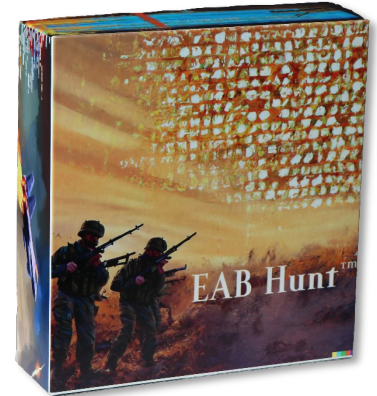# EAB Hunt™

In the 38th Commandant's Planning Guidance, General Berger notes that the success of expeditionary advanced base operations (EABO) depends upon training in USMC Information and the "hider-finder" battle. General Berger also calls for "far more aggressive" use of wargaming in training "to give leaders the necessary 'reps and sets' in realistic combat decision-making."

A USMC Information training wargame

EAB Hunt™ provides USMC Information and Navy information warfare training to Marines and Sailors. In the 38th Commandant of the Marine Corps' Planning Guidance, the threat of long-range precision fires from adversaries and competitors has crystalized the importance of the "hider-finder battle." **Every Marine and Sailor has a role in winning the hider-finder battle, ensuring their survivability and continued lethality**. *EAB Hunt™* is one means by which to help those Marines and Sailors increase their knowledge and win the hider-finder battle.

EAB Hunt™ helps Marines, Sailors, and other players learn how their actions—*in the material world*—cast shadows into the information environment, yielding potential consequences in a hider-finder or reconnaissance counter-reconnaissance battle.

Translating actions into the information environment

EAB Hunt™ **allows players to explore the shadows cast by their actions in the information environment** by stylizing the information environment into seven subdomains—human intelligence (HUMINT), open source, imagery, signals, commercial communications, "hearts & minds," and other. Each subdomain is further divided into *detectable*, *locatable*, and *targetable*. These seven subdomains set the stage on which players can track intelligence, surveillance, and reconnaissance (ISR) threats through game cards like the one to the left (#17) depicting an insider threat.

Blue players work to move these ISR threats away from their EABs, while Red players work to move these ISR threats toward the EABs. At the end of each turn, the collective ISR threats for each EAB are assessed and emissions cards—representing the emitting EAB(s)—are added to Red's common operational picture (COP). Red uses these emissions cards to target the EABs and win, demonstrating to **Blue players that they are a track in Red's COP and that their emissions enable Red to engage against them**.

Accounting for risk

EAB Hunt™ does not use dice; instead, risk is accounted for through the use of a Jenga® tower. **The Jenga tower embodies cumulative risk, like that of risk to mission and or risk to force**. At the start of the game, the Jenga tower is short and stable: risk to mission/force is in the green. As the game progresses, the tower grows and becomes less stable: risk to mission/force moves rightward into yellow. As the tower begins to grow taller still, wobbling frequently, risk to mission/force enters the red.

Once the Jenga tower inevitably falls, the game is not lost, but there is a consequence that players must overcome on their path toward victory.

The larger learning point with the Jenga tower is **how players respond to the physical embodiment of risk and their own visceral reaction to it**.
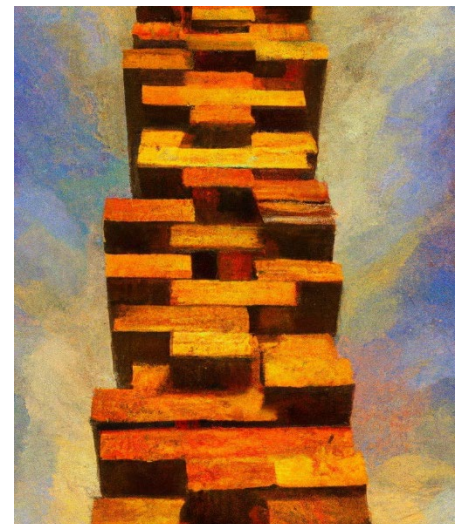
The information environment

EAB Hunt™ is played without a typical map. Instead, **the "map" is of the information environment**. In *EAB Hunt™,* players are given command of three (types of) EABs. Discs representing each are placed in the center of one of the information environment concentric circles (shown below). Encounters are placed and moved in the three rings surrounding each EAB.

Gameplay

EAB Hunt™ is played by two sides, with a neutral facilitator present. The accompanying *Handbook* is designed to instruct anyone on how to run *EAB Hunt™*. While the *Handbook* provides a basic means to adjudicate players moves, the facilitator adds narrative, reinforcing learning objectives. The facilitator is also able to account for more advanced moves, taking play to a deeper level.

Four scenarios, each lasting about two hours, are included in the *Handbook*, but through alternating the starting EABs and encounters, these four scenarios provide many more options for exploring how actions in the material world cast shadows into the information environment. **Because everyone's role is keeping an EAB hidden, *EAB Hunt™* is a game anyone should play.**