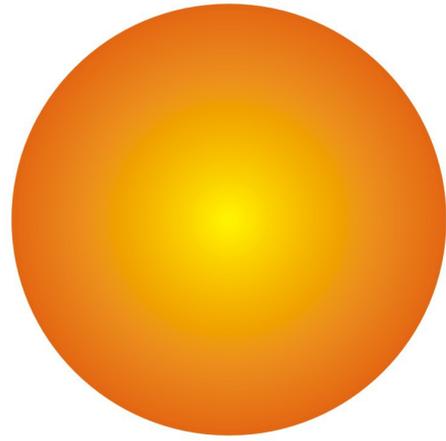


STRATEGIC TRIAD

Thinking the Unthinkable
Atomic War Planning 1945-1990



MAIN THEMES : Critical Thinking, Negotiation and Team-Building

Alternative Theme: Education

Outline

Strategic Triad is about the growth of the baroque arsenal of weapons of mass destruction in the latter half of the 20th Century from just after the Second World War to the end of the Cold War. The main focus is on the decision-making and planning for the research, procurement and deployment of ever more complex weapon systems. The game concentrates on the process of decision making rather than the minutiae of an otherwise very technical and complex subject.

Within each Nation there is also a major element of negotiation between the three pillars of the Strategic Triad for an appropriate slice of the defence budget.

Gameplay

Players form teams representing key power groups (Army, Navy, Air Force, Missile Force and Intelligence) within the military of a number of (fictional) nuclear powers. Each team has concerns about national defence from a particular professional perspective and it is the interaction of these different perspectives within a given nation that determines its policy towards weapon development. The teams also make recommendations to their political masters regarding their international posture, the threat



and even where they should 'strike first' and start a war. Negotiation between teams is a key element of this game – as well as developing an insight into the way international paranoia can grow in the face of an incompletely understood threat.

At the end of the game there is a debrief of the process and how negotiation and decision-making worked both within and between the teams. Teams have the opportunity to reflect on how their decision making was affected by the incomplete-information environment and the time pressure and how this might inform their practice and planning in future.

Ideal Audiences

- Organisations wishing to practice critical thinking and organisational negotiation skills.
- Organisations seeking a team building challenge.
- Students looking at crisis studies or the Cold War.

Example game structures

Strategic Triad : For 10 players	
Team	Number in team
Navy Team	2
Army Team	2
Missile Forces Team	2
Air Force Team	2
Intelligence Team	2
Total	10

Strategic Triad : for 30 players	
Team	Number in team
Freedonia Navy Team	3
Freedonia Army Team	3
Freedonia Missile Forces Team	3
Freedonia Air Force Team	3
Freedonia Intelligence Team	3
Ruritania Navy Team	3
Ruritania Army Team	3
Ruritania Missile Forces Team	3
Ruritania Air Force Team	3
Ruritania Intelligence Team	3
Total	30