



# **I/ITSEC 2006**

## **Joint Non-Kinetic Effects Model**

**Met Metivier/Bob Chamberlain**  
**National Simulation Center**  
**[met.metivier@us.army.mil](mailto:met.metivier@us.army.mil)**



# **GEN Wallace Directed Guidance**

- Support training for Non–kinetic ops with JLCCTC
- Embed training within the simulations  
(training audience knows when it is a workaround)
- Provide traceability to Commander’s decisions for AAR
- Capable of Generating stress  
(lots of events)
- Be “dialable” for Exercise Director

# **Mission**

**Build a tool to support Battle Command Training that links simulation-generated non-kinetic events and outcomes to Training Audience Command and Staff decisions.**

# **What Civilians Does JNEM Simulate?**

**JNEM helps create the operating environment for the following population groups (P-groups):**

- Local Civilians on the Battlefield**
- Inter-Governmental Organizations**
- Non-Governmental Organizations**
- Contractors on the battlefield**

# **Civilian Concerns**

- **AUT — Autonomy**

**Do they feel they can maintain order and govern themselves with a stable government and a viable economy?**

- **CFA — Coalition Force Activities**

**Given that we *are* there, do they like what we are doing and how we are doing it?**

- **SEC — Physical Security**

**Do they fear for their lives?**

- **REL — Religious Issues**

**Do they feel their religion, religious artifacts, and religious sites are respected or denigrated?**

- **QOL — Quality of Life**

**How do they feel about their property, the physical infrastructure, health care, economic conditions, and all aspects of living other than those covered by other concerns?**

# Organizational P-Groups

- Non-Governmental Organizations (NGO): **Not-for-profit humanitarian relief organizations. Typically do not provide their own security. (e.g. Doctors without borders)**
- Inter-Governmental Organization (IGO): **Government sponsored and/or controlled organizations. Typically, coalition forces provide security for IGOs. (e.g. UN)**
- Contractors (CTR): **foreign or indigenous personnel or organizations hired to do specific jobs. (e.g. Kellogg, Brown & Root-KBR, NGIT)**

# **ORG Concerns**

- **CAS — Casualties**  
**Are they afraid to go to work?**
- **SVC — Service**  
**Do they feel they are doing what they came to do?**

# **Civilian Activity Reports (CARs)**

- **CARs are reports that provide some insight into the current overall mood level of a civilian or organizational P-group.**
- **CARS provide the following information:**
  - **A generic statement on the overall mood of the P-group.**
  - **The identity of the element that is sending the report.**
  - **The location where the report is coming from.**
  - **The DTG of the report.**
- **The purpose of a CAR is to provide the training audience with information they can analyze to determine the current state of the overall mood of a P-group.**
- **CARs are designed to replicate the information (spot report) that a patrol/unit would send to its parent unit when it encounters civilians or organizational P-group elements on the battlefield.**

# Events and Situations

- Monitored Events
- Monitored Situations
- Abstract Events
- Abstract Situations

# Monitored Events

- **Definition**
  - **An event that occurs in the JLCCTC and affects the satisfaction level(s) of a P-group(s).**
- **Use**
  - **JNEM “monitors” the event**
  - **Automatically creates the effects appropriate to that event on selected concerns of P-groups.**
  - **Effects do not continue over time; they are discrete to the time of the event.**
- **Example: Civilian Casualties**

# Monitored Situations

- **Definition:**
  - A situation that occurs in JLCCTC and effects the satisfaction level(s) of a P-group(s).
- **Use**
  - JNEM “monitors” the situation
  - Automatically creates the effects appropriate to that situation on selected concerns of P-groups.
  - Effects continue over time until the situation changes.
  - **If the situation changes in JLCCTC, then JNEM monitors the change and automatically adjusts the effects.**
- **Example: NGO organization moves into a P-Group’s area.**

# Abstract Events

- **Definition**
  - **An event that effects the satisfaction level(s) of a P-group(s), but, the event does not occur in JLCCTC. Instead, it is scripted / part of a storyline.**
- **Use**
  - **A controller must manually trigger (through ISM) the effects on the P-group's concerns.**
  - **Effects do not continue over time; they are discrete to the time of the event.**
- **Example: Assassinations**

# Abstract Situations

- **Definition**
  - **Situation that effects the satisfaction level(s) of a P-group(s), but the situation does not occur in CBS. The situation can be automatically triggered by an event that occurs in CBS (unplanned abstract situation) or the situation can be manually triggered by a controller through ISM (planned abstract situation / storyline).**
- **Use**
  - **JNEM automatically creates the effects appropriate to that situation on selected concerns of P-groups.**
  - **Effects continue over time until the situation changes.**
  - **When the situation changes a controller must manually adjust the effects.**
  
  - **Examples: Fuel shortage, contaminated food supply**

# Abstract Situations

## JLCCTC fixed site Damaged

Mosque  
Electrical Power Plant  
Power Plant  
Electrical Substation  
Power Plant Dam  
Chemical Plant  
Oil Refinery  
Fuel Pumping Station  
Water Plant  
Sewage Treatment Plant  
Raw Materials Product Storage  
Hospital  
Medical Treatment facility  
Food Distribution Facility  
CBW Production Facility  
Nuclear Power Plant  
Nuclear Materials Facility  
WPNs Grade Nuclear Plant

