

Strong Resolve 2002: Commando Peacekeepers?

By Valery Gromak

NATO's Strong Resolve 2002 war games, the largest in a decade... involved over 26,000 troops from 15 NATO countries, up to 50 warships and auxiliary vessels, and over 70 aircraft.

The Russian General Staff believes Russia and Belarus were given the role of "aggressors" in these war games. The Belarus position is harsher, as the Polish part of the war games envisaged the operation of NATO troops directly on the territory of Belarus, where according to the [NATO wargame scenario] ...the people revolted against the regime.

The Belarussian military acquired information according to which the first day of the NATO war games provided for NATO peacekeeping actions directly in [the Belarus capital] Minsk. A careful analysis of the composition of troops involved in the games shows it consisted mostly of:

- rapid deployment forces (commando, frogmen, reconnaissance and subversive groups),



- units that were to covertly deliver these forces to the site of operation
- forces to give them fire support from the sea and the air.

Even a layman will see that such special task groups are designed above all for offensive operations. Admiral Vladimir Valuyev, commander of the [Russian] Baltic Fleet said

"It is shocking that these NATO war games...staged on the border of Russia, were held to train in exclusively

offensive operations."

The Baltic part of the NATO exercise stipulated a series of tasks [which]...included naval control of navigation, a mine war, tactical aviation strikes at naval targets, the use of missile strike boats, a comprehensive combat training of minesweepers, and broad use of special operations and psychological warfare units.

By NATO logic, subversives are the best peacekeepers. The U.S. generals may try to camouflage the genuine goal of their exercises as a peacekeeping operation, but even a cursory analysis of the games shows ...[that] NATO, and above all U.S. [troops], [were being] trained in military interference in interstate and internal political problems of sovereign European countries under the pretext of peacekeeping operations.

Source: "By NATO Logic, Subversives are best Peacekeepers: The Strong Resolve 2002 NATO war games held close to Russia's borders over," *Parlament-skaya Gazeta*, No. 52, 2002. <www.cdi.org/russia/198.txt>

RADARSAT-1 and Strong Resolve 2002

The following reports refer to the use of RADARSAT-1 surveillance data during the Strong Resolve (SR) 2002 war game:

"ISR assets provided to SR 2002 included... the Canadian RADARSAT."¹

"MTI and SAR data from actual HORIZON, RADARSAT-1 and Joint STARS platforms were successfully shared by the entire CAESAR suite of exploitation workstations."²

"Systems participating in Strong Resolve [2002] included...RADARSAT satellite (full operational systems)."³

"Extensive U.S. and coalition technical and operational preparation led to this exercise 'deployment' providing live fly E-8 Joint STARS, French HORIZON and Canadian RADARSAT-1 surveillance data to NATO coalition forces."⁴

"CAESAR supported multiple echelons of command on both sides of the conflict, providing near-real time data from

the French HORIZON system, the U.S. Joint STARS system and the Canadian RADARSAT-1 space sensor."⁵

During the...Strong Resolve exercise..., the French SAIM image intelligence system merged multi-source MTI and SAR data from RADARSAT-1 (Canada), JSTAR (U.S.) and Horizon (France).⁶

References

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