



# Modeling & Simulation Newsletter

Summer 2008

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### **DAS Conference Keynote Address**

*A transcript from keynote speaker: Mr. Cooke's presentation to the Defense Analysis Seminar (DAS).*



**Mr. James Cooke**  
*Director, Army Modeling and Simulation*

This is a great time to be a modeling and simulation professional! Thank you for inviting me to this conference to say a few words about our profession of defense modeling and simulation, and about what's happening to it in the United States.

The value of modeling and simulation is not only gaining increasing notice in the United States, it's becoming a highly sought skill. Most banks and Wall Street firms rely on their closely held versions of models and simulations to give them an economic advantage in the marketplace. Five years ago, the Congress of the United States started a Modeling and Simulation caucus, or special interest group, so that the Congress can specifically track model and simulation investments across the government. Last year, President Bush signed into law recognition that modeling and simulation capabilities are a national critical interest technology. Our Congress just passed a bill that will give two hundred million dollars to a group of 64 American universities over the next five years towards research on key areas associated with modeling and simulation.

In January, I attended a meeting across the US government on Modeling and Simulation where the Federal Aviation Administration was briefing Congress on its plan to use supercomputers and netted models to eliminate passenger waiting

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times and plane congestion at airports. The Federal Reserve briefed how its more advanced models, in development, are going to allow it to take actions on the national monetary supply quicker with the same types of tools enjoyed by Wall Street, and this would reduce unemployment and inflation. The National Weather Service identified how its plans for advanced modeling would enable better, more accurate warnings about the expected size and path of hurricanes, so that the civilian population could evacuate in a timely and appropriate manner. Likewise, several other agencies briefed their beliefs in the immediate emerging value of their developing models and simulations. All of these organizations consider defense modeling and simulation to be in the lead in respective development and employment. Our challenge in defense is to live up to that expectation, and to meet the need to create always evolving and relevant models and simulations to meet the intent and aims of the government when defense forces are employed.

The exciting news is that there are many opportunities to create immediate and lasting impact. In past years, modeling and simulation might have been considered a fairly arcane type of magic, giant computers served by monks of data leading to recommended rankings of alternatives, or the generation of system unique training tools. In this generation, we're moving models and simulation to take its place on the battlefield. By 2015, the way we do models and

simulations today will appear as old-fashioned as a rotary dial telephone, and the integration of models and simulations into everyday operations will seem as natural to servicemen and women as today's personal cell phone. Let me share with you three areas of fundamental change that are pushing us to keep up current operations, technological change, and probably most importantly, the expectations of our soldiers, airmen, sailors, and marines.

You all recognize the pace of US current operations. It confronts us every day in the news and at our work. Today, the US has nearly one and a half million active servicemen and women, supported by an additional one and a quarter million in the Reserves, conducting operations in more than one hundred countries around the world. In the few years since the US has been in the Middle East, we've actually fought and won, and are winning, in several completely different campaigns that have evolved to meet the evolving nature of the conflict. In many of these areas, the US Army does not stand alone. We are joined by our allies, including our great ally the Republic of Korea, conducting day by day, side by side operations to a common goal. We share staff training environments, simulations, with these allies that enable us to make interoperability routine rather than exceptional. This process is accelerating across the free world, and pushes us to make our emerging models even more adaptive to different national operating charac-



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teristics. In this we are able to take our lead from the experience we have from our great alliance, conducting the computer assisted wargames in Exercise Ulchi Focus Lens. That is a shining example of allies working together in complete harmony towards a common goal.

The Army recently issued a new Field Manual called FM 3-0, Operations, that for the first time gives equal weight to the Army's ability to conduct stability operations as it does to the Army's ability to conduct defensive and offensive operations. One of the most difficult and now clearly recognized tasks at the operational level of war is the requirement to feed, shelter, and re-instate the rule of law over populations not only once we have defeated armed opponents, but also at the same time that we are defeating armed opponents. This includes controlling refugee flows and enduring needed medical care. Essentially, we must be able to conduct disaster relief in the midst of conflict. This is a huge shift in paradigm from ten years ago when some in uniform claimed that the armed forces were not involved in nation-building. In this and in supporting documentation to come, the Army recognizes the importance of the human dimension of war-social networks and dynamics of human and cultural behavior rather than the strictly kinetic dimension. The way forward to implementation of these efforts is more joint, and more involved with agencies even outside of the Department of Defense, than would ever have been dreamed of only

five years ago. We now recognize the importance of formal planning for transition of responsibility from military to civilian sides of the government and international organizations. Representing this is an entirely new requirement for modeling and simulation tools. We're adapting civilian urban planning tools and hospital care tools into our standard suite of defense modeling. As we do this, we're also observing that these tools should be used for our everyday business practices in garrison, training, and providing for our troops. That's exciting because the defense enterprise is probably the only place that represents total integration of interests in a single operating system. Our defense establishments run bases and installations, housing, feed and clothe the troops, operate hospitals and airports—all in one dynamic system. No civilian corporation or firm can have the same span of regard. So we are going to be taking the very best that the civilian world has invented, and making it work together for even greater effectiveness and efficiency.

The second area of massive change is the exponential increase in technology available on the battlefield not to special James Bond operators, but to everyone. We are experiencing simply stunning changes in the way we've employed technology in the last five years. In the Air Defense Artillery (ADA) world, for example, we've gone from defending against enemy aircraft and missiles to the capability to provide active defenses to shoot down individual mortar, rocket and artillery



rounds. That's simply amazing. Army platoons now routinely employ robots to check tunnels, caves, and bunkers. Army companies are now receiving their own independent unmanned aerial vehicles (UAVs) to let them get situational awareness of the area. Many of our units have been provided with handheld devices to downlink live video feed from circling aircraft and UAVs, overlaying this on top of their tactical maps and synchronized with the reported locations of all friendly units over the satellite reporting system we call Blue Force Tracking. For the US Army, the representation of these systems into our models is required "catch-up" work. The pace of operations has moved advanced concepts into our units faster than we've represented them in either our combat models or our integrated training devices. This situation is not expected to change, so our challenge is to increase the pace of our response in modeling and simulation to match and get ahead of the speed of technology development. Indeed, the expected growth curve of technology is expected to become steeper very quickly. The Army's Future Combat Systems (FCS) program has developed unique advanced technologies which are beginning to form up on the plains of Ft Bliss, Texas into a new unit made just to examine how radical advances act and interact with each other. These include new UAVs, unmanned ground systems and robots, sensors, and totally integrated command and control suites. We'll continue to spin these out into our current force as rapidly as possible, because we are



seeing that they have the real potential to bring value added to our current operations.

The last, and most forceful, area of change concerns expectations. Economists and social scientists will advise you that there is little impetus for societal change in societies that are insulated from knowing that something better is available. However, when there is widespread appreciation that something better can exist, then a problem of "rising expectations" occurs: citizens expect better faster than it can be provided, and are upset when they don't see the potential for better happening fast enough for them. Most of today's general officers entered the Army when sand tables or models were the limits of expectation, and yellow stickys or magic marker on a map expressed commanders' intent. We more senior officers, who don't play current videogames and don't typically use all the newest possible features of our cell phones, can be easily impressed with today's evolution of command capability. However, today's operator for the man-machine interfaces has grown up their whole life with computers, even in grade school, and came into the



Army sharing files across their phones. [When I came into the Army a mark of importance was that you had a phone.] This new generation simply knows how much can be done today with models and simulations, expects that their Army (and it is becoming THEIR Army) knows it, and expects to have it because of the advantages they absolutely know will be empowered by this new M&S. They expect management tools equivalent to or better than how they manage their personal banking, and training tools equivalent to or better than the games they have played on console gaming machines all the years they were in school. This is a powerful focus, because these expectations form a social contract. We teach them to love their service, tell them that we are the strongest Army in the world, and therefore they expect us to be the best at what we do—how we train them, the tools we give them to operate, the M&S we use to make decisions between alternatives.

