

East Director Intel tab

## LEADERSHIP DEVELOPMENT EXERCISE



TEAM SCORE : 0

ROUND : 01

TIME LEFT :

01:32

## DIRECTOR PLANNING

OPPORTUNITIES		
LARGE	SMALL	
Fixed Target	2 Strikes Required	Points
Mobile Target	1 Strike Required	Points
THREATS		
LARGE	SMALL	
Fixed Target	2 Escorts Required	Points
Mobile Target	1 Escort Required	Points
UNKNOWN TARGETS		

West Director OPS tab

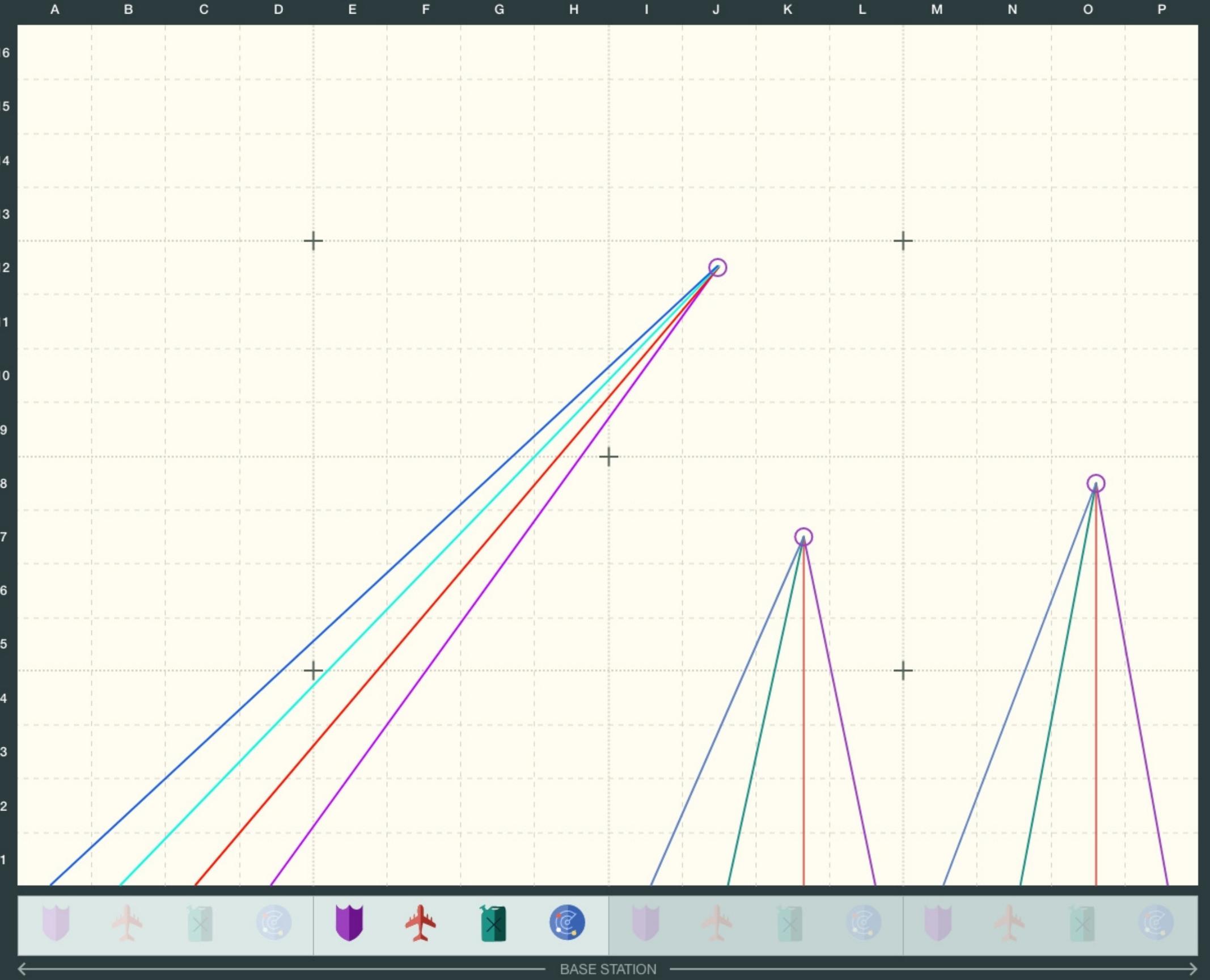
OPS

INTEL

COP

Switch To Dark Mode

## LEADERSHIP DEVELOPMENT EXERCISE



TEAM SCORE : 0

ROUND : 01

01:32

## DIRECTOR PLANNING

## OPPORTUNITIES

## LARGE

Fixed Target   2 Strikes Required   16 Points

