

# MARINE CORPS WARFIGHTING LABORATORY

The Lab's **Wargaming Division** serves as the focal point for wargaming within the Marine Corps and addresses a broad range of critical issues for Marine Corps' senior leadership. Wargaming's programs and activities support the Marine Corps Combat Development Command; Headquarters, U.S. Marine Corps; and the Operating Forces. It is also a key element of the Marine Corps' participation in Joint Concept Development and Experimentation (JCDE) programs and activities.

**Background:** Broadly, wargaming is the artificial replication of competition or conflict not involving actual military forces, characterized by human decision-making that impacts the course of events. It is particularly suitable to generate, refine and assess concepts, plans, decision alternatives, issues and technologies; identify capabilities and deficiencies; create conditions difficult to reproduce in peacetime; and reduce surprise. Gaming methodologies have even proven useful in addressing the "combat" of civilian fire and rescue operations and weapons of mass destruction incident response.

**Key Programs:** The Marine Corps Wargaming Program is a comprehensive and innovative effort focused on advanced policy, concept and operational exploration at several levels: Title X wargaming; Joint and External gaming efforts; Service wargaming programs; and JCDE wargaming and related programs.

**Title X war games** typically include representation by other Services, Combatant Commands (COCOMs) and agencies. They potentially have major implications for the future direction of the sponsoring Service. The Title X program consists of two broad components: the management, oversight and assessment of Marine Corps participation in other Service-sponsored Title X programs, and the execution and assessment of the Marine Corps' Title X Wargaming Program called Expeditionary Warrior (EW). Title X war games generally address future visions and capabilities related to core Title X roles, functions and responsibilities to organize, train and equip forces.

## WARGAMING *fact sheet*



**Joint and External war games** are less well-defined than Title X war games, but involve an extensive effort by the Division to monitor and manage Marine Corps participation. Examples include the Office of the Secretary of Defense Net Assessment's Transformation War Game Series, Special Operations Command's Futures Series and gaming programs of other Services and COCOMs not encompassed by Title X.

**Service wargaming programs** embrace extensive activities for the Marine Corps that are planned and executed by Wargaming Division. They often include Joint, interagency and non-governmental participation. The most visible current example is the wargaming component of the Sea Viking 04 experimentation program.

**Joint Urban Warrior (JUW)** is an annual, co-sponsored wargaming program between the Marine Corps and Joint Forces Command and is intended to explore the full spectrum of the future direction of Joint urban operations. JUW is the Marine Corps' preeminent contribution in the JCDE arena.

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