

Canadian Joint Warfare Centre - Wargaming

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Agenda

- CJWC – JWES
 - Wargaming and Simulation
- Supporting CJOC
 - LASER/VECTOR
 - SUBSAR
 - Unified Vision
 - JOPGs
- Interim – Between Wargames
 - Canadian Support
 - International Collaboration
- Future – Whats Next
 - Wargame 101
 - New Tools



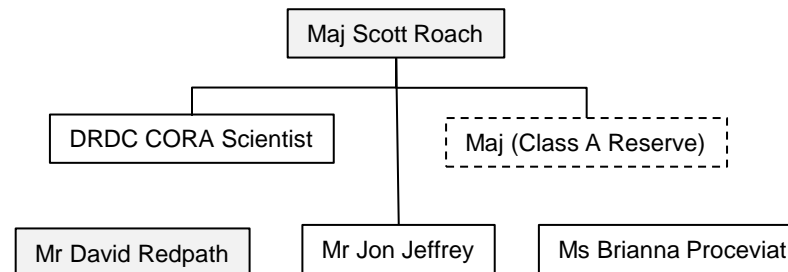


Wargaming Section

Mission

Develop a joint operational capability to support CJWC LOEs and CAF-wide concepts, capabilities and plans development

Organization



Current Stakeholders

- CJWC Branches
- CJOC
- CFD
- CFC

New Stakeholders

- Warfare Centres
- Concept/Capability Development Centres
- ADM(S&T)/DRDC
- OGDs
- NATO/Allies
- USAF Wargames Division
- USMC Wargames Lab
- US Joint Staff J7

Short Term Objectives

- Continued Training & Education
 - Wargaming 101 Course
- Define Mission, Role, Function, Objectives
- CONOPS/TTPs/ARAs
- Proof of Concept opportunities/Quick Wins
- Develop stakeholder relationships
- OGD Wargame participation





CJWC Joint Wargaming

About Us

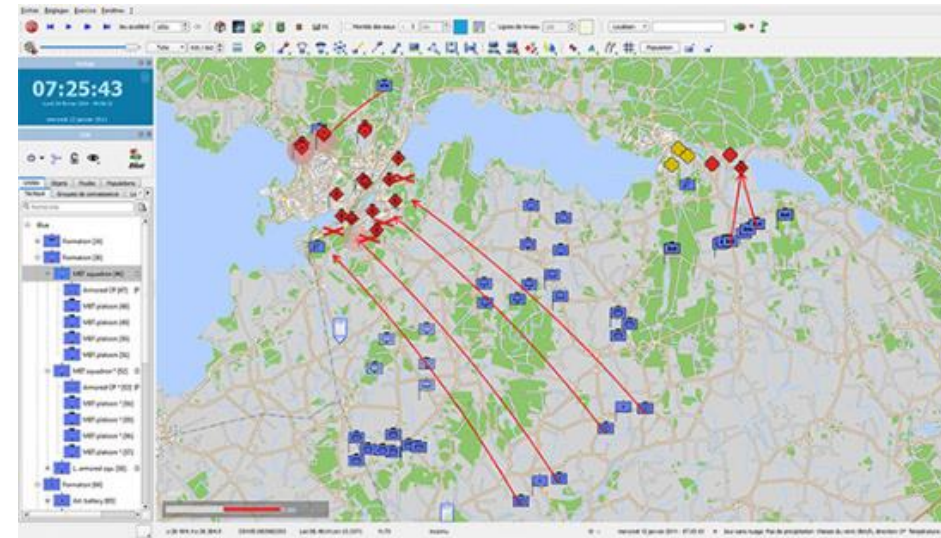
- Small Team
- Diverse
- Developing as a Team
- Developing Capabilities
 - Tools
 - Documents and Policies
- Training and Education
- Connections – Across the Globe
- Building a Community of Practice





