



27-29 June 2023
Washington D.C.

OWS: SOUTH CHINA SEA

Presented by Marine Corps University and Air War College
Game Masters: Paul Jarr and David Woodley

This wargame scenario focuses on a hypothetical naval and air warfare situation set in the South China Sea region using the Operational Wargame System.

Location: Table 9
Times: All 6 Sessions



OWS: ARCTIC STORM

Presented by Canadian Joint Warfare Center
Game Master: David Redpath

The Arctic AO is growing in strategic importance and is extensive, rugged, and deadly even without adding peer adversaries. The basic OWS system has been tailored to illustrate the problems and concerns Canada and her allies consider when defending the High North.

Location: Table 3
Times: 27 Jun Afternoon, 28 Jun Morning, 29 Jun Morning



OWS: NATO

Presented by Marine Corps University
Game Master: Curt Hudson

This wargame scenario focuses on a hypothetical land and air domain situation set in the Baltic Sea region using the Operational Wargame System.

Location: Table 3
Times: 27 Jun Morning, 28 Jun Afternoon, 29 Jun Afternoon





OWS: QINGDAO

Presented by US Air Force 505th TRS
Game Master: Michael Willis

Qingdao is the fictional training scenario used by the 505th TRS in Air Operations Center Initial Qualification Course (AOCIQT), Joint Operations Command and Control Course (JAOC2C), and Integrated Air and Missile Defense (IAMD) Course. It's modified use of OWS focuses on Air, Space, and Cyber operations.

Location: Table 5
Times: All 6 Sessions

DIGICAT

Presented by Navy Information Warfare Center Pacific

Game Master: Lance Nakamoto

The Digital Operational Wargame System (DIGICAT), developed by the NIWC PAC Wargaming Lab, is a networked multiplayer, double-blind, digital implementation of the Marine Corps' Operational Wargame System. It incorporates automated adjudication, analytics capture, and an interface for AI agent training.

Location: Table 7
Times: All 6 Sessions



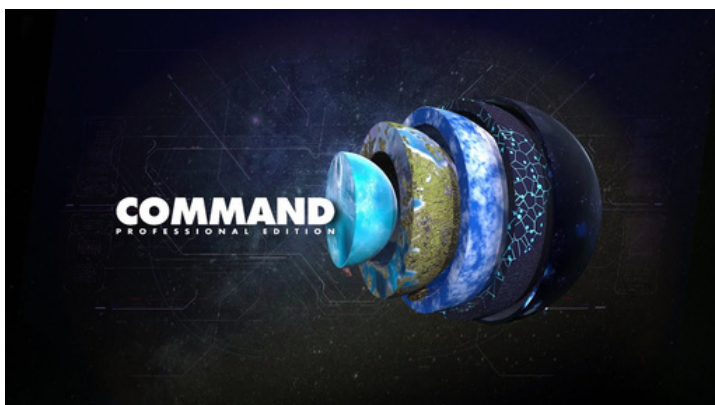
COMMAND: PE

Presented by Marine Corps University and Matrix Games

Game Master: Kevin Williamson

Command PE is a comprehensive computer wargame that explores concepts associated with modern naval and air operations at the tactical level.

Location: Virtual I
Times: All 6 Sessions

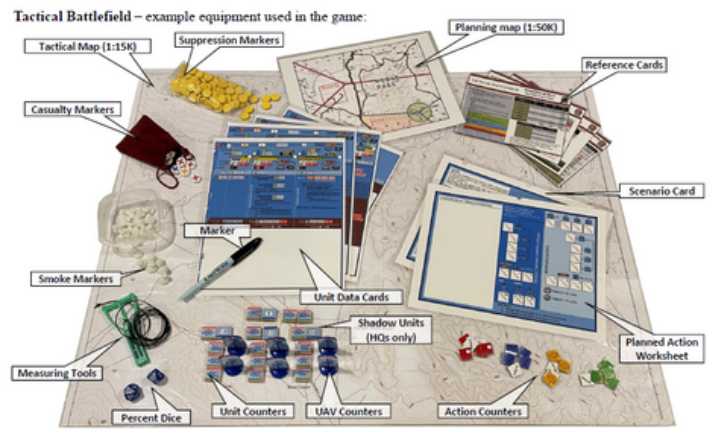


TACTICAL BATTLEFIELD

Presented by Marine Corps Warfighting Lab
Game Master: Bil Hardenberger

Tactical Battlefield: An infantry-centric tactical level game, concentrating on new or planned technologies and tactics. Players command at the Company or Battalion Command levels.

