

## 1999 – The Seventh Connections Conference

**Theme** – Modeling Human Factors, Across the Spectrum of Armed Conflict

**Dates** – 23-26 February

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

**Participation** – 110

### Agenda

#### Tuesday, 23 February

- 1100** *Registration* - Wood Lobby, Air Command and Staff College (ACSC)
- 1200** *Administrative Remarks*, Wood Auditorium  
Connections Co-Chairs: Mr. Matt Caffrey, ACSC  
Maj Paul "Red" Urband, CADRE
- 1210** *Welcome to Optional Intro Program*  
Col Stan Norris, Director of Operations, AF Wargame Inst, CADRE
- 1225** *Toward a Wargaming Doctrine*, Mr. Matt Caffrey, Connections Co-Chair
- 1320** *Break*
- 1340** *Wargaming 101*  
*DoD Wargaming 101*, Maj Michael Douglass, ACSC Student  
*Commercial Wargaming 101*, Mr. Larry Bond, Designer of "Harpoon"  
Mr. Frank Chadwick, Designer of 78 wargames, former president of GDW  
Mr. Evan Brooks, Wargame Reviewer
- 1500** *Break*
- 1520** *Wargame Info Sources*  
*Defense Modeling and Simulation Office*, Mr. Mark Erlandson  
*Historical Research Agency Overview*, Mr Joe Caver & Capt William Butler
- 1600** *Break*
- 1620** *Airpower 101*  
*Overview of Air Force Doctrine*, Maj Kevin Cole, Air Force Doctrine Center  
*Importance of Indirect Effects*, Lt Col Ron Baughman, AF Doctrine Center
- 1720** *Administrative Remarks*, Ms. Shirley Keil, ACSC Protocol  
*Closing Remarks*, Col James Norris, Dean of Education and Curriculum, ACSC
- 1730** *Close*
- 1700** First Transportation to Clubhouse
- 1800** Last Transportation to Clubhouse
- 1745** *Registration* - Course Clubhouse, Cypress Tree Golf
- 1800** *Ice Breaker Starts*, light hors d'oeuvres
- 1900** *Heavy hors d'oeuvre*
- 2000** First bus to on base and contract billets
- 2200** Last bus to on base and contract billets

**Wednesday, 24 February**

- 0700** Transportation from contract quarters to ACSC Lobby
- 0710** Transportation from on base quarters to ACSC Lobby
- 0715** *Registration & Morning Refreshments* - ACSC, Wood Lobby
- 0745** *Administrative Remarks* - Wood Auditorium  
Connections Co-Chairs: Mr. Matt Caffrey, ACSC  
Maj Red Urband, CADRE  
*Welcome from Co-host*, Introduce AU/CC, Col Welsh, CADRE Commandant  
*Welcome from Sponsor*, Lt Gen Redden, Air University Commander
- 0820** Break
- 0840** *Innovation in Defense Wargaming*  
*Wargaming & Intelligence Training*, LtC Eric Walters - USN/USMC Intell Cntr  
*Innovation at the C&GSC*, LtC Lunsford - Army Command & General Staff Coll
- 0930** Break
- 0950** *Psychological factors and Airpower*, Col Goldstien - Air Intelligence Agency  
*Toward Comprehensive Wargaming*, Mr. John Simpson, Def Res Agency, UK
- 1040** Break
- 1100** *Innovation in Defense Wargaming*, Panel  
Panel Moderator: Major "Red" Urband, CADRE
- 1130** *Lunch* - O'Club  
Connections Research Team Student at each Table
- 1300** Wood Auditorium  
*Print & Computer WGs, A Critique of 1998*, Mr. Larry Bond, Author, Designer  
*Prospects for 1999*, Mr. Matt Caffrey, Connections Co-Chair  
Mr. Evan Brooks, Wargame Reviewer
- 1350** Break
- 1410** *Pushing the Envelope, WG Design Innovation*  
Fleet Commander, Mr. Dave Bonacci, Electronic Arts  
Mr. Kim Castro, Sonalysts, Inc.  
Carriers At War II, Mr. Ian Trout, Computer WG Designer, President SSG
- 1520** Break
- 1540** *WG Design Innovation Panel*  
Panel Moderator: Mr. Frank Chadwick
- 1600** *The Air Force Wargaming Institute*, Capt Bill Thornton, CADRE
- 1615** *Overview of Demo Night*, Connections Co-Chairs: Maj Red Urband, CADRE  
Mr. Matt Caffrey, ACSC
- 1630** Close
- 1640** Transportation to O'Club
- 1645** *Reception for Air University Leadership and Connections Participants* - O'Club
- 1750** Transportation from O'Club to the Air Force Wargaming Institute (AFWI)
- 1800** *Demo Night* - AFWI
- 1830** *Dinner*
- 1845** *Optional Talks* - Large Conference Rm  
*A New American Security Force*, Col Warden, USAF (Ret.), Author, Stratigest  
*Impact of Human Factors on Insurgencies*, Mr. Ralph Millsap, VII Inc  
*The Kursk Air Campaign*, Dr. Christopher Lawrence, Dupuy Institute  
*Wargaming in the Air Force Basic Course*, Mr. "Mo" Morgan, Cubic, Inc  
*Impacts of Logistics on Air & Joint Campaigns*, Maj Margaret Ranalli, ACSC