Joint Simulation

- Sim/Wargame Evaluation
 - ASSASINS MACE
 - KORA
 - MASA Sword
 - JCATS
 - CMANO
 - VR Forces
 - Vassal
 - SWIFT
- AR/VR Capability Trials





Supporting CJOC

- SUBSAR
- OP LASER/OP VECTOR
- Interim
 - ARCTIC
 - BALTIC
- JOPG training
 - Continental
 - Annual activity



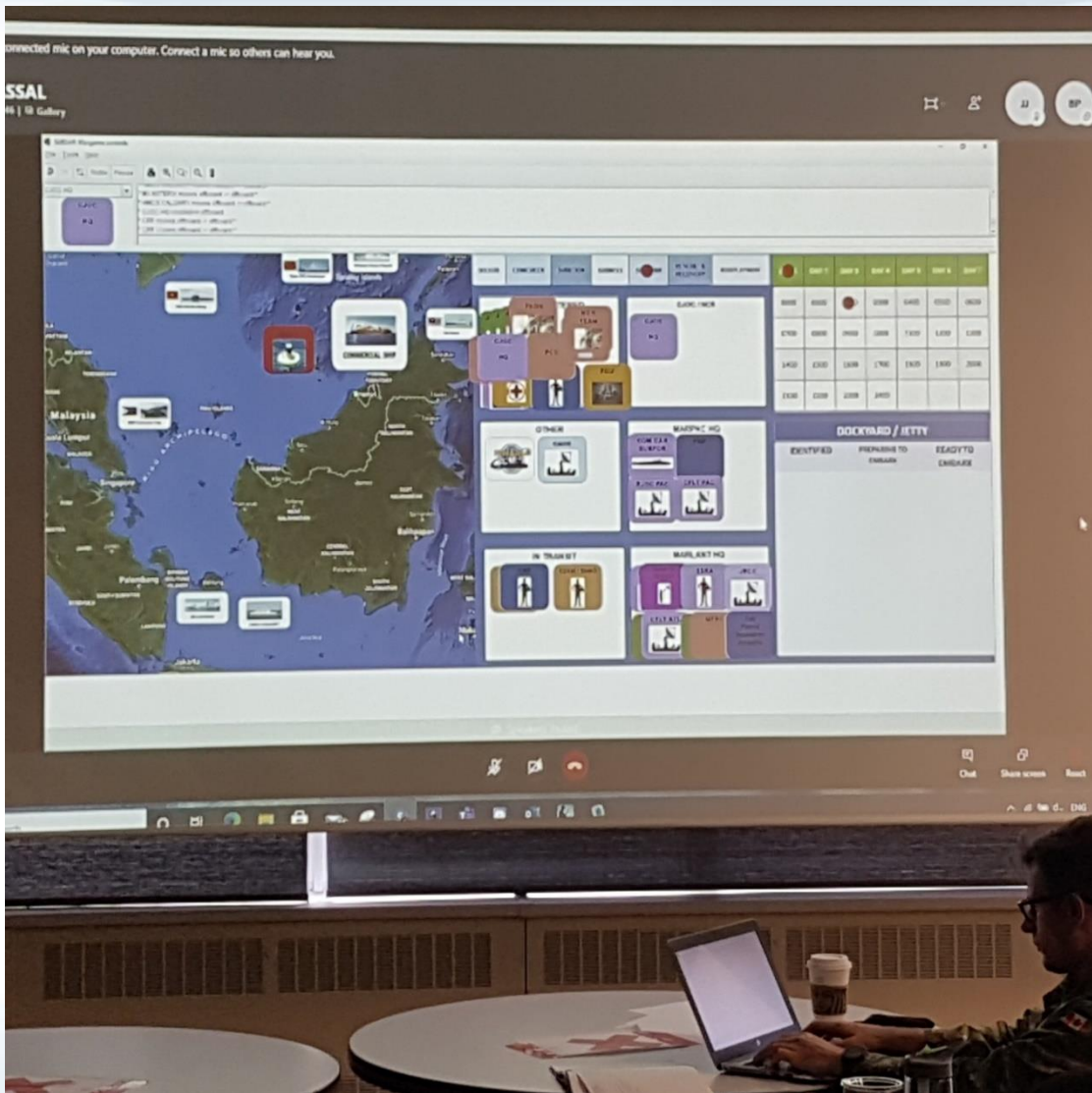


SUBSAR 2020

Support to CJOC Capability Development Branch and MCC

- Wargaming a Document
 - Challenges
 - Game Design
 - Outcome
- Distributed Wargaming
 - Methodology
- How did it go?
 - Ensuring success

