



Near-Future Mine Warfare: Disruptive Detonations in Deliberate Defense (D4)



**Wargame will be conducted at the
SECRET level.**

Faculty and students welcome!

WARGAME OBJECTIVE: This game is designed to assess mine employment using present and near-future capabilities to disrupt an invasion of Taiwan.

SCENARIO: Red conducts hasty invasion of Blue mainland. Each have limited, defined resources and limited knowledge of opposing force until contact.

CONSTRUCT: This wargame is closed. Teams merge after ENDEX to discuss actions and results in open forum. Multiple scenarios are presented to encourage new strategies while implementing lessons learned throughout play. Players conduct white cell operations for future wargame development.

SCHEDULE

All events in Glasgow Hall Basement (GL B06/B07)

Tuesday, 6 June

0800 - 0845	In-brief
0845 - 0930	Player Familiarization
0930 - 1200	Scenario 1
1200 - 1330	Lunch Break
1330 - 1600	Scenario 2

Wednesday, 7 June

0800 - 1100	Scenario 3
1100 - 1230	Lunch Break
1230 - 1330	Boardgame Design Q&A, white-cell walkthrough
1330 - 1630	Scenario 4

Thursday, 8 June

0800 - 1000	Data & Analysis Assembly
1000 - 1100	Quick Look Out-brief

This wargame is developed and conducted by these students from the Operations Research curriculum:
LT Thuan Chu, CPT Colton Byers, CPT Anna Hughes, CPT Joshua Miller, CPT Amy Scheumann

For more information, attendance, or participation, contact LT Thuan Chu at thuan.chu@nps.edu.