2Towers Studio
STRATEGIC WARGAMING FOR COMPLEX DECISIONS

Joint Crucible

Operational Multi-Domain Warfare Wargame

A professional wargaming environment for exploring convergence, tempo, sustainment and political utility in contemporary MDO.

2Towers Studio
Francesco Marradi, CEO



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Corporate Presentation

Where scenarios become decisions

2Towers Studio designs immersive strategic environments to help institutions, companies and international organizations explore complexity, test options and strengthen decision-making.

Strategic Wargaming • Scenario Design • Strategic Advisory

Core proposition

Strategic Wargaming for Complex Decisions

Professional wargaming, simulation and scenario design used as tools for analysis, decision support and institutional learning.

- Immersive methods
- Strategic clarity
- Tailored design
- Institutional focus

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THE OPERATIONAL PROBLEM

MDO is not “more domains”

It is the ability to create a temporary, usable advantage by synchronizing effects across domains before the opponent adapts.

The hard problem is convergence under friction.

see | decide | move | strike | sustain

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WHAT IT IS

A professional operational MDO wargame

Built for education, concept exploration, seminar play and structured debrief.

1 Operational scale	Brigade/division, joint components, theater logistics and critical infrastructure.
2 Seminar-ready	Blue, Red and White Cell roles with structured adjudication and observation.
3 Multi-space model	Operational map, political-cognitive map and national system console.
4 Decision-focused	Victory depends on politically sustainable operational outcomes.



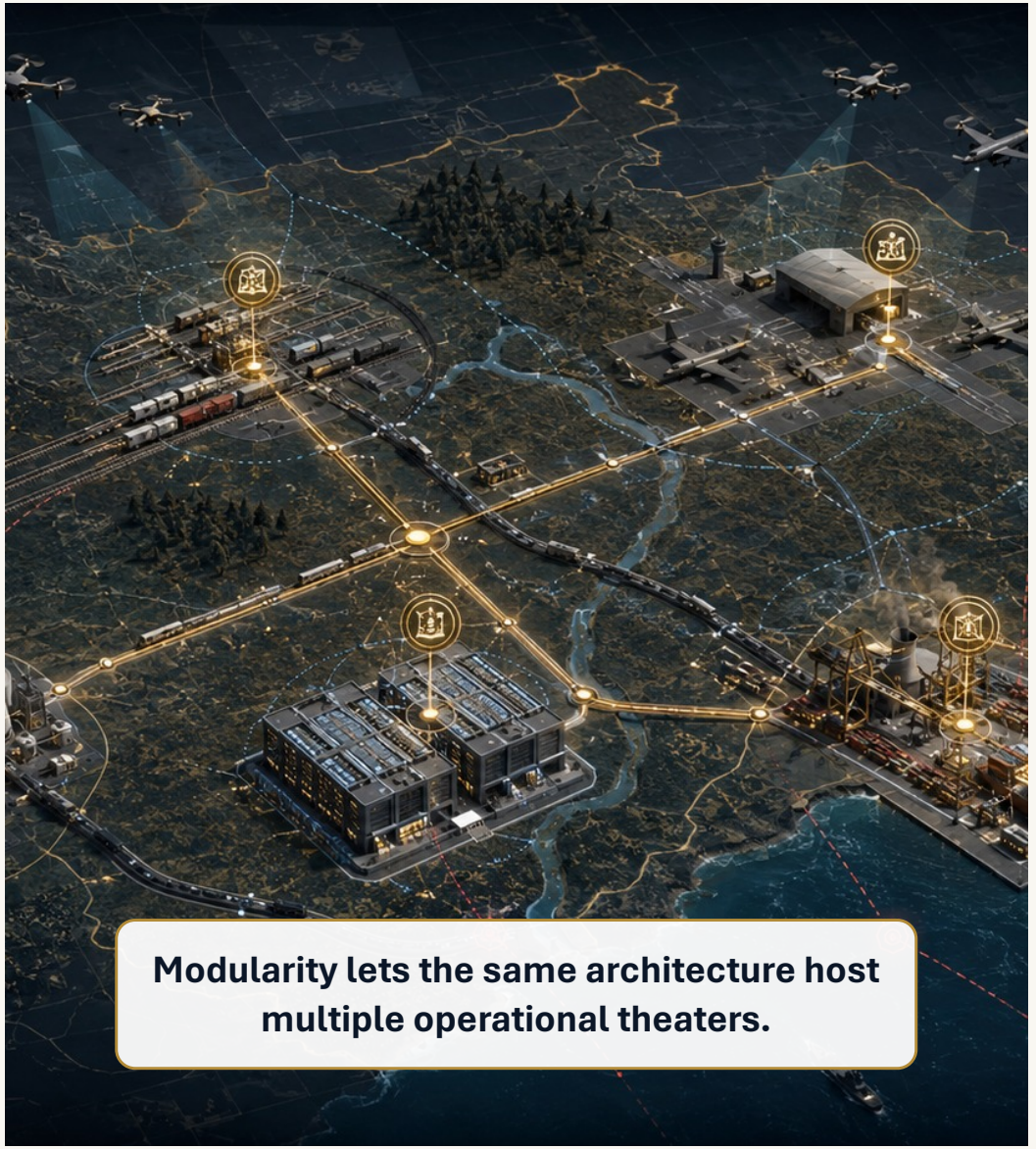
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PROFESSIONAL USE