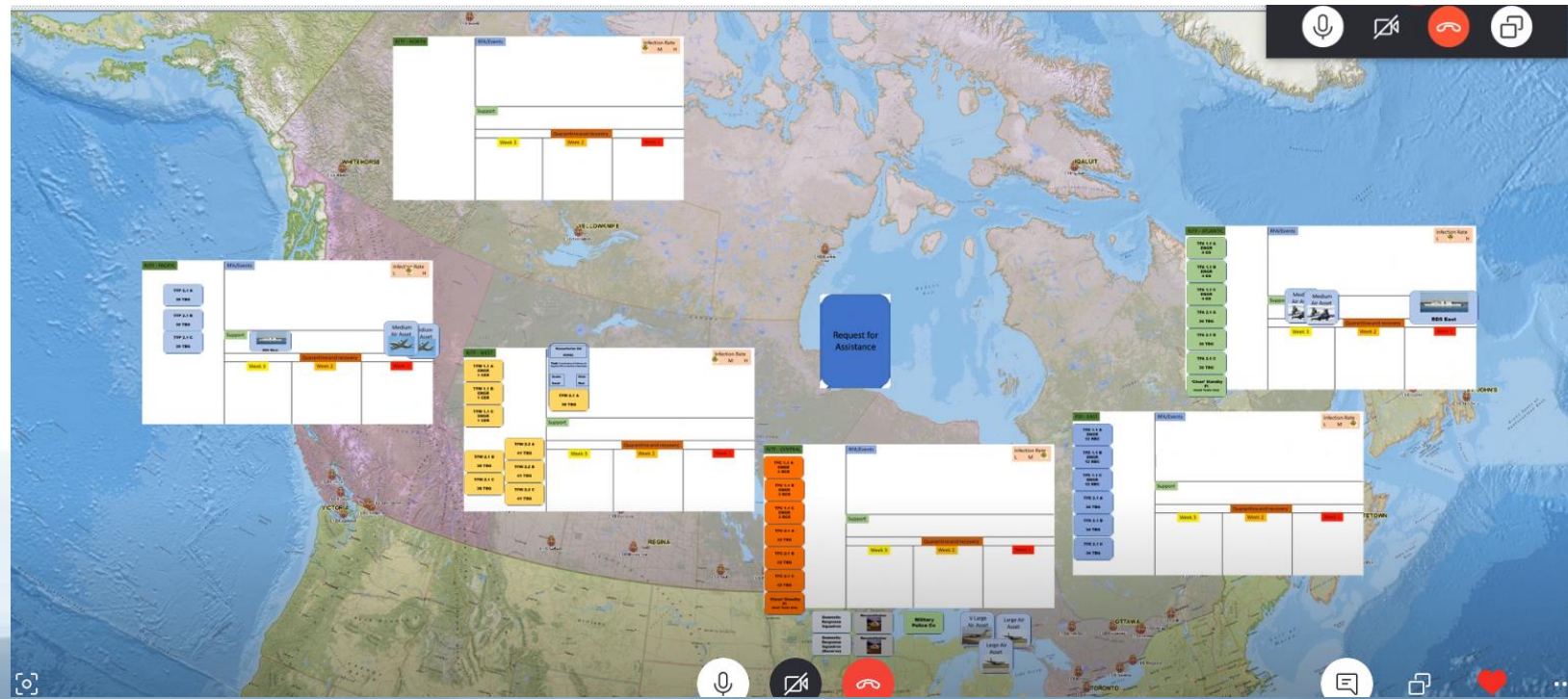






OP LASER/LENTUS – Wargames 2020

- ❖ VASSAL Engine
 - ❖ National Level
 - ❖ Covid 19 Management of CAF tasking
 - ❖ Troops to task
 - ❖ Risk and Risk Mitigation
 - ❖ Sustainment
 - ❖ Logistics/HAITI Modules
 - ❖ Distribution





OP LASER/VECTOR – Wargames 2020

- CAF support to the Vaccine distribution plan
 - OP Laser wargame as a baseline
 - Wargaming a Document take 2
 - Distributed
 - Vignettes
 - (Not really a wargame!)

Disaster Relief	
REMOTE	
Task: Forest Fire British Columbia	
Scale: Large	Risk: High
Urgency: Priority 1	Duration: Medium
25	

Civil Order	
Urban	
Task: Estb dispersed C2 nodes in Sp of Agencies	
Scale: Med	Risk: Low
Urgency: Priority 2	Duration: Short
5	

VECTOR	
Remote	
Task: Deliver freezers to Remote location	
Scale: Med	Risk: Low
Urgency: Priority 2	Duration: Short

Humanitarian Aid	
REMOTE	
Task: Provision of humanitarian assistance to vulnerable populations	
