

Wargame Objectives

- Assess how interference with dual-capable, dual-use spacecraft might escalate and catalyze, engaging additional nations in taking military action or deescalating conflict.
- Clarify how nations are likely to balance the need to address damage to commercial and dual-use space assets with protecting international and bilateral security interests.

Format of Move 3: Hot Wash

Introduction	Team Play	Team Briefings
5:00 – 5:15	5:15 – 7:00	7:00 – 8:00
Plenary Session	Webex Team Meetings	Plenary Session
 Updates from Control Review final team questions 	 Teams meet to discuss insights and answer final questions Develop team briefing 	 Each team briefs its answers to the questions to all participants Short Q&A, time permitting

Team leaders select a team briefer, facilitate discussion, and ensure teams make game-move decisions and answer the briefing questions.

- Select a team briefer.
- 2. Briefing questions are provided to help teams prepare their short team briefing on actions and rationales
 - Your answers to these briefing questions should be clear and specific and convey the actions of your team
 - Avoid vague, diplomatic speak.
 - Each team has 10 minutes to brief.

Move 3 Questions

- What might be the best way to de-escalate the conflict? Who should take the lead in doing what toward this end?
- What would be the optimal state of relations between the U.S. and India before the conflict? Between the U.S. and Pakistan? What is the best way to achieve these optimal states?
 - Is it useful to have the U.S. as a trusted broker? What does this require before any conflict?
 - What are the benefits and the risks of tilting U.S. relations towards either Pakistan or India?
- Should any of the teams have shared more information, officially, earlier in the game?
- What treaties, national laws, and international political understandings, if any, should nations be held to regarding how non-state actors might be able to access commercial, dual-use satellite services?

Ground Rules

- Don't fight the scenario the purpose of the scenario is not to predict the future but to create a 'credible' situation to enable the team discussion and actions.
- Everything said in this game is not for attribution.
- This game is unclassified.