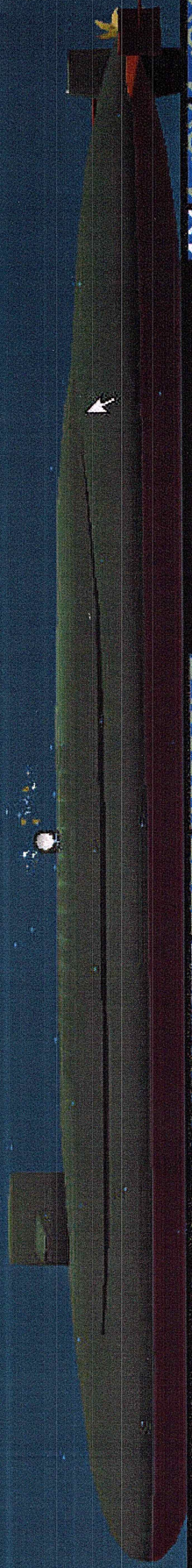


Ship Control Simulator 3D Visualization



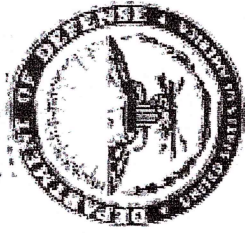
1X 1/2X 1/3X

PORT STBD FORE AFT TOPSD SURF FREE MISSILE

OPEN LNCH SHUT 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24

STRATCOM and updating deterrence

Second challenge: mobile targets



~~SECRET~~
DEPARTMENT OF DEFENSE
UNITED STATES STRATEGIC COMMAND

Subject: SAG Policy Subcommittee Meeting - 11 Jan 96 (U)

...choices,
choices...

- (1) (U) The group again agreed that mobile strategic systems are inherently stable because they make the adversaries invulnerable to a first strike, thereby removing the incentive to strike first. Each adversary may then decide independently how vulnerable they want to be.
- (2) (U) From the US perspective, we want the Russians to abandon their mobile ICBM programs because as warfighters we find them difficult (and expensive) to counter. However, since the U.S. essentially negotiated the Russians into a mobile ICBM force structure, it would be extremely optimistic to believe we could negotiate them out of this force structure.
- (3) (U) The group reached consensus that USSTRATCOM, as the warfighter, should continue to pursue methods of countering strategic mobiles.

Trident Launcher Simulator