Between these three areas of change, getting M&S right is both more important and more challenging than ever before. Now, what are the challenges to us in moving forward with this charge? I would claim that there are at least two big issues that we need to get past, convoluted processes and working in teams.

Convoluted processes are just simply not agile enough to work in the modern environment. We cannot afford to become extinct like these Neanderthals, but long-embedded

processes developed so as to take no risk are not responsive to the pace of technology, operations, or expectations. Soldiers today cycle through a generation of cell phones in the time it takes us to get budget consensus through the formal acquisition process. Any gaming company that had to delay its roll-out of the "latest game technology" for several years would fail.

The second challenge is to work in teams with a clear understanding of our end goals. As Sun Tsu stated, "a strategy without tactics is a very difficult way to proceed, but tactics without strategy is a flurry of activity awaiting disaster." When we focus too closely on any problem, it seems as though we know the end that we have in mind. However, a very good question to continually ask is "why are we doing this"—how is it supposed to result in a payoff to our warfighting business output. To that end, we need clear metrics that get to something well beyond the next step in the process. We need a systems engineering approach between the commonly accepted M&S domains, to leverage shared capabilities and knowledge. Networked training devices are no longer used just to train individuals on platforms, but also support large-scale training exercises used to prepare deploying units. The connectivity between the M&S market and the command, control, communications, computers, and intelligence market is already seen in the emerging cross-cutting standards and architectures. These standards will



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cause applications to merge, so that we will have operational data routinely used in various M&S tools and training devices, and M&S routinely used for course of action analysis, mission rehearsal and preparation, and even in adaptive planning during operations execution. This requires an approach that avoids the older developments of specific niche applications for testing, training, or analysis, and forces us to start a team with the true end user in mind—the tactical unit.

What is our way ahead from here? In the US Army, we've stood up a new M&S Directorate with a clear charge from the Vice Chief of Staff to create unity of effort and purpose among all the US Army M&S activities. We are treating M&S representations of Battle Command systems and networks, irregular warfare, counter-insurgency operations, human dynamics, and non-lethal technologies as critical enablers of warfighting. We're working to move routine use of M&S tools and capabilities to the tactical combat edge, in the brigade and battalion tactical operations centers and in some cases to platoon leaders' handheld devices. We have recognized the value of formal qualification of modeling and simulation officers in the same way we qualify aviation officers or artillery officers, and allow officers to become M&S professionals after company command and battalion staff experience. Eighty percent of our M&S officers come from the combat arms branches of infantry, armor, artillery and aviation. To date, we have over 300 of these specially trained officers, supported by over

1500 qualified civilians in the M&S career field. We have changed our unit tables of organization to recognize a formal position for two M&S officers in every division and corps headquarters, and we have one in every brigade headquarters, and a required online familiarization course for battalion operations officers who are not recognized as M&S professionals. This is in parallel to a similar initiative to place officers formally trained in operations research and systems analysis into every division and higher headquarters. We have tasked our general staff leads at the Department of the Army level to take formal responsibility for the representations of their special activities in M&S; G2 for threat representation and battlefield intelligence activities, G4 for battlefield logistics, G1 for battlefield medical response, and so forth. We can't afford the coding effort to fix everything at once, so we have stood up a formal process to identify the high payoff gaps in our M&S capabilities and fill them for current as well as future operations. We expect to embed tactical M&S training and mission planning/rehearsal tools in our FCS technology, but the rest of the Army will be similarly empowered within the same time frame—it's an expectation from our soldiers. To support the development and implementation of these tools, we are also creating an overall strategy to capture and use the enormous amount of operational data being gathered in current operations around the world that reflects data we've never really bothered with before from an M&S tools perspective, such as the

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human dimension, the Political, Military, Economic, Social, Infrastructure, and Information (or PMESII) environment, and stability operations requirements. We plan to leverage the enormous investment and brilliance of our commercial and Joint M&S activities, and not try to compete with them but be able to accept new ideas, rapidly collaborate, and have a plan to take advantage of the continuing evolution of the marketplace. We've stood up an entire organization to review current commercial gaming and continually bring the best ideas into our training community. We will continually push the development, training, and refreshment and cross-training of our M&S workforce to understand the pace of and response to change. This includes our vital Army civilian component as well as our uniform component.

It's an exciting time to be a part of the defense modeling and simulation community, because of the number of opportunities available for big contributions to our discipline. There are already radical changes to the way the M&S community conducted business just five years ago, and we're picking

up speed. Defense is recognized today as the cutting edge of the use of M&S, and we're going to continue to blaze the path ahead. Looking at your agenda for the conference, it is full of things that need to be said, and the right people to say them are already scheduled to do so. I appreciated your time and attention, and I know you'll appreciate it if I let the really qualified people in this audience get on with the business of sharing with you the things they know. Thank you and have a great conference.

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## Proponent Update

*Mr. Roger S. Samuels*

*Mr. Samuels is the Chief of the Simulation Proponent Division and School.*

There have been both organizational and personnel transitions here in the G-3/5/7 during the last twelve months. LTG Thurman became the Army's Deputy Chief of Staff G-3/5/7 on 22 September 2007 replacing LTG Lovelace who has taken over as Commanding General U.S. Army Central (USARCENT) Coalition Forces Land Component Command (CFLCC). MG Lennox became the Assistant Deputy Chief of Staff G-3/5/7 on 22 January 2008 replacing MG Higgins who has retired. Organizationally, our Directorate is now the Modeling and Simulation Directorate, vice Battle Command Directorate, as our organization was restructured with the creation of a new LandWarNet/Battle Command Directorate last fall.

Within the Simulation Proponent Division, which includes Functional Area 57 (FA 57), Civilian Program 36 (CP 36), and the Simulation and Modeling School, there have been



CP 36 Intern graduates from the six week Simulation Operations Course

personnel transitions as well. As many of you are aware, COL Jumper has transitioned to his new position in TRADOC Army Capabilities Integration Center Forward here in Arlington, VA and LTC Norman Spears has replaced him as Proponent Officer. LTC Craig Unrath has transitioned to the Defense Threat Reduction Agency at Fort Belvoir and MAJ (P) Scott Znamenacek has replaced him as Assignments Officer. Ms. Donna Wood is the new Civilian Program Manager, Mr. Robert Smith is the new Writer-Editor and Ms. Rosemary Cuadros is the new Force Structure Manager.

Both CP 36 and FA 57 continue to grow and to meet new Army

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requirements. We have continued to implement CP 36 and have successfully documented hundreds of positions in the Career Program. Many have been actively pursuing training, development, and career opportunities through the Civilian Program. We have documented new FA 57 positions in the Army as Brigade Combat Team, Battle Command Officers. We have initiated the CP 36 Intern Program with three Interns coming on board this past fall. For our new interns and our CP 36 careerist, I seek your, and your organizations' involvement in establishing new, short term intercommand developmental assignments to better understand, experience, and promote beneficial activities among our many M&S organizations. Please contact me with your thoughts on these assignments.

We have been successful in obtaining Army Competitive Professional Development money for our CP 36 careerists and have approved many requests for varied Modeling, Simulation, and Battle Command education and training funding this year. We have enhanced and brought on line many new lessons and a new course, the Battle Command Officer Integration Course (BCOIC). This two week course provides a deep understanding of Army Battle Command Systems and enables knowledge fusion across the organization. Training opportunities can be found in our Army Civilian Training, Education and Development System (ACTEDS) Plan. The ACTEDS provides systematic training and development

of career Army civilians from intern to senior manager and executive levels. It shows core competencies, knowledge, skills, abilities and associated training and education. It also provides information and guidance on the career program, training plans, key positions, and mobility requirements. The ACTEDS Plan can be found on the Army G1 Web site Civilian Personnel On-line at [http://cpol.army.mil/library/train/acteds/CP\\_36/](http://cpol.army.mil/library/train/acteds/CP_36/). We are currently updating the ACTEDS Plan and will continue to work these changes with our Command Career Program Managers and other M&S subject matter experts.

