



# COMMERCIAL GAMING FOR NATO and the RAPID INTEGRATION OF COTS TOOLS BY UK FIGHT CLUB

Presented by

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# CVs

**Jason M. Jones**  
**Defence Program Manager**  
**Matrix Games, LLC**

**Lieutenant Colonel (Retired)**  
**US Army Simulations Officer (17 years)**

**NATO M&S COE Deputy Director (2016-2020)**  
**MS in Modelling and Simulation**

**LTC (P) Arnel P. David**  
**US Army**  
**NATO Allied Rapid Reaction Corps**

**US Army Strategist**  
**Mix of Conventional and SOF Experience**  
**(23 years)**

**Six Combat Tours**

# Outline

SATELLITE  
KH-11

## Commercial Gaming for NATO:

- Challenges
- The space for COTS
- COTS in Defence Use Cases

## UK Fight Club

- What is Fight Club?
- Who's in it?
- Fight Club's Aspirations
- Learn More

# COTS Gaming isn't the Solution for Everything

COTS Gaming solutions  
are tools.

- Not every tool fixes every problem.
- This applies to expensive defence systems



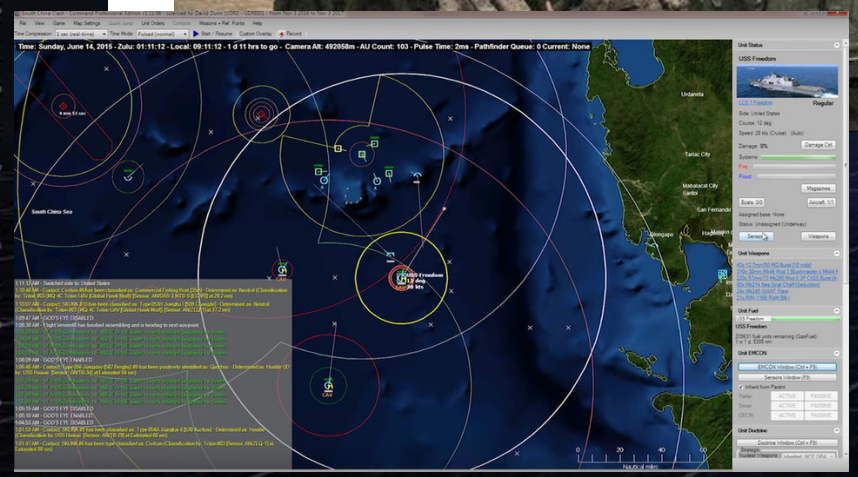
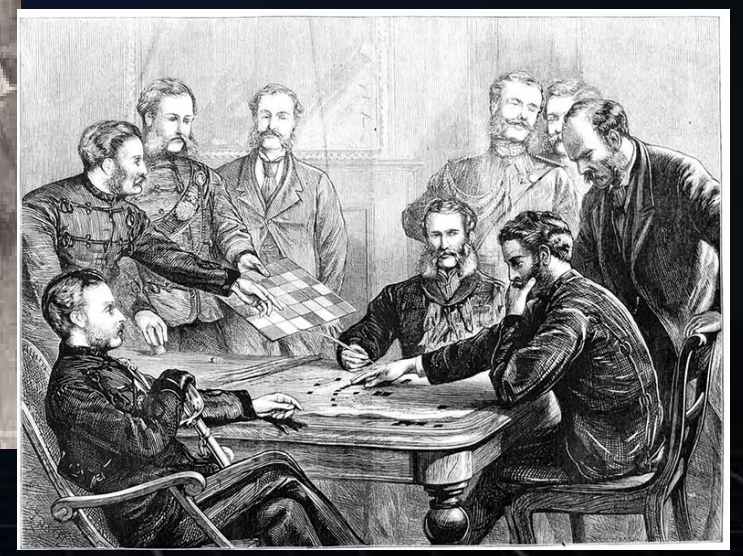
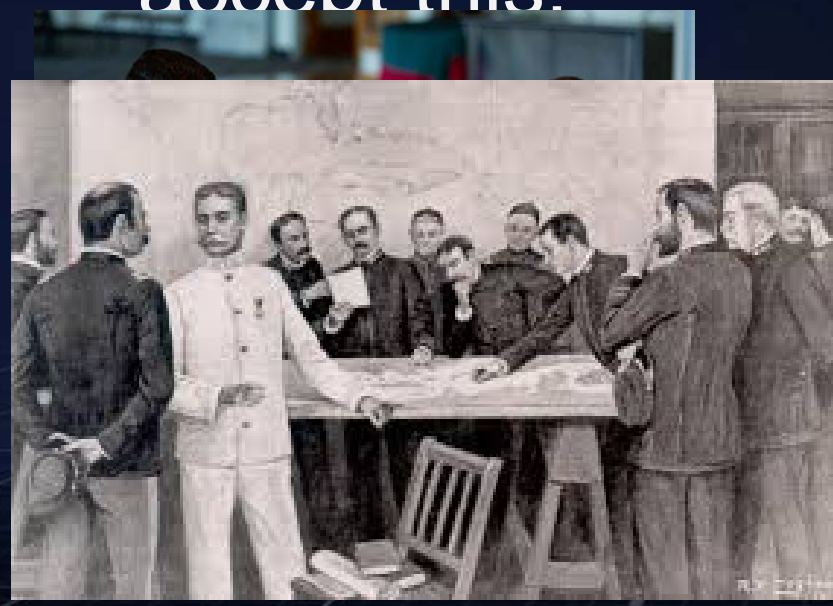
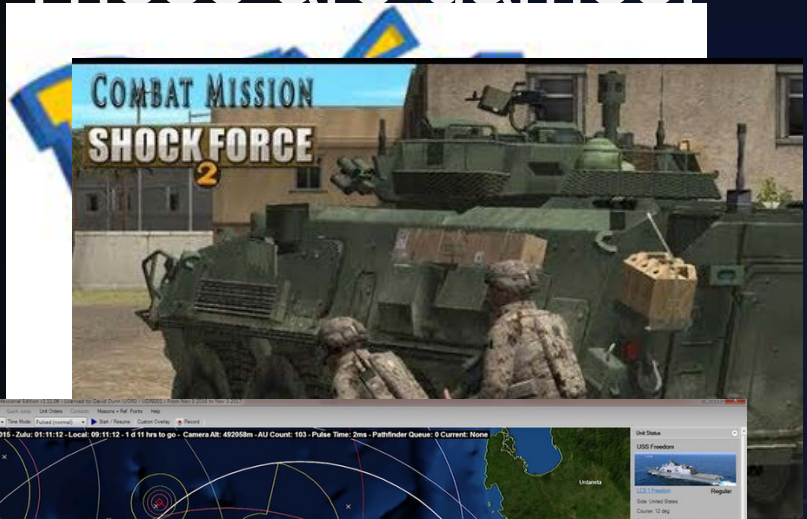


