TRAC) in the fall of 1996, and the political/military judgment of the assessment teams. The results of the tactical wargames were presented in the form of attrition and force movements for each side resulting from a series of engagements referred to as “vignettes.” Because these vignettes did not cover all possible engagements and because the reported results were based on extrapolations of current capability, provisions were made for the assessors to alter reported results and to add results from engagements not included in the vignettes.¹

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¹This was accomplished through the use of a computer-assisted process that allowed the adjudicators to view the results of an engagement and then offered them the opportunity to modify those results. In the cases where no results were available, adjudicators were able to enter results that they considered reasonable.