We continue to be fully engaged in the Officer Personnel Management System (OPMS) Councils of Colonels, General Officer Steering Committee, and the civilian Army Executive Steering Group. As with the OPMS Task Force , we have been involved in Army efforts to develop Broad Civilian Career Groups that, when implemented, fully integrates into the Army culture a multifunctional Civilian Corps through centralized management of career group paths and associated education, training, leadership development, and assignments. It is envisioned that broad career groups, in conjunction with other major Army initiatives, will provide many more opportunities for developing the civilian workforce. In the M&S community, we have begun the process of enhanced planning and development of the M&S Workforce in our Career Group/Fields, among the vested proponents, and with Army organizations.



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This past year, I was able to meet and speak with many of you at the December 2007 Interservice/Industry Training, Simulation and Education Conference (I/ITSEC) and the March 2008 DOD M&S Conference. It was great to see and hear from many people whom I have not seen in years. I also met many more new people from the community at the DOD M&S Conference. One of the great benefits of the DOD M&S Conference this year was that it provided for a much greater awareness and understanding of not only our respective services but of the entire Defense M&S community. I believe these past conferences did much to advance, coalesce, and promote our profession. We are scheduled to be at the 2008 I/ITSEC, December 1-4, and would like very much again to have the outstanding level of participation we had at I/ITSEC 2007. We look forward to seeing and hearing from you.



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## Civilian Program 36 (CP 36) Intern Program

*Mr. Roger S. Samuels*

*Mr. Samuels is the Chief of the Simulation Proponent Division and School.*

The CP 36 Intern Program was approved by the Army in 2007 and we were granted three initial intern positions. After a successful recruitment campaign at universities and through public announcements, we filled our FY 07 allocation and placed our initial three interns here in offices of the Army G-3/5/7.

This year we are currently recruiting for three additional interns that will come on board in designated organizations in Army Commands by the end of the fiscal year. Selection into the CP 36 Intern Program is competitive, and the program is centrally managed and funded by the Army. Selection is primarily based on education and overall potential.

Career Program 36 is designed to assist and develop the civilian workforce in enhancing their M&S skills while advancing the overall mission areas of the Army. Both CP 36 Career-



CP 36 Intern at USFK assignment

ists and Interns attend modeling and simulation training, education and professional development opportunities that are identified within the Army's Civilian Training, Education and Development System (ACTEDS) and from many other sources. While many CP 36 professionals incrementally take training throughout their careers, the CP 36 Intern Program is designed to immediately begin intensive development of careerists with the breadth of knowledge, skills, and abilities required for today's and tomorrow's M&S professional.

Once on board at their first duty location, each intern will have their own Individual Development Plan (IDP). The IDPs are primarily developed

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by the supervisor, the intern, and in conjunction with the Proponent Office. The IDPs organize and facilitate career progression, record keeping, and career planning among interns, mentors, supervisors, and the Proponent Office. Each IDP facilitates the development of short and long term career goals; identification of key training and developmental assignments and opportunities; and supports the periodic evaluation of progress. The CP 36 Intern Program provides a full range of education, training, and rotational opportunities to develop both the competencies and experience needed by interns to effectively participate in the M&S workforce. The Program also serves as a strong foundation for future professional growth and advancement as an Army civilian.

During their 24 month training, interns are assigned to the Army Civilian Training Education Development System (ACTEDS) Student Detachment Table of Distribution and Allowances (TDA). While assigned to the Student Detachment TDA, interns are protected from any personnel reduction actions (such as reduction in force) at their host commands. Salaries and entitlements are centrally funded either for two years or until the intern reaches the target grade, whichever occurs first. Approved training is centrally funded. Intern progression is achieved through noncompetitive promotion when training and time-in-grade requirements are met. CP 36 interns are hired at the GS-7 level and are promoted, without competition, to the GS-11 level. An employment

and mobility agreement is required as a condition of employment for all centrally funded interns and interns may be required to move for permanent placement.

Interns will complete many formal courses and a considerable amount of training, but they also can take advantage of M&S rotational assignments throughout the Army. To date, the CP 36 Interns have done rotations at the Joint Forces Command Joint Warfighting Center and the USFK Korea Battle Simulation Center. Other organizations have expressed a desire in providing a rotational experience for one or more interns. We will be looking to establish an encompassing array of organizations to provide 30-90 day rotational assignments for the expanding CP 36 Intern population.

After completion of rigorous training and rotational assignments, CP 36 Interns will provide the M&S community with highly trained and developed journeyman-level careerists. Be cognizant of all that the intern program has to offer and be active in providing us your interests and comments about this program. You may soon have a CP 36 Intern/Graduate working in your organization!

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## How the Army Uses M&S Handbook

Mr. Roger S. Samuels

Mr. Samuels is the Chief of the Simulation Proponent Division and School.

The HQDA Deputy Chief of Staff, G-3/5/7 is developing an Army Handbook entitled "How the Army Uses M&S." Development of the handbook will be a collective Army effort organized and led by the Simulation Proponent Division. "How the Army Uses M&S" is envisioned to serve as an unclassified, open access, one-stop source of Army M&S information. The Simulation Proponent will conduct research and utilize contributing organizations across the Army. The support of Army organizations, specifically in the areas of development, use and management of M&S, and descriptions of key Army M&S capabilities will be critical to producing a timely, comprehensive document. The draft document will be coordinated Army-wide at the working level, to include all contributing authors and Army M&S POCs for review and comment and then formally staffed for Army wide coordination and publication.



Once completed, the handbook will be an extensive compendium of Army M&S information. It will serve as an extensive reference for Army personnel and others to learn how M&S enhances Army processes and enables the development, fielding, training and operational use of Army warfighting capabilities. It will provide broad coverage of many aspects of Army M&S, from how M&S capability requirements are identified and developed to how they are managed, used and integrated into Army, Joint and International processes, systems, and operations. It will also include an overview of key Army M&S capabilities, who uses them, how they are used in Army processes, and how they enhance Army missions. "How the Army Uses M&S" is not intended to replace or supersede any official Army, DOD, or Joint published policy or guidance, but is intended to serve as an authoritative reference document, much like "How the Army Runs." The first edition of the handbook is scheduled for completion in 2009 with projected biennial editions thereafter.

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## Geospatial Governance

Mark Seagrave

Mark Seagrave is an Alion Science and Technology Senior Military Analyst supporting the Army Modeling and Simulation Division



## Geospatial Governance Board

On 29 November 2007, the Geospatial General Officer Steering Committee (G-GOSC) approved the Geospatial Governance Board (GGB) charter. The Vice Chief of Staff of the Army signed the charter on 22 Feb 08. The GGB's purpose is to establish a Headquarters Department of the Army (HQDA) governance body (with joint interest) to address Army Geospatial Enterprise (AGE) issues (with associated Geospatial Intelligence [GEOINT] concerns) impacting current and future force. The long-term objective is to administer and facilitate the development of a net-enabled Army geospatial enterprise with a distributed database, coupled with an enabling information architecture, based upon enforceable policies and procedures, interoperable software, open standards, open data formats, and approved algorithms. Such a geospatial enterprise allows

actionable geospatial information to be tasked, posted, processed, and used as needed vertically and horizontally, from peer to peer, and bi-directionally from National to the soldier level. The GGB will hear issues and recommendations on the state and status of the AGE and will make decisions and issue guidance as appropriate.

