CR ID	Requirement Statement	Priority	Level of Support (Full / Partial / None)	Comments
1.0	**The AW Capability shall include an organization resourced to manage and execute all aspects of the NATO wargaming capability.**	**Must**		
1.1	The AW Capability shall include qualified wargaming personnel available to conduct all aspects of the wargame process.	Must		
1.1.1	Wargaming personnel shall have the ability to programme wargame events and activities, as defined in CR 5.0.	Must		
1.1.2	Wargaming personnel shall have the ability to plan wargame events and activities, as defined in CR 5.0.	Must		
1.1.3	Wargaming personnel shall have the ability to coordinate wargame events and activities, as defined in CR 5.0.	Must		
1.1.4	Wargaming personnel shall have the ability to support the execution of wargame events and activities, as defined in CR 5.0.	Must		
1.1.5	Wargaming personnel shall have the ability to design wargames, to include game components.	Must		
1.1.5.1	Wargaming personnel shall have the ability to employ digital tools to design, develop, execute and analyze wargames.	Must		
1.1.5.2	Wargaming personnel shall have the ability to incorporate visualization, graphics design and user experience into wargame design.	Must		
1.1.5.3	Wargaming personnel shall have the ability to test and refine wargames, to include game components.	Must		
1.1.6	Wargaming personnel shall have the ability to research, design and validate wargame scenarios.	Must		
1.1.7	Wargaming personnel shall have the ability to produce wargames, to include game components.	Must		
1.1.8	Wargaming personnel shall have the ability to conduct analysis throughout the wargame process.	Must		
1.1.9	Wargaming personnel shall have the ability to collect data throughout the wargame process.	Must		
1.1.10	Wargaming personnel shall have the ability to facilitate wargame events and activities.	Must		

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1.1.11	Wargaming personnel shall have the ability to adjudicate wargame events and activities.	Must		
1.1.12	Wargaming personnel shall have the ability to advise on wargame related issues.	Must		
1.1.13	Wargaming personnel shall have the ability to coordinate all aspects of wargame events and activities.	Must		
1.1.14	Wargaming personnel shall have the ability to coordinate and provide wargame related training.	Must		
1.1.15	Wargaming personnel shall have the ability to develop and manage wargame doctrine…including but not limited to wargaming policy and directives.	Must		
1.1.16	Wargaming personnel should have the ability to manage programmes in accordance with industry standards and best practices.	Should		
1.1.17	Wargaming personnel should have the ability to manage projects in accordance with industry standards and best practices.	Should		
1.2	The AW Capability shall have wargaming facilities available to support the conduct of all aspects of wargaming and wargame support in accordance with Bi-SC 085-009.	Must		
1.2.1	Wargaming facilities shall have the ability to support in-person wargames regardless of size, scope or classification based on specific wargame or organizational requirements.	Must		
1.2.2	Wargaming facilities shall have the ability to support distributed wargames regardless of scope or classification.	Must		
1.2.3	Wargaming facilities should have the ability to support multiple wargames simultaneously regardless of size, scope or classification based on specific wargame requirements.	Should		
1.2.4	Wargaming facilities should include discrete spaces for wargame execution, up to and including Class I, for individual teams and plenary sessions in accordance with Bi-SC 085-009.	Should		
1.2.5	Wargaming facilities shall include reconfigurable spaces for wargame execution, up to and including Class I, for individual teams and plenary sessions in accordance with Bi-SC 085-009.	Must		

