

## 1998 – The First Wargame Night

**Theme** – Improving the depiction of areas difficult to wargame well.

**Dates** – 25-27 February

**Location** – Air Command and Staff College  
225 Chennault Circle  
Maxwell Air Force Base, AL 36112

**Participation** – 140

**Innovation** – First Game Night. Game Night was added in response to participant feedback asking to explore some of the wargames demoed in greater depth.

### Agenda

#### Tuesday, 24 February

- 1200** *Registration* - DE Conference Room
- 1230** *Welcome to Optional Intro Program* - Barns Auditorium  
Col David Stimpson, Director Air Force Wargaming Institute
- 1245** *Democracy and Wargaming*, Matt Caffrey, Connections Co-Chair
- 1340** Break
- 1400** *Department of Defense Wargaming 101*, Major Don Hinton, Project Manager Prime Warrior
- 1450** *Commercial Wargaming 101*, Evan Brooks, Wargame Reviewer
- 1540** Break
- 1600** *Airpower 101*, John Warden, Col USAF (Ret.)
- 1710** *Help With Wargame Research*  
AU Library Overview, Steve Chun, AU Library  
Historical Research Agency Overview, Dr Johnson, Historical Research Agency
- 1750** *Administrative Remarks*, Major Doug Johnston
- 1800** *Close Optional Intro Program*
- 1800** *Registration Opens* - Course Clubhouse, Cypress Tree Golf
- 1855** Transportation from Buildings 1417, 1418, and 1419 to Clubhouse
- 1830** *Ice Breaker* - Course Clubhouse, Cypress Tree Golf
- 1930** *Heavy hors d'oeuvres*

#### Wednesday, 25 February

- 0710** Transportation from Buildings 1417, 1418, and 1419 to ACSC Lobby
- 0715** *Morning Refreshments* - Wood Lobby, ACSC
- 0745** *Administrative Remarks* - Wood Auditorium  
Matt Caffrey, Connections Co-Chair
- 0755** *Welcome as Co-host, Introduce AU/CC*, Col Hylton, CADRE Commandant
- 0800** *Welcome as Sponsor*, Lt Gen Redden, Air University Commander
- 0820** *Featured speaker, Innovation in AF Wging*, Col Engle, Director, HQ AF/XPX
- 0900** Break
- 0920** *Innovation in Defense Wargaming*  
LtC Lunsford - Army Command and General Staff College  
Maj Cantwell -- US Army Aviation Maneuver Battle Lab  
Cmd Lee Treitag -- US Navy War College

- Bill Simpson - USMC Wargaming Activity
- 1040** *Break*
- 1100** *Service Wargaming Q&A, Panel Moderator, Major "Red" Urband*
- 1130** *Lunch, Defense Contractors and Wargaming - O'Club*  
Mark Herman, Senior Analyst Booz Allen Hamilton
- 1300** *Print & Computer WGs, A Critique of 1997 - Wood Auditorium*  
Evan Brooks
- 1400** *Break*
- 1420** *Pushing the Envelope, WG Design Innovation,*  
Joe Marinda, Editor Strategy & Tactics, Designer, "Arab Israeli War"  
Mark Herman, Senior Analyst BAH, Designer "We The People"
- 1530** *Break*
- 1550** *WG Design Innovation Panel, Moderator, James Dunnigan*
- 1630** *Overview of Demo Night, Major "Red" Urband, Co-Chair Connections 98*
- 1650** *Close*
- 1700** *Transportation to Buildings 1417, 1418, and 1419*
- 1750** *Transportation from Buildings 1417, 1418, and 1419 to AFWI*
- 1800** *Demo Night - AFWI*
- 1830** *Dinner*
- 2200** *Demo Night Ends*
- 2210** *Transportation to Buildings 1417, 1418, and 1419*

#### **Thursday, 26 February**

- 0710** *Transportation from Buildings 1417, 1418, and 1419 to Jones Auditorium*
- 0715** *Morning Refreshments - ACSC Lobby*
- 0800** *Space Impacts on Joint Campaigns - Wood Auditorium*  
*Blue Space - Campaign Impacts, Brig Gen John Boone, USAF Space Command*  
*Gray Space, Capabilities and Prospects, John Gresham, Researcher*
- 0940** *Break*
- 1010** *Space Impacts Panel, Panel Moderator, Lt Col Clark*
- 1050** *Lunch - O'Club*  
Pre-briefs over lunch for Game Night Participants
- 1300** *System Impacts of Airpower*  
*Airpower and Economic Paralysis, Dr Alfred C. Mierzejewski, author of*  
*The Fall of the German War Economy*  
*Modeling System Impacts, Lt Col Steve Rinaldi, Office of the President's Science*  
Advisor
- 1440** *Break*
- 1510** *System Effects Panel, Panel Moderator, Mr. Matt Caffrey*
- 1550** *Close*
- 1600** *Transportation to Buildings 1417, 1418, and 1419*
- 1650** *Transportation from Buildings 1417, 1418, and 1419 to AFWI*
- 1700** *Game Night - AFWI*
- 1830** *Dinner*
- 2100** *Game Night Closes*
- 2110** *Transportation to Buildings 1417, 1418, and 1419*
- 2115** *Optional "hot wash" - Billiting Lobby*

**Friday, 27 February**

**0710** Transportation from Buildings 1417, 1418, and 1419 to Billeting for Checkout

**0715** *Morning Refreshments* - ACSC Lobby

**0800** *The Importance Of Wargaming*, Matt Caffrey - Wood Auditorium

**0850** *Break*

**0910** *Support for the Wargame Innovator*

Defense Modeling and Simulation Office

AF/XOC

Historical Research Agency

Air University Library

**1000** *Break*

**1020** *Government Industry Projects*

Lt Col Caffrey, AF/XOOC (CHECKMATE)

Mr Joe Mason, Veda

Mike Ley, Tech Manager, Sensor Combat

Flint Dille, John Warden

**1215** *Closing Remarks*, Gen Drennan, ACSC Commandant

**1230** *Dismiss*

**1330** *Optional seminars*

*Wargame Design - Human Factors +*, Mr Joseph Marinda

*Wargame Development*, Mr Gene Billingsley

**1510** *Break*

**1530** *Optional seminars*

*Wargame Design - Human Factors +*, Mr Joseph Marinda

*Wargame Development*, Mr Gene Billingsley

**1700** *Optional Seminars Concludes*