The GGB voting members include: The Chief of Engineers (Co-chair), DA Staff G2 (Co-chair), G3, G6, G8, the ASA ALT and TRADOC. Non-voting members include the Army Geospatial Information Officer, CG, MANSCEN, Commandant, USAICS, USASOC GI&S Officer, HQDA DCS G2, HQDA DCS G4, Cdr INSCOM, NGA Military Executive, Dir, Marine Corps Intelligence and others as needed.

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The GGB is a 3-star decision-making body designated to address Army Geospatial Enterprise issues impacting current and future force. It sets the vision for the AGE, serves as the final AGE requirements validation body, and charters a Senior Executive Service Geospatial Information Officer (GIO) to manage the operational, administrative and daily management responsibilities of the AGE. The GGB addresses HQDA and Secretariat-level AGE issues (including terrain issues affecting M&S), identifying appropriate actions to the G-3 for tasking and endorses resourcing requirements to the Army Requirements and Resourcing Board. The GGB provides advice, recommendations and definitive guidance.

### **Army Geospatial Information Officer**

Mr. Robert W. Burkhardt, USATEC Director, is the new Army Geospatial Information Officer and the Deputy Topographer of the Army.

The Army Geospatial Information Officer (GIO) serves as the Army's central manager responsible for coordination, integration,

and synchronization of all Army policies, programs, production, requirements, standardization requirements, and research relating to the geospatial information enterprise (including terrain issues affecting M&S). The GIO reports to the GGB at directed intervals and as required for overall Army coordination of geospatial enterprise issues. He presents issues to the GGB that require their decision. The GIO is a HQDA staff officer and serves as the ARSTAF lead for geospatial policy issues related to the Army Geospatial Enterprise consistent with the GGB charter. The GIO has direct tasking authority over the GEO personnel to accomplish GIO/GEO work.

The Geospatial Enterprise Office (GEO) and the Geospatial Engineer Group assist the GIO perform his duties. Composing the GEO are the TEC Director, the GGB Secretariat/Coordinating Staff and TEC's Data Model Integration Office, Requirements Integration Office, and Acquisition Integration Office. The Geospatial Engineer Group is an O6-led organization of 15 people to manage the Army's topographic engineer force.

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# Modeling & Simulation Newsletter

Summer 2008

## Joint Master Scenario Event List Tool

MAJ Jerry A. Hall

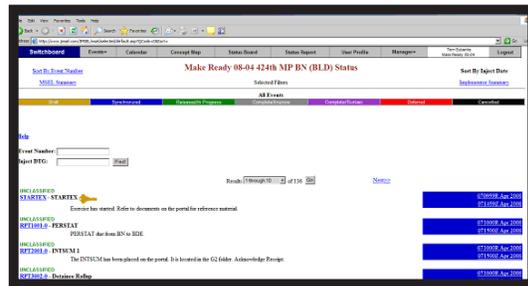
MAJ Hall is a Simulation Operations officer assigned to the 94th Army Air and Missile Defense Command (AAMDC), Fort Shafter, Hawaii

"Where did the yellow sticky for today's key event go?"

For anyone involved in exercise scenario development and execution in the past, the sinking feeling in the stomach that follows the above question holds special meaning! Development of a Master Scenario Events List (MSEL) in the past has often revolved around butcher paper on the wall (or perhaps at best an Excel spreadsheet) covered with hundreds or even thousands of Post-It notes used to portray planned scenario events.

The Joint Master Scenario Event List (JMSEL) Tool allows exercise scenario development and execution in an automated environment that precludes loss of those pesky yellow stickies. The JMSEL tool is a web-based application that provides enhanced dynamic exercise planning support. The JMSEL

provides a tasking and suspense functionality with several capabilities such as; generating exercise events, providing source documents that task the training audience, and handling administrative actions to pass the suspense and action material from the originator to those tasked in real time. An embedded calendar facilitates tasking and suspense management.



Sample JMSEL Tool MSEL Status display.

## BACKGROUND

The JMSEL Tool had its genesis at United States Pacific Command (USPACOM). The Booz-Allen staff at the Exercise Simulation Center Pacific began development of a Distributed MSEL Management System (DMMS) in 1998. The DMMS was originally a

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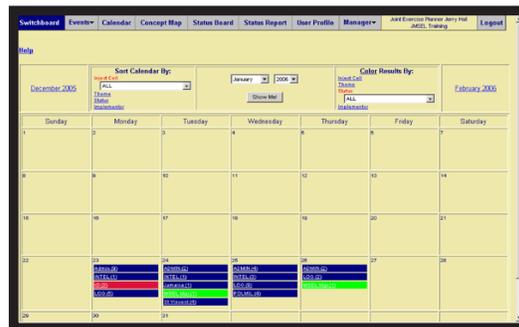
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Microsoft Access database system that evolved into a web-based MSEL management tool. Subsequently, the Joint Staff began searching for a MSEL tool to complement the Joint Training Information Management System (JTIMS). The Distributed MSEL Management System evolved into the tool currently in use today, JMSEL Tool version 2.6.

## OVERVIEW

The JMSEL Tool provides a comprehensive, integrated tool for full life-cycle development of scenario-based exercises and games supporting the spectrum of training. This can range from small single-service exercises to large, distributed multi-lateral exercises. The system supports exercise design for Department of Defense organizations and services, as well as other agencies. The JMSEL supports both unclassified exercises on the NIPR and classified (SECRET level) exercises, SIPR and CENTRIXS networks. The JMSEL Tool is designed to support geographically dispersed control organizations in a collaborative, data-sharing environment while limiting access to scenario events by the training audience. Developed to support strategic and operational exercise development requirements, JMSEL supports a wide variety of functional areas. Users access the data via client/server and web-based user interfaces. The JMSEL provides a robust exercise planning capability that supports the exercise life cycle by: assisting users with identifying tasks and objectives, developing a key event storyboard, expanding events

and building detailed implementation documents (e.g., scripts and messages) and analyzing event development progress.



Sample JMSEL Tool Calendar Display

## JOINT EVENT LIFE CYCLE (JELC) MANAGEMENT

JMSEL supports all phases of the JELC: Requirements, Plans, Execution and Assessment.

The JMSEL Tool supports the Requirements Phase by assisting with concept development. During this phase, training audiences are identified and Mission Essential Task Lists (METL) and Training Objectives are developed. Once these are established they can be imported into JMSEL from JTIMS (USPACOM can import via URL; all others via export/import of xml files) or manually entered for those commands not using JTIMS.

The JMSEL Tool supports the Plans Phase by allowing collaborative development of key concepts and events with supporting themes, storylines and threads. Master scenario events created can be associated with training

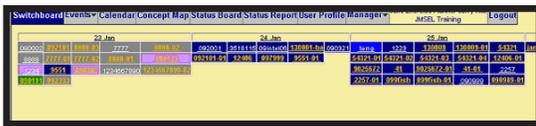




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If you are an Action Officer or planner of a large and complicated exercise and do not use the JMSEL Tool, I recommend you research its use.



Sample JMSEL Tool Status Board Display

## CONCLUSION

The JMSEL Tool is a mature and user-friendly exercise support tool that can serve as a single reference source to help manage an exercise. The JMSEL Tool is currently in use by the Joint Staff, Joint Forces Command, SOCOM, all Geographic Combatant Commands, USSTRATCOM, USTRANSCOM, the Missile Defense Agency (MDA) and the U.S. Army Battle Command Training Program (BCTP). It has been used in many Service, Joint and Inter-agency exercises including RSOI/KEY RESOLVE, ULCHI FOCUS LENS/FREEDOM GUARDIAN, POSITIVE FORCE and COBRA GOLD, as well as numerous Peacekeeping Operations Exercises throughout the world.

