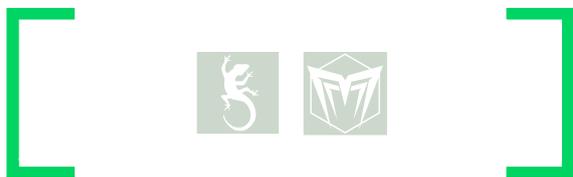
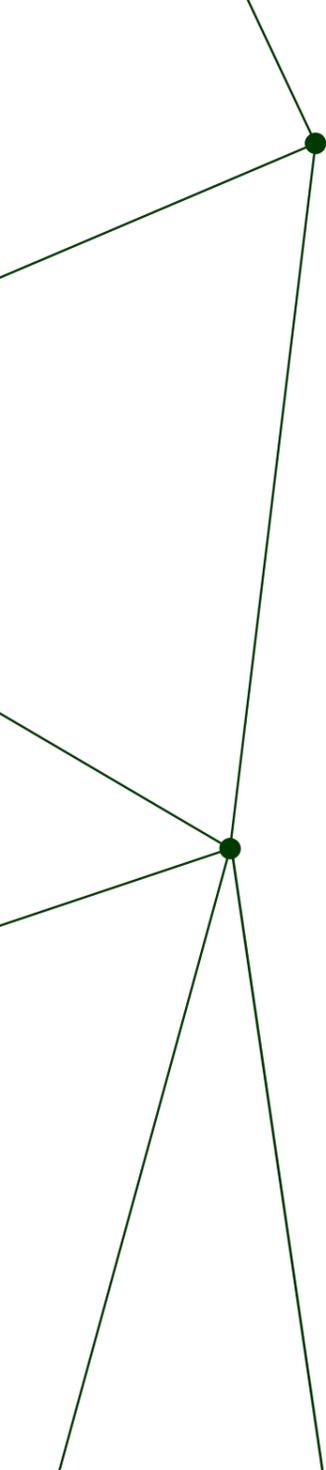




# OPERATIONAL SIMULATIONS

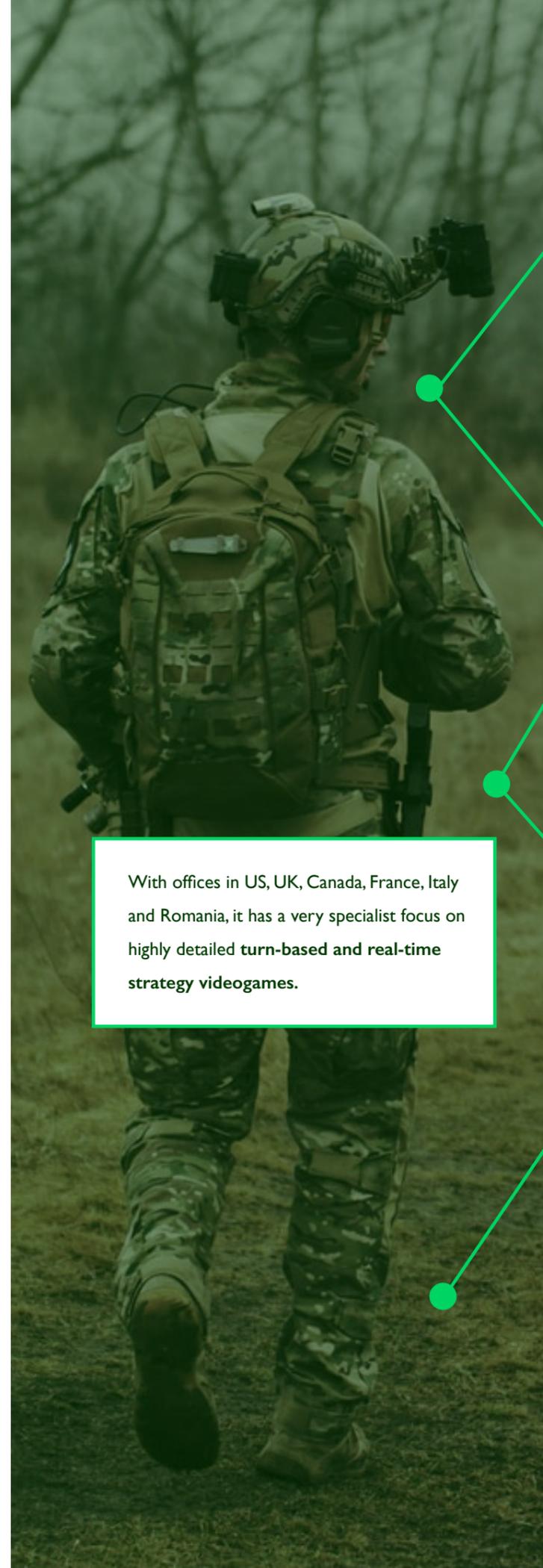
Using COTS Software  
as a Force Multiplier





## ● Our Mission

To provide cost effective, versatile operational simulations based on proven technology and decades of experience. Our goal is to rapidly boost your ability to wargame, train or perform operational analysis. We aim to provide agile wargames that can be put together and run in days, not weeks or months. Built by a talented team with cross-discipline skills including programming, design, UI/UX, historians, with a range of cross domain ex-service personnel.

