



PRESIDIO ENDEAVOR: The National Guard Home Front Wargame

An Educational and Analytical Tool

PRESIDIO ENDEAVOR: The National Guard Home Front Wargame is a one-sided, collaborative, card-driven wargame. It is designed to provide National Guard (NG) Joint Force Headquarters (JFHQ) elements across the 54 states, territories, and the District of Columbia with an analytical framework to explore the complexity of employing NG forces in support of both federal and nonfederal requirements. Leveraging different authorities, Players must respond to simultaneous mission requests to support state requirements, Department of War (DoW) Homeland Defense (HD) activities, and federal mobilization during an overseas contingency. This wargame aims to help NG and state planners perform integrated contingency planning and deconflict simultaneous requirements in the homeland across federal and state jurisdictions.

Our objectives for the wargame are twofold: (1) prepare NG planners to address simultaneity in state integrated support plans and (2) help the broader DoW community understand the dilemmas that state NG organizations face in their roles as both their state's reserve of response capabilities and the primary combat reserve of the US Army and US Air Force to support the warfight.



National Guard Capabilities and Simultaneity

When playing *PRESIDIO ENDEAVOR*, Players allocate their respective NG Units and capabilities, represented by **Unit Cards**, to various mission requests drawn from an Event Deck, which simulates requests for NG resources from governors, federal agencies, and DoW. Players must navigate the trade-offs of simultaneous and competing requirements for NG capabilities from local, state, and federal agencies. As the game progresses through crisis, conflict, and protracted war, the **Event Cards** and **National Security Event Cards** steadily increase in intensity, forcing the Players to adapt to evolving and expanding requirements. Each Unit Card has specific NG capabilities commonly requested by states, federal agencies, and the active component represented by five simplified categories: **Security, Command and Control (C2), Engineering, Transportation,** and **Special** (exquisite capabilities including cyber, communications, medical, and chemical, biological, radiological, and nuclear).

Overview of Gameplay

The game was fundamentally designed to represent the decision space of a state NG JFHQ Staff and to simulate the inevitable friction of providing simultaneous support to civil and military authorities under different activation authorities—ultimately executing both state and federal missions domestically and overseas. Each **Duty Status** (State Active Duty, Title 32, and Title 10) limits the types of missions for which NG capabilities are permitted to be employed by established laws and statutes. Therefore, the game system requires any activation or response to have a corresponding Duty Status for each

Unit. However, due to the complexity, nuance, and localization of the relevant statutes and regulations, the game system allows Players to leverage their unique state experiences and expertise to self-regulate and facilitate the use of specific Duty Statuses within the game.

Resource allocation, force generation, building readiness

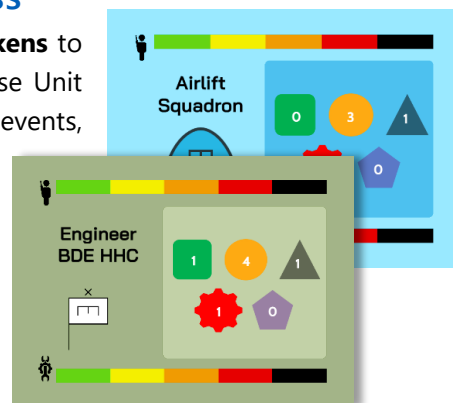
Each turn, Players use their available staff C2 capacity represented in **Command Tokens** to execute any of **five Player Actions**: Respond, Mobilize & Deploy, Stand Up, Increase Unit Readiness, and Cross-Level. The Player Actions activate Unit Cards to respond to events, augment C2 capacity at the JFHQ, build readiness, and mobilize Units for T10 Mobilization for deployment overseas.

Using the Unit Cards (graphic to the right), which are organized according to their state's respective order of battle, the Players represent their state's JFHQ staff. The staff are responsible for coordinating with their state emergency management agency, any federal agencies, and the active component services of the Army and Air Force (and Space Force, depending on the state) to respond to requests for NG capabilities represented by **Event Cards** and **National Security Event Cards**. The scenario is divided into three conflict phases: Crisis, Conflict, and Protracted War. Each phase has a different required number of Event Cards drawn and intensifying Title 10 Mobilization requirements for deploying NG capabilities. At the same time, the NG Players must maintain a steady **recruitment and training pipeline** that can regenerate readiness in personnel and equipment, which are tracked on the Unit Cards using five color categories reflecting Joint Force Readiness measurement metrics.

When the game enters Protracted War, Players will need to understand the potential capabilities and capacity remaining within their state NG enterprise that can continue to support domestic requirements. This understanding would, in turn, provide NG planners with the ability to inform state authorities, the active component services, and the Office of the Secretary of War about the projected force readiness of their state NGs after post-game analysis and discussions.

Future Opportunities

NGB will be distributing 54 copies to all state JFHQs across the NG enterprise. The NGB J81 Wargaming and Analysis branch will be facilitating iterations with several states both to train JFHQ staffs to facilitate their own games and to gather data from all 54 states and territories on results and lessons learned through their *PRESIDIO ENDEAVOR* wargame repository. This line of effort will inform NGB Joint Staff planners on common issues raised across the states during gameplay discussions. Moreover, this line of effort aims to assist the Chief of the National Guard Bureau with fulfilling their role as a member of the Joint Chiefs of Staff to provide the best military advice to the Chairman of the Joint Chiefs of Staff and the Secretary of War on the state of the NG across the nation. For more information on the wargame playtest with the Minnesota National Guard or the wargame's design, refer to *PRESIDIO ENDEAVOR: The National Guard Home Front Wargame—Wargame Report*, CNA, DGR-2026-U-044112-FINAL, 2026, and *PRESIDIO ENDEAVOR: The National Guard Home Front Wargame Rulebook*, CNA, DIM-2026-U-044434-FINAL, 2026.



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