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1.2.6	Wargaming facilities shall include reconfigurable workspaces, up to and included Class II, to support all resourced and augmented personnel to support wargame planning and design (up to and including NS) in accordance with Bi-SC 085-009.	Must		
1.2.7	Wargaming facilities shall include spaces to support archiving wargames, materials and components (up to and including NS) in accordance with Bi-SC 085-009.	Must		
1.2.8	Wargaming facilities should include Reconfigurable spaces to support all resourced equipment (up to and including NS) in accordance with Bi-SC 085-009.	Should		
1.2.9	Wargaming facilities shall provide access to all NATO Networks in accordance with NATO security policies, directives and supporting documents.	Must		
1.2.10	Wargaming facilities shall provide access to Commercial networks in accordance with NATO security policies, directives and supporting documents.	Must		
1.2.11	Wargaming facilities should have the ability to support reconfigurable audio and visual (ICT) equipment in accordance with NATO security policies, directives and supporting documents.	Should		
1.2.12	Wargaming facilities should have the ability to support reconfigurable Local Area Networks (LANs) in accordance with NATO security policies, directives and supporting documents.	Should		
1.2.13	Wargaming facilities should include special functional space to coordinate RLS requirements during wargame execution in accordance with Bi-SC 085-009.	Should		
1.3	The AW Capability shall manage NATO wargame doctrine, policy, directives and training.	Must		
1.4	The AW Capability should provide a dynamic collaborative digital workspace across all security domains for the design, development, execution and analysis of wargames.	Should		
2.0	**The AW Capability shall facilitate the management of a programme of wargame events and activities within different security domains.**	**Must**		
2.1	The AW Capability shall facilitate the collection of NATO wargame requirements.	Must		
2.2	The AW Capability should facilitate the collection of planned wargame events and activities, to include NATO, National and Academia events and activities.	Should		
2.3	The AW Capability shall facilitate the development a Wargame programme of events and activities.	Must		

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2.3.1	The AW Capability shall allow wargame personnel to collate wargame requirements.	Must		
2.3.2	The AW Capability shall allow wargame personnel to prioritize wargame requirements.	Must		
2.3.3	The AW Capability shall allow wargame personnel to identify resource requirements.	Must		
2.3.4	The AW Capability shall allow wargame personnel to identify means and resources available.	Must		
2.3.5	The AW Capability shall allow wargaming personnel to coordinate external resources.	Must		
2.3.6	The AW Capability shall facilitate the synchronization of scheduled wargame events and activities.	Must		
2.3.7	The AW Capability shall allow wargame personnel to schedule available means and resources against requirements.	Must		
2.3.8	The AW Capability should provide automatic identification and notification of scheduling conflicts	Should		
2.3.9	The AW Capability should allow wargame personnel to resolve scheduling conflicts.	Should		
2.4	The AW Capability shall facilitate the dissemination of wargame programmes of events and activities in accordance with NATO security policies and directives, information management policies and directives, and supporting documents.	Must		
2.5	The AW Capability should provide customizable visualizations of scheduled events and activities.	Should		
3.0	**The AW Capability shall facilitate the Management and Execution of NATO wargame activities.**	**Must**		
3.1	The AW Capability shall facilitate the design and development of wargames within different security domains.	Must		
3.1.1	The AW Capability should allow wargame personnel to research and integrate archived wargame data and materials.	Must		
3.1.2	The AW Capability should allow wargame personnel to define roles and responsibilities within the wargame team.	Must		

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3.1.3	The AW Capability should allow wargame personnel to consult relevant SMEs and special advisors during wargame design.	Must		
3.1.4	The AW Capability should allow wargame personnel to develop and validate wargame requirements for specific game(s).	Must		
3.1.5	The AW Capability shall allow wargame personnel to research and develop wargame models.	Must		
3.1.6	The AW Capability shall allow wargame personnel to develop wargame mechanics.	Must		
3.1.7	The AW Capability shall allow wargame personnel to develop wargame architectures.	Must		
3.1.8	The AW Capability shall allow wargame personnel to develop wargame objectives.	Must		
3.1.9	The AW Capability shall allow wargame personnel to research and develop wargame scenarios.	Must		
3.1.10	The AW Capability shall allow wargame personnel to develop wargame Data Collection and Analysis Plans (DCAPs).	Must		
3.1.11	The AW Capability shall allow wargame personnel to develop wargame resource requirements.	Must		
3.1.12	The AW Capability should enable the integration of NATO geo-services in wargame design.	Should		
3.1.13	The AW Capability shall enable the incorporation of visual and graphics design into wargame design.	Must		
3.1.14	The AW Capability shall allow wargame personnel to produce wargame prototypes.	Must		
3.1.15	The AW Capability shall enable the development of wargame products.	Must		
3.1.16	The AW Capability shall allow the dissemination of wargame products.	Must		
3.2	The AW Capability shall facilitate the testing and refinement of wargames within different security domains.	Must		
3.2.1	The AW Capability shall enable the conduct of playtests of wargame design, to include data collection.	Must		
3.2.2	The AW Capability shall enable the assessment of wargame design, to include user experience and game playability.	Must		