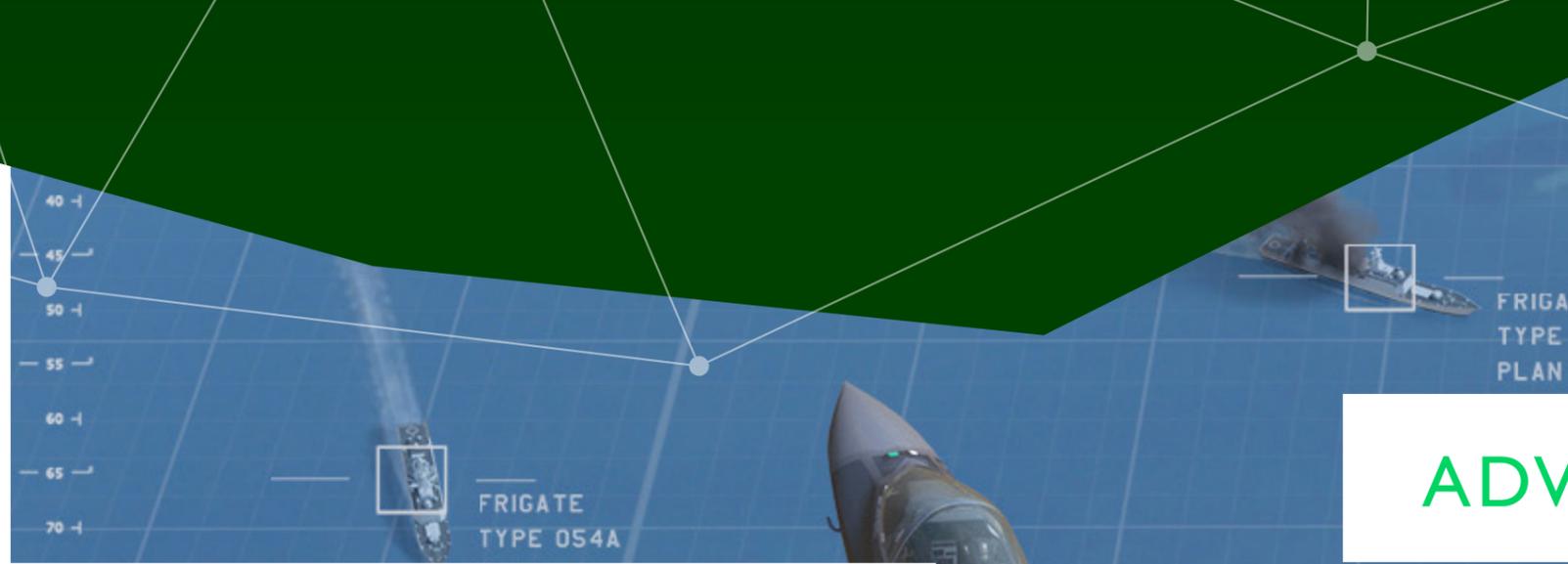


# SLITHERINE ]

Slitherine is the undisputed **world-leading publisher** of digital wargames.

With offices in **US, UK, Canada, France, Italy and Romania**, it has a very specialist focus on highly detailed **turn-based and real-time strategy videogames**.

Slitherine manages a range of product that span every historical period and every scope, from tactical to high-level operational and even strategic.



# ADVANTAGE OF COTS

In parallel, Slitherine develops professional versions of a range of its commercial products. Some cutting-edge titles such as Command Modern Air/Naval Operations and Flashpoint Campaigns are widely recognized as benchmarks in the military training sector.

With the pro-software division Slitherine is leading a disruptive business that's expanding fast with clients such as Dstl, US DOD, Royal Navy, RAAF, Lockheed Martin, BAE Systems and more.

Using industry standard design and development methodologies such as Agile and Sprint, Slitherine is able to deliver best in class simulations.