## SMALL

Fixed Target   1 Strike Required   04 Points

Mobile Target   2 Strikes Required   16 Points

Mobile Target   1 Strike Required   04 Points

## THREATS

## LARGE

Fixed Target   2 Escorts Required   04 Points

## SMALL

Fixed Target   1 Escort Required   02 Points

Mobile Target   2 Escorts Required   04 Points

Mobile Target   1 Escort Required   02 Points

## UNKNOWN TARGETS



West Director Intel tab

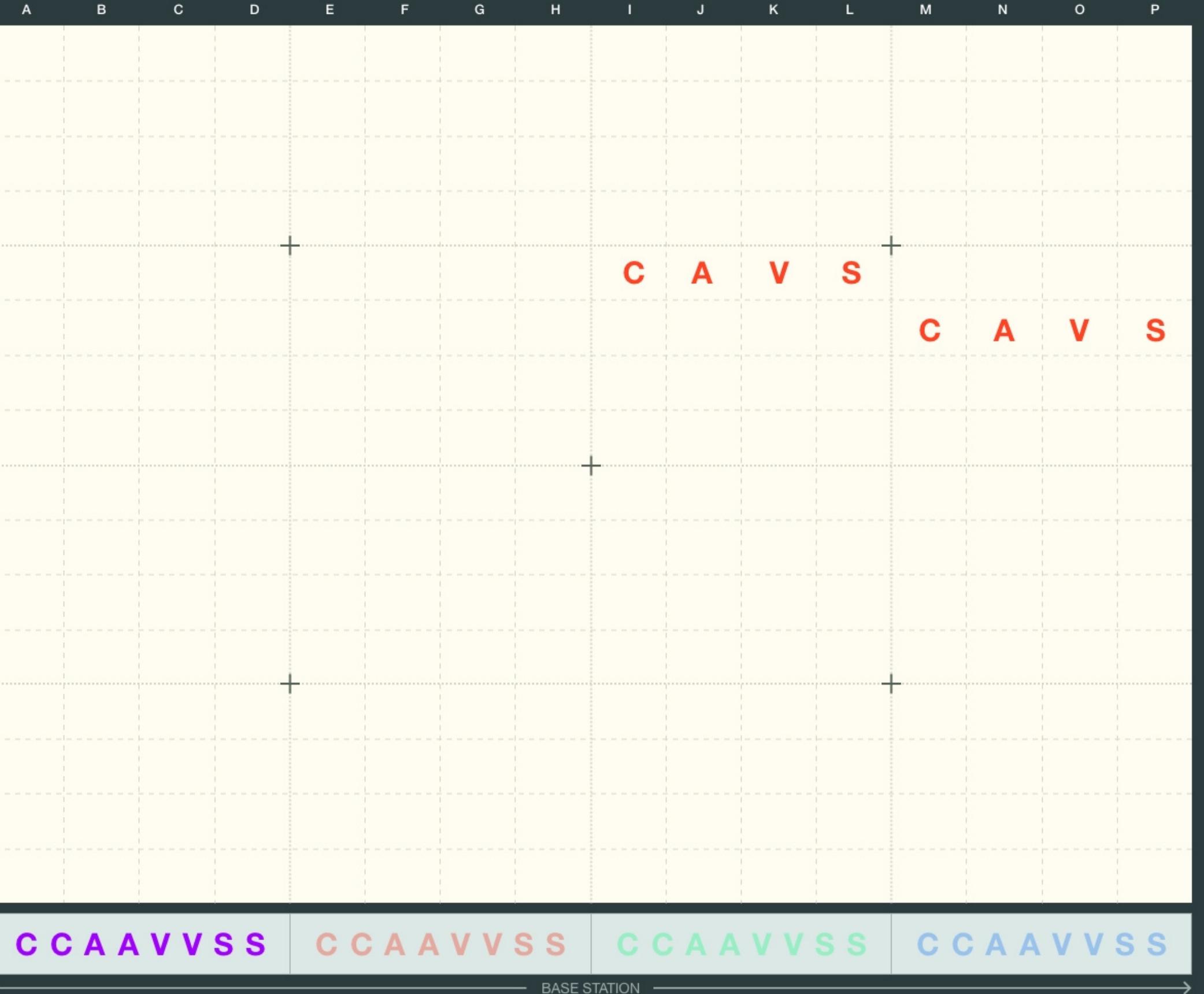
OPS

INTEL

COP

Switch To Dark Mode

## LEADERSHIP DEVELOPMENT EXERCISE



TEAM SCORE : 0

ROUND : 01

TIME LEFT :

