



U.S. AIR FORCE

ACQUISITION BRINGING THE FAR TO THE FIGHT! WARGAMING

Integrity - Service - Excellence



Acquisition Wargaming

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■ **Defined**

- **Focused effort to develop a set of interactive tools to increase industry engagement in the acquisition process**
- **Promote innovation and collaboration within the acquisition workforce**

■ **Purpose**

- **Acquisition personnel working solo or in collaboration with industry in a wargaming venue to:**
 - **Solve issues**
 - **Dry-run scenarios**
 - **Reduce risk of protest**
 - **Discover alternate outcomes**



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■ **Background**

- **Project under the BTCC Meaningful Discussions umbrella**
- **RFI released to industry 22 Jul – 60 day suspense (22 Sep)**
- **Major aspects**
 - **Looking for ability to simulate an acquisition environment to optimize acquisition planning for a specific program**
 - **Looking for ability to evaluate how enterprise-wide changes in policy may affect outcomes across all phases of acquisition, changes to the supply chain, and overall weapon system portfolios**
- **Focus**
 - **Interactive software solution game-play**
 - **Table-top role-based game-play with program or policy specific scenarios**



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■ **Expected Outcomes**

- **Greater transparency and collaboration between AF and industry**
- **Clearer understanding of the acquisition strategy/system**
- **Better defined courses of action and potential solution sets**
- **Reduced program cycle times**



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■ **Key Questions & Considerations**

- **What are the opportunities and risks to industry for participating in an acquisition wargame?**
 - **...and do the opportunities outweigh the risks?**

- **Is there a difference in opportunity/risk/interest between using acquisition wargaming for specific programs and for acquisition policy analysis?**

- **Are there examples of this being done successfully/unsuccessfully in the past?**
 - **If so, what are the lessons learned?**