War Games at Stanford

The Stanford Research Institute is using the University's Computation Center to develop assault plans for amphibious warfare.

copter operations." The program, discovered in the Computation Center a simulation of an amphibious assault by the Inquisition, is designed toward optimum speed and efficiency amphibious of helicopters carrying vehicles, broops and artillery. Printed out in the listing of the program is SRI's full name and address, plus the name of the programmer, who is helicopters, of SRI's Transportation and Logistics department.

Three types of ships and six types of helicopters are used in the simulated assault. The ships are represented in GAMUT-H as LHA, LPD, and LPH, which, according to the Navy, designate "general purpose assault ship," "amphibious transport dock," and "amphibious assault ship," respectively. The purpose of the LPH is to "transport and land troops and their essential helicopter transportable equipment and supplies by means of embarked helicopters in amphibious assaults."

The helicopters are listed in the program as the HLH, CH46, CH53, UH-1, AH-1, and UH-1N. The first three choppers, known respectively as the Heavy Lift Helicpter, the Chinook, and the Super transport helicopters

Jolly Green Giant, are, "used to provide combat and combat service support. In this capacity the (helicopter) lifts artillery, ammunition, guncrews, supplies, material, and other equipment in support of Army forces in combat."

The UH-1 "Ir quois" is primarily a troop-carrying helicopter, while the AH-1 "Cobra" is an attack helicopter, or "gunship," designed for "armed reconnaissance, armed escort, and direct fire support."

The UH-1N is described by the Navy as a "Marine Corps light transport," designed for "all weather transport of troops, equipment, and cargo in amphibious assault and subsequent operations ashore." It "can also be used as a gunship"

GAMUT-H is an exercise in "war gaming," defined by the Association of Old Crows as "a simulation by whatever means, of a military operation involving two or more opposing forces, conducted using rules, data and procedures designed to depict an actual or assumed real world situation." The objective of a war game is to explore possible alternatives in strategy and tactics so as to be able to formulate the most effective battle plansfor a particular military situation.

Considered in the analysis are such factors as weapons availability and reliability, troop strength, weather, terrain, and supplies.

According to Army magazine, "war gaming has "for centuries been used as an aid to planning and training. Germany war gamed the invasion of France, the Netherlands and Russia before World War II.

The Japanese war gamed the attacks on Pearl Harbor, the Phillipines and Southeast Asia well in advance. Today, with the use of electronic computers, refined mathematics and precise historical data for use in modeling, war gaming has more extensive application than ever before."

Modern war gaming was conceived during World War II, when scientists developed operations research, a technique for dealing with numerous situational parameters in a refined quantitative manner. But the limitations of war gaming began to be felt in the 1950's when military planners found themselves faced with an overwhelming amount of data and a bewildering variety of choices, as military technology increased in complexity and America adopted the concept of policing the globe's Generals began playing with computers, and in the 1960's

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Robert McNamara's "Whiz Kids" established once and for all the role of computerized operations research techniques in military planning. Today war games are used for everything from planning how to use helicopter gunships to destroy Vietnamese guerillas, to determining the best way to end the world, as in DoD's war game called Simulation of Total Atomic Global Exchange (STAGE).

SRI's GAMUT-H resembles the Landing Force War Game, played since 1958 at the U.S. Marine Corps Landing Force Development Center at Quantico, Virginia. Andrew Wilson, the Defense and Aviation Correspondent for the London Observer, visited Quantico in 1967 in preparation for his book, The Bomb and the Computer. At that time, "two Marine lieutenant colonels were playing a game to analyze the helicopter requirements of a Marine division," using a 20 by 40 foot scale model of Cuba. Considering the "regularity with which the Marines are dispatched on fire-brigade missions in support of American policy around the globe," says Wilson, "sometimes the scene is set in Latin America, sometimes in Southeast Asia, sometimes in the Middle East."

Like the other branches of the military, the Marines found that increasingly unwieldly problems could not be solved by moving around little markers. But because in general "the Marines have a sturdy contempt for computers," they apparently chose not to run their own computer games; and now the Stanford Research Institute is simulating amphibious assaults. SRI is quite experienced in this area; according to Wilson, "it has major programs involving the use of war games in anti-ballistic missile defense, air defense, naval warfare, and unconventional (i.e., counterinsurgency) warfare."

As indicated by parameters in the program, SRI's war game deals

with parameters such as "penetration distances," helicopter capacities and speeds, travel time to "beach area," "refueling time," "altitude of operations above sea level," temperature, and "priority given to personnel and artillery."

GAMUT-H was discovered by the Inquisition's intelligence agents, known as the Inquisition Communist Underground (ICU). ICU cadres last month uncovered the secret SRI meeting of the Association of Old Crows, and are currently conducting an investigation into still another heretofore unknown SRI War Crimes. SRI management is privately reported to be "very concerned" about the low morale of SRI employees demonstrated by these security leaks.

SRI's use of the Stanford Computation Center for debugging their war game is another example of the University's covert complicity with the military-industrial complex. The Inquisition asks the Stanford Community to join in the following demands: 1) the University disclose all instances of utilization of the Computation Center and other Stanford facilities by individuals or institutions that are not constituents of the University, and 2) the University immediately terminate all provisions for such use on defense contracts.

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