



AUSTRALIAN DEFENCE FORCE WARGAMING ASSOCIATION (ADFWSGA)

ADFWSGA 10/19

See Distribution

ADMINISTRATION INSTRUCTION – 003/19

ARMY TACTICS COMPETITION (2 – 4 DEC 19)

Introduction

1. FORCOMD's heightened interest in wargaming as a training tool has resulted in the ADFWSGA being approached to facilitate professional development opportunities. To meet this challenge the ADFWSGA will host a Tactics Competition for Army, inviting unit teams to compete in a combat team (CT) level offensive operations (OFOPS) competition. The intent of the competition is to enhance the tactical acumen of junior commanders and improve tactical problem solving.
2. The Army Tactics Competition (ATC) will take place at Enoggera on 02 – 04 Dec 19 using the main gym basketball courts.
3. The incumbent Champion of the inaugural ATC 18 is 1 ARMD.
4. The ATC will use a 6mm scale miniatures system titled "Up the Guts!" (UTG) developed by TAOR Australia, that uses Australian Army force structures and equipment against a DATE inspired OPFOR threat ranging from insurgent to near peer adversaries. Participants require no prior knowledge of the systems or miniature wargaming to participate.

Aim

5. The aim of this instruction is to detail the requirements for units wishing to nominate a team to compete ATC 19.

Objectives

6. The objectives of the ATC are to:
 - a. Promote the ADFWSGA and tabletop wargaming amongst ADF personnel while supporting FORCOMD's intent to energise wargaming as a training tool.
 - b. To build on the success of the 2018 proof of concept tactics event.
 - c. To showcase miniature wargaming as a valid and worthwhile training tool that fits in well with Army's existing suite of virtual and constructive simulators.

- d. To showcase the ATC and invite units to leverage the ADFWGA as an asset to enhance unit PME activities.

Dates and timings

- 7. This event has key timings for each phase:
 - a. **Phase 1.** OPFOR mounting and scenario rehearsals. 0730h–1600h, 02 Dec 19.
 - b. **Phase 2.** Tactics Competition. 0800h–1700h, 03–04 Dec 19.

Tactics Competition Key Personnel

- 8. The key personnel for this activity are:
 - a. Supervising Officer (SO) – MAJ D. Hill (ADFWGA Chairman)
 - b. Event Coordinator and Games Master (EC/GM) – SGT T. Casey (1 RTB) (ADFWGA Vice Chairman).
 - c. OIC OPFOR – CAPT C. Bryers (ADFWGA Secretary)
 - d. 2IC OPFOR – CPL M. Cantrell (1 INT)
 - e. Event Stores Manager – CPL R. Randall (2 HSB) (ADFWGA Committee Member)

Unit Teams

- 9. There are 12 team positions available. Units are able to submit a single team. Units are able to submit their request to enter a team and provide names at a later date. A team is to comprise of 3 pers, including:
 - a. BLUFOR Team – 2 x pers (LCPL – CAPT, any Corps).
 - b. OPFOR Commander – 1 x pers (LCPL – CAPT, any Corps).
 - c. Team nominations are required NLT 6 Sep 19. Names of personnel must be provided NLT 15 Nov 19. Nominations are to be sent to tyron.casey@defence.gov.au

Tactics supervisor

- 10. This event requires 1 x CAPT/MAJ (Combat Corps) to act as BLUFOR tactics supervisor to work with the teams and aid in the assessment of BLUFOR Plans. Nominations are to be sent to the EC/GM at tyron.casey@defence.gov.au NLT 6 Sep 19.

Event Conduct

- 11. The competition will see teams compete through four scenarios over two days. The theme for this competition is CT level OFOPS. Scenarios will involve the possibility of commanding the following types of combat teams:

- a. Dismounted Rifle Company with attachments.
- b. Motorised Company with attachments.
- c. Mechanized Company with attachments.
- d. CRV Squadron with attachments.

