HOW TO USE THE SIOP PLANNER

BACKGROUND:

The **SIOP PLANNER** is one tool from a large tool box incorporated into **FORCES (Force Operational Readiness and Combat Effectiveness Simulation)** - a comprehensive wargame model encompassing space, air, land, naval and submarine assets. Initially developed as a real-time man in the loop air defense command and control structuring, **FORCES** has expanded into a comprehensive interactive and batch wargame capable of supporting a wide variety of analyses, operations/mission planning and training tasks.

SIOP PLANNER:

The **SIOP PLANNER** is one of a wide range of military planning tools to create specific scenarios that **FORCES** supports. The **SIOP PLANNER** supports the creation of a realistic simulation of the interaction between Strategic Offensive and Strategic Defensive military forces. Strategic Offensive elements consist of the **TRIAD** forces - ICBMs, SLBMs and Bombers. Some of the basic forces that make up Strategic Defensive elements are Engagement (Ballistic Missile Defense and Air Defense), Surveillance and Communications. When required, the SIOP Planner can plan a two-sided Strategic exchange where both sides employ their Offensive and Defensive forces in the scenario.

PRE-PLANNING STEPS

The following SIOP Planner tutorial makes a major assumption - that all the major forces, bases, and targets have been already been created for both sides and the geographical areas defined. Although it is possible to create these forces while using the Planner, directions on how to accomplish those tasks are defined in separate documentation. It is also assumed that the user is familiar with the basics of using FORCES.

SIOP PLANNING STEPS

Prior to beginning creating the SIOP scenario the user should review all requirements including the overall strategy, timing of the attack(s) and the simulation period to be covered.

First, place FORCES in the planning mode.

> On the **"FORCES Master Controls"** window click on **"System Controls"**.

> Select **"Mission Planner"** from the drop down menu.

> On the **Select Scenario Form** select the scenario (e.g. **"SIOP1"**).

> On the drop down window under **"Scenario Defn"** select **"SIOP Planner"**.

> The **Planner Status Form** appears indicating the **"Current Planning Status"** for the **RED** and **BLUE** sides - plus the **OFFENSE** and **DEFENSE** status of each.

>> A "check mark" in any of the four boxes indicates that the basic planning tasks have been accomplished while a circle with a line thru it indicates there are still areas of planning that are incomplete. Also the icons of forces (e.g. Bases) that have already been identified appear on the Map Screen.

>> Click on the check mark in either the **BLUE** or **RED** **"DEFENSE"** blocks to bring up the **"Simplified A&MD Model"** menu with the current **"DEFENSE CONFIGURATION FOR BLUE"** and **"DEFENSE CONFIGURATION FOR RED"** listed.

>> The four categories of Air and Missile Defense are listed for each side.

"Surveillance & C4I Capability:"

Chose the level of Surveillance and C4I capability applicable to each side.

"None". Red or Blue side has NO surveillance & C4I capability.

"Generic". Indicates only minimum surveillance & C4I capability.

"Sophisticated". The surveillance & C4I technology is state of the art.

"Advanced". Possesses the highest level of surveillance & C4I capability possible.

"Defense Capabilities:"

Chose the level of Air and Missile Defense systems possessed by the each side.

"None". Red or Blue side has NO Defense capability.

"Generic AD Cap./Very Limited MD Cap.". Indicates minimum Air and Missile Defense capability.

"Tiered AD Cap./Local MD Cap.". The Air and Missile Defense technology is capable of providing only Point Defense..

"Tiered AD Cap. /Extended MD Cap.". Possesses both Point and Area Air and Missile Defense with overlapping capabilities.

"Interceptors:"

Set the degree of the Interceptor Capability for both Air Defense and Missile Defense by sliding the indicator on the scale to the proper levels under the **"# Air Defense Capable"** and **"# Missile Defense Capable"** (Scales range from None to Bucketloads). This defines the degree of Interceptor capability possessed by each side.

"Countermeasures Capability (for Attack Support):"

Set the degree of Countermeasure capability by sliding the indicator to the proper levels under the **"Air Defense CounterMeasures Cap:"** and **"Missile Defense CounterMeasures Cap:"** (Scales range from Ineffective to Perfect). This defines the degree of Countermeasure capability to support the Attack for both Air Defense and Missile Defense possessed by each side.

Once the Defense Configurations for the Blue and Red sides have been chosen, select **"Save"** and return to the small **Planning Status Form**.

Click on the checkmark in either the **BLUE** or **RED "OFFENSE"** blocks to begin defining the parameters for the Offensive capabilities of both sides and to bring up the **SIOP PLANNER Form**.

Activate the applicable Red or Blue side at the top of the form. Subsequent planning options will pertain only to this side.

In the **"Active Target Sectors"** section, activate all or individual sectors with the Off/On button next to each. Only the pre-programmed **"Active Target Sectors"** that have been defined for the chosen side are listed.