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United States Forces Korea (USFK) uses a bi-lateral version of the JMSEL Tool (JMSEL-K) that incorporates Hangul. The Australian Defense Force (ADF) has expressed interest in purchasing the JMSEL Tool based on their experiences in the CPX portion of joint exercise TALISMAN SABER.

To learn more about the JMSEL tool and how to incorporate it into your exercises, visit the links below and contact the POC's.

## JMSEL LINKS

JMSEL Portal: <http://www.jmsel.com>

JMSEL Server: <http://www.jmsel.com/jmsel/>

## JMSEL POINTS OF CONTACT

JMSEL Support: [jmsel\\_support@bah.com](mailto:jmsel_support@bah.com)

Primary:  
Terri Eubanks  
(830) 237-0756  
[eubanks\\_terri@bah.com](mailto:eubanks_terri@bah.com)

Alternate:  
Tim Gramp  
(808) 780-7196  
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## **Exploiting Commercial War Games for Teaching, Training and Mission Rehearsal Exercises**

*David G. Gruenbaum*

*Mr. Gruenbaum is an Alion Science and Technology Senior Military Analyst supporting Department of Defense Training Transformation.*

Teaching military history and art is particularly challenging because of the difficulty in communicating concepts of logistics, maneuver, and combat; because campaigns appearing predictable in hindsight were actually fraught with uncertainty (e.g. the German plan for the attack through the Ardennes in May, 1940); and Clausewitz's "friction" of war is hard to convey. Further, the key concept of "how to think" is often better taught through problem-solving than by lecture. Lastly, commanders do not have many opportunities to deploy ground, air, or naval forces to gain familiarity with their capabilities, or the situation precludes the opportunity to do so, as in mission rehearsal exercises (MRE).

The main frame computer opened combat simulation programs as a new methodology for students of military

affairs, but these also entail large monetary and technological commitments. However, an alternative exists in commercial off-the-shelf (COTS) simulation games which offer an expanding selection of titles covering a wide variety of battles, campaigns, and wars, from the tactical to the strategic level.

Thomas J. Willmuth encapsulated the realization of COTS' promise based on his experiences as an Assistant Professor of Military Science teaching Army ROTC cadets the basics of tactics, and as a Command and General Staff College student, analyzing the value of using a COTS war game in communicating the fundamentals of combined arms forces, logistical constraints, and the complexities of campaign planning and operations.<sup>1</sup> He documented the level of understanding students gained by playing a wargame scenario, presented a methodology for using games as a training tool, and noted the tremendous cost and time savings compared to a Corps Battle Simulation (CBS) exercise (\$20-\$60 per COTS game versus more than \$100,000 in equipment and contract support for even a small CBS exercise).<sup>2</sup>

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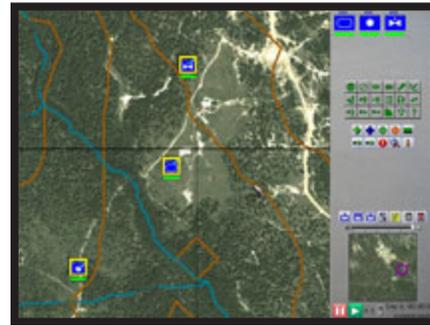
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Since then, more COTS wargames have become available. In fact, the Army Homepage ([www.army.mil/fcs/](http://www.army.mil/fcs/)) offers a free download of a well-done computer wargame, Future Force Company Commander (F2C2), based on some of the equipment and capabilities of the Future Combat System. Below is an overview of some current offerings which trainers and leaders may find useful in teaching, training, and MRE.

## Ground Combat COTS Games

Many games cover ground combat from the Seven Years' War to contemporary conflicts, from the tactical level (fire teams to company-sized units) through the operational level (from company up to divisional-sized units) to the strategic level (armies, fleets, and air forces). Among tactical games are Danger Forward and Desert Rats, by Shrapnel Games ([www.shrapnel-games.com](http://www.shrapnel-games.com)); and Vietnam and Tour of Duty from HPS Simulations ([www.hpssims.com](http://www.hpssims.com)). Shrapnel Games also publishes Armored Task Force (ATF), designed by an Active Duty Army officer, which resembles both the F2C2 and the JANUS simulation as a "real-time command" game in which units are in movement and combat unless the game is paused; other ATF series games are Raging Tiger, The Star and the Crescent (the Arab-Israeli wars), The Falklands War: 1982 and most recently Air Assault Task Force (which includes scenarios modeling the LZ X-Ray battle fought by 1-7 Cavalry in the Ia Drang Valley in 1965 and another of the "Blackhawk Down"



Screenshot of Air Assault Task Force from Shrapnel Games

battle in Mogadishu); since the ATF series has a powerful editing capability, a player can create scenarios similar to F2C2 and compare the FCS units' capabilities in each. Another game is TACOps, which is a tactical game based on game pulses of mutual movement plotting followed by mutual movement and combat, designed by a retired Marine officer for the Marine Corps Command and Staff College and used by both it and the U.S. Army Armor School; the game is published by Battlefront ([www.battlefront.com](http://www.battlefront.com)).

The following operational level games are especially noteworthy: Conquest of the Aegean and Highway to the Reich, Matrix Games ([www.matrixgames.com](http://www.matrixgames.com)); both are "real-time command" presentations of German 1941 airborne operations and the September 1944 Operation MARKET-GARDEN, respectively. Matrix also publishes the "Decisive Battles of World War II" series games (Across the Dnepr, Battles in Italy, Korsun Pocket and Battles in Normandy) of army-group operations from 1941 through to 1944; a scenario editor function allows



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modification of existing scenarios or creation of entirely different scenarios (e.g. Gallipoli 1915, Luzon 1941 and the 1944 Ardennes Offensive). Game turns represent approximately 12 hours in most scenarios, but may represent longer periods of time, such as one day per turn. Matrix also publishes Flashpoint Germany, a "what-if" game of NATO forces against the Warsaw Pact in the late 1980s, set on typical central European terrain, in which a player plans movement and combat for his/her forces, and starts a pulse representing approximately one-half hour of time during which movement and combat are then resolved simultaneously, creating uncertainty and chaos. Matrix is republishing, as a single collection, Norm Koger's The Operational Art of War III, a set of games originally published by Talonsoft (Willmuth used an earlier version in his study, comparing it to the U.S. Army's Brigade/Battalion Simulation system), with scenarios covering the period of 1939-1991, incorporating a powerful and flexible scenario design feature which gamers have used to create hundreds of scenarios representing battles and campaigns from the Napoleonic Wars to hypothetical future wars, on maps scaled from approximately 1:150,000 to 1:4,000,000, with forces sized from platoons to army groups, in turns representing time periods as short as 6 hours or as long as one month.

