



SOROTAN WAR-GAMING

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A RECENT REPORT, "Water Cooperation for a Secure World" published by the Strategic Foresight Group, concluded that without active water cooperation, the risk of war between countries seeking a secure supply was significantly increased. The JWC has taken the theme of water conflict as the foundation for the new SOROTAN scenario, which will be deployed for the first time in exercise TRIDENT JUNCTURE 15 (TRJE 15) next year.

Water conflict is a term describing a conflict between countries, states, or groups over an access to water resources. It is not only about access to clean drinking water, but it recognizes the fact that water is critical for irrigation, agriculture, hydro-electric power, and industry. In areas where high temperatures are the norm, and where dry, arid conditions lead to desertification, competition for fresh water is likely to increase rivalries over access to that ever more scarce resource. Tensions and legal disputes

over riparian rights, subterranean aquifers, watershed boundaries, reservoirs and lakes will raise the risk of border disputes in the future.

A similar scenario was tested in a war-game at JWC in order to review not only the Opposing Force's (OPFOR) potential Course of Action, but to examine the details encapsulated in the SOROTAN Country Books as well as the road-to-crisis and other supporting material for exercise TRJE 15. TRJE 15 will be a 14-day exercise commencing in September 2015. It will be a CPX, followed by a LIVEX, for over 25,000 NATO personnel from across the Alliance.

The scenario provides the context for the exercise, which is a synthetic environment using real-world data. Joint Force Command (JFC) Brunssum is the primary Training Audience, and they will apply the PMESII (Political, Military, Economic, Social, Infrastructure and Interoperability) principles in order to solve a series of complex, interlocking problems focused on the CERASIA region. Thus, as part of the exercise planning and development process, the STARTEX conditions were war-gamed in JWC in order to improve the

scenario cohesion, and to ensure that the process of documentary evidence and background detail were sufficient to inform the MEL/MIL.

There were a number of "firsts" achieved in the war-game: it was early engagement with the Computer Assisted Simulation (CAX) team, which enabled the testing of the validity of military assumptions. The OPFOR was led by STRIKFORNATO (SFN), who will act as the "Kamon invasion force" during the execution phase of the exercise. As part of NATO's Combined Forces Initiative (CFI), the Canadian Combined Joint Operations Centre (CJOC) and Canadian Army Simulation Centre (CASC) will be linking their national JOINTEX 15 directly with TRJE 15 and, as a result, they sent their team to join the Blue Force Cell so that they had a shared situational awareness and that their work complemented that of the JWC. Additionally, a number of key SACT-endorsed Objectives were highlighted, and these were matched to those JFC Brunssum Training Objectives, so that themes such as hybrid warfare, StratCom, JISR, Air Traffic Control, NGO collaboration, C-IED and cyber defence were also included.

Most importantly the war-game established both a mutual understanding of the SOROTAN scenario, and provided a common datum point for taking the planning forward into the MEL/MIL Strategy, as well as the Development and Scripting Workshops, ensuring that the exercise evolution was in line with JFC Brunssum's Training Objectives. The war-gaming was very well delivered, and of considerable benefit to all those who participated and has provided an excellent platform from which to further enhance and launch SOROTAN. ✦