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3.2.3	The AW Capability shall allow wargame personnel to refine wargame design based on assessments.	Must		
3.2.4	The AW Capability shall enable the conduct end-to-end tests of wargame design, to include all ICT elements.	Must		
3.2.5	The AW Capability shall enable the production of final wargame components.	Must		
3.2.6	The AW Capability shall enable the dissemination of final wargame products in accordance with NATO security policies and directives, information management policies and directives, and supporting documents	Must		
3.3	The AW Capability shall facilitate the execution of wargames within different security domains.	Must		
3.3.1	The AW Capability shall enable the conduct of full wargame rehearsals, to include all wargame personnel and aspects of wargame support.	Must		
3.3.2	The AW Capability shall enable the conduct of wargame participant preparation and training.	Must		
3.3.4	The AW Capability should support synchronous collaboration for distributed wargames, regardless of participant's location, in accordance with NATO security policies, directives and supporting documents.	Should		
3.3.5	The AW Capability shall allow wargame personnel to facilitate wargames in accordance with wargame mechanics and architecture.	Must		
3.3.5.1	The AW Capability should support synchronous facilitation of distributed wargames regardless of participant's location in accordance with NATO security policies, directives and supporting documents.	Should		
3.3.6	The AW Capability shall allow wargame personnel to adjudicate player decisions in accordance with wargame mechanics and architecture.	Must		
3.3.6.1	The AW Capability should support synchronous adjudication of distributed wargames, regardless of participant's location, in accordance with NATO security policies, directives and supporting documents.	Should		
3.4	The AW Capability shall facilitate the collection of observations throughout design, management and execution of wargames.	Must		

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3.4.1	The AW Capability shall enable the submission of observations to NATO observation collection services.	Must		
3.4.2	The AW Capability shall enable the submission of observations for post-wargame analysis.	Must		
4.0	**The AW Capability shall facilitate post-wargame analysis and reporting.**	Must		
4.1	The AW Capability shall facilitate the consolidation of data collected during game execution.	Must		
4.2	The AW Capability shall facilitate the collection of post-game data.	Must		
4.3	The AW Capability shall facilitate the collation of observations collected during game execution.	Must		
4.4	The AW Capability shall facilitate the analysis of data and observations based on wargame objectives and desired outcomes.	Must		
4.5	The AW Capability shall facilitate the creation of specific analysis reports based on customer requirements.	Must		
4.6	The AW Capability should provide customizable visualizations of analysis results.	Should		
5.0	**The AW Capability should facilitate the scheduling, coordination and support of specific wargame events and activities.**	**Should**		
5.1	The AW Capability should facilitate the scheduling of specific wargame events and activities.	Should		
5.1.1	The AW Capability should allow wargaming personnel to create events, to include the duplicating past events with all information and supporting files.	Should		
5.1.2	The AW Capability should allow wargaming personnel to identify specific event requirements, to include RLS requirements.	Should		
5.1.3	The AW Capability should allow wargaming personnel to prioritize specific event requirements.	Should		
5.1.4	The AW Capability should allow wargaming personnel to identify resources available to support specific events.	Should		

