JTLS GO

Valkyrie ENTERPRISES

WARGAMING
SIMULATION AND ANALYSIS

Sweden
Finland
NATO JFTC
Ukraine
Turkey
Norway
Poland
NATO JWC
NATO NCI-Agency
U.K.
France
Japan
Morocco
Italy
Taiwan
Greece
Philippines
Qatar
Canada
Pakistan
Malaysia
Romania

Joint Staff J7
Suffolk, VA

USINDOPACOM PWC
Ford Island, HI

Prospective Customers

Current Customers

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

TURNING DATA INTO <u>DECISIONS</u>
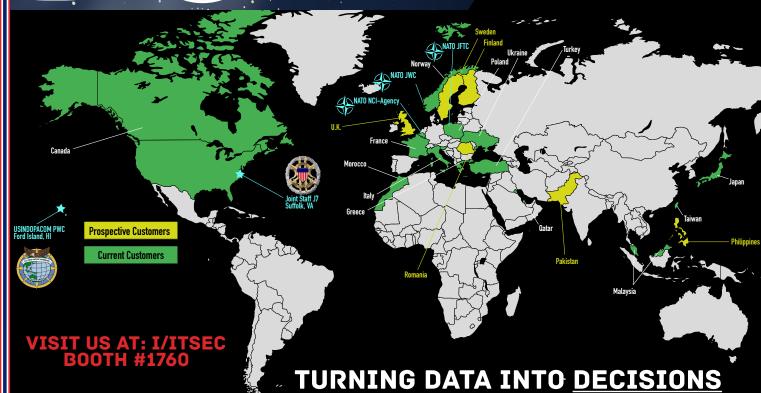
JTLS-GO is a scalable and technically mature web-enabled simulation that provides the modeling of multi-sided and multi-domain operations to examine changes in warfare at the operational level. JTLS-GO directly supports the warfighter in wargaming joint and collation operational plans, U.S. and international CAX support, operational scenario generation, and future concept analysis. This wargaming simulation and analysis program also supports air, sea, land, logistical, SOF, intelligence operations, space, cyber effects, and civilian crisis scenarios. JTLS-GO is regularly used by the US Joint Staff, Combatant Commands, NATO, Service Component Commands, Joint Task Forces, and several countries around the globe.

JSIL MUSEAFSERS

VBS®4

JCATS

Theater Battle Management Core Systems
TBMCS

NEC CCIS

ADSI®

VCCI

TDACS
Tactical Data Analysis Connectivity System

GCCS

GLOBALSIM
JTLS · GESI

HIVE

Valkyrie

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.
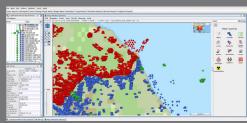
JTLS-GO ENVIRONMENT

Global Representation

Real World Map Background

Full Air Tasking Order (ATO) Translation Support

Over 50 Spreadsheets Of Current Status Information Available

Web Hosted Interface Program (WHIP)

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