## Triggered Abstract Situation

Damage to Mosque  
Power Outage  
Power Outage  
Power Outage  
Power Outage  
Industrial Spill  
Oil Refinery Fire  
Oil Pipeline Fire  
No Water  
Sewage Spill  
Industrial Spill  
Disease  
Disease  
Contaminated Food Supply  
Contaminated Water Supply  
Contaminated Water Supply  
Contaminated Water Supply  
Contaminated Water Supply

# **Spawned Abstract Situations**

- Oil Refinery - Oil Refinery Fire - Fuel Shortage
- Food Distribution Facility - Contaminated Food Supply – Disease
- Fuel Pumping Station - Oil Pipeline Fire - Fuel Shortage
- Sewage Treatment Plant - Sewage Spill - No Water - Contaminated Water Supply
- CBW Production Facility - Contaminated Water Supply - Contaminated Food Supply - Disease
- Nuclear Power Plant - Contaminated Water Supply - Contaminate Food Supply – Disease - Power Outage
- Nuclear Materials Facility - Contaminated Water Supply - Contaminated Food Supply Disease
- WPNs Grade Nuclear Plant - Contaminated Water Supply - Contaminated Food Supply - Disease

# **Attributable Event Reports (AERs)**

- **AERs**
  - **Alerts the receiver that an abstract situation or event occurred or is occurring.**
  - **Provides the following information:**
    - Generic description of the event or situation that happened / is happening.
    - The identity of the element that is sending the report.
    - The location where the event / situation is occurring.
    - The DTG the event / situation happened / began.
  - **Purpose is to provide the training audience with information they can analyze in order to attribute a P-groups mood change to a specific situation or event.**
  - **Designed to replicate the information (spot report) that a patrol/unit would send to its parent unit or that a civilian might report to a BLUFOR element describing the event or situation.**

# **Way Ahead**

## **Neighborhoods**

- **Allow political parties, ethnicity, religious sects, and/or other relationships to affect local satisfactions and moods**
- **Model relationships between civilian groups and regular military, paramilitary, irregular, and criminal forces**
- **Include effects of using these forces in neighborhoods**
- **Patrols report Civilian Moods in neighborhoods**
- **Develop Cooperation Levels**
- **Support TRAC's HUMINT Methodology**

# **New JLCCTC Force Activities**

- **Combat Operations**
  - **Attack, Defend, Cordon & Search, Capture**
- **Securing**
  - **Patrolling (Mounted/Dismounted)**
  - **Guarding**
- **Non-kinetic**
  - **CA, PSYOP, MP, Engineer**
- **Coercion**
  - **OPFOR, Irregular, Paramilitary (unlawful acts by Police)**