## PROFESSIONAL SOFTWARE



**READY NOW** the software is ready to use out of the box

**RISK** COTS software allows cost effective development

**STABILITY** commercial versions allow for large audiences to find and report software inefficiencies

**USABILITY** recreational gamers are playing for fun, forcing software to be easy to pick-up

**REALISM** the audience is extremely knowledgeable with many SME's and many serving or retired military personnel

**CONTINUAL DEVELOPMENT** the software is always in active development. New features are added regularly, and the professional clients benefit from these improvements





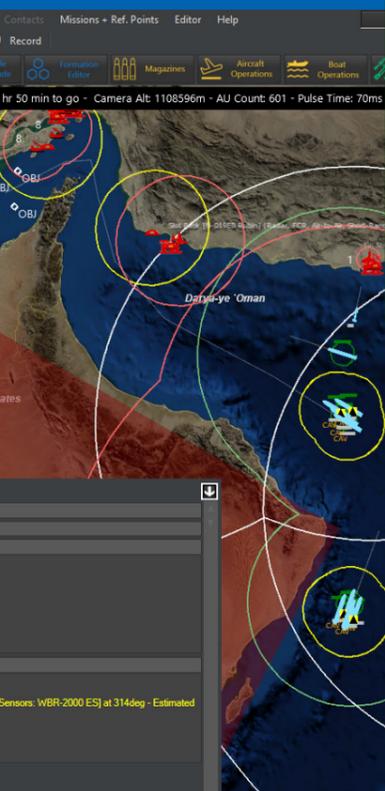
# COMMAND PROFESSIONAL EDITION

Command PE is a modified version of Command Modern Operations, a videogame designed specifically for Warfighters, Military Analysts & Trainers. It is a physics-based battlespace environment simulation tool, modelling each entity in a detailed and realistic way. The current version focuses on air and maritime operations and land installations are primarily threats and targets for the other domains.

Command is being widely used around the world for a range of purposes from OA, to training, cost control, future force and prototyping.

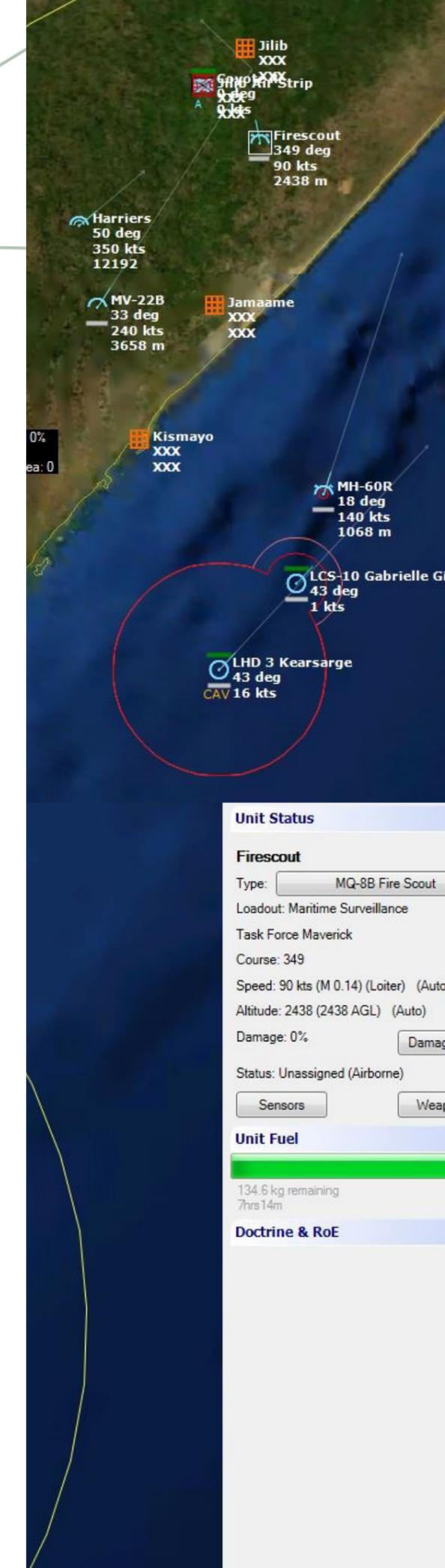
It includes the largest unclassified military database in existence, including almost every front line platform and weapon system from 1946 to the near future for every nation in the world.

The simulation revolves around a detailed sensor model that fully simulates the electromagnetic spectrum on ground, sea and air.



## KEY FEATURES

- Detailed sensor model, complex kinematic calculations and soft factor modelling.
- Huge DB of unclassified data, with ability to edit DB to amend data or add completely new platforms, sensors or weapons.
- Wide range of data export formats.
- Ability to run with or without human in the loop and support for Monte Carlo analysis
- DIS support allowing interoperability with other sims and output to a range of visualisation tools including Tac View and SIMDIS.
- Entire battlespace simulation but with ability to override any mechanics and “pull the strings” of the simulation remotely via other simulations or LUA scripts.
- Support for Live Virtual Constructive simulation (LVC).
- On demand satellite imagery such as BING maps supported.
- Includes emerging tech such as lasers, EMP, CHAMP, hypersonic, Rail guns, HVP etc
- Comms disruption and cyber modelling
- Logistics modelling including fuel and stores expenditure and limitations
- Littoral operations, transport and cargo
- Detailed doctrine settings and weapon release authorisations.



