

CARS DGS-2 completes 400th mission

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48th IS

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The Contingency Airborne Reconnaissance System Deployable Ground Station-2 recently completed its 400th successful CREEK TORCH mission.

Comprised of the 13th and 48th Intelligence Squadrons, DGS-2 supports the European Command's intelligence collection requirements and protects NATO stabilization forces in the Balkans, while ensuring compliance with the Dayton Peace Accords.

Whether tasked to identify suspected mass grave sites or provide

critical information to stabilization forces to aid in enforcement of the Dayton Peace Accords, DGS-2 has played an integral part in U.S. and NATO combat operations and peace-keeping.

Utilizing multiple sensors on board the U-2, DGS-2 personnel control the sensors, process the data and disseminate intelligence products to a wide variety of customers. What makes DGS-2 distinctive is that while the system is deployable, it is currently fully operational while sta-

tioned at Beale Air Force Base, Calif.

This dramatically reduces costs to the Air Force and aids in force protection by exposing fewer personnel to potential threats in theater.

The DGS-2 mission presently involves supporting the European Command's CREEK TORCH activities, but other roles and missions are in development. CARS is an evolving system with a bright future, and DGS-2, with the support of other Air Intelligence Agency units, is leading the way in its development. ■

Sensor Combat: the name for the game

The Air Force Information Warfare Center's OSX office has created Sensor Combat wargames to educate organizations about the importance of information warfare.

These campaign-and tactical-level, commercial-style wargames prove the value of intelligence, airpower and information warfare.

These wargames have been used

to educate and train battlestuffs, students and organizations on all aspects of war.

Many Department of Defense and Joint organizations have already used Sensor Combat, including the U.S. Strategic Command and Joint Warfare Analysis Center.

There are two Sensor Combat games currently out. The Balkan Cauldron scenario uses information warfare to achieve and maintain U.N.-mandated peacekeeping and monitoring in the U.S. zone around Tuzla.

Another game that the OSX produced is Korean Nightmare, focusing on war versus peacekeeping.

If you would like more information about Sensor Combat, please call the AFIWC/OSX at (210) 680-2913. To receive a copy of the game, the request must be submitted on official letter head with a return name and military address to AFIWC/OSX, 6100 Bandera Road, Suite 900, San Antonio, Texas, 78238. ■



This is the playing screen of *The Balkan Cauldron*. Action is shown on the large map as the right bar features a small window of the entire map, day of current turn, control buttons and a picture of selected unit and the strength indicator.