**BACK UP SLIDES**

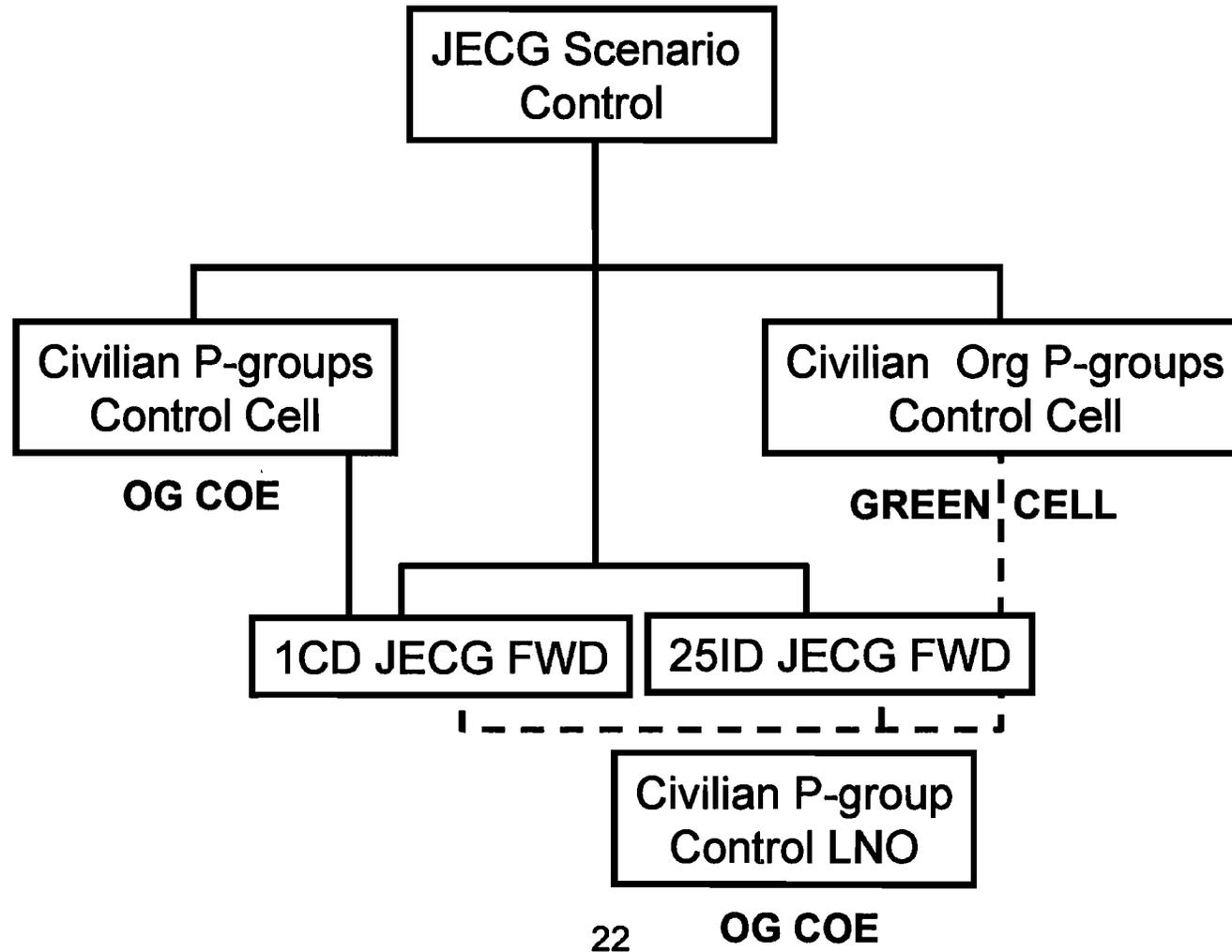
# **Overall Mood Determines**

- **Number of CARs JNEM triggers**
- **Frequency of CARs**
- **Flavor of CARS**
- **Number of hostile civilians in the P-group**

# **Civilian Activity Reports (CARs)**

- **CARs are automatically sent at a rate that depends on a P-group's overall mood**
- **CARs are sent to the work cell that is maneuvering the BLUFOR or ALLIED element that is in close proximity (<1KM) to the civilian or organizational element icon.**
- **When no BLUFOR or ALLIED unit is in the area, the CAR is published indirectly.**
- **CARs can be received by the work cell via:**
  - **A CBS/JCATS workstation report**
  - **A C4I device which the CAR stimulates (usually in free text format)**
  - **Both**
- **CAR templates are written before the exercise and reside in a "CAR Library". ISM selects a CAR from the library, fills in specific data, then sends it to the receiver.**

# JNEM Exercise Control Design for UE 06-02 (III Corps MRX)



# Abstract Situations

## ABSTRACT SITUATION

## EFFECTIVE RADIUS

- |                                    |               |
|------------------------------------|---------------|
| • <b>Damage to a Mosque</b>        | <b>4 km</b>   |
| • <b>Garbage in the Streets</b>    | <b>3 km</b>   |
| • <b>Sewage Spills</b>             | <b>2 km</b>   |
| • <b>Disease</b>                   | <b>3 km</b>   |
| • <b>Epidemic</b>                  | <b>250 km</b> |
| • <b>Contaminated Food Supply</b>  | <b>4 km</b>   |
| • <b>Contaminated Water Supply</b> | <b>4 km</b>   |
| • <b>No Potable Water</b>          | <b>4 km</b>   |
| • <b>Industrial Spill</b>          | <b>1.5 km</b> |
| • <b>Oil Refinery Fire</b>         | <b>5 km</b>   |
| • <b>Fuel Shortage</b>             | <b>4 km</b>   |
| • <b>Starvation</b>                | <b>10 km</b>  |
| • <b>Food Shortage</b>             | <b>2 km</b>   |
| • <b>Unexploded Ordnance</b>       | <b>3 km</b>   |
| • <b>Power Outage</b>              | <b>10 km</b>  |
| • <b>Communications Outage</b>     | <b>4 km</b>   |

# **Spawned Abstract Situations**

- **Some abstract situations can automatically spawn (trigger) other abstract situations.**
- **Normally, a spawned abstract situation occurs when nothing has been done to resolve or mitigate the initial abstract situation. The initial situation gets worse and spawns another abstract situation.**
- **Examples: An unresolved contaminated water supply situation could trigger a contaminated food supply situation which if left unresolved could trigger a disease abstract situation.**

# **Attributable Event Reports (AERs)**

- **Attributable event reports are sent to the CBS work cell that is maneuvering a BLUFOR or ALLIED unit that is in close proximity (<1KM) to the grid location of the abstract situation.**
- **When no BLUFOR or ALLIED unit is in the area, an attributable event report is sent to the pre-designated CBS workstation that is replicating the element that would have received the information from the civilians in the area of the event or situation.**
- **Attributable event reports can be received via:**
  - **A CBS workstation report**
  - **A C4I device which the attributable report stimulates (usually in free text format)**
  - **Both**
- **Attributable event reports are pre-written and reside in a “attributable report library” and ISM selects the report from the library then sends it to the receiver.**

# **JOUT Changes**

- **Hostile Percentage**
  - **Supporters and Combatants**
- **Expose Hostiles**
  - **Selection by Numbers, Friendship, Proximity, Sympathy**
- **Negative Civilian Activity Reports**
- **Positive Civilian Activity Reports**
- **Hostile Missions**
  - **Aggressive ROE**
- **ORG Activity Status**
  - **NGO, IGO, CTR (CF & Non-CF)**
  - **Service capability (Medical, Engineering, Support)**
  - **Security needs and sensitivity**

# **JOUT: JNEM Output Model**

- **Creates Reactive Events**
  - **Some are executed by JLCCTC combat models (CBS, JCATS, ...)**
    - **Enable/disable hostile civilian units (and give the combatants to the designated combatant work station)**
    - **Change mission of combatant hostiles to “Aggressive ROE”**
  - **Others are Reports for use by ISM and/or EXCON which become Intel Reports and/or Role-Played Events**
    - **Civilian Activity Reports (new concept)**
      - **The “Richter Scale” — upcoming viewgraphs**
    - **Identify Hostile Civilian Units**