Also, HPS Simulations publishes a broad variety of operational level games, in many cases the only game on a specific campaign. The "Age

of Rifle and Musket" games are: Campaign Shiloh, Campaign Ozark, Campaign Corinth, Campaign Peninsula, Antietam, Gettysburg, Vicksburg, Chickamauga and Campaign Franklin, in which players may fight set-piece battles of varying sizes (small, such as the Devil's Den, medium such as Pickett's Charge, or large such as all three days of Gettysburg); the challenging feature of this series is the Campaign option, where players make strategic decisions and operational choices leading to tactical actions, which altogether create a "command decision" series of actions and counteractions. The "Panzer Campaigns" series of games cover World War II from France '40 to Bulge '44, including such enormous campaigns as Tobruk '41, Moscow '41, and Stalingrad '42, across computer-generated 1:60,000 scale maps (the largest representing approximately 780 by 220 kilometers of terrain), with combat, combat support and service support units (usually battalions), which can number into the thousands. Since each turn represents two hours of operations and combat, these games lend themselves to team play over long periods. The "Modern Campaigns" series similarly models the Mideast '67 (including scenarios from the 1956 and 1973 wars), Fulda Gap '85, North German Plain '85 and Korea '85 situations on computer-generated 1:100,000 scale maps, in turns representing three hours of time. Decisive Action is also published by HPS, which is a simulation designed by a retired U.S. Army officer for teaching divisional and corps-level tactics at the U.S. Army's

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Command and General Staff College. In Decisive Action players plot maneuvers which are mutually resolved in a pulse representing two hours of time, and must pay attention to units' logistical situation; this game models well the "footprint" and weapons range rings of contemporary forces. The powerful scenario editor and capability to create scenarios from scanned or down-loaded maps permit quick MRE construction.

The First Blitzkrieg, a game by HPS Simulations covering the invasions of Poland, Denmark, and the 1940 German attack against the Allies, in turns representing 48 hours of movement and combat on 1:600,000 scale maps, is the first of a strategic level series of games entitled "World War II in Europe". Matrix Games presents War in Russia, a game of movement and combat with units representing divisions and corps, across a 1:2,000,000 scale map in turns representing one week of time, as a free download from their website.

## Naval Combat Games

Tactical and operational naval games cover single ship or individual aircraft up to fleet operations. HPS has published three games of historical naval actions: Tsushima (1905), Jutland (1916) and Guadalcanal (1942-43), in which ships' movements are plotted and operations performed in a real-time setting. Sonalysts Combat Simulations ([scs.sonalystsgames.com](http://scs.sonalystsgames.com)) has published Dangerous Waters, an extremely detailed and very complex

game based on U.S. Navy shipboard command and aerial combat missions. Matrix has published Harpoon III, a computer version of the renowned board game of naval task force operations.

## Air Combat Games

Air combat games of greatest utility are operational level simulations of air mission planning and execution. Matrix has republished Talonsoft's Battle of Britain and Twelve O'Clock High: Bombing the Reich, two games in which players must plan either the bomb group routes and targeting of key sites, or their aerial defense in turns representing one day of operations; both games were extensively researched and are highly challenging and instructive. HPS Simulations recently published Defending the Reich, a game of the 1943-44 RAF night bombing campaign, similar to the preceding two games. HPS also publishes Modern Air Power: War Over Vietnam, a simulation of missions in the bombing campaign against North Vietnam; the Air Force Academy uses a version of contemporary aerial



Screenshot of Decisive Action from HPS



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conflict for teaching air operations to its cadets.

## Joint Operational and Strategic Level

Uncommon Valor, Matrix Games, covers the Southwest Pacific area campaign from May 1942 to December 1943, in one-day turns, modeling ground, naval and aerial combat on a 1:3,000,000 map of the Southwest Pacific. War in the Pacific, also by Matrix Games, is similar to Uncommon Valor but covers the entire four years of war in the Pacific Theater as single game. Gary Grigsby's World at War and Gary Grigsby's World at War: A World Divided, both by Matrix Games, are the original release and updated simulation of all of World War II in a system which allows for command of five separate forces (Germany, Japan, USSR, China and the Western Allies) mobilizing national resources to engage in sea, land and air campaigns.

## Conclusions

Willmuth concluded from his study that "...simulations...offer insights, perspectives and opportunities for the serious student unmatched anywhere else."<sup>3</sup> He went on to state that the failure "...to harness the power, speed, and three-dimensional insights of a computer simulation for the study of history seems a terrible waste of assets."<sup>4</sup> Kerry MacIntyre earlier concluded that the concepts of FM 22-100 Army Leadership could be taught with the use of COTS

wargames.<sup>5</sup> Jeffery M. Shoemaker also concluded COTS wargames could be used to convey concepts of Battlefield Operating Systems, and developed an evaluation criteria matrix to assist in COTS wargame selection.<sup>6</sup> These conclusions remain relevant, evidenced by the presentation of F2C2 as a free download, but today's suite of COTS simulations is greater and we can anticipate those of the future will be even better, for even more powerful and portable computers.

## Top of article.

1 Willmuth, Thomas J.; MAJ, AV; THE STUDY OF MILITARY HISTORY THROUGH COMMERCIAL WAR GAMES: A LOOK AT OPERATION CRUSADER WITH THE OPERATIONAL ART OF WAR. Fort Leavenworth: USACGSC, 2001.

2 Willmuth, op cit., pg. 8.

3 Willmuth, op cit., pg. 90.

4 Willmuth, op cit., pg. 92.

5 MacIntyre, Kerry; Major, Ordnance Corps; Analysis in the Utility of Commercial Wargaming Simulation Software for Army Organizational Leadership Development. Fort Leavenworth: USACGSC, 2000; pg. 48.

6 Shoemaker, Jeffery M.; MAJ, USA; THE APPLICATION OF OFF-THE-SHELF MILITARY SIMULATIONS TO TRAIN DECISION MAKING AND TEACH TACTICS. Fort Leavenworth: USACGSC, 2003.



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Summer 2008

## Assignments Officer Update

MAJ (P) Scott Znamenacek  
MAJ (P) Znamenacek is the FA 57 Active Component/Army Reserve AGR Career Manager/Assignments Officer.



Do you have a question about your career, your file, or upcoming boards? Don't be afraid to ask. Many FA 57 officers, both Active and Reserve, call me with questions and to receive guidance and information about Army personnel matters.

The following is a list of some of the most Frequently Asked Questions (FAQs) with brief answers to each:

### 1. Will I get selected by the board?

Only the board members have that answer. Based on my review of your file (Photo, ORB, Fiche-Performance/Commendatory/Education) and past board trends, I may be able to give you some feedback on your potential for promotion. The composition of each board varies, in addition to the instructions given to the board members. Bottom line: If you continue to perform as a FA 57 and

ensure your board file is correct, your chances for selection are increased.

### 2. I served in a CJTF in Iraq/Afghanistan. Am I eligible for Joint service credit?

You may be eligible. Go to the HRC-Joint Policy website for a step-by-step procedure to see if you meet the requirements. ([https://www.hrc.army.mil/site/protect/Active/opdistjp/JP\\_Tips\\_for\\_EJDA.htm](https://www.hrc.army.mil/site/protect/Active/opdistjp/JP_Tips_for_EJDA.htm))

### 3. Why do some officers get their RFOs before others?

The answer is simple. Some assignment instructions require additional coordination. Positions that are nominative may require coordination prior to assigning an officer to the requisition. Once in TOPMIS (Total Officer Personnel Management Information System), some orders require electronic approvals by various authorities in HRC, while others may not require any coordination at all.

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#### **4. My Senior Rater, who is not an FA57, has asked me 'What future jobs need to be listed on your OER?' What should I tell him?**

This is your Senior Rater's opportunity to help shape your career. I advise officers to check out the 'Who's Who in FA57' on my HRC website or the FA57 position listing on the FA57 Proponent website. Look for positions at the next grade in which you believe your skills can be best utilized. In addition, contact the senior leaders in the branch for advice....they are more than willing to give you their advice on career progression and professional development.

#### **5. I'm a Senior Rater. Where can I check my SR profile?**

You have two options: Log into the DASH-2 website at <https://www.isdrad16.army.mil/dash2/> or contact HRC Evaluations Policy at (703) 325-4140/4145.

#### **6. What is DIMHRS?**

The Defense Integrated Military Human Resources System is a web-based tool that will replace most, if not all, of the systems and databases that are currently being used to manage personnel and finance. The DIMHRS Fielding, originally scheduled for this fall, has been pushed back to Spring 2009. For more information, go to: <http://www.dimhrs.mil/>.

