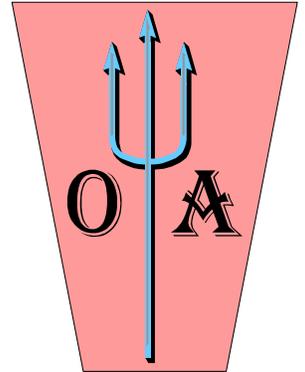


OPERATION ATLANTIS

WARGAME SUMMARY:

Operation Atlantis is Squadron Officer School's (SOS) capstone exercise using the Atlantis wargame model. The exercise reinforces leadership concepts taught throughout SOS. Specifically, the wargame reinforces to the students the concepts of group problem solving, organization, communication, team building, situational leadership and followership. It has an ancillary benefit for the students to learn about employing air and space power. Students simulate operations from a command and control center designed to demonstrate elements of a Theater Air Control System (TACS) and Air Operations Center (AOC). They conduct battlestaff planning by simulating the combat plans division of an AOC where they define the Joint Force Air Component Commander's (JFACC's) objectives and allocate resources to support those objectives. Subsequently they execute and modify, in real-time, their operations plan. Each SOS seminar of 12-13 students makes up an independent game.



OBJECTIVES/PURPOSE:

As a capstone exercise, Operation Atlantis provides students an opportunity to demonstrate problem solving and group dynamics by challenging students to:

- a. Organize to meet assigned tasks.
- b. Establish logical problem solving methods for time-sensitive, multi-task situations.
- c. Demonstrate effective leadership and supportive followership.
- d. Accomplish effective communication between respective participants.
- e. Develop an air plan in support of the JFC objectives.
- f. Brief the SOS Flight/CC on their plan.

GENERAL INFORMATION:

- a. Wargame Sponsor: Squadron Officer School, SOS/EDCD, Maxwell AFB AL.
- b. Warlord: Capt Tony Meeks, Squadron Officer School, SOS/EDCD, DSN: 493-0229.
- c. Wargame Director: Maj. Al Fragala, Air Force Wargaming Institute, CADRE/WGOO, DSN: 493-6637.

- d. Contractor Lead: Mr. Steve Crawford, Air Force Wargaming Institute, CADRE/WGOO, DSN 493-6636.
- e. Participants: SOS students are the game participants, with SOS flight commanders acting as the Commander, Joint Task Force (COMJTF) and higher headquarters.
- f. Frequency and Duration: Operation Atlantis is conducted in conjunction with each SOS class. The exercise, including training and preparation, takes 10 hours in class over a four-day period plus any additional time the students choose to add to the effort.
- g. Wargame Location: SOS, Bldg 1403, Maxwell AFB AL.
- h. Supporting Models and Simulation Tools: Operation Atlantis uses the Atlantis Graphical User Interface (GUI) and adjudication model. Atlantis is an unclassified computer-assisted air and space employment model. It models air forces only, and simulates combat at the high tactical to low operational levels of warfare. Atlantis currently runs on linked personal computers. The execution phase is run in real-time, and the faculty can interpret results with minimal AFWI controller support. Atlantis-based wargames use a common combat model with a scripted red scenario database that can be modified to meet the specific requirements of the game sponsor given sufficient notice.

EXERCISE EXECUTION:

Operation Atlantis models a notional crisis in which United States military forces are directed to support a friendly government under attack from insurgents in a neighboring country. The wargame scenario occurs on the fictional continent of Atlantis. Each SOS flight acts as an independent game. The students train themselves on the software and then demonstrate proficiency to their instructor. Next the students enter a planning phase where they act as the Combat Plans division of an AOC, preparing the air portion of the Joint Forces Commander's campaign and developing an Air Tasking Order.

During the game's final phase, execution, participants act as the Combat Operations division of the AOC and engage in an interactive computerized air battle. The game environment is an active Airborne Warning and Control System (AWACS)-like air picture. Participants selectively employ their resources, perform command and control functions and tailor their response to the changing battle. They control all elements of the air battle through both air-to-ground and air-to-air computer inputs. The computer processes game inputs to adjudicate force-on-force employment. The exercise ends with a comprehensive package of hard-copy status reports. The instructor uses this package as a guide to appraise the participants' performance and to reinforce educational objectives.

WARGAME DATES:

Operation Atlantis is held in conjunction with each Squadron Officer School course. They are tentatively scheduled for 19 Aug 03, 29 Sep 03, 5 Dec 03, 2 Feb 04, 22 Mar 04, 10 May 04, 28 June 04, 22 Aug 04 and 10 Oct 04.