



## SURVIAC Success Story

### Navy/Marine Wargame

<http://iac.dtic.mil/surviac>

<b>Customer:</b>	<p>U.S. Navy (USN) - Office of the Chief of Naval Operations (OPNAV) N52 International Engagement Division</p> <p>U.S. Marine Corps (USMC) - Headquarters Marine Corps (HQMC) Plans &amp; Strategy (HQMC/PL)</p>
<b>Challenge:</b>	<p>Over the last several years, operational commitments in the U.S. Central Command (CENTCOM) area of responsibility have precluded U.S. Marine Corps (USMC) participation on U.S. Navy (USN) Security Cooperation (SC) missions. However, increased opportunities for USMC to embark on USN ships and conduct integrated maritime SC will provide geographic Combatant Commanders with more effective, efficient force packages. Increased collaboration between USN and USMC during SC will enhance the capability, interoperability and survivability of partner nations to address regional challenges ranging from illicit trafficking to irregular warfare, thereby promoting global maritime security.</p> <p>OPNAV and HQMC needed to develop a policy and guidance to achieve greater coordination and integration of SC planning, execution, and assessment efforts at four essential levels: headquarters, force provider, regional component, and enabling organizations. The Naval SC tabletop/wargame was the first step in developing the Maritime SC Policy.</p>
<b>Approach:</b>	<p>To better understand the various challenges associated with achieving greater USN-USMC coordination and integration of SC planning, execution and assessment, SURVIAC initiated a data call to collect information about various approaches regarding SC. They analyzed the feedback received about USN and USMC SC processes – from planning to execution – in order to design three tabletop/wargame SC scenarios. The scenarios focused on partner nation maritime security capability and capacity building for USN and USMC participants – at the headquarters, force provider, regional component, and enabling organization levels – to collaboratively plan against terrorist threats. The</p>

	<p>SURVIAC tabletop/wargame design encouraged participants to establish a common understanding of the maritime SC planning process, identify gaps and seams, and develop actionable solutions through a facilitated discussion around the three scenarios. Participants remained in a single room to share perspectives, best practices and challenges but broke into three groups — enabling organizations, regional components and headquarters/force providers — to summarize recommendations and lessons learned for maritime SC policy development. These recommendations and lessons learned were presented at an executive outbrief/discussion with OPNAV N52 and HQMC/PL leadership.</p>
<p><b>Value:</b></p>	<p>Naval SC tabletop/wargame efforts enhanced mutual USN-USMC understanding of the various challenges associated with planning SC missions and allowed participants to meet their service counterpart, in order to initiate increased/improved integration of theater-level SC planning. The tabletop/wargame also led to significantly increased coordination, collaboration, and information sharing between OPNAV N52 and HQMC/PL staffs – not only during development of the maritime SC policy document – but also for key SC-related staff initiatives and conferences. Most notably, the wargame resulted in OPNAV N52 and HQMC/PL fielding of the software application, Theater Security Cooperation Management Information System (TSCMIS), which tracks the planning and execution of SC activities; Navy and USMC SC conferences; and development of a maritime integration section in both Navy and Marine Corps campaign support plans (CSP).</p>

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