#### **7. I haven't done an OIF/OEF**

#### **deployment....will I be sent to a deploying unit?**

Officers that have not deployed should be prepared to fill GWOT vacancies in the future. Currently, 70% of the branch has deployed (one of the highest rates in Operations Support Division), but we must maintain tour equity across the branch.

#### **8. I sent my OER to HRC. Can you help me find out what the status is?**

You can track your OERs using the Interactive Web Response System (<https://www.isdrad16.army.mil/iwrs/>). Just enter your Social Security number and the system will show you the current status. Note: If you are submitting an OER immediately prior to the date that an Army selection board is convening, there may be some delays due to the large numbers of evaluations being input into board files.

Again, this is only a sampling of the many queries that I field from all of you in the field. Don't hesitate to call if you have a question. If I don't have the answer, there is probably someone in the Hoffman complex that does.

(703) 325-8635  
DSN 313-221-8635  
[https://www.hrc.army.mil/site/protect/Active/opfamio/FA\\_57/fa57](https://www.hrc.army.mil/site/protect/Active/opfamio/FA_57/fa57)

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Summer 2008

## Training and Education

Gary Dahl

Gary Dahl is the Development Program Manager for the Simulation Proponent Division.

**Battle Command Officer Integration Course (BCOIC).** The Battle Command Officer Integration Course is a two week course that prepares FA 57 officers for duties at BCT and multifunctional brigades for duties as the Battle Command Officer. The individuals attending this course will develop an understanding of how battle command systems impact the "art" of battle command and how to apply techniques and procedures to situations that battle command officer encounter during deployment. These are the three essential components of the course: Understanding tools used by a unit and the BCO; Leveraging the tools; and Teaching the tools. In addition to the full suite of ABCS, the course covers information and knowledge management architecture and how to manage digital information. Although the course targets preparation for a brigade assignment, it will be of benefit for any FA 57 destined for deployment. Therefore, if your



future involves deploying, this course is for you.

**Simulation S7 Course.** We also have a new distance learning Simulation S7 course (Skill Identifier for S7 coded positions) on line. The S7 course explains how to integrate simulations with unit training plans and is targeted to the S3 and Assistant S3 at brigade and below. We encourage all S3s/Assistant S3s at brigade and battalion to take this course. There are 1,575 S7 coded duty positions in the Army.

Soldiers and Civilians can register at <https://www.atrrs.army.mil/selfdevctr/>  
Course Title: Simulation S7  
Course: 4N-SIS7 (DL)  
School Code: 136

**Simulation Operations Course.** As

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a reminder for Simulation Operations Course (SOC) graduates and future graduates, that your SOC diploma qualifies you for three semester hours credit in project organization and management or engineering management in a graduate degree program. The American Council on Education provides certification documentation for your university to grant credit. <http://www.militaryguides.acenet.edu/ShowAceCourses.asp?aceid=AR-1717-0220>

**Life Long Learning.** If you have not seen the life long learning program for the FA 57 give me a call, and we can discuss how to tailor a learning program for you over the length of your career.

*Remember, learning is an everyday occurrence not only when you are in school.*

(703) 604-0240  
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## **Simulation Operations Professional Course #08-001 Completes Training at US Army Topographic Engineering Center**

*Richard Mackey*

*Richard Mackey is an Alion Science and Technology senior military analyst supporting the Simulation Proponent Division*

Eighteen government and contract staff from the national capital region and other agencies across the country completed the Simulation Operations Professional Course (SOPC) at the US Army Topographic Engineering Center (TEC), Alexandria, VA during the period 25 February – 7 March 2008. The SOPC is sponsored and presented by the Simulation Proponent Division, Modeling and Simulation Directorate, Office of the Deputy Chief of Staff G3/5/7, Headquarters, Department of the Army as part of its civilian modeling and simulation (M&S) professional development and education program. This tailored variation of the SOPC was comprised of two one-week training modules consisting of forty-hours of instruction each. The SOPC is offered to Department of Defense military and civilian personnel who work in or indicate an interest in



Members of the SOPC #08-001 pose for their SOPC completion photo. Mr. Roger Samuels, (far left), Chief of the Simulation Proponent Division, presented the course completion certificates to the assembled group.

the area of modeling and simulation (M&S) with a primary focus on government M&S professionals within the Career Program 36 (CP36). The two-week course, hosted by Dr. J. David Lashlee, Associate Technical Director of the Topographic Engineering Center, provided the participants an opportunity to receive the latest M&S instruction and provided them information on the various simulation and stimulation tools that are available and being used to support operational requirements.

The US Army Topographic Engineering Center (TEC) is one of seven subor-

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dinate laboratories and activities of the US Army Engineer Research and Development Center (ERDC), US Army Corps of Engineers. The TEC's mission is to provide warfighters with superior knowledge of the battlefield and to support the nation's civil and environmental initiatives through research, development, and the application of expertise in the topographic and related geospatial sciences. Their primary focus is in the areas of imagery and remote sensing, geospatial information and services, network-centric warfare, and joint geospatial enterprise services (J-GES) to support the warfighter and the demands of the contemporary operational environment. One of the highlights of the SOPC was a tour of TEC's facilities and the opportunity to observe some of the M&S initiatives and tools TEC is using to support their research, development, and acquisition decisions.

The SOPC #08-001, normally composed of 10-15 students, had sixteen government service civilian employees and two civilian government contractors. Besides six members of TEC's staff, personnel from the Modeling and Simulation Directorate, US Army Forces Command, US Army Training and Doctrine Command, and the National Geospatial and Intelligence Agency participated. Two features of the SOPC that make it appealing to offer on site at local commands are its portability and flexibility. The instructors deploy to the hosting organization's location and present it at the time they designate. Designed as a three-week block of instruction, the SOPC content

is organized into one-week modules (Week #1: Fundamentals of Modeling and Simulation, Week #2: Technical Aspects of Simulations, and Week #3: Employing Simulations) that can be tailored to meet the training needs of the hosting organization's personnel. The course can be offered in three consecutive weeks or in one-week increments based upon the organization's requirements and operational tempo.

The requesting agency is required to fund the travel, per diem, and lodging costs for the instructors. The number of students in the course determines the number of instructors required; one instructor is required per 10-15 students.

#### **To schedule a SOPC at your organization:**

1. Determine the M&S training requirements in your organization and the number of personnel who need the training.
2. Decide how you want the training presented (e.g. three consecutive weeks or a variation).
3. Determine if your organization can fund the costs associated with hosting the training (e.g. travel, per diem and lodging costs for instructors), and identify a training site.
4. Determine when you want the training offered.
5. Coordinate scheduling of the SOPC at [CP36@hqda.army.mil](mailto:CP36@hqda.army.mil), or (703) 604-0257/59.

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## FA 57 Officer Update

LTC Norman Spears

LTC Spears is the FA 57 (Simulation Operations) Proponent Officer

Greetings – It remains my privilege to build upon our functional area’s foundation while striving to keep FA 57 a vital valued asset for future warfighters and commanders.

Recently, I had the privilege of talking with a number of our Wounded Warriors at Walter Reed Hospital. I came away from our conversations more enlightened than they. These soldiers show tremendous spirit and dedication and certainly reinforced why we must continue to support commanders with quality officers. These are challenging times for our personnel managers as they fill priority positions, while attempting to give an operational ‘break’ to deserving officers and their families in Force Generating organizations. To maintain relevance and to best serve the needs of the Army, FA 57 Officers must be not only technically adept but operationally current.

Here is an update on a few topics of interest.