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5.1.5	The AW Capability should allow wargaming personnel to coordinate external resources to support specific events.	Should		
5.1.7	The AW Capability should allow wargaming personnel to schedule available resources against requirements for specific events.	Should		
5.1.9	The AW Capability should provide automatic identification and notification of scheduling conflicts.	Should		
5.1.9	The AW Capability should allow wargame personnel to resolve scheduling conflicts.	Should		
5.1.10	The AW Capability should allow wargaming personnel to manage event calendars.	Should		
5.1.11	The AW Capability should allow wargaming personnel to manage event specific landing page, website and social media sites, as appropriate.	Should		
5.2	The AW Capability should facilitate the planning and coordination of wargame events and activities.	Should		
5.2.1	The AW Capability should allow wargaming personnel to develop budgets or financial plans for specific wargame events.	Should		
5.2.2	The AW Capability should allow wargaming personnel to identify and define and coordinate specific event requirements and measures, to include RLS requirements.	Should		
5.2.3	The AW Capability should allow wargaming personnel to assign and track tasks associated with a specific wargame event.	Should		
5.2.4	The AW Capability should provide automatic identification and notification of scheduling conflicts for specific wargame events.	Should		
5.2.5	The AW Capability should allow wargame personnel to resolve scheduling conflicts for specific wargame events.	Should		
5.2.6	The AW Capability should allow wargaming personnel to allocate resources for specific wargame events.	Should		
5.2.7	The AW Capability should allow wargaming personnel to develop event schedules.	Should		
5.2.8	The AW Capability should enable the dissemination of event information in accordance with NATO security policies and directives, information management policies and directives, and supporting documents.	Should		

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5.3	The AW Capability should support the execution of wargame events and activities.	Should		
5.3.1	The AW Capability should provide dynamic and customizable online registration options	Should		
5.3.2	The AW Capability should enable the management of participant accounts.	Should		
5.3.2.1	The AW Capability should allow event managers to manage participant accounts.	Should		
5.3.2.2	The AW Capability should allow participants to manage their account information in accordance with defined rules and permissions.	Should		
5.3.3	The AW Capability should enable dynamic event management and coordination.	Should		
5.3.3.1	The AW Capability should allow event managers to manage tasks associated with an event.	Should		
5.3.3.2	The AW Capability should allow event managers to manage financial aspects of an event.	Should		
5.3.3.3	The AW Capability should allow event managers to manage resource allocation for an event.	Should		
5.3.3.4	The AW Capability should allow event managers to manage security aspects of an event.	Should		
5.3.3.5	The AW Capability should allow event managers to manage all support requirements, to include RLS.	Should		
5.3.3.6	The AW Capability should allow event managers to manage branding and marketing aspects of an event.	Should		
5.3.3.7	The AW Capability should allow event managers to manage contributor participation in an event.	Should		
5.3.3.8	The AW Capability should allow event managers to manage legal requirements for an event.	Should		
5.3.3.9	The AW Capability should allow event managers to manage communication requirements for an event.	Should		
5.4	The AW Capability should provide dynamic and customizable event survey options.	Should		
6.0	**The AW Capability shall facilitate the management and exploitation of wargame data in accordance with NATO Standards, the Data Exploitation Framework, information management policies and directives, data retention policies, and supporting documents.**	**Must**		
6.1	The AW Capability should enable the development of standard data schema.	Should		

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6.2	The AW Capability shall enable the exchange of data with current and planned digital tools.	Must		
6.2.1	The AW Capability shall enable the integration, curation and consumption of data from current and planned digital tools.	Must		
6.3	The AW Capability shall enable the lifecycle management of wargame data within different security domains in accordance with the NATO Data Exploitation Framework, and information management policies, directives, and supporting documents.	Must		
6.4	The AW Capability shall enable the management of metadata in accordance with STANAG 5636, *NATO Core Metadata Specification*, and NATO information management policies, directives and supporting documents.	Must		
6.5	The AW Capability shall enable the exchange and synchronization wargame data across and within different security domains in accordance with NATO security policies and directives, information management policies and directives, and supporting documents	Must		