# Challenges

These are games!

We'll never  
accept this!

Where's the  
VV&A?



# COTS Gaming Software

Augmenting, not replacing, Defence capabilities

# Defence Solutions

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## *Advantages , Disadvantages and COTS*

### Defence Solutions

### COTS Solutions

#### Advantages

- High fidelity
- Built to purpose
- VV&A...
  - Maybe?
  - Some, not all!

#### Disadvantages

- ~~Expensive~~
- ~~Long R&D timeline~~
- ~~High resource requirements~~
- ~~Slow update process~~

#### Advantages

- Low cost
- Ready to use
- Low resource requirements
- User developed scenario
- Crowd-tested
- Use with anyone



# Use Cases

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- COA Analysis
- Concept Development
- Education
- Wargaming



Air Mobility Command uses COTS Games for fuel planning. Prior to this, all planning was done in Excel spreadsheets and it was impossible to simulate the effects of enemy action on fuel planning



The Munitions Directorate of the US Air Force Research Laboratory use COTS games to produce in their concept research.



Luftwaffe



MCU uses various COTS games as the wargame engine for the Command and Staff College and School of Advanced Warfighting.

The Luftwaffe trains all new officers on the concept of Air Power using a COTS game. Created by an officer on staff, it transformed their education from a Power Point-based approach to an interactive one.





# What is Fight Club



## WHAT

This is a **bottom-up initiative**, an experiment, to create a community of practitioners that will play a variety of games to test hypotheses on modern warfare.

We seek to improve our thinking and decision-making abilities through experiences that are realistic and challenging.

## WHY

1. Grow a **cadre of adaptive thinkers** who can use these tools to think differently about complex problems
2. **Rapidly develop, test, and transition** new tools and wargaming methods into military and government use.



Learn More on our website: [www.ukfightclub.co.uk](http://www.ukfightclub.co.uk) Check out our Fight Club Rules!