# **PGROUP DESCRIPTION**

- **Shi'a are committed to establishing themselves as the dominant element in the government after decades of suppression by the Sunni regime. SHIF represents the fundamentalists within the Shi'a side, typified by the followers of Muqtada al-Sadr. Accordingly, they look somewhat with disfavor on the attitudes of other Shi'a (SHIM). They consider the Coalition Forces as retarding their rightful move toward dominance and don't believe things are getting better nearly fast enough. They view the Kurds (both KRDP and KPUK) as disruptive because of their desire for a Kurdish homeland carved from Iraq. They feel they have irreconcilable differences between themselves and both Sunni population groups. They believe that security and infrastructure are both very poor and not improving nearly fast enough.**

# JNEM Rule Sets

- JNEM PoP — Nov 2005
- **Civilian**
- **Magic Input**
- **Civilian Casualties**
- **Engineer**
- **Civil Affairs**
- **PSYOPS**
- **NGO**
- **NGO Service**
- **NGO Casualty**
- **JOUT**
- **Hostile Percentage**
- **Identify Hostiles**
- **Negative Civilian Activity Reports**
- **Positive Civilian Activity Reports**
- **Aggressive ROE (Hostile Mission)**
- **NGO Activity**
- JLCCTC v3.0 — May 2006
- **PoP rule sets, plus (tentative list):**
- **Civilian**
- **Hostile Civilian Casualties**
- **Give Supplies to Civilians**
- **Damage to Fixed Site**
- **Garbage in the Street**
- **Sewage Spill**
- **Disease**
- **Epidemic**
- **Contaminated Food**
- **Contaminated Water**
- **Potable Water**
- **Industrial Fire**
- **Oil Refinery (Fire?)**
- **Fuel Shortage**
- **Starvation**
- **Unexploded Ordnance**
- **Power Outage**
- **Hunger**
- **Thirst**
- **Local Force Training**
- **JOUT**
- **Hostiles now consist of *Supporters* and *Combatants***
- **“Identify Hostiles” is now “Expose Hostiles”**
- **Hostile Missions expand**

# **Civilian Activity Report (CAR)**

## Definition

**Civilian Activity Report: A reactive event that describes pre-kinetic activities by a civilian population group. There are two kinds: Positive CARs occur more often when the mood of the Pgroup is *Satisfied* or *Very Satisfied*; Negative CARs occur more often when the mood is *Dissatisfied* or *Very Dissatisfied*.**

## Example of CAR text

- Since there is a unit in the vicinity of the location provided in the CAR and the mood level of the PG is high enough to be seen and reported by a military unit the following message would be sent to A/345 INF's reporting HQ:  
"A/345 INF has been conducting patrols near 38SLD351356. As of 291700LSEP05 local Sunni residents have complained every time the patrols were present."
- If there were no military unit the area, the report would be attributed to some other source:  
"Aid agencies working near 38SLD351356 over the last few days have told us that local Sunni residents have been very upset about US soldiers near their homes"

# **UE 6-2 Capabilities**

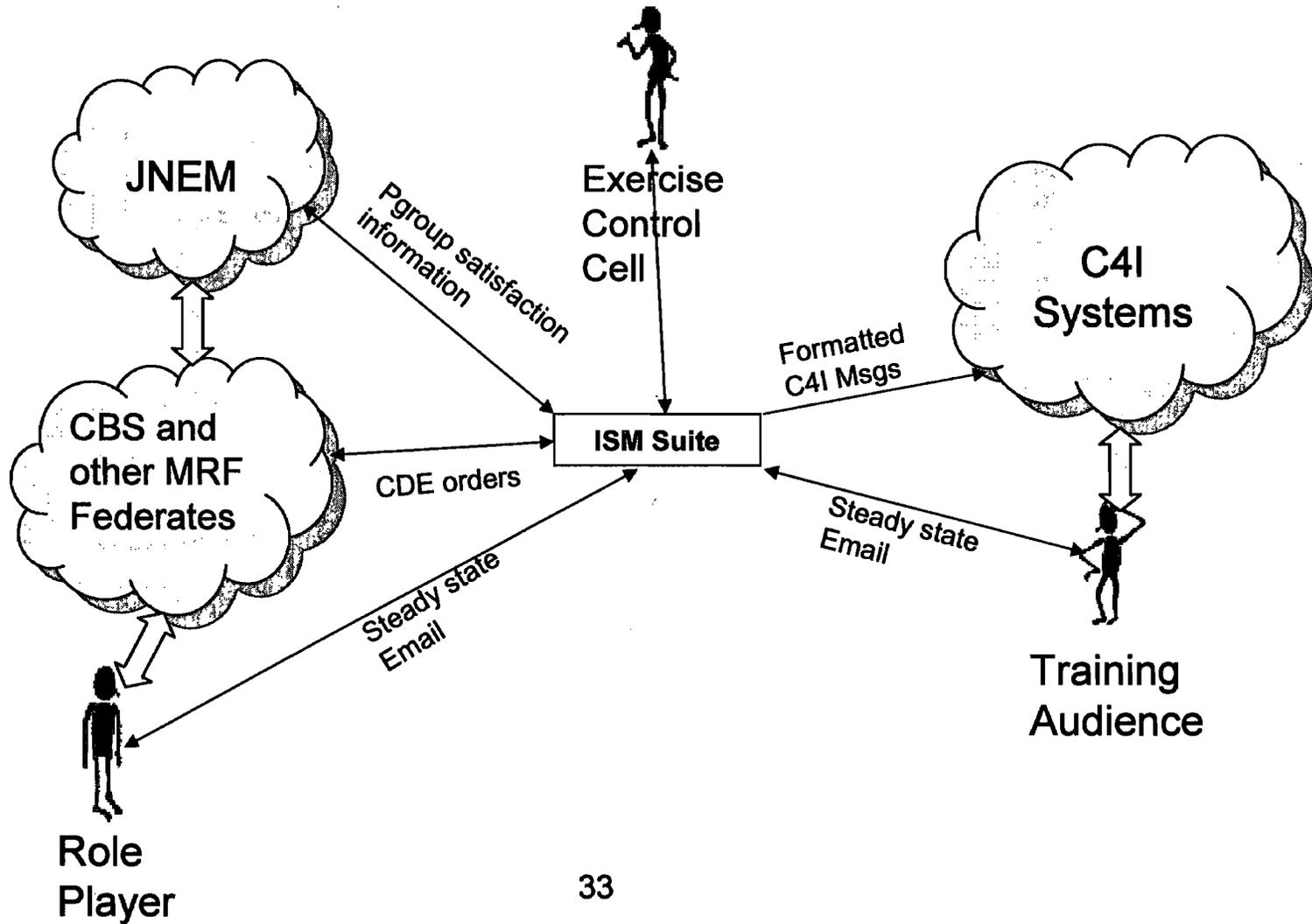
- Presence of coalition/friendlies not sufficient; must be executing missions tied to group's concerns
  - Building/repairing infrastructure
  - Building/protecting religious buildings
  - Conducting Civil Affairs/Psyop missions
  - Providing supplies to population groups
  - NGO's providing medical/humanitarian aid
- Simulation will not be limited to reporting and activation of combatant cells
  - Will be able to identify “satisfied groups” from specific cells
  - Tied not only to Corps Battle Simulation and Independent Simulation Model (ISM), but to entire JLCCTC
    - Intel from Tactical Simulation and Warfighter's Simulation
    - Log capabilities from Logistics Federation
    - AAR from ARCHER and After Action Review System