12. Commanders can expect to have access to varied assets including mortars, guns, CAS, ARH, Tanks, ASLAV, Boxer CRV, Bushmasters, Hawkei as well as all Australian dismounted weapons. Teams are advised to make sure they are familiar with these assets and their application on the battlefield in a CT setting as it will aid them in the competition.

13. Scenarios will not be known to the teams until they are presented in a Quick Decision Exercise (QDE) environment at the event. This will test their ability to think on their feet under pressure to obtain mission success. Scenarios will commonly take two to three hours to achieve.

14. **Scoring** - Teams begin with a score of 100 and will lose points for each BLUFOR casualty or mistake made as defined by the scenario – for example, damage to civilian infrastructure. Each team will play four unique scenarios using a round robin system to ensure that each team is scored under the same conditions. The team with the highest combined score over the four scenarios over the event weekend will be deemed the winners.

15. OPFOR will be commanded by the members supplied to act as enemy party IAW direction given by the scenario and enemy doctrine. Teams will not play against their own OPFOR commanders from their own unit to ensure that OPFOR commanders do their best to undermine the BLUFOR missions.

Phase 1 – OPFOR Mounting and Rehearsals

16. To ensure that the event runs smoothly and to familiarise OPFOR with the miniatures system and scenarios to be used, an OPFOR mounting/rehearsal phase will be conducted.

17. All nominated OPFOR are to arrive at the Gallipoli Barracks main gym at 0730, 2 Dec 19. They will be trained how to conduct games of UTG and receive familiarisation with the scenarios they are responsible for under guidance of the EC/GM. The role of the OPFOR commanders will be to facilitate the BLUFOR team through their scenarios, providing an intelligent enemy IOT challenge the BLUFOR teams.

18. Dress for Phase 1 will be DPCU/AMCU with Slouch Hats or Beret. No other equipment is required.

Phase 2 – Tactics Competition

19. BLUFOR teams, OPFOR commanders and BLUFOR tactics supervisor are required at Gallipoli Barracks main gym for the commencement of the competition at 0800, 03 Dec 19.

20. Teams and the Tactics Supervisor will be given an event conduct brief outlining their roles and responsibilities at the start of the day's activities. Including a quick introduction to the game system to be used.

21. All pers will be released each day once their scenarios are complete.

22. Dress for Phase 2 will be DPCU/AMCU with Slouch Hats or Berets. No other equipment is required.

Photography

23. Photos will be taken throughout the event. Those participants with protected identify status must inform the EC/GM on arrival at the event.

Media

24. Media may be present at this event. No staff member or participant is authorised to speak with the media about the ADFWGA without first gaining permission from the EC.

Accommodation and Meals

25. The ADFWGA has secured bed spaces for those travelling to Gallipoli Barracks. Beds are available from Sunday 1 Dec 19 until Thursday 5 Dec 19. Those also remaining in location for the ADFWGA Herocon 2019 event may remain accommodated until Monday 9 Dec 19. Local participants will be expected to return home each night once the day's activities are complete.

26. Meal breaks will be provided during mess timings at Gallipoli Barracks during weekdays and designated times during the event. Participants/Units are responsible for their own meals. Breaks will be observed during local mess timings.

Transport

27. Transport to and from home locations and Gallipoli Barracks, including around the local area is a participant/Unit responsibility.

After Action Review (AAR)

28. Due to time constraints, an AAR will be conducted remotely with participants invited to participate in an electronic survey. Once data is collated the findings will be presented by the ADFWGA to all interested parties.

Conclusion

29. Involvement in tabletop wargaming provides the opportunity for ADF personnel to employ tactics and decision-making skills on a simulated battlefield in a safe to fail environment. This tactics competition will provide this opportunity while supporting COMD FORCOMD's intent to energise wargaming as a training tool in the pursuit of tactical acumen.

D. HILL
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16 Jul 19

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