The large **"TRIAD DATA"** section is broken into three categories:

·**"ICBM DATA"**

·**"SUBMARINE DATA"**

·**"BOMBER DATA"**

> Note: All TRIAD forces under the three categories selected to date are listed. The numbers and quantities of each weapons system appear on the individual buttons.

Click on **"Add ICBM Type"** under the first section **"ICBM DATA - # Missiles"**. A drop-down menu appears with all the ICBM types listed that have been pre-defined in the database and assigned to this side (Red or Blue).

Select an ICBM type and the **CHANGE ATTACK Form** appears labeled with the type of missile.

Enter the quantity of missiles of this type required and **"Save"**. The name of the ICBM appears in the ICBM sub-window of the **SIOP PLANNER**.

> Note: Included with the name of the ICBM is the total number of RVs on the number of missiles chosen (e.g. 3 SS-22, Totaling 30 RVs). This data indicates that each SS-22 carries 10 RVs. This number of RVs is the quantity pre-assigned to the SS-22.

Continue to assign ICBMs until the required number is reached.

Click on **"Add Sub Type"** under the second section **"SUBMARINE DATA"**. A drop-down menu appears with all the Submarine types (e.g. Whiskey) listed that have been pre-defined in the database and assigned to this side (Red or Blue).

Select a Submarine type and the **CHANGE ATTACK Form** appears labeled with that type of submarine.

Enter the quantity of submarines of this type required and **"Save"**. The name of the submarine appears in the Submarine window of the **SIOP PLANNER**.

> Note: Included with the name and quantity of the submarine is another button labeled **"Bare"** indicating that the SLBM load has not yet been defined.

Click on **"Bare"** and a drop-down menu appears with **"Define New Configuration"** listed.

Click on **"Define New Configuration"** and the **DEFINE NEW LOADOUT Form** appears.

·Type in the name in the **"New Configuration Description"** space.

·Select the type of missile from a list of SLBMs (e.g. SS-N-18) already defined in the database under the **"Missile Type"** button,

· Enter the quantity of missiles (e.g. 3) loaded for each submarine on the **"New Quantity"** space via the sliding bar scale on the form.

· Using another sliding bar, define the **"Delivery Range (NM)"** for this missile (e.g. 1000 NM).

· When required, assign the data entered above as the default for this missile with the **"Use This Config for Default?"**.

·Click on "**Save**" to save to enter the data on the **SIOP PLANNER Form**.

> Note: The asset and quantity may be also be deleted by entering "0" in the quantity space and then clicking on the "**SAVE**" bar.

Proceed to the third section, "**BOMBER DATA**".

> There are three sub-elements under this section: "**Type**", "**# GB (Each)**" (Gravity Bomb) and "**Missile Configuration**".

Click on "**Add Bomber Type**" bar and a list of bombers, already pre-defined, appears on a drop-down menu.

Chose a bomber type and the **CHANGE ATTACK**" **Form** appears labeled with the name of the bomber type.

Enter the quantity of bombers required on the "**New Quantity**" line.

"**Save**" the entry and the **SIOP PLANNER Form** reappears with the bomber and quantity in the Bomber section.

> The pre-defined loadout or "**Missile Configuration**" for the particular bomber also appears next to the bomber's name (e.g. "**1 Bomb Each**" (Gravity Bombs) and "**2 AS-15s**"(ALCMs)).

To change the "**Missile Configuration**" click on the current configuration button and a drop-down menu with the choices of: "**Current Configuration**", "**Full Load**", "**Bare**", and "**Define New Configuration**" listed.

> Choosing the "**Full Load**" assigns the pre-defined maximum number of missiles to the bomber.

> Choosing "**Bare**" assigns no missiles to the bomber.

> "**Define New Configuration**" brings up the **DEFINE NEW LOADOUT Form**.

Type in the name in the "**New Configuration Description**" space.

Under the "**Missile Type**" button, select the type of missile from a list of SLBMs already defined in the database.

Enter the quantity of missiles loaded for each submarine on the "**New Quantity**" space via the sliding bar scale on the form.

Using another sliding bar, define the "**DeliveryRange (NM)**" for this missile.

When desired, assign the data entered above as the default for this missile with the "**Use This Config for Default?**".

Click on "**Save**"to save and enter the data on the **SIOP PLANNER Form**.

> Note: The asset and quantity may be also be deleted by entering "0" in the quantity space and then clicking on the "**SAVE**" bar.

On the lower portion of the **SIOP PLANNER Form** is a section labeled "**SITE RELATIONSHIPS**" containing seven buttons that require the user to take action(s).

Select the "**ICBM Launch Sites to Sectors**" bar.

> Note: Selection brings up the **ICBM/Sector Form** with the pre-defined "**Sector(s)**" and "**ICBM Point(s)**" presented in row and column format. The Sectors are listed in a row across the top of the form while the ICBM Launch Sites are presented in a column on the left side of the form. This arrangement allows the user to assign an ICBM Launch Site to a specific target Sector via a small Off/On button in the box where the Launch Site and Sector intersect.