Scale: Small	Risk: Low
Urgency: Moderate	Duration: Medium





The Interim – Between Wargames

🇨🇦 Developments and support tasks

🇨🇦 Arctic and Baltic Wargame design

🇨🇦 Canadian Forces College

🇨🇦 Joint C2 Experiment

🇨🇦 Imperial War Museum - Ottawa

🇨🇦 Covid 19

🇨🇦 Working from Home

🇨🇦 Distributed Methodology

🇨🇦 Setting a safe environment





Collaboration-Partners and Support

National



Global Affairs
Canada
Affaires mondiales
Canada



International



McGill
UNIVERSITY





Future – What's Next

Wargaming 101 Course

- 1 hour?
- 1 Day?
- 1 Week?
- Online
- Course attendance
- Intent
- Outcome



Copyright – Connections UK 2019 Maj Tom Mouat's 1 Day course





Tools and processes

Standard Wargame Integration Facilitation Toolkit (SWIFT)



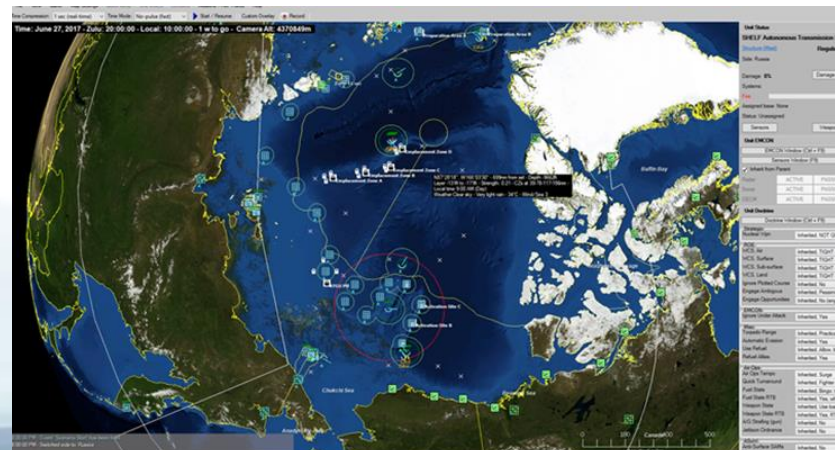
AFTERSHOCK - PAXSIM



VR/AR Augmented systems



CMANO Screenshot





Questions?

