

JTLS GO




Valkyrie
ENTERPRISES

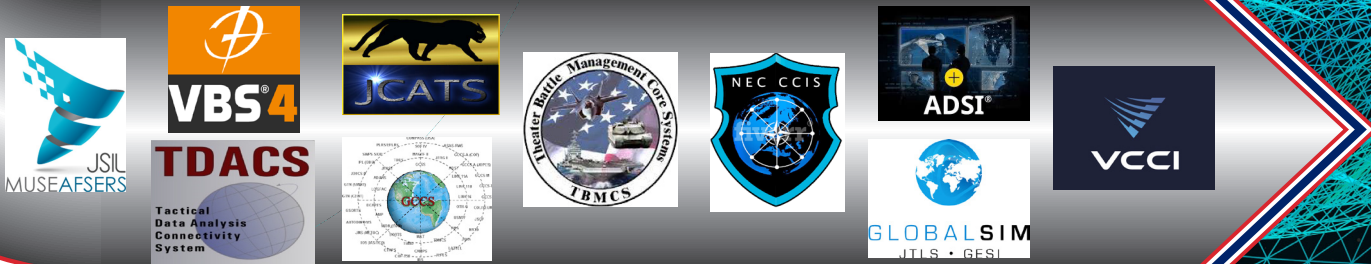
WARGAMING
SIMULATION AND ANALYSIS



**VISIT US AT: I/ITSEC
BOOTH #1760**

SUPPORTING THE WARFIGHTER WORLDWIDE

JTLS-GO is a scalable, flexible, proven web-enabled simulation. JTLS-GO's functionality enables modeling of multi-sided, multi-domain operations allowing for the examination of changes to warfare at the operational level. JTLS-GO wargaming solutions support analysis of joint and combined (coalition) operational plans, U.S. and international CAX support, operational experimentation, and operational concept development. JTLS-GO supports numerous scenario components beyond Air, Sea and Land combatants including: Logistics, SOF, Intelligence Operations, Space Operations, Cyber effects and Civilian Operations. JTLS-GO is used by leaders and planners worldwide including: Combatant Commands (CCMDs), Service Component Commands, Joint Staff (JS), and Joint Task Forces (JTFs); including NATO and Coalition military forces.