Activate the applicable boxes.

> Note: There are also two buttons at the bottom of the form, "**Add Sector Point**" and "**Add ICBM Point**".

Select the "**Add ICBM Point**" bar and the form "**SIOP Pts**" appears. On this form the "**Type:**" (e.g. "**ICBM**") is listed along with three lines labeled:

> "**Name**"

> "**Latitude**"

> "**Longitude**"

Type in the **Name** of the ICBM Point.

Type in the coordinates of the desired **Latitude and Longitude** of the Point in the lines provided for this data.

> Option:

> > Select the location from the map via the "**Select Location from the Map**" button.

> > Click on the geographical point on the screen and the Lat/Long appears on the form.

Click on the "**Save Data**" button that saves the point and adds it to the "**ICBM/Sector**" form where it may be activated when required.

Select the "**Add Sector Point**" bar and the form "**SIOP Pts**" appears.

> Note: The SIOP Pts form only appears when are unassigned Sectors in the Target Configuration Interface. When there are no unassigned Sectors available, a **NO CAN DO Form** appears instructing the user to "**Insert New Sectors in the Target Configuration Interface**".

> *Instructions on how to perform this action are explained in other documentation.

Assuming there are additional Sectors available - On this form the "**Type:**" (e.g. "**Sector**") is listed along with three lines labeled:

> "**Name**"

> "**Latitude**"

> "**Longitude**"

Type in the **Name** of the Sector Point.

Type in the name of the desired **Latitude and Longitude** of the Point in the lines provided for this data.

Option:

Select the location from the map via the **"Select Location from the Map"** button.

Click on the geographical point on the screen and the Lat/Long appears on the form.

Click on the **"Save Data"** button that saves the point and adds it to the **"ICBM/Sector"** form where it may be activated when required.

Select the **"Sub Patrol Sites to Sectors"** bar.

Note: Selection brings up the **Sub/Sector Form** with the pre-defined **"Sector(s)"** and **"Sub Point(s)"** presented in row and column format. The Sectors are listed in a row across the top of the form while the Sub Points are presented in a column on the left side of the form. This arrangement allows the user to assign a Sub Point to a specific target Sector via a small Off/On button in the box where the Sub Point and Sector intersect.

Activate the applicable boxes.

Note: There are also two buttons at the bottom of the form, **"Add Sub Point"** and **"Add Sector Point"**.

Select the **"Add Sub Point"** bar and the form **"SIOP Pts"** appears. On this form the **"Type:"** (e.g. **"Sub"**) is listed along with three lines labeled:

"Name"

"Latitude"

"Longitude"

Type in the **Name** of the Sub Point.

Type in the coordinates of the desired **Latitude and Longitude** of the Point in the lines provided for this data.

Option:

Select the location from the map via the **"Select Location from the Map"** button.

Click on the geographical point on the screen and the Lat/Long appears on the form.

Click on the **"Save Data"** button that saves the point and adds it to the **"Sub/Sector"** form where it may be activated when required.

Select the **"Add Sector Point"** bar and the form **"SIOP Pts"** appears.

Note: The SIOP Pts form only appears when are unassigned Sectors in the Target Configuration Interface. When there are no unassigned Sectors available, a **NO CAN DO Form** appears instructing the user to **"Insert New Sectors in the Target Configuration Interface"**.

*Instructions on how to perform this action are explained in other documentation.

Assuming there are additional Sectors available - On this form the **"Type:"** (e.g. **"Sector"**) is listed along with three lines labeled:

"Name"

"Latitude"

"Longitude"

Type in the **Name** of the Sector Point.

Type in the name of the desired **Latitude and Longitude** of the Point in the lines provided for this data.

Option:

Select the location from the map via the **"Select Location from the Map"** button.

Click on the geographical point on the screen and the Lat/Long appears on the form.

Click on the **"Save Data"** button that saves the point and adds it to the **"Sub/Sector"** form where it may be activated when required.

Select **"ALCM Launch PT to Sectors"** bar.

Note: Selection brings up the **CMlaunch/Sector Form** with the **"Sector(s)"** and **"CMlaunch Point(s)"** are presented in column and row format. The Sectors are listed in a row across the top of the form while the ALCM Launch PTs are presented in a column on the left side of the form. This arrangement allows the user to assign a ALCM Launch PT to a specific target Sector via a small Off/On button in the box where the Launch PT and Sector intersect.

Activate the applicable boxes.

Note: There are also two buttons at the bottom of the form, **"Add CMlaunch Point"** and **"Add Sector Point"**.

Select the **"Add CMlaunch Point"** bar and the form **"SIOP Pts"** appears. On this form the **"Type:"** (e.g. **"CMlaunch"**) is listed along with three lines labeled:

"Name"

"Latitude"

"Longitude"

Type in the **Name** of the CMlaunch Point.

