

BLUE THUNDER

WARGAME SUMMARY:

Air and Space Basic Course (ASBC) is the first level of professional military education (PME) instruction for commissioned officers. The ASBC inspires new USAF officers to comprehend their roles as airmen who understand and live by USAF core values, and articulate and demonstrate USAF core competencies. Blue Thunder, the pinnacle of the four-week course, challenges officers to demonstrate lessons learned about basic air operational and tactical warfare. Blue Thunder focuses on the employment of air forces at the operational and tactical levels of war. The officers apply basic concepts in planning the air portion of a campaign plan in an austere and dynamic educational environment. They are required to continually assess the effectiveness of their plan and to make changes, as required.



OBJECTIVES/PURPOSE:

Blue Thunder demonstrates what air and space power brings to the fight. It emphasizes the complexities of warfare through a simulated Air Operations Center (AOC). It unifies the officers and provides a solid foundation for 21st century airmen working together as a team. Through a dynamic wargame, ASBC seeks to develop lieutenants who can: (1) understand and exemplify the inherent strength found within the USAF core values; (2) articulate and demonstrate USAF core competencies with a firm grounding in air and space power history; (3) value team achievement over individual success. Obtaining the following educational objectives is the mark of success for Blue Thunder:

- a. Integrate deployed air and space forces and air and space concepts to accomplish the national objectives/directives.
- b. Apply USAF doctrine and core competencies in developing air tasking orders in support of the initial phase of an air campaign plan.
- c. Apply team-building skills essential to survive and operate under austere conditions.

GENERAL INFORMATION:

- a. Wargame Sponsor: Squadron Officer College, SOC/DCW, Maxwell AFB AL.
- b. Warlord: Capt Fred Portis, Squadron Officer College, SOC/DCW, Maxwell AFB AL,
DSN: 493-8066.

- c. Wargame Director: Lt Col Greg Gomez, Air Force Wargaming Institute, CADRE/WGOO, DSN: 493-6219.
- d. Participants: Newly-commissioned officers and government service employees attending the Air and Space Basic Course.
- e. Supporting Models and Simulation Tools: Blue Thunder uses the ACES model. The ACES model accomplishes computer adjudication. The model permits two-sided wargaming for multiple, simultaneous, and independent wargames. The AFWI controllers use the ACES computer model to simulate combat and provide feedback to participants via on-screen and printed reports. Participants analyze ACES output to continue or alter their plans.

EXERCISE EXECUTION:

Blue Thunder pits flights of opposing squadrons against each other as simulated Air Operations Centers.

EXERCISE DATES:

12 - 17 Nov 03

25 Feb - 1 Mar 04

21 - 26 Apr 04

9 - 14 Jun 04

11 - 16 Aug 04

6 - 12 Oct 04