Intended use in military wargaming practice

A modular platform for discussion, experimentation and facilitated learning.

1 Officer education	Build shared intuition about MDO trade-offs.
2 Concept development	Stress-test assumptions about convergence, sustainment and C2.
3 Seminar wargaming	Support facilitated exploration with experts and observers.
4 Scenario experimentation	Change theater, force mix, political constraints or capability decks.
5 Debrief & insight capture	Convert play into observations, issues and design revisions.

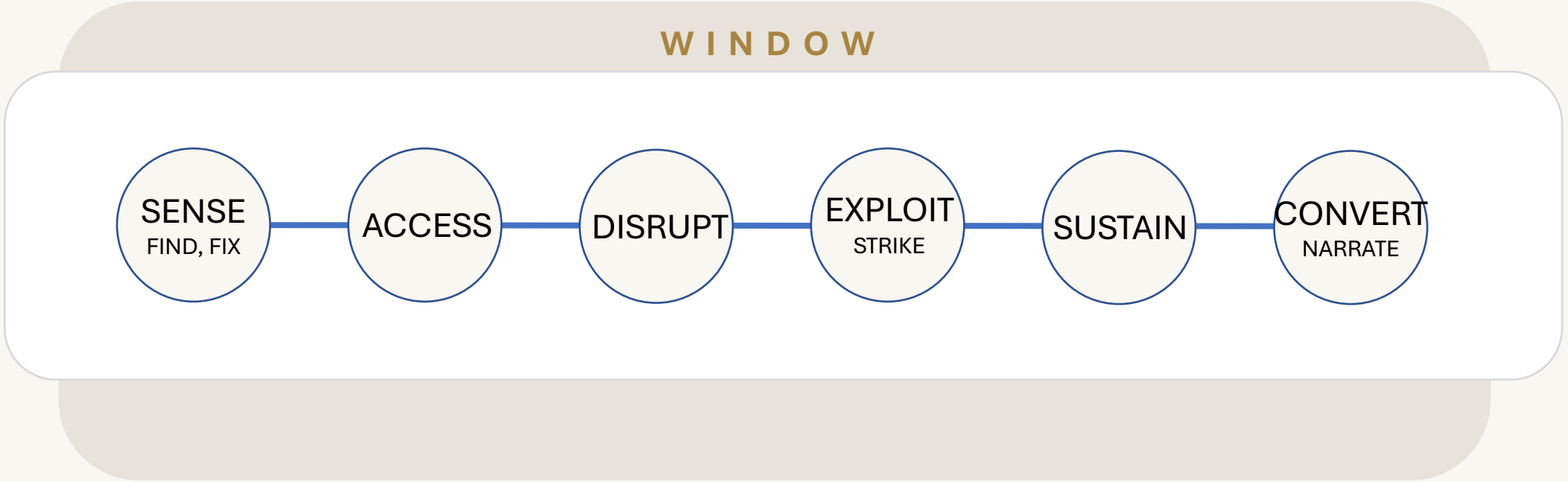


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DESIGN THESIS

Victory is a window — not a domain

Joint Crucible models MDO as a competition to create, exploit and sustain temporary convergence.