Type in the coordinates of the desired **Latitude and Longitude** of the Point in the lines provided for this data.

Option:

Select the location from the map via the **"Select Location from the Map"** button.

Click on the geographical point on the screen and the Lat/Long appears on the form.

Click on the **"Save Data"** button that saves the point and adds it to the **CMlaunch/Sector Form** where it may be activated when required.

Select the **"Add Sector Point"** bar and the form **"SIOP Pts"** appears.

Note: The SIOP Pts form only appears when are unassigned Sectors in the Target Configuration Interface. When there are no unassigned Sectors available, a **NO CAN DO Form** appears instructing the user to **"Insert New Sectors in the Target Configuration Interface"**.

*Instructions on how to perform this action are explained in other documentation.

Assuming there are additional Sectors available - On this form the **"Type:"** (e.g. **"Sector"**) is listed along with three lines labeled:

"Name"

"Latitude"

"Longitude"

Type in the **Name** of the Sector Point.

Type in the name of the desired **Latitude and Longitude** of the Point in the lines provided for this data.

Option:

Select the location from the map via the **"Select Location from the Map"** button.

Click on the geographical point on the screen and the Lat/Long appears on the form.

Click on the **"Save Data"** button that saves the point and adds it to the **CMlaunch/Sector Form** where it may be activated when required.

Select the **"Launch Bases to Bomber Staging Areas"** bar.

Selection brings up the **Launch/Staging Form** with the **"Launch Points(s)"** and **"Staging Point(s)"** presented in column and row format. The Staging Points are listed in a row across the top of the form while the Launch Bases are presented in a column on the left side of the form. This arrangement allows the user to assign a Launch Base to a specific Staging Point via a small Off/On button in the box where the Launch Base and Staging Point intersect.

Activate the applicable boxes.

Note: There are also two buttons at the bottom of the form, **"Add Launch Point"** and **"Add Sector Point"**.

Select the **"Add Launch Point"** bar and the form **"SIOP Pts"** appears. On this form the **"Type:"** (e.g. **"Launch"**) is listed along with three lines labeled:

"Name"

"Latitude"

"Longitude"

Note: The SIOP Pts form only appears when are unassigned Launch Points or Bases in the Asset Configuration Interface. When there are no unassigned Launch Points or Bases available, a **NO CAN DO Form** appears instructing the user to **"Insert New Base Information in the Asset Creation Interface"**.

*Instructions on how to perform this action are explained in other documentation.

Assuming there are additional Launch Points or Bases available

Type in the **Name** of the Launch Point or Base.

Type in the coordinates of the desired **Latitude and Longitude** of the Point in the lines provided for this data.

Option:

Select the location from the map via the **"Select Location from the Map"** button.

Click on the geographical point on the screen and the Lat/Long appears on the form.

Click on the **"Save Data"** button that saves the point and adds it to the **"Launch/Staging Form** where it may be activated when required.

Select the **"Add Staging Point"** bar and the form **"SIOP Pts"** appears.

Assuming there are additional Staging Points available - On the SIOP Pts form the **"Type:"** (e.g. **"Sector"**) is listed along with three lines labeled:

"Name"

"Latitude"

"Longitude"

Type in the **Name** of the Staging Point.

Type in the name of the desired **Latitude and Longitude** of the Point in the lines provided for this data.

Option:

> Select the location from the map via the **"Select Location from the Map"** button.

> Click on the geographical point on the screen and the Lat/Long appears on the form.

Click on the **"Save Data"** button that saves the point and adds it to the **"Launch/Staging Form** where it may be activated when required.

Select the **"Bomber Staging Areas to Commit Pts"** bar.

> Selection brings up the **Staging/Commit Form** where the **"Staging Point(s)"** and **"Commit Point(s)"** are presented in column and row format. The Bomber Staging Areas are listed in a row across the top of the form while the Bomber Commit Points are presented in a column on the left side of the form. This arrangement allows the user to assign a Bomber Staging Area to a specific Commit Point via a small Off/On button in the box where the Staging Area and Commit Point intersect.

Activate the applicable boxes.

> Note: There are also two buttons at the bottom of the form, **"Add Staging Point"** and **"Add Commit Point"**.

Select the **"Add Staging Point"** bar and the form **"SIOP Pts"** appears. On this form the **"Type:"** (e.g. **"Staging"**) is listed along with three lines labeled:

> **"Name"**

> **"Latitude"**

> **"Longitude"**

Type in the **Name** of the Staging Point.

Type in the coordinates of the desired **Latitude and Longitude** of the Point in the lines provided for this data.

Option:

> Select the location from the map via the **"Select Location from the Map"** button.

> Click on the geographical point on the screen and the Lat/Long appears on the form.

Click on the **"Save Data"** button that saves the point and adds it to the **Staging/Commit Form** where it may be activated when required.