## Community Engagement.

One of the lead efforts that I have pushed since taking over this job is getting the Proponent Office out in the community to ensure we maintain visibility on issues and concerns. Admittedly, we are taking baby steps. However, since our meeting at I/ITSEC we have participated in Branch Day and conducted a panel discussion with the incoming students at ILE. COL McClung and the NSC provided excellent support during the discussions. With the assistance of Rod Barber we participated in the DOD M&S Conference and the Armor Warfighting Conference highlighting the importance of our functional area and its varied career opportunities.



## SimOpsNet.

Our transition from the Reflector to SimOpsNet (<https://forums.bcks.army.mil/secure/Community-Browser.aspx?id=72166>) has been highly successful. There has been great dialogue and collaboration on this sight, but we can do better. It is a tool for “your” use, so don’t be bashful and get on board. As you use

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this sight, provide us feedback on how to improve it, and identify additional capabilities you desire. Additionally, I think our community would benefit from increased participation from our Colonels on SimOpsNet.

**Battle Command Officers in the BCTs.** On 27 NOV 07, the HQDA G-3, LTG J.D. Thurman, approved the new Force Design, adding a FA 57 Officer to the Brigade Combat Team MTOE. The planned incremental implementation of the BCT authorizations is designed to ease the burden of filling these new positions. However, this will remain a challenge for the next couple of years as we attempt to grow our force structure with repeated shorted accessions requirements. As part of a bridging strategy, we are offering training (the Battle Command Officer Integration Course) for non-FA 57 officers in BCT's identified for upcoming deployments.

**DIV/Corps HQs Redesign Efforts.** Training and Doctrine Command is conducting a, CAC-led, refinement of the Modular Headquarters. Functional Areas, in general, are easy targets in these downsizing efforts. Nevertheless, we did yeomen's work to ensure

FA 57 remained in the Corps & Div HQs draft Redesigns. Based on feedback from OEF/OIF, the Knowledge Management Cell is a prominent addition to both HQs with FA 57 playing a significant role. In a climate of mandated HQs downsizing, we should embrace this emerging role our officers are currently filling in many units. The HQ Redesigns are not final, so if you are on Division or Corps staffs ensure your chain of command is aware of this Redesign effort by TRADOC and of the importance of protecting their FA 57 billets.

**I/ITSEC 2008.** The Proponent Office will be there and establish a series of meetings and workshops. We will use SimOpsNet to keep you informed as it develops.

This update is not intended to all-inclusive, but a brief summary of issues of interest to the FA 57 community in general. Feel free to send me an email if you have questions or pressing issues which need the Proponent Office's involvement.

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## Career Program 36 Update (Civilians Working in Modeling and Simulation)

Janet Walton

Janet Walton is an Alion Science and Technology senior military analyst, supporting Career Program 36 (CP36).

**Purpose:** The purpose of the CP 36 program is to provide a framework for systematic training, education and development of Army career civilians, who work in modeling and simulation (M&S)—providing them with a road map to aid in career development.

**Vision:** The vision of the program is to effectively develop, train, utilize and sustain enough civilian M&S professionals to meet current and future Army requirements for war fighting.

### Update

CP 36 is fully implemented and making great strides in providing training and professional development opportunities for civilians working in modeling and simulation.

- As mentioned in the Proponent Update article, the CP 36 team has a new addition. Ms. Donna Wood



is the Career Program Manager for CP 36, as of February 2008.

- Since the full implementation of the career program, CP 36 has accomplished the following four goals: (1) established a population of coded positions; (2) executed training and professional development budgets for FY07 and FY08, (3) recruited interns for FY07 and 08, and (4) established a CP 36 Advisory Council.
- The Army Simulation Proponent is continually identifying modeling and simulation positions to add to the CP 36 population of coded positions. Two options exist for coding position descriptions. Supervisors and managers can: (1) request their Civilian Personnel Operation

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Centers to add the CP 36 code to specific positions that are appropriate for the career program; (2) forward a request to code positions to the Proponent office and the CP 36 team will execute the request. Positions to be coded must be identified by position description numbers and the name of the person assigned to the position.

- The CP 36 Army Civilian Training, Education and Development System (ACTEDS) was approved by G1 on April 15, 2006. The ACTEDS can be accessed via the Army Civilian website, <http://www.cpol.army.mil>, and the Army Modeling and Simulation website, CP 36 webpage, <http://www.ms.army.mil/>. CP 36 participants assigned to positions in Iraq, Korea and Alaska are taking advantage of these training opportunities, as well as personnel in Army organizations more centrally located in the United States.
- A CP 36 Advisory Council meeting is tentatively scheduled for fall 2008. More information will be forthcoming on the details for

this meeting. M&S training, education and professional development opportunities currently available for Army civilians include, but are not limited to, the following:

- Simulation Operations Professional Course – (course length is 3 weeks)
- Simulation Operations Course – (Course length is 6 weeks)
- National Training Center – (Training is 7-9 days)
- Battle Command Officer Integration Course (2 weeks)

Annex A of the CP 36 ACTEDS has a myriad of training, education and professional development opportunities that are available to civilians working in the M&S career field.

Please visit the Army Modeling and Simulation website for more information on civilian training/educational opportunities at <http://www.ms.army.mil/>. POCs are: [donna.wood@hqda.army.mil](mailto:donna.wood@hqda.army.mil) or [janet.walton@hqda.army.mil](mailto:janet.walton@hqda.army.mil).

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## Calendar of Events

### Simulation Operations Course

3 November — 16 December 08 • Ft. Belvoir, VA  
8 January — 20 February 09 • Ft. Belvoir, VA

### Combat Developments Course

11 Sep 08 • Ft. Lee

### MODSIM World Conference and Exposition

15-18 September 08 • The Virginia Beach Conference Center

### National Guard Conference

20-22 September 08 • Baltimore, MD

### AUSA Annual Conference

6-8 October 08 • Washington, DC

### Modeling and Simulation in the Acquisition Life Cycle Course

6-10 October 08 • George Mason University

### Interservice/Industry Training, Simulation & Education Conference

1-4 December 08 • Orlando, FL

## M&S Readings/Articles/Books

TSJ Online.com (Training & Simulation Journal) article date: April/May  
2008 written by Michael Peck

Article: Second-life training

<http://www.tsjonline.com/story.php?F=3409557>

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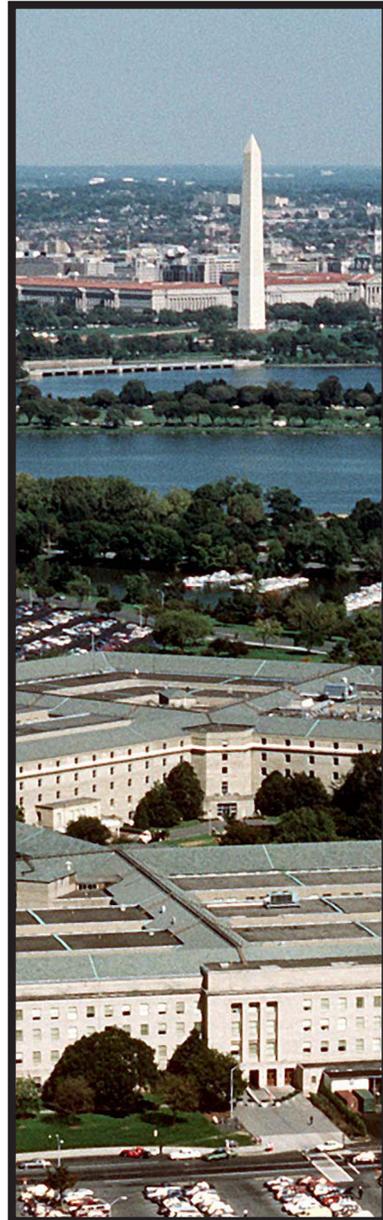
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