



# A Chronology of Wargaming at CNA

CNA's team of nearly 20 wargamers designs and executes some 20 games each year for clients across the US Navy, the Department of Defense, and a wide range of US agencies and organizations. Our tradition of customized analytic and educational games is built upon more than four decades of experience using wargames to support the safety and security of the nation. Below is a list of selected milestones across those decades.

## Pre-1984

CNA field representatives analyze Cold War wargames to support commands as needed.

## 1984

Dr. Peter Perla begins to analyze a series of Navy **Global War Games** at the Naval War College, Newport, RI.



## 1985

CNA begins the **Wargaming Applications Project** for the Director of Naval Warfare and the Director, Tactical Readiness Division, led by Perla. Major publications: *An Introduction to Wargaming and Its Uses*; *Examples of Wargaming Applications*; *Wargames, Exercises, and Analysis*.

## 1990

U.S. Naval Institute publishes Perla's **The Art of Wargaming**, which becomes a fundamental reference on the subject and a standard text at military schools.

## 1993

**The Shipbuilding Game** is the first large-scale wargame designed and facilitated by CNA, with 80 participants from 6 countries playing for a week. They include major shipyards, Mobil Oil, Chase Manhattan Bank, Lloyds, and the US Navy. Sponsor: Advanced Research Projects Agency (ARPA).

## 1995

**Complex Humanitarian Emergency Seminar Game**, developed and hosted by CNA, is carried by C-SPAN. Players include former Secretary of Defense Frank Carlucci, former Speaker of the House Tom Foley, Adm. William Smith (ret.), and the UN Undersecretary for Humanitarian Affairs, reacting to a humanitarian crisis brought on by civil war in the fictional nation of Babel.



## 1997

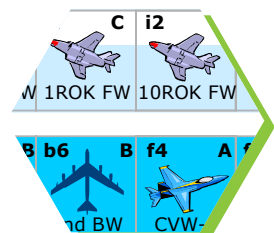
**The TLAM Wargame** is designed and supported by CNA and hosted by Sixth Fleet in Gaeta, Italy. NATO and US teams play to build a common understanding of Tomahawk Land Attack Missile operations, proposed procedures, and decision-making processes. CNA based the game on its analyses of TLAM operations against Bosnian Serb targets in Operation Deliberate Force.

## 2000

CNA develops **SCUDHunt** with ThoughtLink, Inc. for DARPA. In this online, multi-player game, players take the roles of sensor asset managers searching the map for hidden SCUD launchers. SCUDHunt uses the gaming environment to formulate and test hypotheses using rigorous scientific and statistical techniques. It becomes the basis for a wide variety of games and evolves into SubHunt and CarrierHunt.

## 2002

CNA supports the launch of the **Naval War College wargaming course**, including the development of the Wargame Construction Kit.



*The 2016 CNA wargame “was so profitable for us as a command that I can’t even put a dollar figure on it. It is now driving everything we think about mission assurance.”* Gen. Darren McDew, USAF, TRANSCOM Commander, to Senate Armed Services Committee

## 2003

**Disaster response games** for the Department of Health and Human Service’s new Office of Public Health Emergency Preparedness are the first non-defense games led by CNA. Bioterrorism concerns are a focus, including a smallpox outbreak scenario. Presidential cabinet members attend the first of these games.

## 2008

For the USDA’s part in the **National Strategy for Pandemic Influenza**, CNA develops a training board game for the animal health community to practice coordination and response to an avian influenza outbreak. CNA uses the game in a series of 38 USDA exercises involving animal health responders from 45 states.

## 2012

CNA stands up a dedicated wargaming team led by Dr. E.D. McGrady and Dr. Peter Perla.



## 2013

CNA leads the National Capital Region Rehearsal of Concept drill for the **57th Presidential Inauguration**, played on a game board the size of a basketball court at Joint Base Myer-Henderson Hall. For over seven hours, 275 participants respond to a terrorist scenario.

## 2014

**Bone Dry and Flooding Soon: A Regional Water Management Game** brought together retired generals, ambassadors, and water experts from China, Pakistan, Bangladesh, and India for seminar-style, role-playing games. One was played at CNA headquarters; one in Kuala Lumpur, Malaysia. The game examined the security impact of climate-induced changes to the Brahmaputra River.

## 2015

**Food Chain Reaction—A Global Food Security Game** is a collaboration between CNA, WWF, Cargill, Mars, and the Center for American Progress. Senior officials and subject matter experts on teams representing the US, Brazil, continental Africa, China, the EU, India, multilateral institutions, and businesses responded to global food system disruptions in this policy decision-making game.

## 2016

The first of two **Contested Environment Wargames** for U.S. Transportation Command explores logistics in wartime.

## 2017

CNA designs and executes 12 **Alternative Defense Strategies wargames** to support the authors of the 2018 National Defense Strategy (NDS). The wargames, sponsored by Deputy Assistant Secretary of Defense for Strategy and Force Development, directly influence the 2018 NDS.

## 2018

CNA develops the **Merlin cyber module** for the Air Force Research Lab. Merlin incorporates offensive and defensive cyber operations into operational-level wargames, addressing a gap in wargaming.



## FY 2024

Highlights: **Commercial Shipping and Shipbuilding Games** for the Maritime Administration, **Climate Change Game** for AFRICOM, **Unified Command Plan Game** for the Undersecretary of Defense for Policy, **Camoland Game** on wartime textile logistics for Defense Logistics Agency.

## ABOUT CNA

CNA is a nonprofit research and analysis organization dedicated to the safety and security of the nation. It operates the Center for Naval Analyses—the federally funded research and development center (FFRDC) of the Department of the Navy—as well as the Institute for Public Research. CNA develops actionable solutions to complex problems of national importance. With nearly 700 scientists, analysts, and professional staff, CNA takes a real-world approach to gathering data. Its unique Field Program places analysts on aircraft carriers and military bases, in squad rooms and crisis centers, working side by side with operators and decision-makers around the world. CNA supports naval operations, fleet readiness, and strategic competition. Its non-defense research portfolio includes criminal justice, homeland security, and data management.

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