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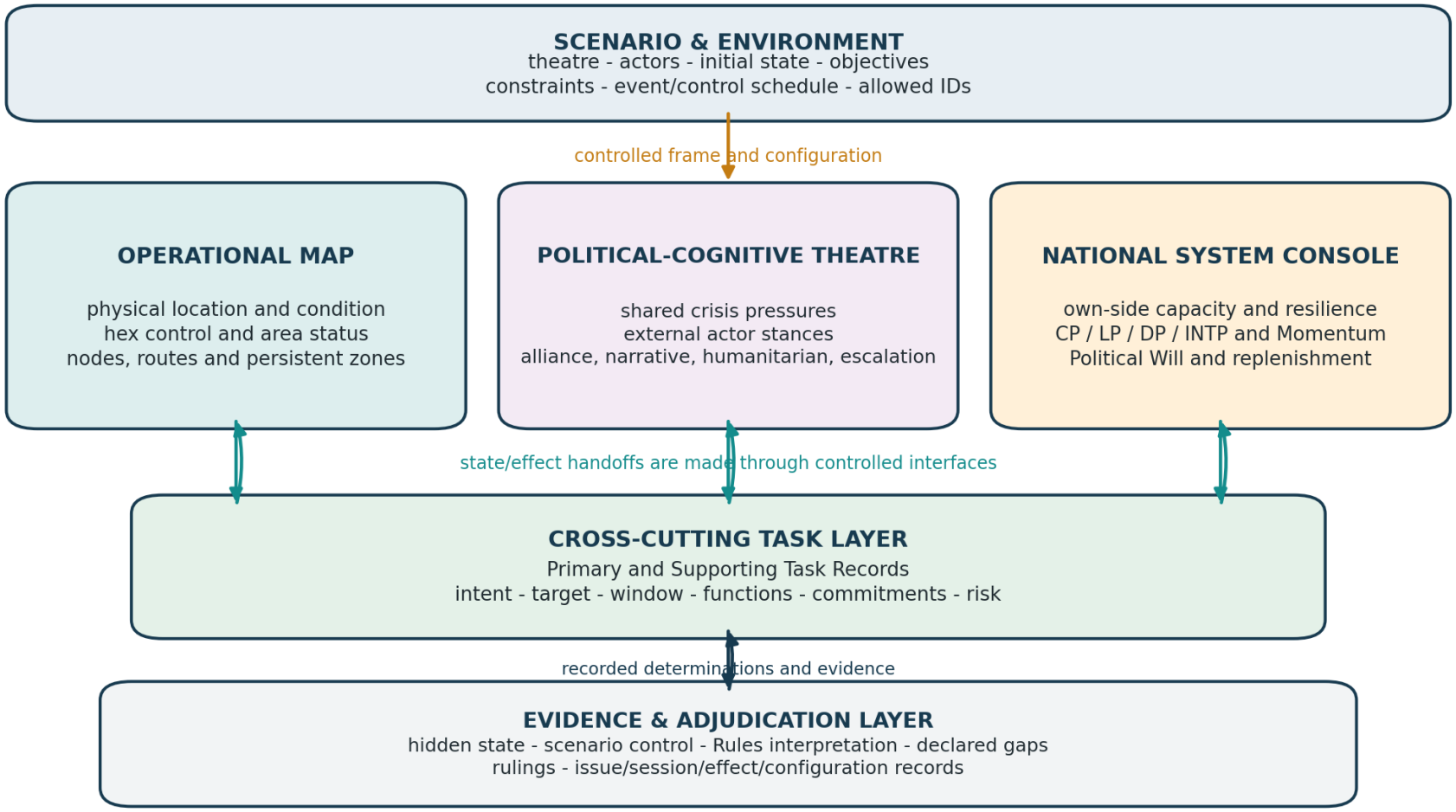
THE CORE ENGINE

Architecture

Three spaces. One campaign system.

Players command a national-military system, not isolated units.

- Operational actions change political constraints.
- Political crises reduce military freedom of action.
- Console state changes tempo, resilience and risk.