# ISM Suite

- **The Independent Stimulation Module (ISM) Suite is a collection of applications designed to facilitate digital staff training by stimulating selected simulations and specific digital C4I devices systems. The suite also consists of a tool to manage Controller Directed Events (CDE) as well as JNEM interactions.**

# Non-Kinetic Effects

## ISM's role



# ISM Implementation

- **ISM Manager encompasses several tools**
  - **Exercise construct tool set**
    - **JNEM Event Editor**
      - **Civilian Activity Report (CAR)**
      - **Attributable Event**
    - **Event Generator**
      - **Controller Driven Events (CDE)**
        - » **FKA MSEL**
      - **Changes in pgroup moods**
    - **Golden Nugget editor**
    - **Biographical Data editor**
    - **Area name / location editor**

# **ISM Implementation (cont.)**

- **The ISM Suite also includes**
  - **C4I stimulation**
    - **Formatted messages**
    - **Two-way fire-support with simulation**
  - **CBS interfaces**
    - **HLA, MI, DIS**

# ISM Event Generator

ISM - Event Manager

Scenarios

- BLACKHORSE
- Warfighter III
  - Exercise Control Groups
  - Training Plan
  - Master Scenario Events
    - CM
    - EN
    - Holding Folder
    - Intel
    - JANUS
    - Media
    - MP
    - NGO
    - OPFOR
    - Role Player
    - Observations
    - Deleted Items

Users

Warfighter III  
MANSCEN Capstone Exercise

Search

For Keyword(s)

- Exercise planners create CDEs (MSEL) prior to event
- CDEs can be
  - Actions into simulation
  - Messages into simulation
  - Emails to role-player
  - Emails to training audience
- CDEs can be injected into target based on simulation activity, controller interaction, or based on preset time

Links & References

- Events.xml
- http://www.msn.com
- Structure.xml

Wash DC Fl. Leavenworth Fl. Ill. Los Ange

Done

# Civilian Activity Report Editor

ISM Manager

JNEM Event Editor: Report Templates. CARs: CAR 3

**General**

Name: CAR 3

Mood: Very Satisfied

**Military Report**

Members of (U) have been meeting with local residents vic (L) have resulted in no complaints

**Civilian Report**

We have heard very few complaints from residents near (L).

**Activity Unique To These Population Groups**

- Kurd-1 Civilians
- Kurd-2 Civilians
- NGO-1
- NGO-2
- Shia-1 Civilians
- Shia-2 Civilians

- Exercise planners generate report text prior to STARTEX
- Reports are linked to mood level and population group(s)
- Allows input of both military and civilian report versions of the same information
- Dynamic areas of text are indicated by {} and will be filled in at run time

# **POPULATION GROUPS**

- **Shia Fundamentalists (SHIF)**
- **Shia Moderates (SHIM)**
- **Sunni Baathists (SUNB)**
- **Sunni Apolitical (SUNA)**
- **Kurdish Democratic Party (KRDP)**
- **Patriotic Union of Kurdistan (KPUK)**

# **ORG Attributes**

- **Capability (to provide Medical, Engineering, or Support Services)**
- **Sensitivity to casualties**
- **Security requirement**
  - If hired by CF,**
    - CF provides security**
    - Civilians think of them as part of the CF**
  - If not hired by CF,**
    - Contractor typically provides its own security forces**
    - Includes Transnational Corporations, such as AT&T**

# **ORG Types**

- **NGO — Non-Governmental Organization**  
**Not-for-profit humanitarian relief organizations**  
**Typically do not provide their own security**
- **IGO — Inter-Governmental Organization (e.g., UN)**  
**Typically, CF provides security for IGOs**
- **CTR — Contractor, foreign or indigenous hired to do specific jobs**

# Monitored & Abstract Events & Situations

- Monitored **events and situations** are “**actually**” happening in the federation’s combat models.
- **JNEM monitors** information posted on the RTI by the combat models.
- Abstract **events and situations** are “**actually**” happening in the *exercise*, but not in the federation’s combat models.
- **JNEM gets** information via the RTI but from ISM or EXCON.