# Who is in Fight Club



**Gaming to Maximize Team & Individual Performance**

HUMAN

PROCEDURAL

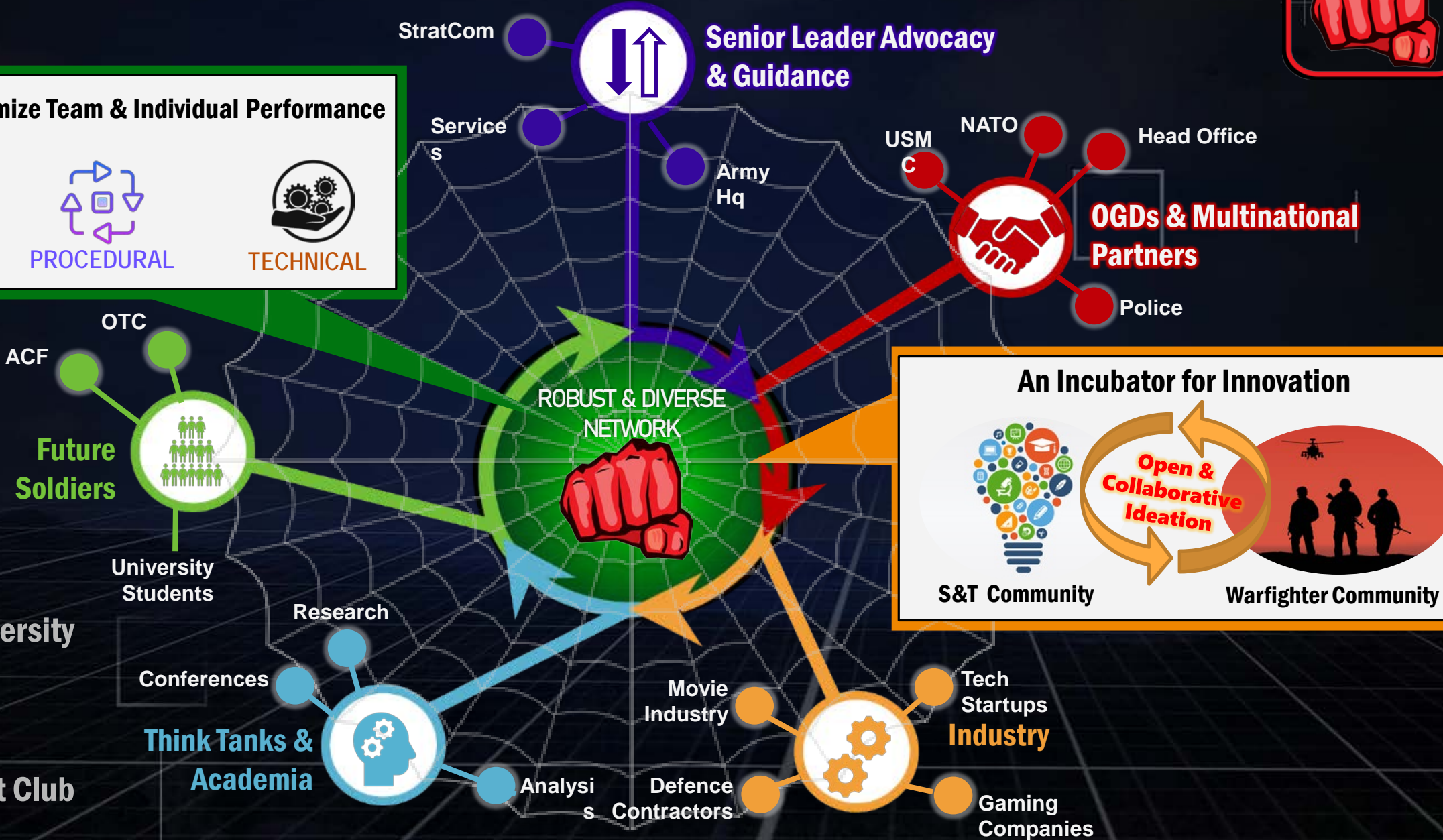
TECHNICAL

850+ Members



Cognitive Diversity is Embraced

There is No Rank in Fight Club



**An Incubator for Innovation**

S&T Community

Open & Collaborative Ideation

Warfighter Community





# Fight Club Aspiration



“Embrace systematic, evolutionary learning through various interdisciplinary methodologies; be aware of and try to avoid, path dependencies from disciplinary or methodological blinders.” In other words, use a mix-method approach to study complex problems.