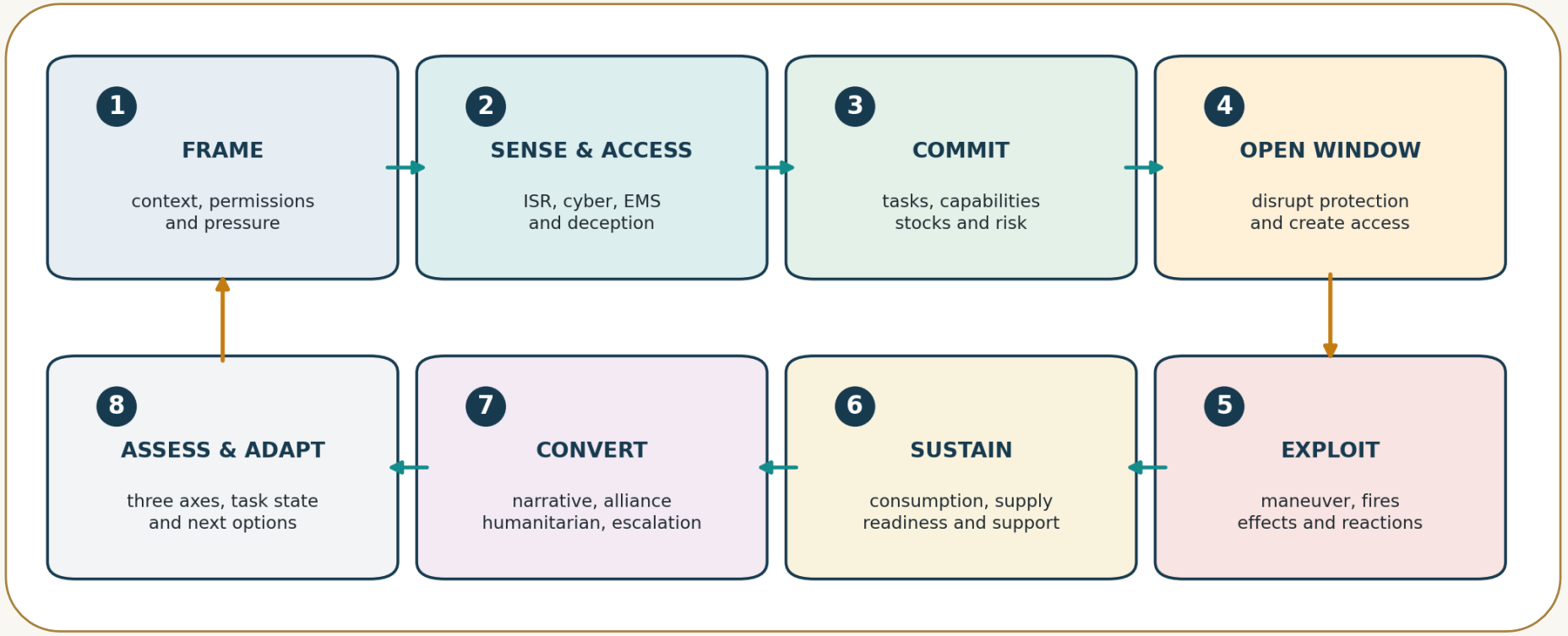
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DECISION ENGINE

The turn is an operational cycle

Each turn represents a complex MDO task over several days, with impulses creating action–reaction dynamics.

MDO Task = Objective + Main Domain + Cross-Domain Effects + Resources + Risk



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ASYMMETRIC DESIGN

Blue and Red solve different problems

The game avoids mirrored forces: asymmetry drives real operational trade-offs.

Blue coalition

- Space support and interoperability
- IAMD and precision strike
- Political legitimacy—but fragile alliance cohesion
- Vulnerable logistics corridors and escalation constraints