# Events & Situations

- **Events take place in a short time and usually result in LEVEL satisfaction change inputs.**
- **Situations take place over an extended period and usually result in multiple LEVEL and SLOPE satisfaction change inputs.**

There are also magic LEVEL and SLOPE satisfaction change inputs to facilitate workarounds that can support unanticipated abstract events and situations.

# **Monitored Events**

- **Non-Hostile civilian casualties**
- **Hostile civilian casualties**
- **Capture of combatants or supporters**
- **Org response to casualties within their own group**

# Monitored Situations

- **Presence of CA/PSYOPs**
- **OPFOR Pgroup Coercion**
- **ORG (NGO, IGO, CTR) Service**
  - **Medical: Disease, Oil Refinery Fire, Epidemic, Industrial Spill**
  - **Engineering: Sewage, Contaminated Food or Water, Unexploded Ordnance, Power Outage**
  - **Support: Garbage, Sewage, Contaminated Food or Water, Potable Water, Industrial Spill, Oil Refinery Fire, Fuel Shortage, Starvation**

# **Abstract Events**

- **There will be abstract events**
  - **Assassinations**
  - **Kidnappings**
  - **Training local forces**
  - **EXCON send magic inputs to JNEM**
    - **(ISM is the device EXCON uses)**

# **Abstract Situations Principle**

**There is symmetry in abstract situations that are not life-threatening. That is, when the situation is resolved, most of the ill effects are often canceled.**

# **The “Richter Scale” of Hostile Civilian Activities**

- **Indicators of increasing hostility of a given pgroup:**
  - **Reduced presence around Blue Forces**
  - **Reduced presence at planned meetings (with Blue)**
  - **Rumors of hostile intentions**
  - **Sightings of strangers in neighborhoods**
  - **Small, perhaps hostile, crowds gathering in streets**
  - **Fewer intel reports mentioning the pgroup**
  - **Peaceful demonstrations/congestion**
  - **Hostile demonstrations/casualties**
  - **Increased rate of joining insurgencies**
  - **Violent actions**



# Abstract situations

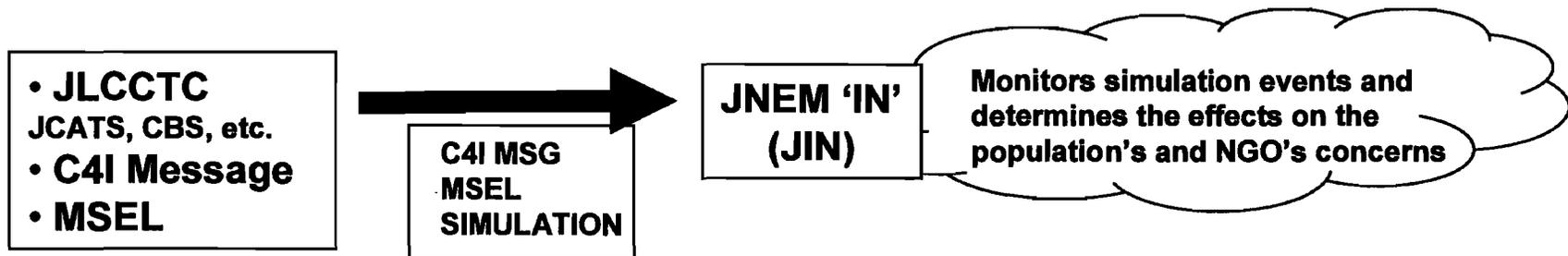
The following facilities can be damaged, leading to abstract situations:

- Mosque ⇒ Damaged Mosque
- Safe House
- Telecommunications Facility
- Civilian Law Enforcement
- Military Base
- Electrical Power Plant ⇒ Power Outage
- Pharmaceutical Plant
- Governmental Facility
- Non-Governmental Facility
- Water Plant ⇒ No Water
- Sewage Treatment Plant ⇒ Sewage Spill, No Water, Contaminated Water Supply
- CBW Production Facility ⇒ Contaminated Water Supply, Contaminated Food Supply, Disease
- Nuclear Power Plant ⇒ Contaminated Water Supply, Contaminated Food Supply, Disease, Power Outage
- Nuclear Material Production Facility ⇒ Contaminated Water Supply, Contaminated Food Supply, Disease
- Weapons Grade Nuclear Material Production Facility ⇒ Contaminated Water Supply, Contaminated Food Supply, Disease
- Power Plant ⇒ Power Outage
- Electric Substation ⇒ Power Outage
- Resource Utility Facility
- Power Plant Dam ⇒ Power Outage
- Chemical Plant ⇒ Industrial Spill
- Oil Refinery ⇒ Oil Refinery Fire, Fuel Shortage
- Raw Material Product Storage ⇒ Industrial Spill
- Medical Treatment Facility ⇒ Disease
- Food Distribution Facility ⇒ Contaminated Food Supply, Disease
- Fuel Pumping Station ⇒ Oil Pipeline Fire, Fuel Shortage
- Hardened Artillery Site
- Underground Site
- Fertilizer Plant
- School
- Hospital ⇒ Disease

