

Privateer LLC designs, builds and runs wargames that train decisions against an adversary who adapts. Browser-delivered, built from open sources, and priced to be run again and again.

Core competencies

- **Wargame design and development.** Browser-based campaigns from scenario concept through play-tested release; nothing installed on government networks.
- **Adversary modeling.** An authored, deterministic adversary that responds to player decisions; every behavior sourced, auditable and reproducible.
- **Facilitation and after-action review.** Guided cohort sessions; the debrief shows the picture each player held beside ground truth, with the decision record, model-validity assessment and Monte Carlo replay.
- **Custom scenarios.** New theaters and mission sets on the same engine, including domestic critical-infrastructure and homeland scenarios; a new theater is a data folder, not a rewrite.

Differentiators

- **Authored, not generated.** Unlike LLM-driven wargames, the adversary is deterministic: an instructor can explain exactly why a player lost, and the same decisions produce the same outcome every time.
- **Cognitive and cyber as one system.** Deception, cyber effects and pressure on the population degrade the picture the player sees, not just the score; escalation is adjudicated against international-law thresholds.
- **Weeks, not program cycles.** A small team on commodity hosting; four campaigns and more than a hundred cited open sources delivered in months.
- **Open and unclassified.** Everything built from open-source material and marked Uncontrolled/General; no CUI touches the platform.

Past performance

- **Games of War platform** (gamesofwar.io), delivered by Privateer LLC and partners. Four live campaigns: Strait of Hormuz (denial and a Marine find-fix-finish hunt), Taiwan Strait and Gulf of Thailand, with instructor analytics across more than 150 campaigns played.
- **First cohort, August 2026.** Joint logistics personnel fresh off an exercise received the pre-game brief and a full play-through with after-action review.
- **Demonstrations, August 2026.** Global Expeditionary Logistics Symposium (GELS) and the Irregular Warfare Center.
- **Team experience.** A Games of War co-builder designed and ran a contested-logistics wargame at the National Defense University (April 2026) and has published on industry wargaming in *War on the Rocks*.

Company data

Legal name

Privateer LLC

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UEI

Pending SAM.gov activation

CAGE code

Pending SAM.gov activation

Business size

Small business

Structure

Limited liability company, owner-operated

NAICS

541511 Custom computer programming services (primary)

513210 Software publishers

611430 Professional and

management development training

541690 Other scientific and technical consulting services

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