### Unit Status

#### Firescout

Type:   
Loadout: Maritime Surveillance  
Task Force Maverick  
Course: 349  
Speed: 90 kts (M 0.14) (Loiter) (Auto)  
Altitude: 2438 (2438 AGL) (Auto)  
Damage: 0%   
Status: Unassigned (Airborne)

#### Unit Fuel

134.6 kg remaining  
7hrs 14m

#### Doctrine & RoE

Flashpoint campaigns is a hex based asynchronous operational scale WEGO game. Players issue orders during their specific orders phase and then the game resolves all actions until a new orders phase occurs. The US Army are customizing it for their use as part of the ATHENA project and Dstl for their needs as the Firefly edition.

# FLASHPOINT CAMPAIGNS PRO



## KEY FEATURES

- Innovative OODA loop system that captures the importance of Command and Control, and how it can be disrupted.
- Forces are organized into individual manoeuvre units (game counters) of companies, platoons, or sections. These can be made up of mixed elements (vehicles and infantry).
- Strategic elements including air, artillery, and WMD (Nuclear and Chemical) assets are located off map.
- Maps cover an area of 30km by 40km with hexes representing 500 meters.
- Detailed combat model including kinetic and soft factors such as terrain, morale and doctrine.
- Scenarios are four to fourteen hours of in-game time.



- Command individual vehicles, teams, and squads
- Expansive simulation of “soft factors” such as Morale, Experience, and Leadership
- Innovative systems portraying Fog of War, Spotting, Line of Sight, Command & Control, and Objectives
- Realistic physics, ballistics, and battlefield effects, including a wide range of weather and lighting conditions, all of which realistically impact fighting abilities
- Unique hybrid system for RealTime or WeGo (turn based) play
- Advanced vehicle damage modelling allows for tracking of each sub-system, including the most realistic ballistics, armour and post-armour effects available in any game

## UNIT TYPES



Infantry units & weapon teams  
Armoured personnel carriers  
Self-propelled flak and SAMs  
Utility vehicles  
Anti-tank weapons  
Flak



Self-propelled anti-tank  
Tanks  
Towed artillery  
Self-propelled artillery



Aircraft  
Helicopters



Surface to surface missiles  
Surface to air missiles

# COMBAT MISSION

Combat Mission is a real time / WEGO tactical simulation in full 3D, which won Wargame of the Year 2011, and has been constantly updated and improved since then.

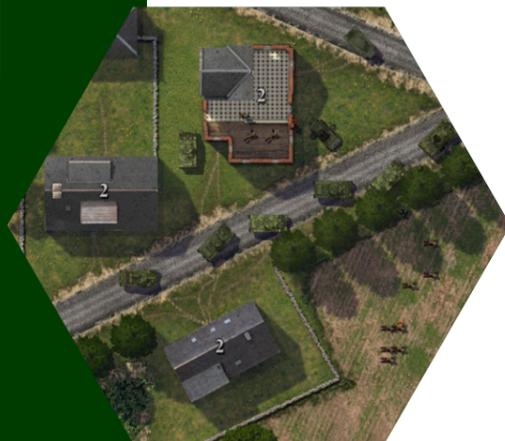
## KEY FEATURES

[BATTLEFRONT.COM](http://BATTLEFRONT.COM)



# OTHER GAMES

## Close Combat



## Operation Art of War



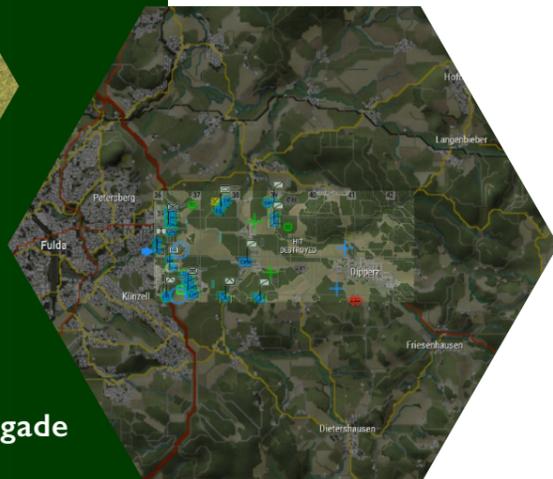
## Afghanistan '11



## Battle Academy



## Armored Brigade



## Bespoke Solutions

- Dstl – Sole Source £1.5m contract for Command, Flashpoint & Combat Mission over 2 years
- US Army – ATHENA project – year 2 of 5 year plan

## COTS Clients

- Royal Navy
- US Navy
- US Air Force
- Australian DOD
- Luftwaffe
- Bundeswehr
- Singapore DSO
- BAE
- Lockheed Martin
- UDRI
- US Marines



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