Select the **"Add Commit Point"** bar and the form **"SIOP Pts"** appears.

On the SIOP Pts form the **"Type:"** (e.g. **"Commit"**) is listed along with three lines labeled:

> **"Name"**

"Latitude"

"Longitude"

Type in the **Name** of the Commit Point.

Type in the name of the desired **Latitude and Longitude** of the Point in the lines provided for this data.

Option:

Select the location from the map via the **"Select Location from the Map"** button.

Click on the geographical point on the screen and the Lat/Long appears on the form.

Click on the **"Save Data"** button that saves the point and adds it to the **Staging/Commit Form** where it may be activated when required.

Select the **"Bomber Commit Pts to Launch Pts"** bar.

Selection brings up the **Commit/CMlaunch Form** where the **"Commit Point(s)"** and **"CMlaunch Point(s)"** are presented in column and row format. The Commit Pts are listed in a row across the top of the form while the CMlaunch Points are presented in a column on the left side of the form. This arrangement allows the user to assign a Commit Point to a specific Commit Point via a small Off/On button in the box where the Commit Point and CMlaunch Point intersect.

Activate the applicable boxes.

Note: There are also two buttons at the bottom of the form, **"Add Commit Point"** and **"Add CMlaunch Point"**.

Select the **"Add Commit Point"** bar and the form **"SIOP Pts"** appears. On this form the **"Type:"** (e.g. **"Commit"**) is listed along with three lines labeled:

"Name"

"Latitude"

"Longitude"

Type in the **Name** of the Commit Point.

Type in the coordinates of the desired **Latitude and Longitude** of the Point in the lines provided for this data.

Option:

Select the location from the map via the **"Select Location from the Map"** button.

Click on the geographical point on the screen and the Lat/Long appears on the form.

Click on the "**Save Data**" button that saves the point and adds it to the **Commit/CMlaunch Form** where it may be activated when required.

Select the "**Add CMlaunch Point**" bar and the form "**SIOP Pts**" appears.

On the SIOP Pts form the "**Type:**" (e.g. "**CMlaunch**") is listed along with three lines labeled:

> "**Name**"

> "**Latitude**"

> "**Longitude**"

Type in the **Name** of the CMlaunch Point.

Type in the name of the desired **Latitude and Longitude** of the Point in the lines provided for this data.

> Option:

>> Select the location from the map via the "**Select Location from the Map**" button.

>> Click on the geographical point on the screen and the Lat/Long appears on the form.

Click on the "**Save Data**" button that saves the point and adds it to the **Commit/CMlaunch Form** where it may be activated when required.

Select the "**ALCM Launch Pts to Recovery Bases**" bar.

> Selection brings up the "**CMlaunch/Recovery Form**" where the "**CMlaunch Point (s)**" and "**Recovery Point(s)**" are presented in column and row format. The Recovery Bases CMlaunch Pts are listed in a row across the top of the form while the CMlaunch Pts are presented in a column on the left side of the form. This arrangement allows the user to assign a CMlaunch Point to a specific Recovery Base via a small Off/On button in the box where the Recovery Base and CMlaunch Point intersect.

Activate the applicable boxes.

> Note: There are also two buttons at the bottom of the form, "**Add CMlaunch Point**" and "**Add Recovery Point**"

Select the "**Add CMlaunch Point**" bar and the form "**SIOP Pts**" appears. On this form the "**Type:**" (e.g. "**CMlaunch**") is listed along with three lines labeled:

> "**Name**"

> "**Latitude**"

> "**Longitude**"

Type in the **Name** of the CMlaunch Point.

Type in the coordinates of the desired **Latitude and Longitude** of the Point in the lines provided for this data.

Option:

Select the location from the map via the **"Select Location from the Map"** button.

Click on the geographical point on the screen and the Lat/Long appears on the form.

Click on the **"Save Data"** button that saves the point and adds it to the **CMlaunch/Recovery Form** where it may be activated when required.

Select the **"Add Recovery Point"** bar and the form **"SIOP Pts"** appears.

On the SIOP Pts form the **"Type:"** (e.g. **"Recovery"**) is listed along with three lines labeled:

"Name"

"Latitude"

"Longitude"

Type in the **Name** of the Recovery Point.

Note: The SIOP Pts form only appears when are unassigned Recovery Points or Bases in the Asset Configuration Interface. When there are no unassigned Recovery Points or Bases available, a **NO CAN DO Form** appears instructing the user to **"Insert New Base Information in the Asset Creation Interface"**.

*Instructions on how to perform this action are explained in other documentation.

Assuming there are additional Launch Points or Bases available

Type in the name of the desired **Latitude and Longitude** of the Point in the lines provided for this data.

Option:

Select the location from the map via the **"Select Location from the Map"** button.

Click on the geographical point on the screen and the Lat/Long appears on the form.

Click on the **"Save Data"** button that saves the point and adds it to the **CMlaunch/Recovery Form** where it may be activated when required.