Location: Table 4
Times: All 6 Sessions



LITTORAL COMMANDER

Presented by Marine Corps University and the
Georgetown University Wargaming Society
Game Master: Nicholas Wernert

This commercial tabletop game explores concepts associated with the Marine Littoral Regiment and is used to support various PME use cases.

Location: Tables 1 & 2
Times: All 6 Sessions

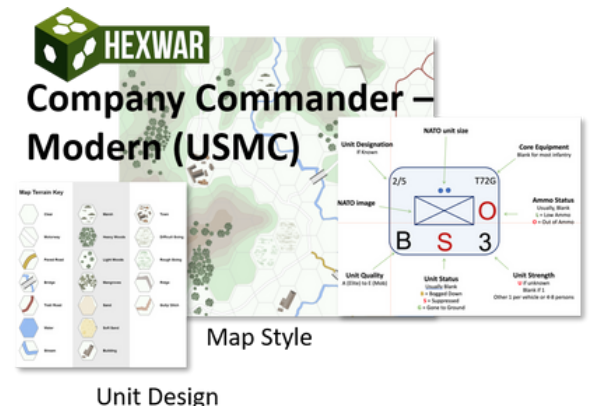


COMPANY COMMANDER MODERN

Presented by Marine Corps University and HexWar
Game Master: Keith Martin-Smith

Company Commander Modern is a computer wargame adapted to support Marine Corps University. Modern Day Marine will be the prototype debut of this computer wargame.

Location: Virtual 2
Times: All 6 Sessions



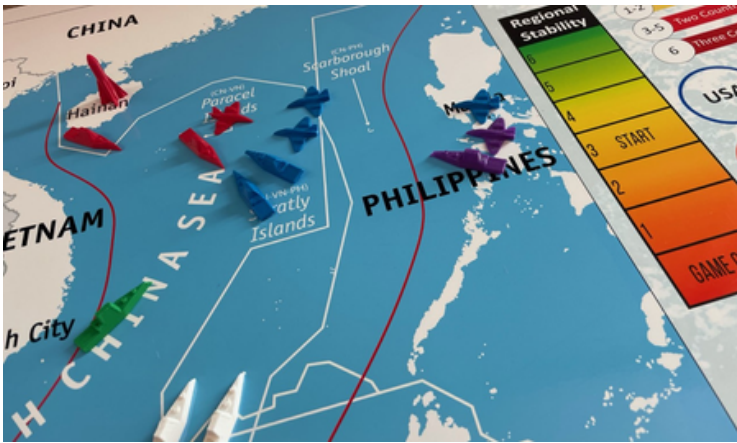
FLASHPOINT INDOPACOM

Presented by National Defense University
Game Masters: Scott Chambers and Charlotte
Lathrop

Flashpoint INDOPACOM is a hybrid matrix
boardgame that encompasses a strategic-level,
whole-of-government approach emphasizing the
interconnected nature of the maritime domain in
the South China Sea (SCS).

Location: Table 6

**Times: 27 Jun, Morning & Afternoon
Sessions**



BREAKING MAD

Presented by National Defense University
Game Masters: Scott Chambers, Hyong Lee, and David Krueger

Breaking MAD is a card-based game that test players' ability to
use sticks and carrots to advance their national interests while
detering others from initiating a regional conflict.