Red revisionist power

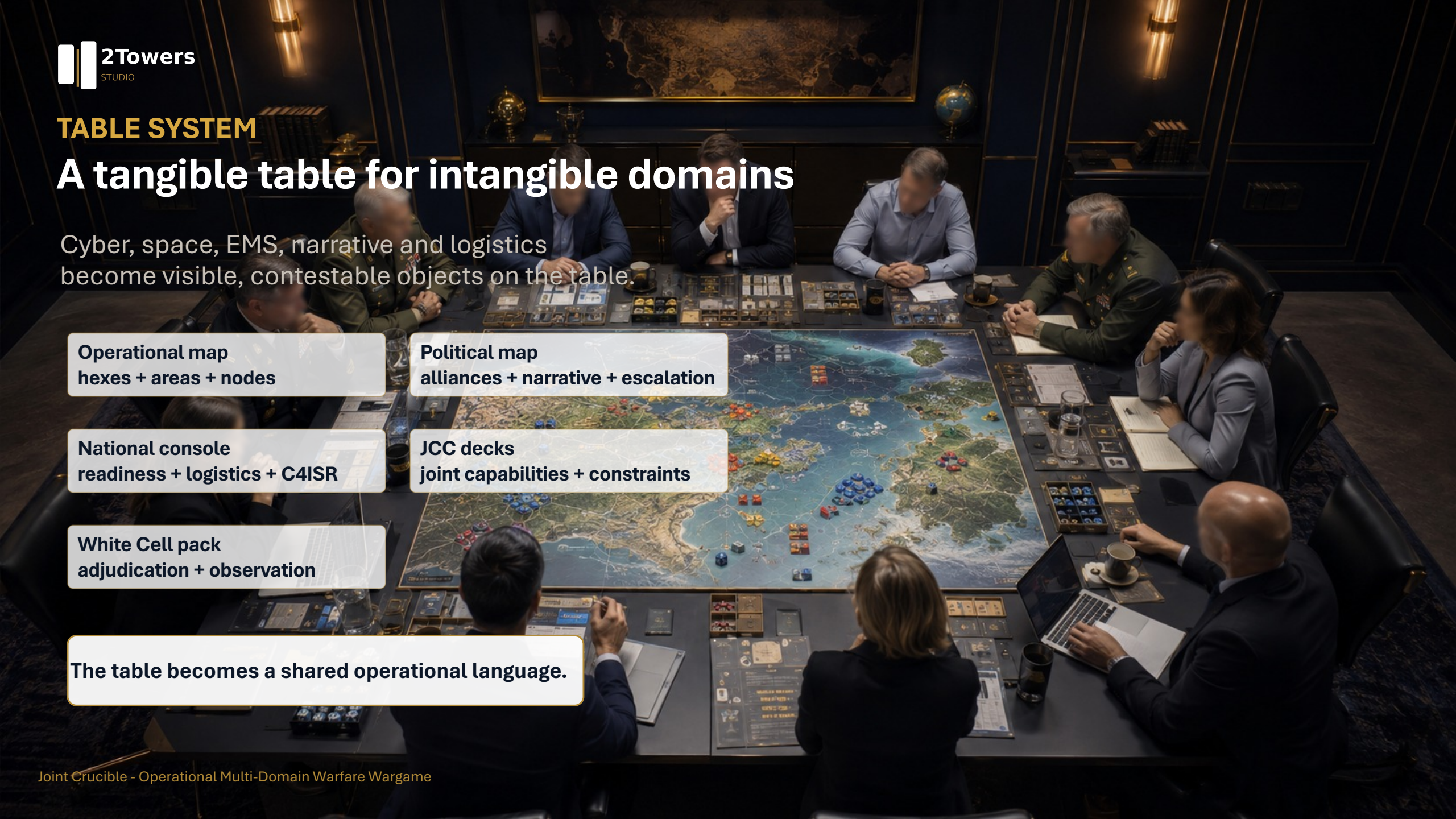
- Drone mass, EMS and long-range fires
- Proxy networks and plausible deniability
- Higher freedom of initial escalation
- Weaker space support and long-term industrial vulnerability

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TABLE SYSTEM

A tangible table for intangible domains

Cyber, space, EMS, narrative and logistics
become visible, contestable objects on the table.



Operational map
hexes + areas + nodes

Political map
alliances + narrative + escalation

National console
readiness + logistics + C4ISR

JCC decks
joint capabilities + constraints

White Cell pack
adjudication + observation

The table becomes a shared operational language.

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WHAT IT MEASURE

A Tool of Validation

Wider than a Wargame

Convergence
Do players combine domains?

Tempo
Do impulses create interaction?