*The Impact of the "Why We Fight" Series, Dr. Ralph Harley, Kent State*

**2200** *Demo Night Ends*

**2220** Transportation to Billets

**Thursday, 25 February**

**0700** Transportation from contract quarters to ACSC Lobby

**0715** Transportation from on base quarters to ACSC Lobby

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

**0755** *Administrative Remarks* - Wood Auditorium

Ms. Shirley Keil, ACSC Protocol

**0800** *Why Nations Stop Fighting*

*Paralyzing the Enemy System*, Col John Warden, USAF (Ret), Author, Stratigest

*Defeating the Enemy Strategy*, Dr. Bob Pape, Author "Bombing to Win"

*Quantifying the History of War Termination*, Dr. William Martel, Author "How To Stop a War"

**0930** *Break*

**0950** *Why Nations Stop Fighting, Panel*

Moderator: Matt Caffrey, ACSC

**1010** *Break*

**1030** *Campaign Impacts of Human Factors*

*Measuring the Human Factor in War*, Dr. Christopher Lawrence, Dupuy Inst

*Quantifying Human Factors*, Dr. Wade Hinkle, IDA

*Assessing Relative Ground Combat Effectiveness*, Mr. Jerry Halbert, Army Land Intell Center

**1150** *Lunch* - O'Club

Pre-briefs over lunch for Game Night Participants

**1300** *Campaign Impacts of Human Factors Panel*

Moderator: Dr. Mike Garrambone, Veridian

**1320** *Break*

**1340** *Depicting Decision making in wargames* - Wood Auditorium

Drs Peter Perla & Ed McGrady, Center for Naval Analysis

Mr. James Dunnigan, Founding Father of Commercial Wargaming

**1430** *Break*

**1450** *Decision Effects Panel*

Moderator: Mr. Chuck Kamps, ACSC

**1510** *Depicting Variations in Human Capabilities*

Mr. John Hill, Designer "Squad Leader" #1 Best Seller Ever

Mr. Frank Chadwick, Designer "Third World War" Series

**1600** *Break*

**1620** *Variations in Human Capabilities Panel*

Moderator: Mr. Chuck Kamps, ACSC

**1650** *Close*

**1700** *Reception for CADRE and ACSC faculties and Connections Participants* - Wood Lobby

**1750** Transportation from ACSC to AFWI

**1800** *Game Night* - AFWI

**1830** *Dinner*

**1845** *Optional Talk: Lessons from Desert Fox*

Mr. John Gresham, Tom Clancy's Chief Researcher

**2200** *Game Night Closes*

**2220** Transportation to Billets

**Friday, 26 February**

**0700** Transportation from contract quarters to Air War College Lobby

**0710** Transportation from on base quarters to the Billiting Office for checkout then on to the Air War College Lobby

**0715** *Morning Refreshments* - AWC Lobby

**0750** *Administrative Remarks*, Ms. Shirley Keil, ACSC Protocol - Jones Auditorium

**0800** *Wargaming and National Decision Making*, Maj Gen Chuck Link, USAF (ret)

**0830** *Faster War / Better Peace*, Col Charles Westenhoff, Director, OSD JSEAD JT&E

**0910** *Break*

**0920** *New Initiatives to Support for the Wargame Innovator*

*Defense Modeling and Simulation Office*, Mr. Mark Erlandson

*USAF Historical Research Agency*, Mr Joe Caver & Capt William Butler

*Air University Library*,

*ACSC and AU Research Programs*, Dr Abigail Gray, Res Dept Chairman, ACSC

*The ACSC Connections Research Team*, Majs Jim Garnett & Bruce Jones, ACSC

**1030** *Break*

**1050** *The Dual-Use Business Model: Conflict Sim Games for the DoD and Consumers*

*Air Force Material Command Initiative*, Dr. Robert J. Barker, AFOSR

Mr. Joseph Miranda, Designer, "Nicaragua!"

Mr. Tony Zalewski, President & CEO of Hexagon Interactive

Spearhead II, an Army/Industry design Mr. Warren Katz, Designer

Flight Sim Evaluation Team, Majs Louis Casale & Charles Catoe, ACSC

Air Battle Manager Sim Evaluation Team, Majs Pickle and Romeo, ACSC

**1150** *Closing from Co-Host, Introduce AU/CC*, Col D. Foster Bitton, Vice

Commandant Air Command and Staff College

**1200** *Closing Remarks*, Lt Gen Redden, Air University Commander

**1215** *Core Conference Closes*

**1230** *Optional Book Signing*, AU Library Book Store

**1300** Transportation to Airport

**1330** *Optional Seminars, First Session* - Barnes Auditorium, ACSC

*Designing and Developing Computer Wargames*, Mr. Mark Baldwin, Designer of "Empire"

*Researching Contemporary Era Wargames*, Mr. John Gresham, Researcher

*The State of the Art Depicting Human Factors*, Mr. Mike Garrambone, Veridian

*Intergrating Air and Space Capabilities*, Mr. Ralph Millsap, VII Inc

**1510** *Break*

**1520** Transportation to Airport

**1530** *Optional Seminars, Second Session*

*Researching Contemporary Era Wargames*, Mr. John Gresham, Researcher

*The State of the Art Depicting Human Factors*, Mr. Mike Garrambone, Veridian

*Designing and Developing Computer Wargames*, Mr. Mark Baldwin, Designer of "Empire"

**1700** *Close of Optional Sessions*

**1710** Transportation to Airport