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President's Notes

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President's Notes

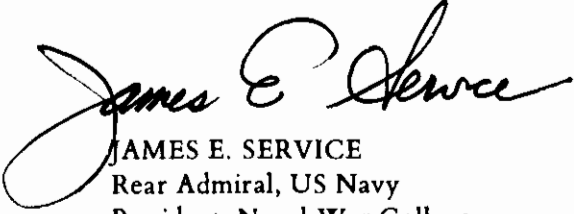
The Naval War College was the site in October for the annual CinCs' Conference convened by the CNO, Admiral James D. Watkins. This year's session dealt with many of the major strategic and tactical issues of concern to the Navy's senior leadership and it did so in an unprecedented fashion—through war gaming. The Center for War Gaming (CWG), an element of Dr. Bob Wood's Center for Naval Warfare Studies, designed and staged a special game. Its purposes were to review maritime strategies through the lens of a global conflict and to examine each CinC's theater strategy in relation to an overall coherent maritime strategy. Styled as a seminar, the game afforded CNO and the CinCs (playing their real life roles) a series of discussion/decision points, each highlighting an important strategic concern. By spacing these points to cover periods of about 20 days, the Conference addressed strategic concerns from pre-hostilities deterrence measures through a protracted war.

The War Gaming Center's design encouraged the players to grapple with issues by highlighting the interrelationship not only of the maritime theaters, but also of the interdependencies of air, land, and sea campaigns. This game, as with any war game, was not designed to be predictive of what might actually confront us in an actual war; but the gaming technique is useful in "unpeeling" issues and looking into the variables or components that make a strategy practical or impractical.

While this event was new, gaming strategic concepts is not new to the CWG. The annual three-week Global War Game, of which the fifth was played this year, was the first attempt to explore broad strategic concerns against the backdrop of a worldwide conflict involving all theaters, land and sea. Within the last two years, a major effort has gone into the design and styling of new games to support development of new strategic theories being

posed by the War College's Strategic Studies Group. Six such games have been staged. The game styles are becoming as innovative as the strategies.

The CWG has prepared and played games to test maritime campaign plans for CinCPacFlt; to look at the maritime strategy to support operations in the Southern Region of Nato for CinCSouth; to examine contingency plans for CinCLant; and to review the strategies for management of multicrisis situations for the Under Secretary of Defense (Policy). Upcoming games on the CWG schedule will support strategic concerns of USNavCent, ComSeventhFlt and ComStrikFltLant. Games to look into POM issues for the OpNav staff are being developed as well. These pages will continue to report on this exciting program in support of the Navy's strategic and warfighting objectives.



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