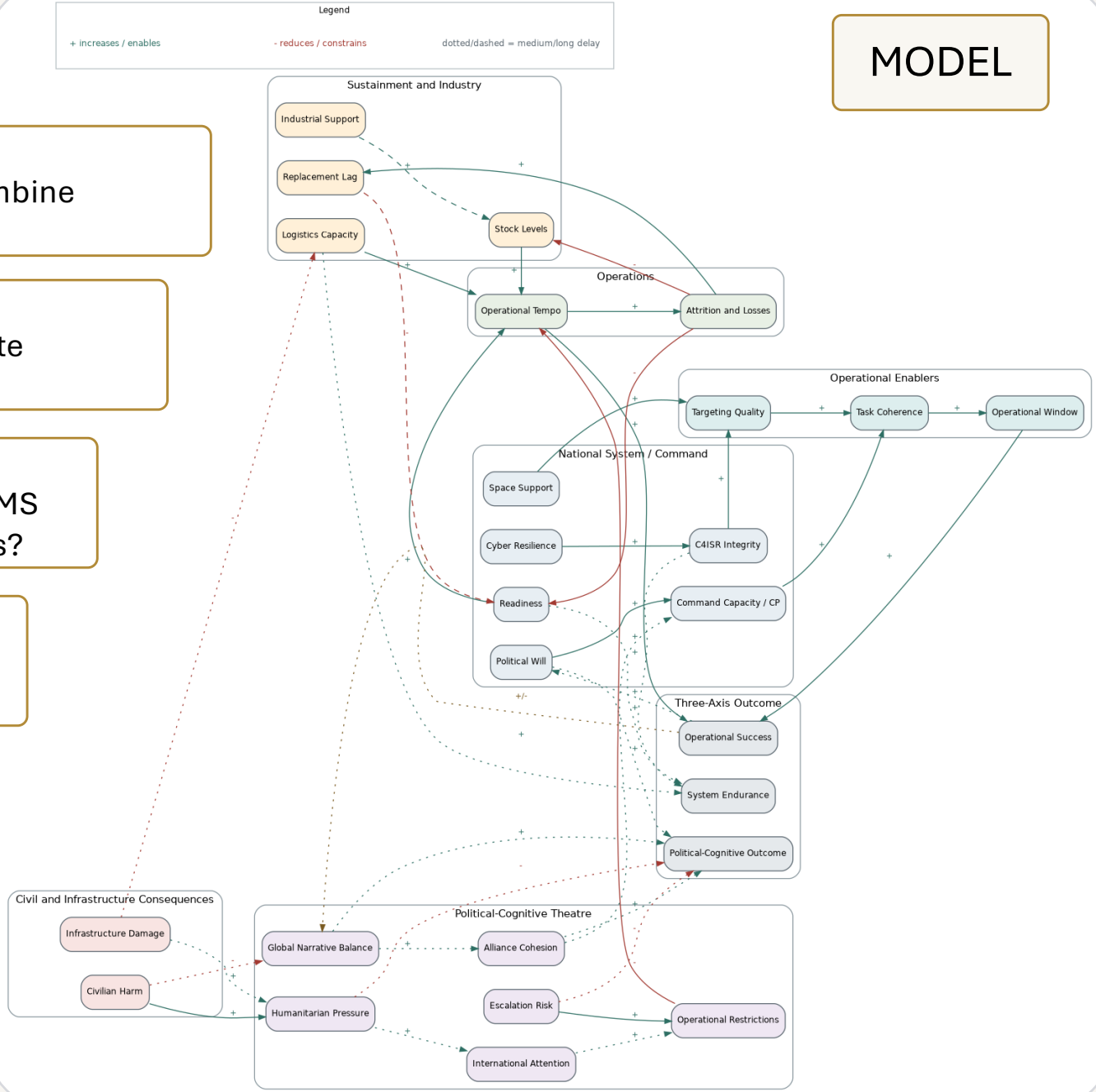
Politics
Does narrative change freedom of action?

