

SPECIAL EDITION
FULL-SIZE FORMS

\$14.95 US

WARGAMING



A SYSTEMATIC APPROACH

Discover the fast and effective way
to **Supercharge** your
Military Decision Making Process!

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WARGAMING

A SYSTEMATIC APPROACH

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SPECIAL EDITION

FULL-SIZE FORMS

Here are the full-size forms for the book "Wargaming: A Systematic Approach". The book itself is a handy 5.5 X 8.5 inches, making it a lousy Form Projection Platform!

This Adobe PDF file contains forms from the book's **Appendix E - Blank Forms**.

Use them for your next Wargame, or for building your unit Tactical SOP.

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Forms Included

Wargame Reference Chart

Decision Point Cards

HPT Cards

Combat in Progress Cards

Wargame Clock

Wargame Worksheet

BOS Sync Matrix

Decision Tools & CCIR

Time Distance Tables (Bonus!)

Military Decision Making Process



Wargaming!



1. Gather Tools
2. Determine time available for the Wargame
3. Determine which ECOAs and FCOAs to Wargame
4. Select Wargame method
5. Determine starting H-Time
6. Determine Blue & Red locations at starting H-Time
7. Record Wargame-specific assumptions
8. Set evaluation criteria and recording method.

1. Select the ECOA-FCOA Set
2. S2 ECOA Briefing (2-3 minutes)
3. S3 FCOA Briefing (2-3 minutes)
4. Reset Wargame Clock (if needed)
5. Reset Friendly & Enemy Tokens
6. Review Wargame-specific assumptions



1. Select & Move One attacking unit & **Describe**
2. Record **Movement Time Interval**
3. Move other attacking units within the Movement Time Interval & **Describe**
4. Move defending units within the Movement Time Interval & **Describe**
5. Select and **Resolve** one Combat
6. Record **Combat Time Interval**
7. **Resolve** other combats.
8. Place "Combat In Progress" cards where needed.
9. Create new Decision Tools, Tasks, and Graphics.
10. Evaluate effects of losses on Friendly & Enemy COAs
11. Advance Wargame Clock by **Movement Time Interval** + **Combat Time Interval**

Describe Enemy Movement
Path & Movement Time
Enemy Decision Point Execution
Force Actions
 Recon
 Light, Airborne, Aslt Infantry
 Mech Infantry, Armor, AT
Force Multiplier Actions
 Arty, Mortar, Gun, Rocket
 Fixed Wing, Rotary Wing, ADA
 M-CM-S and FASCAM
 NBC P-Chem, NP-Chem

Describe Friendly Movement
Path & Movement Time
Decision Point Execution
Combat
 C2
 Maneuver
Combat Support
 Intel
 Fire Support
 M-CM-S
 ADA
Combat Service Support

Resolve Combat

1. Determine opposing force ratios
2. Apply combat modifiers
3. Determine winner
4. Apply lost combat power
5. Apply lost time
6. Record combat

Movement Time Interval - The time it takes for the first unit to move from one place to another in a Turn. Use the formula $\text{Time} = \text{Distance} / \text{Speed}$, or your PDA's War Gamer 2.0 Time-Distance Calculator .

Combat Time Interval - The time it takes to complete the first combat within a Turn. Use Appendix A Combat Results Table 1, or the time calculated by your PDA's War Gamer 2.0 Combat Resolution Calculator.

DECISION POINT CARDS

For Enemy Decision Points write an “E” in front of “DP”. For best results, use blue paper for DPs triggered by an FFIR (friendly action), and red paper for DPs triggered by a PIR (enemy action). These can also be used to replace the Decision Support template during mission execution. See the article on “The Modular Decision Support Template” on www.S2company.com

DP #	Time:		
	Loc:		
Decision:			
Input		Output	
PIR / FFIR	NAI	Who	Action

DP #	Time:		
	Loc:		
Decision:			
Input		Output	
PIR / FFIR	NAI	Who	Action

DP #	Time:		
	Loc:		
Decision:			
Input		Output	
PIR / FFIR	NAI	Who	Action

DP #	Time:		
	Loc:		
Decision:			
Input		Output	
PIR / FFIR	NAI	Who	Action

DP #	Time:		
	Loc:		
Decision:			
Input		Output	
PIR / FFIR	NAI	Who	Action

DP #	Time:		
	Loc:		
Decision:			
Input		Output	
PIR / FFIR	NAI	Who	Action

There are six cards here! Copy and cut on double line.

