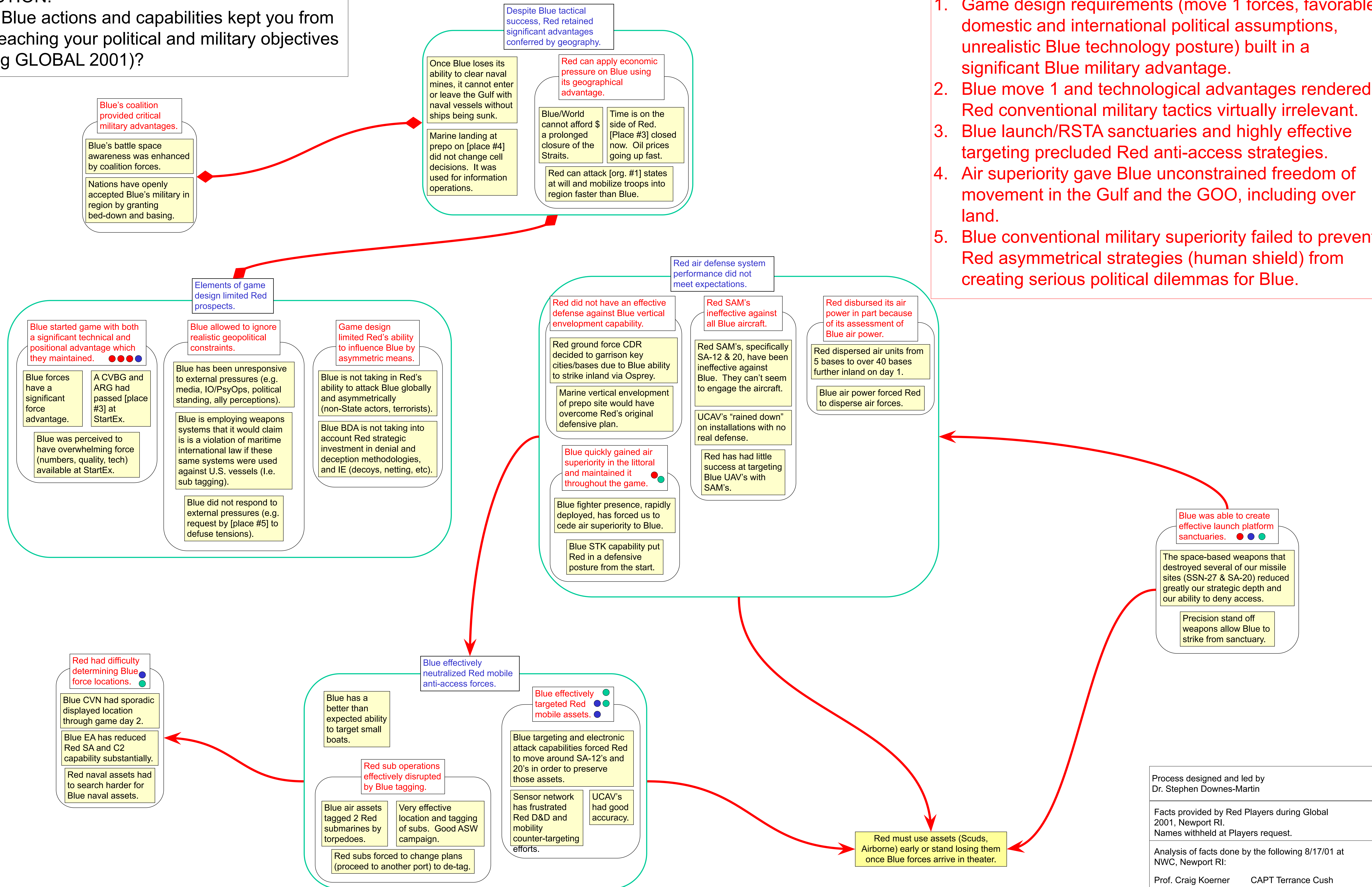


QUESTION:
 What Blue actions and capabilities kept you from fully reaching your political and military objectives (during GLOBAL 2001)?



- ANSWER:**
1. Game design requirements (move 1 forces, favorable domestic and international political assumptions, unrealistic Blue technology posture) built in a significant Blue military advantage.
 2. Blue move 1 and technological advantages rendered Red conventional military tactics virtually irrelevant.
 3. Blue launch/RSTA sanctuaries and highly effective targeting precluded Red anti-access strategies.
 4. Air superiority gave Blue unconstrained freedom of movement in the Gulf and the GOO, including over land.
 5. Blue conventional military superiority failed to prevent Red asymmetrical strategies (human shield) from creating serious political dilemmas for Blue.

Process designed and led by
 Dr. Stephen Downes-Martin

Facts provided by Red Players during Global 2001, Newport RI. Names withheld at Players request.

Analysis of facts done by the following 8/17/01 at NWC, Newport RI:

Prof. Craig Koerner	CAPT Terrance Cush
LCDR Curtiss Plunk	Prof. Stephen Downes-Martin
Prof. Robert Rubel	Prof. James Fitzsimonds