Select the **"Proceed to Planning"** button at the bottom left of the form.

The **SIOP Strategic Planner Form** contains two major sections.

Eight target categories are listed on the left side of the form. Each target category lists four elements:

·**Name** of the target category (e.g. "Communications").

·Three target priorities - "**PRIORITY - A, B, & C**".

·"**DESIRED PK**" for each Priority class. Each Priority class (A, B, C) has a line where the desired PK for that class can be typed by the user.

·"**WARHEADS**" that list three numbers (e.g. "**4/2/1**") indicating the number of warheads required to destroy each priority of the target in that category.

On the right and near the top of the form two facts are listed:

"**Available Warheads: (e.g.) 153**".

"**Assigned Warheads: 0**" with the data colored coded.

   Green: Available warheads exceed the number of assigned warheads.

   Yellow: Available warheads and assigned warheads are nearly equal.

   Red: Available warheads are less than assigned warheads.

Beneath this warhead availability/assigned data is another sub-section listing the "**Warheads Used in `Sector Name'**" (e.g. **NE:**). This data shows the number of warheads assigned, to date, to each of the target sectors. As targets, priorities, PK or strategy are modified, these numbers are automatically revised accordingly.

On the bottom of the form are four bars:

 Select the first "**Employ Preplanned Strategy**".

  A drop-down window appears with the Strategy options listed (e.g. "**Decapitation, Counter Offensive, Annihilation** and **Retaliation**").

 Select a Strategy.

  Choosing a strategy causes the Target Priorities, Desired PKs for each Priority Class and the number of Warheads to "fill-in" with the predefined data.

  Modify the "**Desired PK**" for the Priorities in as many of the Target Categories as required.

 On the drop-down menu below Strategies are five other options:

  Select the first, "**Save Displayed Values to Current Strategy**".

   Choosing this option saves the values to the current strategy. If the Displayed Data differs from the Data for the selected strategy a **CONFIRM Form** appears asking "**Do You Want to Override Data For Strategy Annihilation With Displayed Data? - Yes or No**".

  Choose Yes or No.

  Select the second, "**Save Displayed Values to New Strategy**".

Choosing this option saves the values to a new or different strategy and brings up the **STRATEGY NAME Form**.

Type the Name on the form and Save.

Select the next, "**Delete Current Strategy**".

Choosing this option deletes the current strategy. A **CONFIRM Form** appears asking "**Do You Wish to Delete Data On Strategy Annihilation? - Yes or No**".

Choose Yes or No.

Select the next, "**Export Preplanned Strategy**".

Clicking on this option brings up the **Select Strategy Output File Form**.

Type the File Name on the form and Save.

Select the last, "**Import Saved Strategy**".

Clicking on this option brings up the "**Select Strategy Input File Form**. or one of the existing file names presented on the form is chosen to import.

Chose a File or type a File Name on the form and Save.

Select "**Return to SIOP Allocation**".

Selection returns to the **SIOP PLANNER Form**.

Select "**Determine Deployment and Default Routing**".

When option chosen, <u>all Routes already planned for that side appear on the Map Screen</u>. Routes are colored according to the type of weapon system. Three forms may appear.

When there is missing data, a **siop_debug Form** appears where all missing data is specifically identified and listed.

Review data in Red and correct as required.

The **SIOP Targeting Report Form** also appears that lists relevant data for the side. Data includes:

o**Target Configuration**

o**Attacker is:**

o**Attack Elements**

o**Warheads Allocated Per Target Category**

o**Warheads Allocated Per Target**

o**Targeting Details Per Target**

Select either the "**Save**", **Print**, or "**Exit**" button.

The "**Save**" button brings up the **Select Save File Form**. Chose the name of the file and location to which it is to be saved.

The "**Print**" button prints the data.

The "**Exit**" bar allows only the **SIOP Plan Form** to remain.

On the **SIOP Plan Form**:

Choose the "**Return to Planning**" bar to return to the **SIOP Strategic Planner Form**.

Choose the "**Synchronize Attack**" bar to bring up the **Attack Synchronize Form**.

The first column titled "**Triad Element/Event**" specifies the five Triad events.

"**Scenario Start**". Listed on this line are the numbers of events assigned to each force leg of the Triad (e.g. Bombers, Subs and ICBMs)

"**Primary Bomber Takeoff**". This line lists the number of bombers synchronized to this takeoff event.

"**Primary Bomber Commit**". The number of bombers synchronized to this commit event.

"**Primary ALCM Launch**". The number of bombers synchronized to this launch event.

"**Reserve**". The number of Bombers, Subs and ICBMs in reserve and available for assignment by the planner.

The second column titled "**Bombers**" with the **total number** of bombers available to the scenario. Sub-totals of this number are distributed among the five events in the column below **Bombers**.