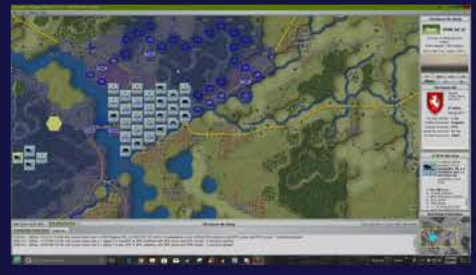
WarPaths



Combat Mission PE



Flashpoint Campaigns PE



Doctrinal Videos



Command PE



**Left of Bang**  
Irregular War  
Political  
Diplomatic  
Economic  
Informational

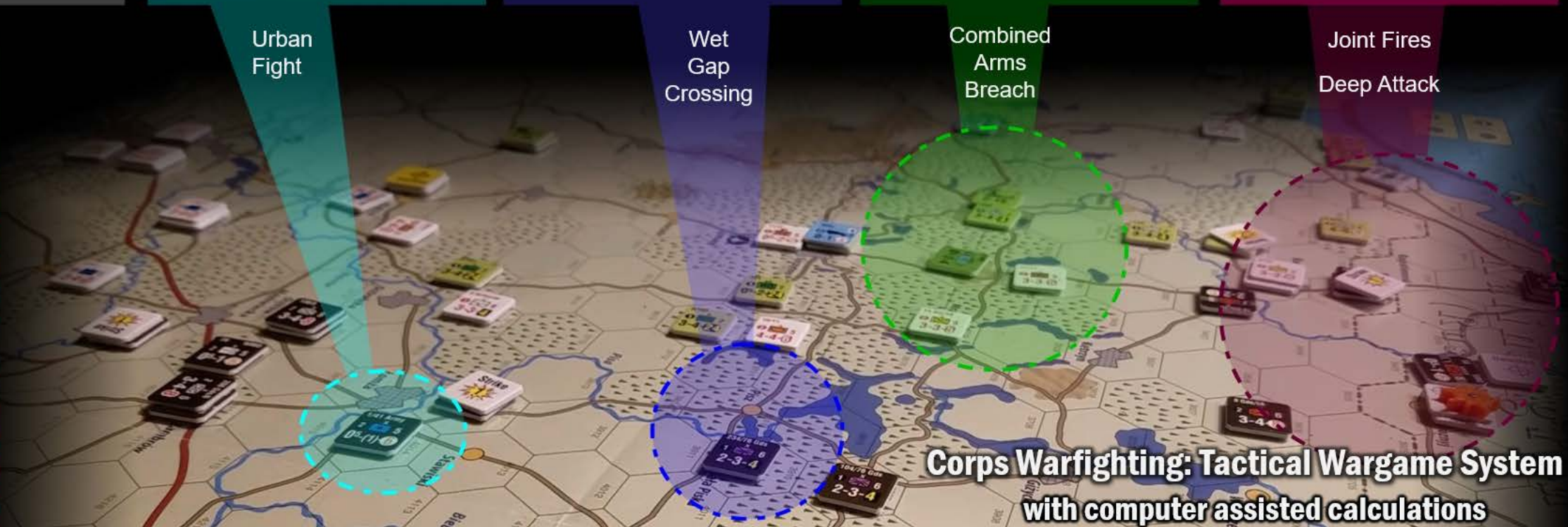


Urban Fight

Wet Gap Crossing

Combined Arms Breach

Joint Fires Deep Attack



**Corps Warfighting: Tactical Wargame System with computer assisted calculations**





# Learn More About Fight Club



## Articles & Podcasts

[Conflicts in Wargames: Leveraging Disagreements to Build Value, War on the Rocks](#)

[Wargaming for the New Great Game, Modern War Institute](#)

[Wargaming in the Army Reserve, Wavell Room](#)

[UK Fight Club, Military Simulation and Training Magazine](#)

[UK Fight Club: Iron Sharpens Iron, Wavell Room](#)

[UK Fight Club,](#)

[PAXSIMS](#)

[Fight Club Prepares Lt Col Maddie Novák for Cross-Dimension Manoeuvre, Mad Science Laboratory](#)

[Combat Mission Fight Club: How Digital Wargaming is Going Pro, Let's Talk About Wargames](#)



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