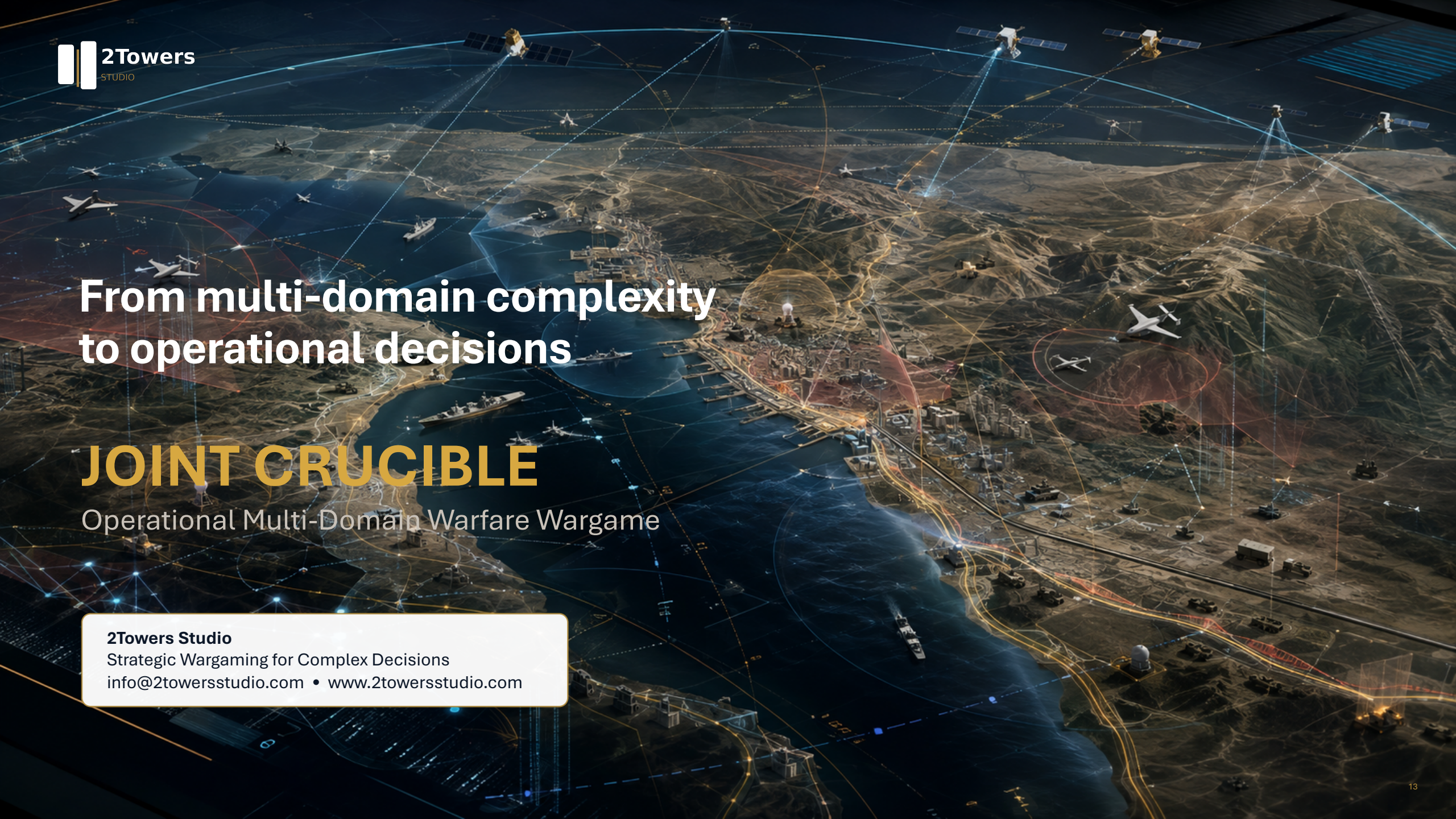
Integration
Do cyber, space and EMS enable physical effects?

Sustainment
Do logistics and industry constrain rhythm?

Do players produce credible operational MDO decisions or isolated component actions?

MODEL




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From multi-domain complexity
to operational decisions
JOINT CRUCIBLE
Operational Multi-Domain Warfare Wargame
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2Towers Studio

Where scenarios become decisions

We do not simply design exercises. We design environments where complex decisions become clearer.

- Turn scenarios into structured exploration.
- Turn structured exploration into strategic insight.
- Turn strategic insight into stronger decisions.

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Start the conversation