01:32

## DIRECTOR PLANNING

## OPPORTUNITIES

## LARGE



Fixed Target



2 Strikes Required



Points

## SMALL



Fixed Target



1 Strike Required

Points

## THREATS

## LARGE



Fixed Target



2 Escorts Required



Points

## SMALL



Fixed Target



1 Escort Required

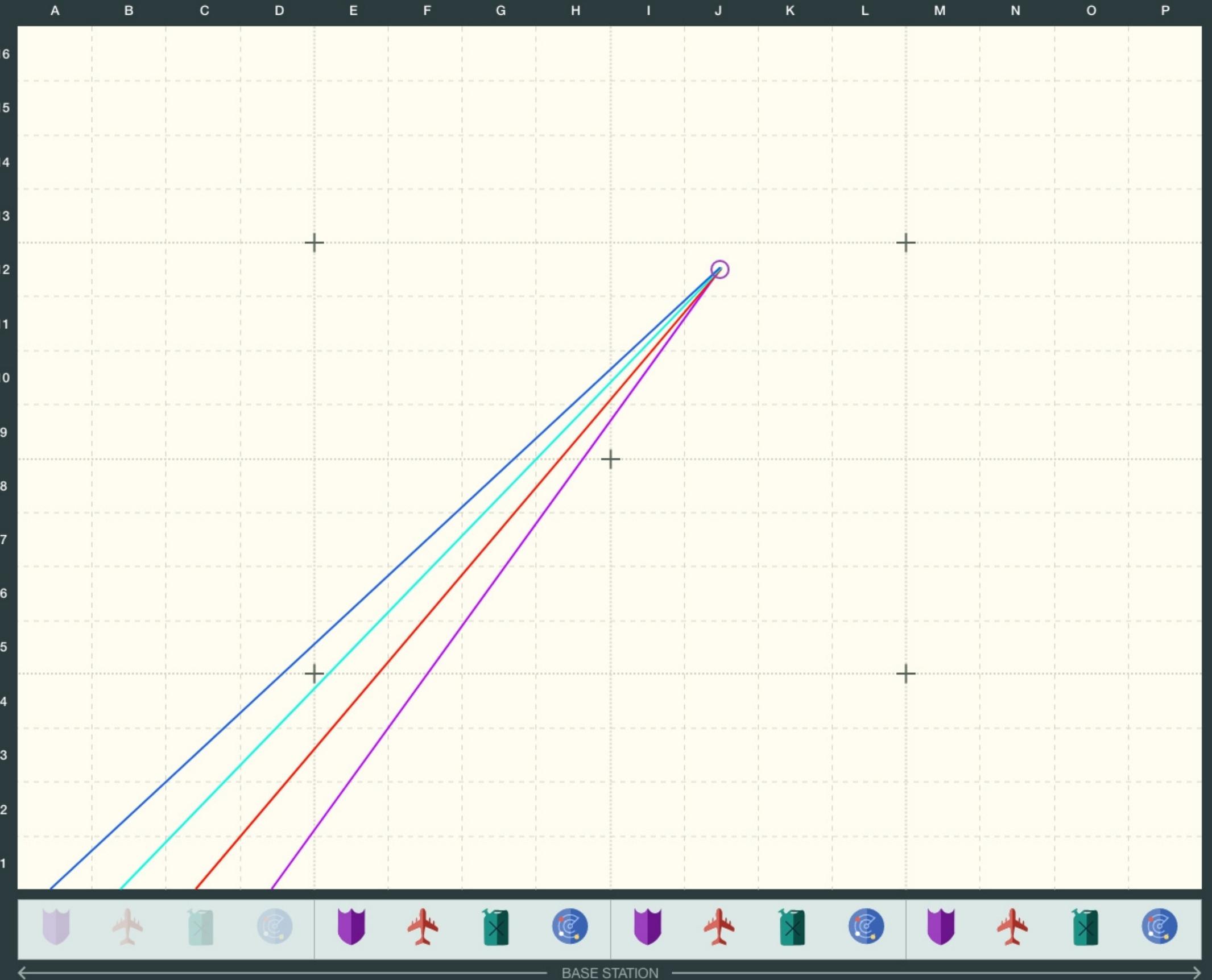
Points

## UNKNOWN TARGETS



OPS Director

## LEADERSHIP DEVELOPMENT EXERCISE



TEAM SCORE : 0

ROUND : 01

TIME LEFT :

