



# For Your Information

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## Wargame 2000

The Joint National Test Facility (JNTF) announced on January 20th, the successful demonstration of Wargame 2000, a new simulation tool, to support the warfighting and developer communities. The demonstration was conducted to enable key personnel from US Space Command and the National Missile Defense (NMD) Joint Program Office (JPO) to get an early look at the additional capabilities and follow on plans for growth within Wargame 2000 to support developers and warfighters as they mature systems and operational strategies for U.S. missile defenses. Over 150 experts in ballistic missile defense simulation attended the demonstration which simulated a ballistic missile attack on the United States and successful engagement and negation of the threat by a modeled National Missile Defense system. Wargame 2000 either modeled internally or interfaced with existing models all planned NMD system elements while executing the demonstration.

Wargame 2000 is being developed at the JNTF under the sponsorship of the Ballistic Missile Defense Organization and is replacing the Advanced Real-time Gaming Simulation (ARGUS), which has been effectively used for over 10 years. Like Wargame 2000, ARGUS was developed to support warfighters and analysts in examining their operational concepts, doctrine, tactics, techniques, procedures and plans for specified air and missile defense. The Wargame 2000 System will take this capability to a new level with its mission to design, develop, and implement a world class wargaming simulation. Key features of Wargame 2000 include: Integration of the National Missile Defense Battle Management, Command, Control and Communication (BMC3) prototype and its offline Test Exerciser (TEX) Engagement Planner, Interface with Space Based InfraRed System (SBIRS) Wargaming Model, compatibility with the High Level Architecture (HLA) and the addition of Wargame 2000 Resource Repository (WRR). The WRR is an object-oriented database and analytical toolkit that will allow considerable near real-time data analysis during game play and extensive post event data reduction and analysis. The WRR will be available to authorized users via remote access through secure networks. Wargame 2000 is being developed in five incremental software blocks, three of which are concurrently under development.

The Joint National Test Facility (JNTF) provides a unique Department of Defense capability supporting local and distributed modeling and simulation. It is managed by the Ballistic Missile Defense Organization, and staffed by Army, Navy and Air Force personnel under the command of Captain R. James Abbott, USN. Special features, which include world-class computational resources, high-speed secure networks, and mission specific designed facilities, make the JNTF an important national resource. Representing over two years of work, the demonstration held today showed many Wargame users the capability that will be available tomorrow to support NMD acquisition and operational development. The first National Missile Defense Command and Control Simulation to use Wargame 2000 is scheduled for later this year.