

NSDM

MARK MCDONAGH, CAPT, USN (ret.)

A 30-year veteran with Cold War experience in attack and ballistic missile submarines. Mark has 12 years experience on campus at the Naval War College, plus considerable experience in warfare and tactical development capacities both during and after the Cold War. Mark has a Master of Science degree in Physics. Mark is the co-developer of the National Security Decision Making (NSDM) Game, the lead designer for the Cold War-1960s variant of that game, and will be running Military Control during the NSDM games at 7pm to midnight on Friday and Saturday. Mark will also be lecturing as part of "The World 50 Years Ago - 1959" panel presentations from 4pm to 6pm on Friday and Saturday, covering Cold War events from 1945 through 1959. Mark will focus on nuclear weapons: effect on geopolitics and military planning, weapons effects, proliferation, espionage, and weapons testing programs; and on maritime topics including the final end to the Dreadnoughts, the modernization of the aircraft carrier force for the jet age, the beginnings of the Soviet submarine threat, and the introduction of nuclear power and ballistic missile submarines.

ROBERT BLANKE, LT COL, USAF (ret.)

A retired Air Force Intelligence officer with Cold War experience, a former CHECKMATE planner and an expert on aerospace power, Robert will be part of the National Security Decision Making (NSDM) Game staff, helping run the Cold War-1960s variant of that game at 7pm to midnight on Friday and Saturday. Robert will also be lecturing as part of "The World 50 Years Ago - 1959" panel presentations from 4pm to 6pm on Friday and Saturday, covering Cold War events from 1945 through 1959. Robert will focus on the breakaway of the Air Force from the Army and the formation of Strategic Air Command and North American Air Defense Command; the US/USSR development of intercontinental bomber forces and intercontinental ballistic missiles; early theater ballistic and anti-aircraft missiles; the jet power revolution; and the early space race.

MERLE ROBINSON

A career civil servant, Merle Robinson has almost three decades of DoD experience as a Systems Analyst, Installation Manpower Officer, Installation Services Officer, Environmental Protection Specialist, and Budget Officer, and as a Lean Six Sigma Black Belt. He is a graduate of Miami University of Ohio and two DoD institutions, with majors in Finance, Accounting, History, Political Science, Foreign Affairs, and Diplomacy. Merle Robinson is a member of AUSA, USNI, and USAFA. Merle will be Game Director for the National Security Decision Making (NSDM) Game running at 7pm to midnight on Friday and Saturday. Merle will also be lecturing as part of "The World 50 Years Ago - 1959" panel presentations from 4pm to 6pm on Friday and Saturday, covering Cold War events from 1945 through 1959. He will focus on the U.S. military drawdowns after WW II; Korean War; Berlin problem; Hungary in revolt; Warsaw Pact formation and the rearming of Eastern Europe; intelligence gathering systems and agencies, and surveillance systems (e.g. U-2 overflights); Cuban revolution.

ROBERT MOSHER

A retired State Department officer with experience in the Moscow embassy during the Cold War, Robert holds a Master of Science degree in National Security Studies from the Command and Staff College at the U.S. Naval War College. Robert will be senior advisor for the National Security Decision Making (NSDM) Game running at 7pm to midnight on Friday and Saturday. Robert will also be lecturing as part of "The World 50 Years Ago - 1959" panel presentations from 4pm to 6pm on Friday and Saturday, covering Cold War events from 1945 through 1959. He will focus on geopolitics and diplomacy from Yalta through 1959, including western demobilization versus 300 Soviet combat divisions in garrisoning eastern Europe and the decent of the Iron Curtain; the Containment Doctrine and Truman Doctrine; establishment of NATO; China going communist; Truman to Eisenhower, Stalin to Beria to Khrushchev; growing problems in South East Asia.

Friday 4-6pm

"The World of 50 Years Ago, Part I"

FEATURE EVENT***

SPEAKERS: Capt. Mark McDonagh, USN(ret.), Lt. Col. Robert Blanke, USAF(ret.), Robert Mosher, Merle Robinson The National Security Decision Making Game staff will present an overview of the Cold War from 1945 to 1959. A retired State Department officer with experience in the Moscow embassy during the Cold War, a retired Navy Captain with 12 years experience at the Naval War College and with Cold War experience in attack and ballistic missile submarines, a retired Air Force Intelligence Lieutenant Colonel with Cold War experience and proven expertise in aerospace history, and a 30-year DoD civil servant with degrees in History, Political Science, Foreign Affairs, and Diplomacy will discuss the geopolitical and military events that shaped the world as it existed on 31 December 1959. Friday's lecture will discuss the diplomatic events from Yalta on, Containment and Truman Doctrines, establishment of NATO, the impact of nuclear weapons on geopolitics and military planning, the breakaway of the Air Force from the Army and the formation of Strategic Air Command and North American Air Defense Command, and initial US and Soviet development of intercontinental bomber forces and theater and intercontinental ballistic missiles. It will be continued on Saturday, 4-6pm. In addition to being an excellent lecture by highly qualified presenters, this is a great primer for those expecting to play the Cold War variant of the National Security Decision Making Game.

Saturday 4-6pm

"The World of 50 Years Ago, Part II"

FEATURE EVENT***

SPEAKERS: Capt. Mark McDonagh, USN(ret.), Lt. Col. Robert Blanke, USAF(ret.), Robert Mosher, Merle Robinson The National Security Decision Making Game staff will present an overview of the Cold War from 1945 to 1959. A retired State Department officer with experience in the Moscow embassy during the Cold War, a retired Navy Captain with 12 years experience at the Naval War College and with Cold War experience in attack and ballistic missile submarines, a retired Air Force Intelligence Lieutenant Colonel with Cold War experience and proven expertise in aerospace history, and a 30-year DoD civil servant with degrees in History, Political Science, Foreign Affairs, and Diplomacy will discuss the

geopolitical and military events that shaped the world as it existed on 31 December 1959. A continuation of Friday's lecture, Saturday's presentation will discuss the jet power revolution in military aviation, the early stages of the Space Race, U.S. military drawdowns after WW II, the Korea War, Berlin, Hungary, Warsaw Pact formation and the rearming of Eastern Europe, intelligence gathering systems and agencies, and surveillance systems (e.g. U-2 overflights), the Cuban revolution, the modernization of the U.S. aircraft carrier force for the jet age, the beginnings of the Soviet submarine threat, and the introduction of nuclear power and ballistic missile submarines. In addition to being an excellent lecture by highly qualified presenters, this is a great primer for those expecting to play the Cold War variant of the National Security Decision Making Game.

Friday 7 pm-midnight. National Security Decision Making (NSDM) Game is a political, military and economic role-playing game. We roll the clock back to the early 1960s: the Soviets are ahead in the space race, and the U.S. has not committed to going to the Moon. The echoes of gunfire are still dying off in Hungary, and at the Bay of Pigs. We call them Red China, they don't have the Bomb, and their rift with the Soviets is not irreconcilable. Israel is not a U.S. client. The U.S. has a handful of advisors in Vietnam, and is running U-2 flights over Cuba. Each player will have to see if he or she can achieve their personal objectives. without destroying mankind. And there's probably a spy in your cell. Take positions in the U.S., Soviets, Israel, or Red China. The scenario: it's 1961. But the future isn't set. Can you achieve your goals? Can you achieve your nation's goals? Can you duck-and-cover? New issues and problems in every game. There's always room for more players, walk-ins welcome. In the "BOARD ROOM" of the Eisenhower (IKE) Hotel ("Behind the Bar").

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