Location: Table 6

Times: 28 Jun, Morning & Afternoon Sessions

BREAKING MAD

DETERRENCE CARD GAME



ATHENA'S SAND TABLE

Presented by Center for Naval Analysis
Game Masters: Jeremy Sepinsky and Christopher Steinitz
AST, named as a nod to the Greek goddess of war and
wisdom, allows players to develop a long-term
competitive strategy for the INDOPACIFIC theater. In
this abstracted world, players are able to examine the
impact of their strategic investments across a 20-year
timeline.

Location: Table 10

Times: All 6 Sessions

BURST ON TARGET

Presented by US Army Development Command
Game Master: Dr. Donald Carlucci

Burst on Target is a tactical simulation of
modern infantry and armored combat.

Location: Table 8
Times: All 6 Sessions

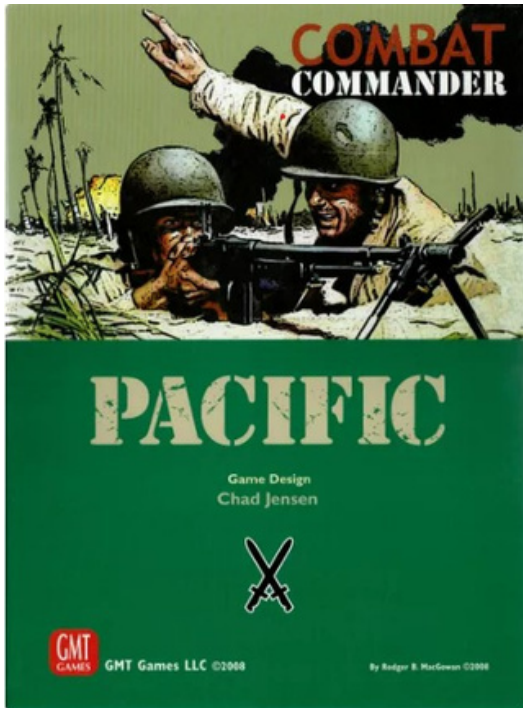


COMBAT COMMANDER: PACIFIC

Presented by Institute for Defense Analysis
Game Masters: Curtis Miller, PhD and Akar Bharadvaj

Combat Commander: Pacific is a medium-weight
tactical wargame focused on infantry combat in the
Pacific Theater of WWII. Two players can play the US
Marine Corps and Japanese forces in a combat
scenario.

Location: Table 7
Times: 28 Jun, Morning & Afternoon Sessions



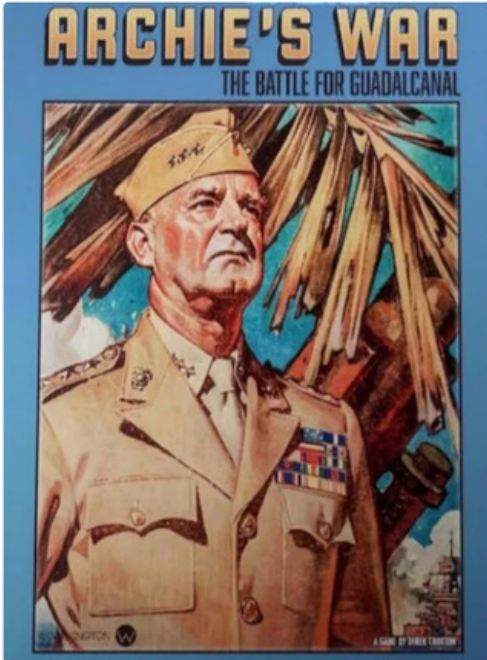
PIONEER

Demonstrator: Randy Swanson

This is the computer game system in
development for the Marine Corps
Wargaming Center. This will be a
demonstration capability at Objective 1 and
will not be a participatory wargame.

Location: Obj 1 Area
Times: All 6 Sessions





ARCHIE'S WAR

Presented by Institute for Defense Analysis
Game Master: Eric Walters

Archie's War is a fast-playing, easy-to-learn, and tense military contest between Major General Archibald Vandergrift's 1st Marine Division and what Army and naval troops the Japanese 17th Army could spare to defeat the initial Allied offensive at Guadalcanal in August, 1942.