HIGH PAYOFF TARGET CARDS

HPT #		Time:	
		Loc:	
Desc:			
Input		Output	
PIR	NAI	When	Immediate Acquired Planned
		Effect	Suppress Destroy Neutralize Jam
		How	

HPT #		Time:	
		Loc:	
Desc:			
Input		Output	
PIR	NAI	When	Immediate Acquired Planned
		Effect	Suppress Destroy Neutralize Jam
		How	

HPT #		Time:	
		Loc:	
Desc:			
Input		Output	
PIR	NAI	When	Immediate Acquired Planned
		Effect	Suppress Destroy Neutralize Jam
		How	

HPT #		Time:	
		Loc:	
Desc:			
Input		Output	
PIR	NAI	When	Immediate Acquired Planned
		Effect	Suppress Destroy Neutralize Jam
		How	

HPT #		Time:	
		Loc:	
Desc:			
Input		Output	
PIR	NAI	When	Immediate Acquired Planned
		Effect	Suppress Destroy Neutralize Jam
		How	

HPT #		Time:	
		Loc:	
Desc:			
Input		Output	
PIR	NAI	When	Immediate Acquired Planned
		Effect	Suppress Destroy Neutralize Jam
		How	

There are six cards here! Copy and cut on double line.

COMBAT IN PROGRESS CARDS

Notice of Dual-Use Technology

“Combat In Progress” cards are also useful for notifying others that a Clash Of Wills is in progress.
Just fill in the appropriate information and post on the office door.

<div>COMBAT IN PROGRESS!</div> <div>COMBAT IN PROGRESS!</div>			<div>COMBAT IN PROGRESS!</div> <div>COMBAT IN PROGRESS!</div>		
Start	H-Times >> to >>	End	Start	H-Times >> to >>	End
Attacker	----- details -----	Defender	Attacker	----- details -----	Defender
	Unit			Unit	
	Ratio			Ratio	
	RCP Start			RCP Start	
	RCP End			RCP End	

<div>COMBAT IN PROGRESS!</div> <div>COMBAT IN PROGRESS!</div>			<div>COMBAT IN PROGRESS!</div> <div>COMBAT IN PROGRESS!</div>		
Start	H-Times >> to >>	End	Start	H-Times >> to >>	End
Attacker	----- details -----	Defender	Attacker	----- details -----	Defender
	Unit			Unit	
	Ratio			Ratio	
	RCP Start			RCP Start	
	RCP End			RCP End	

There are four cards here! Copy, cut on double line and then fold on the dotted line.

WARGAME CLOCK

Post in a prominent place during the Wargame so that the entire Staff can see the current H-Time.

WARGAME CLOCK

H

It
is
now...

MTI

Movement Time Interval

CTI

Combat Time Interval

EVENT LOG

Date:

FCOA:

ECOA:

Page

of

Pages

[illegible]

WARGAME WORKSHEET					Date:	FCOA:	ECOA:	Page	of	Pages
Critical Event:										
Time	Action	Reaction	Counter-Action	Assets	Remarks					

BOS SYNC MATRIX

Date:

FCOA:

EOA:

Page

of

Pages

Decision Tool	Time	
	Enemy Action	
	DP or HPT	
Trigger	CCIR	
	Locations	
Execution Details	Maneuver	
	FS	
	Intel	
	M-CM-S	
	ADA	
	CSS	
	C2 & Notes	

DECISION TOOL & CCIR LIST

Date:

FCOA:

Page of pages.

[illegible]

Draw line from each Decision Tool to the CCIR that supports it.

