

Welcome to the 13th Annual Command Post Wargame Series at Origins

What is “Command Post Wargaming”?

Command Post Wargaming is four hours of intense role-playing wargaming fun where each player is a member of a staff, planning and then fighting a battle.



Each Command Post Wargaming participant becomes a staff officer - Commander, Executive Officer, Maneuver, Intelligence, or Fires - and is responsible for that part of the battle, taking on the computer opponent as a team.



No idea what you are in for? No worries.
The first hour is spent showing you

everything you need to know about the “Military Decision-Making Process” (yes, that’s a thing) and outlining your objective in the game. You, and your fellow staff officers then work together around a large map to develop a plan over the next hour. The details of the plan are handed over to the computer operators (“pucksters”) who will put them into the computer. Then, as the computer runs the battle, you monitor results, refine the plan, and cooperate to win the battle.



No plan survives contact with the enemy!
There will be surprises aplenty and play will become intense as you try to achieve your goals. Playing a wargame solo is easy – playing cooperatively with other people....

At the end we conduct an after-action review. Each player will have a chance to compare expectations with outcomes and hear from the other players, and the coaches, about how they did. We will look at lessons learned and reflect on the pitfalls of staff work in the real world.

Origins Schedule

Thursday 2 pm to 6 pm “**Cross the Schlitz!**” at the GROGHEADS tables in the main gaming hall. An American armored task force must gain a bridgehead over the river Schlitz and hold it until friendlies can pass through. Enemies? Haven’t seen any yet....

Friday noon to 4 pm “**Seize Lauterbach**” at the GROGHEADS tables in the main gaming hall. The town of Lauterbach and its bridges are essential to the divisional attack. Your job is to take and hold it or don’t bother showing your face at division again.

Friday 7 pm to 11 pm-ish “**Kriegspiel – The Big Game**” at the GROGHEADS tables in the main gaming hall. This evening game can go longer if folks are still into playing it.

Saturday noon to 4 pm “**Delay at Lauterbach**” at the GROGHEADS tables in the main gaming hall. It has been a bad day for the U.S. Army. One of its critical Lance missile launchers has broken down west of Lauterbach and the Soviets could be after it. Your job is to evacuate the launcher and then your troops safely. Good luck!

Cost

Each of the Command Post Wargaming events is four (4) Origins game tokens per person or having an event ticket.

Background

For three of the exercises we will be using a computer wargame called **Flashpoint Campaigns: Red Storm** (“FCRS”). You do not need to know this game as it will be operated by volunteer pucksters who will take care of that. FCRS portrays a hypothetical NATO/Warsaw Pact war set in the summer of 1989 at a grand tactical level. Units are typically platoons for NATO and companies for the Warsaw Pact. We don’t play the game so much as use it as a base for planning and then for creating and responding to interesting command decision points. Winning the scenario is a second to learning how to come together and operate as a staff when the pressure is on!

One of the exercises - and new this year – is **Kriegspiel**, the absolute granddaddy of all wargames. We present a variant where half the players are staff and the other half are runners & umpires. Set in Napoleonic times, the players command cavalry, infantry and artillery in battle. Halfway through we switch hats and start again.

Credits

Command Post Wargaming is organized and run by James Sterrett and Mark Graves.

Space is provided by GROGHEADS in its booth in the main player hall. Find us by looking up GROGHEADS in the Origins directory.

Computer simulation and puckstering courtesy of Jim Snyder, Robert Crandall and Jeff Sugden of On Target Simulations.

Flashpoint Campaigns: Red Storm is available at www.matrixgames.com or on Steam.