Location: Table 7

Times: 27 Jun, Morning & Afternoon Sessions

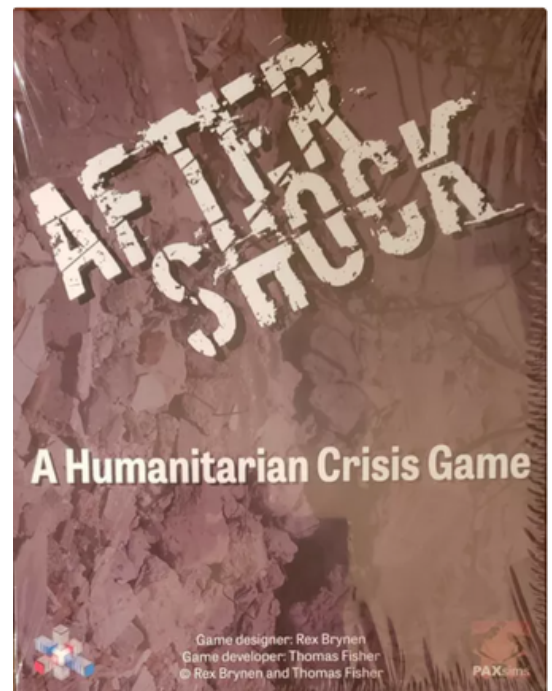
AFTER SHOCK

Presented by National Defense University
Game Masters:
Scott Chambers and Nicholas Amato

Aftershock is a boardgame that explores the interagency cooperation needed to address the emergency and early recovery phase of a complex humanitarian crisis. The game is set in the fictional country of Carana, but is loosely modeled on disasters such as the 2004 Indian Ocean tsunami and the 2010 Haiti earthquake.

Location: Table 6

Times: 29 Jun, All Morning & Afternoon Sessions



HEXWAR: NAPOLEON AT WAR



Presented by Marine Corps University and HexWar
Game Masters: Dr. Jim Lacey, Horner Chair for
Military History at Marine Corps University

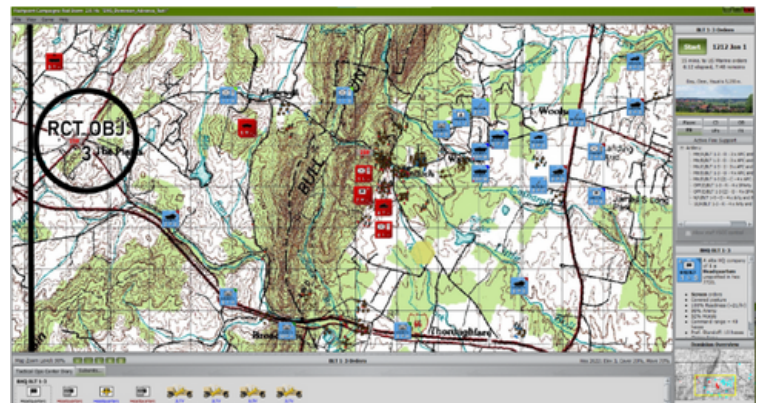
This game system by HexWar is a digitized version of
a classic hex and counter SPI wargame covering
major battles of the Napoleonic Era. Players will
fight one of a selection of Napoleonic battles such
as Borodino, Wagram, Leipzig, or Austerlitz

Location: Virtual
Times: All 6 Sessions

FLASHPOINT CAMPAIGNS

Presented by Marine Corps University and
Matrix Games
Game Master: Joel Corrente

Flashpoint Campaigns is a tactical computer
wargame focused on 1980's hypothetical
scenarios at the Brigade and below level.
Flashpoint Campaigns adaptations support
contemporary tactical scenarios in support of
Marine Corps University and is used by the
Expeditionary Warfare School.



Location: Virtual 3
Times: All 6 Sessions