DP#	Loc	Trigger	Action
HPT #	Desc	When, How (Atk Guidance Matrix)	Notes

TIME DISTANCE CALCULATION CHART

Time in HOURS:MIN																
KM	1	1:00	0:30	0:20	0:15	0:12	0:06	0:04	0:03	0:02	0:02	0:01	0:01	0:01	0:01	1
	2	2:00	1:00	0:40	0:30	0:24	0:12	0:08	0:06	0:04	0:04	0:03	0:03	0:02	0:02	2
	3	3:00	1:30	1:00	0:45	0:36	0:18	0:12	0:09	0:07	0:06	0:05	0:04	0:04	0:03	3
	4	4:00	2:00	1:20	1:00	0:48	0:24	0:16	0:12	0:09	0:08	0:06	0:06	0:05	0:04	4
	5	5:00	2:30	1:40	1:15	1:00	0:30	0:20	0:15	0:12	0:10	0:08	0:07	0:06	0:06	5
	10	10:00	5:00	3:20	2:30	2:00	1:00	0:40	0:30	0:24	0:20	0:17	0:15	0:13	0:12	10
	15	15:00	7:30	5:00	3:45	3:00	1:30	1:00	0:45	0:36	0:30	0:25	0:22	0:20	0:18	15
	20	20:00	10:00	6:40	5:00	4:00	2:00	1:20	1:00	0:48	0:40	0:34	0:30	0:26	0:24	20
	25	25:00	12:30	8:20	6:15	5:00	2:30	1:40	1:15	1:00	0:50	0:42	0:37	0:33	0:30	25
	30	30:00	15:00	10:00	7:30	6:00	3:00	2:00	1:30	1:12	1:00	0:51	0:45	0:40	0:36	30
KPH>>	35	35:00	17:30	11:40	8:45	7:00	3:30	2:20	1:45	1:24	1:10	1:00	0:52	0:46	0:42	35
	40	40:00	20:00	13:20	10:00	8:00	4:00	2:40	2:00	1:36	1:20	1:08	1:00	0:53	0:48	40
	45	45:00	22:30	15:00	11:15	9:00	4:30	3:00	2:15	1:48	1:30	1:17	1:07	1:00	0:54	45
	50	50:00	25:00	16:40	12:30	10:00	5:00	3:20	2:30	2:00	1:40	1:25	1:15	1:06	1:00	50
	1	0.02	0.03	0.05	0.07	0.08	0.17	0.25	0.33	0.42	0.50	0.58	0.67	0.75	0.83	1
	2	0.03	0.07	0.10	0.13	0.17	0.33	0.50	0.67	0.83	1.00	1.17	1.33	1.50	1.67	2
	3	0.05	0.10	0.15	0.20	0.25	0.50	0.75	1.00	1.25	1.50	1.75	2.00	2.25	2.50	3
	4	0.07	0.13	0.20	0.27	0.33	0.67	1.00	1.33	1.67	2.00	2.33	2.67	3.00	3.33	4
	5	0.08	0.17	0.25	0.33	0.42	0.83	1.25	1.67	2.08	2.50	2.92	3.33	3.75	4.17	5
	10	0.17	0.33	0.50	0.67	0.83	1.67	2.50	3.33	4.17	5.00	5.83	6.67	7.50	8.33	10
KPH<<	15	0.25	0.50	0.75	1.00	1.25	2.50	3.75	5.00	6.25	7.50	8.75	10.00	11.25	12.50	15
	20	0.33	0.67	1.00	1.33	1.67	3.33	5.00	6.67	8.33	10.00	11.67	13.33	15.00	16.67	20
	25	0.42	0.83	1.25	1.67	2.08	4.17	6.25	8.33	10.42	12.50	14.58	16.67	18.75	20.83	25
	30	0.50	1.00	1.50	2.00	2.50	5.00	7.50	10.00	12.50	15.00	17.50	20.00	22.50	25.00	30
	35	0.58	1.17	1.75	2.33	2.92	5.83	8.75	11.67	14.58	17.50	20.42	23.33	26.25	29.17	35
	40	0.67	1.33	2.00	2.67	3.33	6.67	10.00	13.33	16.67	20.00	23.33	26.67	30.00	33.33	40
	45	0.75	1.50	2.25	3.00	3.75	7.50	11.25	15.00	18.75	22.50	26.25	30.00	33.75	37.50	45
	50	0.83	1.67	2.50	3.33	4.17	8.33	12.50	16.67	20.83	25.00	29.17	33.33	37.50	41.67	50
	55	0.92	1.83	2.75	3.67	4.58	9.17	13.75	18.33	22.92	27.50	32.08	36.67	41.25	45.83	55
	1	1.00	2.00	3.00	4.00	5.00	10.00	15.00	20.00	25.00	30.00	35.00	40.00	45.00	50.00	1
Distance in KM																

Instructions									
Given			You Determine				Compute		
Speed			One Location & Time				Est time to another location		
1. Find enemy speed (in KPH) on the center rule. 2. Determine distance from enemy Observed Location to Another Location (in KM). 3. Find that distance on the KM rule. 4. Time interval is at the intersection. EXAMPLE: Enemy speed = 20 kph. At 1530 hrs									
Speed			One Location & Time				Distance enemy moved		
1. Find the enemy speed (in KPH) on the center rule. 2. Determine the time difference (in minutes) between the Observed Time and the Current Time 3. Find that time interval on the Time rule. 4. The distance traveled is at the intersection. EXAMPLE: Enemy speed = 20 kph. At 1530 hrs he was seen at PL BOB. It is now 1535 hrs. Enemy has traveled 1.67 km.									
One Location & Time			Another Location & Time				Speed		
1. Calculate the distance the enemy traveled (in KM), and the time it took him to travel it (in minutes). 2. Find the distance traveled on the KM rule (round to nearest). 3. Move horizontally until you find the closest time interval in minutes (round to nearest value). 4. Move down this column to find enemy's observed speed. EXAMPLE: The enemy moved from PL BOB to PL MIKE in 22 minutes. Recall that the distance from BOB to MIKE is 4 km. Find 4 KM on the KM rule. Slide across this row until you reach 00:24 min (closest match). Then slide down that column to the KPH rule.									

Bonus!

I didn't include this in the book because the numbers were too small when shrunk down to half-size, and I wasn't sure if it would be useful.

WARGAMING
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is now available at
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