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A Conceptual Model to Increase Political-Military Fusion Exercise Events through Synchronous Distributed Wargaming

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“However, beautiful the strategy, you should occasionally look at the results.”
- Winston Churchill

“NATO must embrace a culture of perpetual readiness and rehearsal at every level from units in the field to the North Atlantic Council”

Warfare is used to change the situation between belligerents; therefore, leaders must understand when the military devices of power achieves its optimal use to prevent undermining the desired political end state.

Wargames facilitate actions, reactions, and counteractions between human decision-makers, creating the arena for orders of battle to collide. M&S tools can simulate the interactions among the numerous entities in this arena.

Political-Military fusion is achieved when there is a visualization of “end-to-end coherence of the use of the NATO military instrument of power.”

