

Explanation

The two items following are the 109 slides and the spoken text of a presentation that I made in June 2013 at the annual symposium of the Military Operations Research Society. They are built on a presentation that I had made at the 2010 MORS symposium, as an example of a different kind of wargaming that had demonstrated its utility.

The text of the presentation supplements and explains the slides, one by one. I suggest that it be printed out before viewing the slides and then read along with each slide. Together, the two tell an interesting story that I want to be part of my Library and Oral History.

The presentation illustrated the first-of-its-kind use. in Korea in 1976-78, of two-sided, real-time, wargaming (also known as battle simulation) of their actual operations plans, by commanders and their staffs from corps through regiment/brigade, and by associated elements of the theater Air Force, confronting organized air and land units of a thinking enemy, and receiving battle information in the language of combat. The results for participants was an experience as close to the modern air/land battle as is possible without fighting.

These battle experiences trained commanders and staffs, both Army and Air Force, in the techniques and procedures of air/land battle. Through a realistic experience they improved the tactical and logistical understanding of participants. They assisted in identifying deficiencies in operations plans, and they contributed to the net assessment of opposing forces.

When I left Korea in 1978 I brought home the many slides that told of our wargaming, secured them until they could be declassified, then sent them to the archives of the Army War College at Carlisle Barracks, PA, where they were digitized. These 109 slides are from that larger collection.

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