The third column titled "**Sub Launches**" specifies the **total number** of Sub Launches available to the scenario. Sub-totals of the launches are distributed among the five events in the column below **Sub Launches**.

The fourth column titled "**ICBMs**" specifies the **total number** of ICBMs available to the scenario. Sub totals of these missiles are distributed among the five events in the column below **ICBMs**.

At the bottom of this form are three option bars:

Select "**Pick Primary Bomber**" bar to bring up a list of the types of bombers already identified in the planner (e.g. **Bear-H**).

Choose a type of bomber to bring up a sub-listing of the individual bombers of this type. This includes the "**Tail Number**" (e.g. Tail: 1") and "**Base**" (e.g. Base: Red - 4") for each bomber.

Select a bomber to assign the aircraft as the "**Primary Bomber**" <u>from which all other planned attack synchronization actions/events are timed</u> and to bring up the **CONFIRM Form** that asks: "**Do You Want to Save Primary Bomber Spec?**". The **Name** and **Tail** is listed on the form plus a line on which the user may type the "**Take Off Time (Minutes:)**".

Type the desired Take Off Time for the Primary Bomber that is synchronized to the start of the simulation.

Save the selection and return to the **Attack Synchronization Form**.

Allocate and synchronize all weapon systems of all three of the TRIAD elements.

First, choose the Event box (e.g. "**Scenario Start**") from which that element (either "**Bombers**", "**# Sub Launches**", or "**ICBMs**") is to be synchronized.

Second, highlight the number (e.g. "**#0**") in the box causing a drop-down menu to appear with the option: "**Add Synchronized Element(s)**".

Click on "**Add Synchronized Element(s)**" to cause a small **Synch Attack Form** to appear.

Type the "**#**" and "**T+(min)**". The "**#**" line assigns that quantity of forces (e.g. **Bombers**) to the specific time, "**T+(min)**", relative to the takeoff of the **Primary Bomber**. Each selection reduces the number of forces held in "**Reserve**". Subsequently reducing the number or quantity of forces returns the forces to the **Reserve**. Quantities and times of all TRIAD forces may be modified by selecting each Element box and typing the number to be modified.

Select the "**Execute**" bar to execute the planning actions and return to the **SIOP Planner Form**.

Select the "**Return**" bar to return to the **SIOP Planner Form**.

At the bottom of the **SIOP Planner Form** select the "**Input MESA Attack**" button to cause the **SIOP/MESA Strategic Planner Form** to appear listing the "**MESA Targeting Inputs:**".

There are two primary categories of information: **Weapon Types** (e.g. "**Bear-H1**") and **Target Categories**.

Each of the **Weapon Types** includes the:

Type or Name of the Weapon (e.g. "Bear-H1"), Total Number of Weapons of this type (e.g. "Number: 10"),

Total Number of Warheads (e.g. "Warheads: 30")

assigned to the particular weapons system.

Each of the **Target Categories** is listed in a line across the top of the form.

Both the **Weapon Types** and **Target Categories** are color-coded and an explanation of what the colors indicate for each category is presented at the

top of the form.

The border colors on the **Weapon Types** boxes indicate:

"Red for ICBMs"

"Dark Blue for Subs"

"Light Blue for Bombers"

The color of the **Target Categories** boxes indicate the Targeting Allocation:

"Yellow Indicates Not All Warheads Currently Allocated Among Target Classes".

"Green Indicates 100% Of the Warheads For This Weapons Type Are Allocated".

"Red Indicates More Warheads Are Allocated For This Weapon Type Than Are Defined".

When the Red color is displayed, a prompt informs the user that: **"(You Might Want to Return to SIOP Allocation)"**

Use the sliding bar in each **Target Type/Weapon Type** box to assign a specific number of warheads to that Target Type to be delivered by that Weapon Type.

The scale bar in each box is limited to the total number of warheads available - as indicated in the **Weapon Type** column (e.g. for the Bear-H1 there are 10 listed). If for example there are 20 warheads available for the total SS-22 Weapons in the scenario, the scale bar is limited to the total of 20 warheads either in a single category or spread over all **Target Categories**. Color changes indicate when that limit of 20 warheads is exceeded.

Assign all Warheads to the Strategies.

Click on the **"Return to SIOP Allocation"** bar to return to the **SIOP Planner Form**.

*Note: Following section if a repeat of earlier **"Determine Deployment and Default Routing"** bar contained on the SIOP Strategic Planner Form. Choice of repeating the directions or simply referencing the early section???*

Select **"Determine Deployment and Default Routing"**.

When option chosen, all Routes already planned for that side appear on the Map Screen. Routes are colored according to the type of weapon system. Three forms may appear.

When there is missing data, a **siop_debug Form** appears where all missing data is specifically identified and listed.

Review data in Red and correct as required.

The **SIOP Targeting Report Form** also appears that lists relevant data for the side. Data includes:

o**Target Configuration**

o**Attacker is:**

o**Attack Elements**

o**Warheads Allocated Per Target Category**

o**Warheads Allocated Per Target**

o**Targeting Details Per Target**

Select either the "**Save**", **Print**, or "**Exit**" button.

