The Power series, named after General Thomas Power, the commander of Strategic Air Command during the Cuban Missile Crisis, is a strategic-focused game series designed to address difficult problem sets and strategic questions facing the United States in uncertain times. The most recent iteration, Power 23 Spring, addressed a EUCOM-focused scenario that looked at restoring and maintaining deterrence in the face of potential escalation. It provided an environment for strategic decision makers, in concert with Air Command and Staff College (ACSC)'s Joint All Domain Strategist (JADS) and School of Advanced Nuclear Deterrence Studies (SANDS) students, to explore deterrence, escalation, signaling, and allied assurance concepts through game play incorporating all instruments of national power at the strategic level. The game bridged the gap between analytic and educational wargames by involving JADS and SANDS students in a game with objectives determined by USSTRATCOM. The game outputs were briefed to the Deputy Commander Global Strike Command and the Chief of Staff of the Air Force.