# **Abstract Situations — Rule Sets**

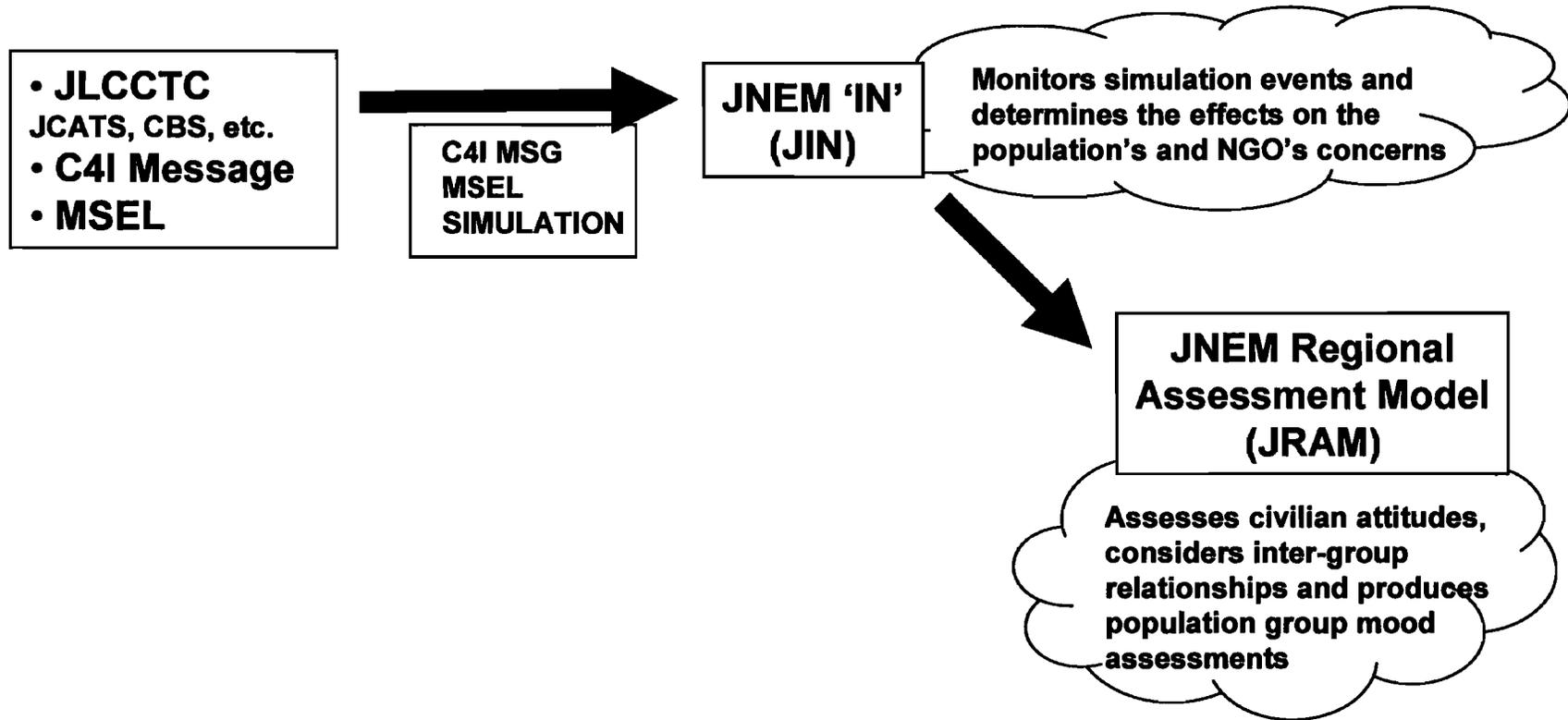
- **Magic Input Rule = Generic solution that allows  
Controller-Driven Events (aka Dynamic  
Scripting)**
- **Damage to Mosque**
- **Garbage in the Streets**
- **Sewage Spill**
- **Disease**
- **Epidemic**
- **Contaminated Food Supply**
- **Contaminated Water Supply**
- **No Water**
- **Industrial Spill**
- **Oil Pipeline Fire**
- **Oil Refinery Fire**
- **Fuel Shortage**
- **Food Shortage**
- **Unexploded Ordnance**
- **Power Outage**
- **Communications Outage**