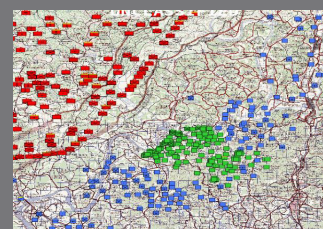
Valkyrie



JTLS-GO ENVIRONMENT



Global Representation



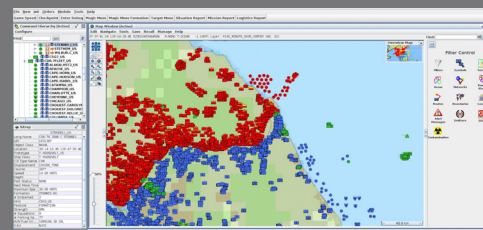
Real World Map Background



Full Air Tasking Order (ATO) Translation Support

Order	Priority	Target	Weapon	Altitude	Time	Status	Remarks
1-12	100	US EMPLOYMENT	AGM-129	10000	07:00	SCHEDULED	
1-12	100	US EMPLOYMENT	AGM-129	10000	07:05	SCHEDULED	
1-12	100	US EMPLOYMENT	AGM-129	10000	07:10	SCHEDULED	
1-12	100	US EMPLOYMENT	AGM-129	10000	07:15	SCHEDULED	
1-12	100	US EMPLOYMENT	AGM-129	10000	07:20	SCHEDULED	
1-12	100	US EMPLOYMENT	AGM-129	10000	07:25	SCHEDULED	
1-12	100	US EMPLOYMENT	AGM-129	10000	07:30	SCHEDULED	
1-12	100	US EMPLOYMENT	AGM-129	10000	07:35	SCHEDULED	
1-12	100	US EMPLOYMENT	AGM-129	10000	07:40	SCHEDULED	
1-12	100	US EMPLOYMENT	AGM-129	10000	07:45	SCHEDULED	
1-12	100	US EMPLOYMENT	AGM-129	10000	07:50	SCHEDULED	
1-12	100	US EMPLOYMENT	AGM-129	10000	07:55	SCHEDULED	
1-12	100	US EMPLOYMENT	AGM-129	10000	08:00	SCHEDULED	
1-12	100	US EMPLOYMENT	AGM-129	10000	08:05	SCHEDULED	
1-12	100	US EMPLOYMENT	AGM-129	10000	08:10	SCHEDULED	
1-12	100	US EMPLOYMENT	AGM-129	10000	08:15	SCHEDULED	
1-12	100	US EMPLOYMENT	AGM-129	10000	08:20	SCHEDULED	
1-12	100	US EMPLOYMENT	AGM-129	10000	08:25	SCHEDULED	
1-12	100	US EMPLOYMENT	AGM-129	10000	08:30	SCHEDULED	
1-12	100	US EMPLOYMENT	AGM-129	10000	08:35	SCHEDULED	
1-12	100	US EMPLOYMENT	AGM-129	10000	08:40	SCHEDULED	
1-12	100	US EMPLOYMENT	AGM-129	10000	08:45	SCHEDULED	
1-12	100	US EMPLOYMENT	AGM-129	10000	08:50	SCHEDULED	
1-12	100	US EMPLOYMENT	AGM-129	10000	08:55	SCHEDULED	
1-12	100	US EMPLOYMENT	AGM-129	10000	09:00	SCHEDULED	
1-12	100	US EMPLOYMENT	AGM-129	10000	09:05	SCHEDULED	
1-12	100	US EMPLOYMENT	AGM-129	10000	09:10	SCHEDULED	
1-12	100	US EMPLOYMENT	AGM-129	10000	09:15	SCHEDULED	
1-12	100	US EMPLOYMENT	AGM-129	10000	09:20	SCHEDULED	
1-12	100	US EMPLOYMENT	AGM-129	10000	09:25	SCHEDULED	
1-12	100	US EMPLOYMENT	AGM-129	10000	09:30	SCHEDULED	
1-12	100	US EMPLOYMENT	AGM-129	10000	09:35	SCHEDULED	
1-12	100	US EMPLOYMENT	AGM-129	10000	09:40	SCHEDULED	
1-12	100	US EMPLOYMENT	AGM-129	10000	09:45	SCHEDULED	
1-12	100	US EMPLOYMENT	AGM-129	10000	09:50	SCHEDULED	
1-12	100	US EMPLOYMENT	AGM-129	10000	09:55	SCHEDULED	
1-12	100	US EMPLOYMENT	AGM-129	10000	10:00	SCHEDULED	
1-12	100	US EMPLOYMENT	AGM-129	10000	10:05	SCHEDULED	
1-12	100	US EMPLOYMENT	AGM-129	10000	10:10	SCHEDULED	
1-12	100	US EMPLOYMENT	AGM-129	10000	10:15	SCHEDULED	
1-12	100	US EMPLOYMENT	AGM-129	10000	10:20	SCHEDULED	
1-12	100	US EMPLOYMENT	AGM-129	10000	10:25	SCHEDULED	
1-12	100	US EMPLOYMENT	AGM-129	10000	10:30	SCHEDULED	
1-12	100	US EMPLOYMENT	AGM-129	10000	10:35	SCHEDULED	
1-12	100	US EMPLOYMENT	AGM-129	10000	10:40	SCHEDULED	
1-12	100	US EMPLOYMENT	AGM-129	10000	10:45	SCHEDULED	
1-12	100	US EMPLOYMENT	AGM-129	10000	10:50	SCHEDULED	
1-12	100	US EMPLOYMENT	AGM-129	10000	10:55	SCHEDULED	
1-12	100	US EMPLOYMENT	AGM-129	10000	11:00	SCHEDULED	

Over 50 Spreadsheets Of Current Status Information Available



Web Hosted Interface Program (WHIP)

WARGAMING & ANALYSIS

- Maximum of twenty Force Sides can be represented, with each Side potentially divided into an unlimited number of Factions
- Force Side relationships are asymmetric and can be changed during Simulation execution
- Designed to support doctrine-neutral implementation for maximum flexibility
- Force operations and capabilities are described within the database (not embedded in the code) to facilitate the tailoring of data for a specific scenario.
- JTLS-GO is delivered with a well vetted unclassified Standard Database (SDB) containing thousands of combat systems, ship classes, aircraft classes, sensors, weapons, and weapon systems used by militaries around the world.
- Database development and tailoring tools, which can be used to easily extract applicable data to an organization's scenario, are included with JTLS-GO.
- JTLS-GO recognizes terrain, weapons, movement, attrition tables, unit characteristics, and Time-Phased Force Deployment Data (TPFDD) as input.
- Terrain is represented as a multi-level world-wide grid terrain system and forces may be placed anywhere in the world and support multi AOR campaigns simultaneously.
- Scenarios can include military forces, civil agencies, international relief organizations, and specific civilian populations.
- Critical infrastructure is represented, such as, bridges, tunnels, APODs, SPODs, cargo handling facilities, pipelines and pumping stations, that can be interdicted and impact simulated military operations and logistics support.
- Contested logistics supported - distribution of critical supplies and timelines
- HADR and Emergency Management operations are fully supported

INPUTS - Inputs to JTLS-GO come from two primary sources

- The initialization database containing:
 - o Engineering level data describing the capabilities of the modeled objects such as combat system, aircraft, weapons, and weapon system so
 - o The Order of Battle for all represented Force Sides
 - o The TPFDD and logistics sustainment plan
 - o Pre-planned events or scenario assumptions used to instigate conflict situations or alter the course of the represented scenario
 - o Terrain
- The JTLS-GO User interface is the Web Hosted Interface Program (WHIP®), and it allows visual interaction with the Simulation in the form of order input based on the current simulated situation obtained from the WHIP's map and data displays. The WHIP output can be displayed in any language desired by using the i18n editor delivered with JTLS-GO.

OUTPUTS:

- JTLS-GO Message outputs may be sent electronically to standard Simple Message Text Protocol (SMTP) electronic mail.
- JTLS-GO is fully integrated with any real-world C4I system that can accept either OTH-Gold or Link-16 formatted message streams, such as the Global Command Control System (GCCS), NATO's Maritime Command Control Information System (MCCIS) and Interactive Command control (ICC) system, JRE, TDACS and ADSI.

CONTACTS:

Tom Viehe
VP, Business Development
tom.viehe@valkyrie.com
(703) 801-2711

JTLS-GO
Ty Cook
Division Manager
ty.cook@valkyrie.com
(757) 580-8417



2877 Guardian Lane, Suite 300
Virginia Beach, VA 23452
757.962.2545 x2001