> The "**Save**" button brings up the **Select Save File Form**. Chose the name of the file and location to which it is to be saved.
>
> The "**Print**" button prints the data.
>
> The "**Exit**" bar allows only the **SIOP Plan Form** to remain.

On the **SIOP Plan Form**:

> Choose the "**Return to Planning**" bar to return to the **SIOP Strategic Planner Form**.
>
> Choose the "**Synchronize Attack**" bar to bring up the **Attack Synchronize Form**.
>
> The first column titled "**Triad Element/Event**" specifies the five Triad events.
>
> > "**Scenario Start**". Listed on this line are the numbers of events assigned to each force leg of the Triad (e.g. Bombers, Subs and ICBMs)
> >
> > "**Primary Bomber Takeoff**". This line lists the number of bombers synchronized to this takeoff event.
> >
> > "**Primary Bomber Commit**". The number of bombers synchronized to this commit event.
> >
> > "**Primary ALCM Launch**". The number of bombers synchronized to this launch event.
> >
> > "**Reserve**". The number of Bombers, Subs and ICBMs in reserve and available for assignment by the planner.
>
> The second column titled "**Bombers**" with the **total number** of bombers available to the scenario. Sub-totals of this number are distributed among the five events in the column below **Bombers**.
>
> The third column titled "**Sub Launches**" specifies the **total number** of Sub Launches available to the scenario. Sub-totals of the launches are distributed among the five events in the column below **Sub Launches**.
>
> The fourth column titled "**ICBMs**" specifies the **total number** of ICBMs available to the scenario. Sub totals of these missiles are distributed among

the five events in the column below **ICBMs**.

At the bottom of this form are three option bars:

Select **"Pick Primary Bomber"** bar to bring up a list of the types of bombers already identified in the planner (e.g. **Bear-H**).

Choose a type of bomber to bring up a sub-listing of the individual bombers of this type. This includes the **"Tail Number"** (e.g. Tail: 1") and **"Base"** (e.g. Base: Red - 4") <u>for each bomber</u>.

Select a bomber to assign the aircraft as the **"Primary Bomber"** <u>from which all other planned attack synchronization actions/events are timed</u> and to bring up the **CONFIRM Form** that asks: **"Do You Want to Save Primary Bomber Spec?"**. The **Name** and **Tail** is listed on the form plus a line on which the user may type the **"Take Off Time (Minutes:)"**.

Type the desired Take Off Time for the Primary Bomber that is synchronized to the start of the simulation.

Save the selection and return to the **Attack Synchronization Form**.

Allocate and synchronize all weapon systems of all three of the TRIAD elements.

First, choose the Event box (e.g. **"Scenario Start"**) from which that element (either **"Bombers"**, **"# Sub Launches"**, or **"ICBMs"**) is to be synchronized.

Second, highlight the number (e.g. **"#0"**) in the box causing a drop-down menu to appear with the option: **"Add Synchronized Element(s)"**.

Click on **"Add Synchronized Element(s)"** to cause a small **Synch Attack Form** to appear.

Type the **"#"** and **"T+(min)"**. The **"#"** line assigns that quantity of forces (e.g. **Bombers**) to the specific time, **"T+(min)"**, relative to the takeoff of the **Primary Bomber**. Each selection reduces the number of forces held in **"Reserve"**. Subsequently reducing the number or quantity of forces returns the forces to the **Reserve**. Quantities and times of all TRIAD forces may be modified by selecting each Element box and typing the number to be modified.

Select the **"Execute"** bar to execute the planning actions and return to the **SIOP Planner Form**.

Select the **"Return"** bar to return to the **SIOP Planner Form**.

SIOP PLANNING SIDE: RED

Target Sectors

...n (aka AK)
...East (aka CE)
...West (aka CW)
...ast (aka NE)
...est (aka NW)
...g (aka BC)
...ast (aka SE)
...est (aka SW)

TRIAD DATA

ICBM DATA
Missiles
5 SS-22, Totaling 50 RVs

Add ICBM Type

SUBMARINE DATA
Type   Missile Configuration
3 Delta IV   Full Load of SSN-18

Add Sub Type

BOMBER DATA
Type   # GB (Each)   Missile Configuration
3 BEAR-H1   1 Bombs Each   2 AS-15s

Add Bomber Type

SITE RELATIONSHIPS

ICBM Launch Sites
to Sectors

Sub Patrol Sites
to Sectors

ALCM Launch Pt
to Sectors

Launch Bases
...o Bomber Staging Areas

Bomber Staging Areas
to Commit Pts

Bomber Commit Pts
to Launch Pts

ALCM Launch Pts
to Recovery Bases

Procedure Options

Proceed to Planning

Input MESA Attack

Exit

...ANNER