# JNEM Overview



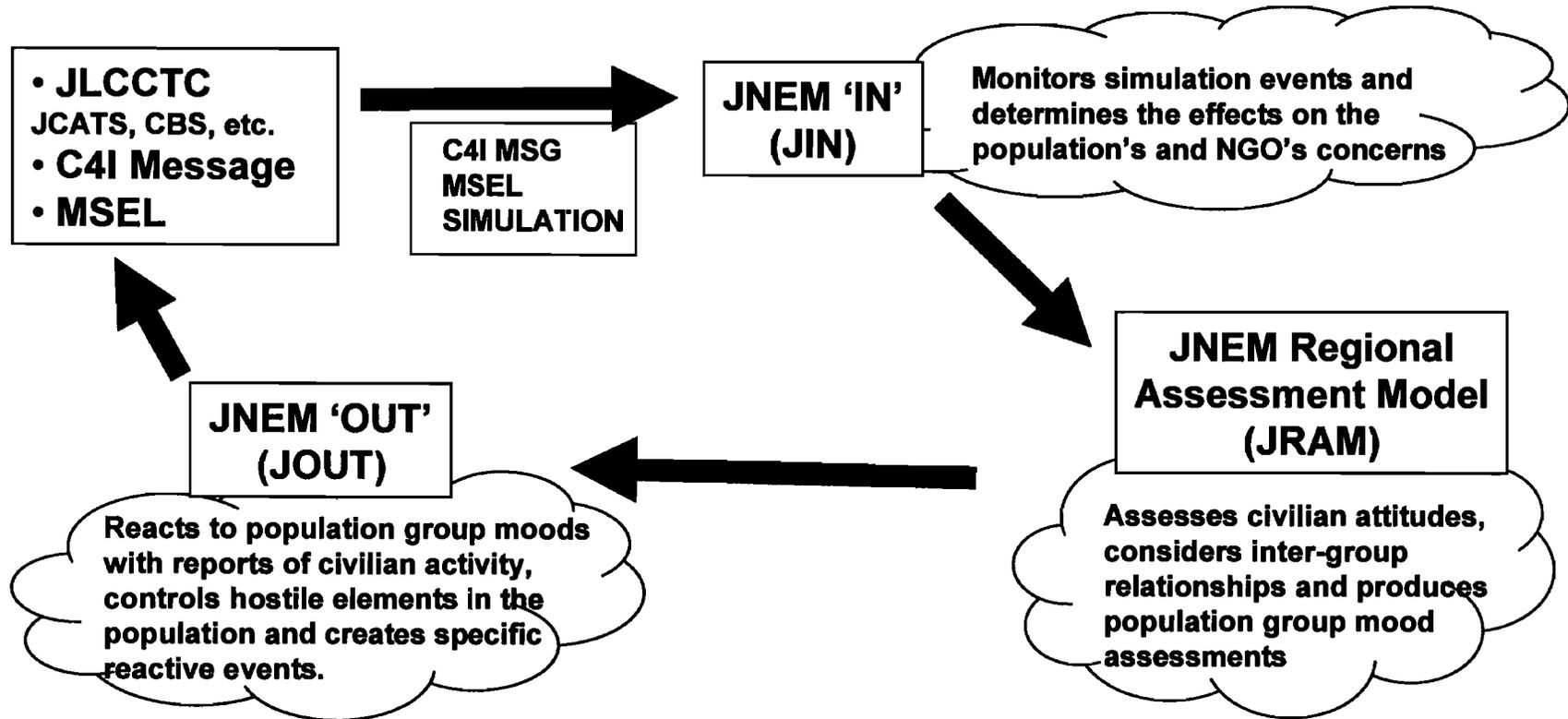
- **Independent Joint Land Component Constructive Training Capability (JLCCTC) federate stimulates significant asymmetric activity**

# JNEM Overview



- **JNEM determines realistic effects of economic, political, religious and social concerns of the local population on military actions.**

# JNEM Overview



- **Good military decisions lead to good results in the combat simulation**
- **Bad decisions, which may include failure to act, lead to bad results.**

# **What Training Benefit Does JNEM Provide?**

- **Allows for more realistic and complex replication of civilians on the battlefield than is possible using scripted (MSEL) methods alone.**
- **Models the effects that BLUFOR and OPFOR actions and/or inactions have on civilians.**

# **Civilian P-Groups for UE 06-02 (III Corps MRX)**

- **Shia Radicals (SHIR)**
- **Shia Moderates (SHIM)**
- **Sunni Baathists (SUNB)**
- **Sunni Moderates (SUNM)**
- **Kurds (KURD)**
- **Turkomen (TURK)**

# **NGO Sub P-Groups for UE 06-02**

- International Medical Corps (IMC) – **Medical Services (Baghdad)**
- Mercy Corps (MC) – **Logistic support to schools and youth centers (Baghdad)**
- International Relief and Development (IRD) – **social and economic stabilization programs (Baghdad)**
- Creative Associates International (CAI) – **School rehabilitation (Baghdad)**
- NGO Coordination Committee in Iraq (NCCIRAQ) – **NGO Info exchange organization (Baghdad, Erbil, Al Anbar, Basrah)**
- Comite' D Aide Medicale (CAM) – **Health, water, and sanitation services (Dohuk)**
- Relief International (RI) – **Financial aid to local communities (Suleymaniyah & Diyala)**
- International Relief and Development (IRD2) – **Engineer and logistic services (Kirkuk & Taji)**
- Mines Advisor Group (MAG) – **Engineer and logistic services (Kirkuk, Mosul, Dohuk)**

# **Automatically Triggered Abstract Situations (Unplanned Abstract Situation)**

- **A 5% damage to some CBS infrastructure icons will automatically trigger an associated abstract situation.**
- **Once an abstract situation is automatically triggered, because the situation is not occurring in CBS, all changes to the situation must be manually triggered through ISM by a controller.**
- **Additional 5% damage to certain CBS infrastructure icons will automatically trigger follow-on abstract situations**

# Training Improvements

## Current

- Outside Simulation
- Scripted MSELs
- No Tie-in to CDR's Decisions
- # of events tied to # of role-players
- Role players only available in CTC rotations

## With JNEM

- Simulation embedded
- Free Play
- Direct Causality facilitates AAR
- No limit; driven by exercise scenario
- JNEM available at home station for sustainment

End of File

