

# **JOINT LAND, AEROSPACE AND SEA SIMULATION** **(JLASS)**

## ***WARGAME SUMMARY:***

The JLASS is a computer-assisted, theater-level seminar wargame that is executed at the SECRET level. The JLASS game materials are unclassified. It is the only joint-sponsored wargame conducted by the professional military education senior level colleges. Its overall goal is to enhance joint professional military education through an examination of potential US military responses to regional crises. The primary focus is on joint and combined warfare conducted at the operational and strategic level.



## ***GOAL AND OBJECTIVES OF THE JLASS SERIES:***

Consistent with the educational objectives outlined in the Officer Professional Military Education Policy (OPMEP), the goal of JLASS 04 is to promote the joint professional military education of the Senior Level Colleges (SLCs) by addressing key issues at the strategic and operational levels of war. JLASS enhances and expands participants' awareness of the interagency process, and combined/joint staff and unified command issues by employing diplomacy and combined/joint forces to execute national and theater level strategies.

Supporting JLASS objective includes:

- a. Translate national security and military strategy/objectives into theater campaign plans.
- b. Employ all elements of national power.
- c. Design and use theater command and control processes and relationships.
- d. Apply an understanding of U.S. military force structure, its capabilities and limitations.
- e. Comprehend the challenges facing a joint and multinational force employing future military and commercial systems in the 21st century.

## ***GENERAL INFORMATION:***

- a. Wargame Sponsor: All six senior service schools; Executive Agent, US Army War College, Carlisle Barracks PA, DSN: 242-3692.

- b. Wargame Director: Col Davy Crockett, Air Force Wargaming Institute, CADRE/WGOO, DSN: 493-8020; JCLASS website: <https://afwi.maxwell.af.mil/jlass>.
- c. Contractor Lead: Mr. Steve Crawford, Air Force Wargaming Institute, CADRE/WGOO, DSN: 493-6636.
- d. Participants: Air War College (AWC), Army War College (USAWC), Marine Corps War College (MCWAR), Naval War College (CNW), Industrial College of the Armed Forces (ICAF) and National War College (NWC) students.
- e. Frequency and Duration: JCLASS is held once each year.
- f. Wargame Location: Air Force Wargaming Institute, Bldg 1406, Maxwell AFB AL.
- g. The JCLASS employs wargaming models to enhance the game adjudication process. The Joint Educational Mobility Model (JEMM) allows logisticians and operational planners to forecast deployment and arrival times for selected forces into the Area of Operations (AOR). ForceView is an in-house-developed system that represents fielded forces and gives a representation of force movement and strength for both players and controllers. Extended Air Defense Simulation (EADSIM) enhances the adjudication of the employment of weapons of mass destruction (WMD) and the measures taken to counter that threat. Other models can be added to enhance specific scenarios as directed by the game sponsor.

### ***WARGAME EXECUTION:***

The JCLASS is a multilateral, dynamic, computer-assisted, seminar-based strategic and operational wargame conducted at the field army, task force and tactical air force level and above. Service school participants are divided into Red and Blue teams that assume the role of combined command and subordinate staffs. The Blue team is composed of AWC, USAWC, MCWAR, CNW and ICAF students, while AWC acts as the SWA AOR Red team staff. Red teams for PACOM & EUCOM AOR's are comprised of SLC faculty members and CADRE/IN personnel. Participants are introduced to a crisis scenario that involves regional conflicts 10 years in the future. Their mission is to promote the policies and objectives of their assigned team.

Game preparations begin several months prior to actual execution; with each service school assigned an individual role. The "distributive" phase of the game takes place at home station for players and faculty. The student and faculty inputs are made via a JCLASS website. World situation and specific scenario briefings establish the crisis at hand. National interests and objectives of all concerned nations are identified and allied relationships are established. The teams then create a combined command and subordinate component command staff, and develop a theater campaign plan. They

establish their campaign strategy, evaluate enemy intent and capability, posture forces and determine logistical requirements to sustain combat operations.

With the completion of the campaign planning phase, participants assemble at the AFWI and begin the wargame. Force-on-force employment of player assets is made through written move orders. Adjudication is then performed through a combined manual/computer analysis of alliance inputs. The wargame continues for up to four additional moves, with game time intervals varying from days to several weeks or months. Ongoing intelligence and situation updates apprise participants of campaign performance.

***WARGAME DATES:***

17 Apr – 22 Apr 2004.