01:32

## DIRECTOR PLANNING

## OPPORTUNITIES

## LARGE

Fixed Target   « » 16  
2 Strikes Required Points

## SMALL

Fixed Target   « » 04  
1 Strike Required Points

Mobile Target   « » 16  
2 Strikes Required Points

Mobile Target   « » 04  
1 Strike Required Points

## THREATS

## LARGE

Fixed Target   « » 04  
2 Escorts Required Points

## SMALL

Fixed Target   « » 02  
1 Escort Required Points

Mobile Target   « » 04  
2 Escorts Required Points

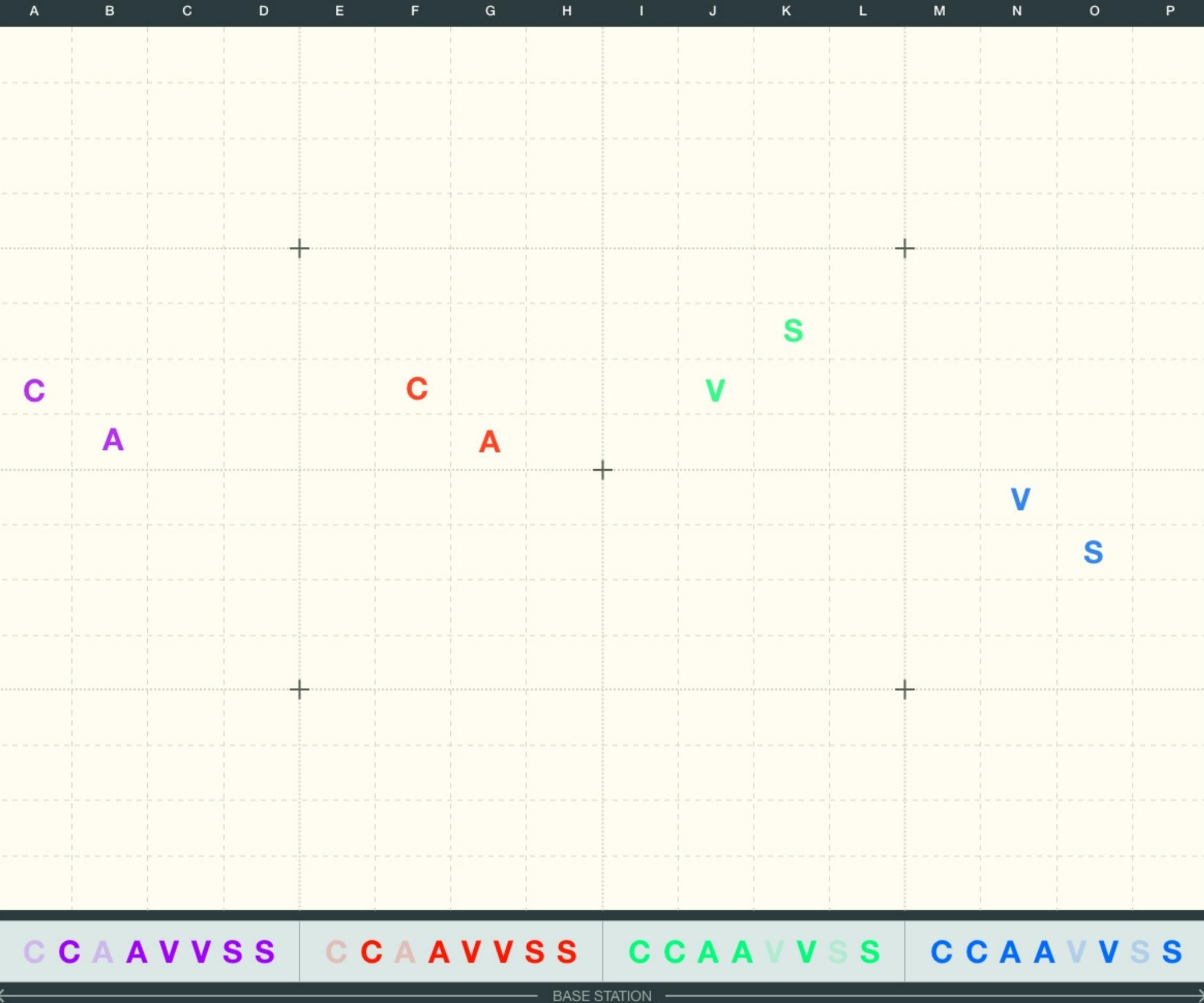
Mobile Target   « » 02  
1 Escort Required Points

## UNKNOWN TARGETS



Intel Director

## LEADERSHIP DEVELOPMENT EXERCISE



TEAM SCORE : 0

ROUND : 01

TIME LEFT :

01:32

## DIRECTOR PLANNING

## OPPORTUNITIES

## LARGE

			16
Fixed Target	2 Strikes Required	Points	

## SMALL

		04
Fixed Target	1 Strike Required	Points

		16
Mobile Target	2 Strikes Required	Points

		04
Mobile Target	1 Strike Required	Points

## THREATS

## LARGE

		04
Fixed Target	2 Escorts Required	Points

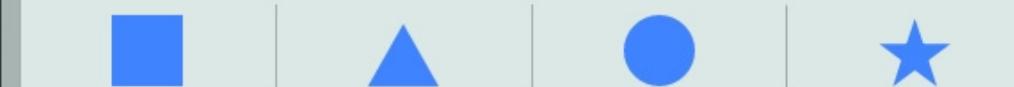
## SMALL

		02
Fixed Target	1 Escort Required	Points

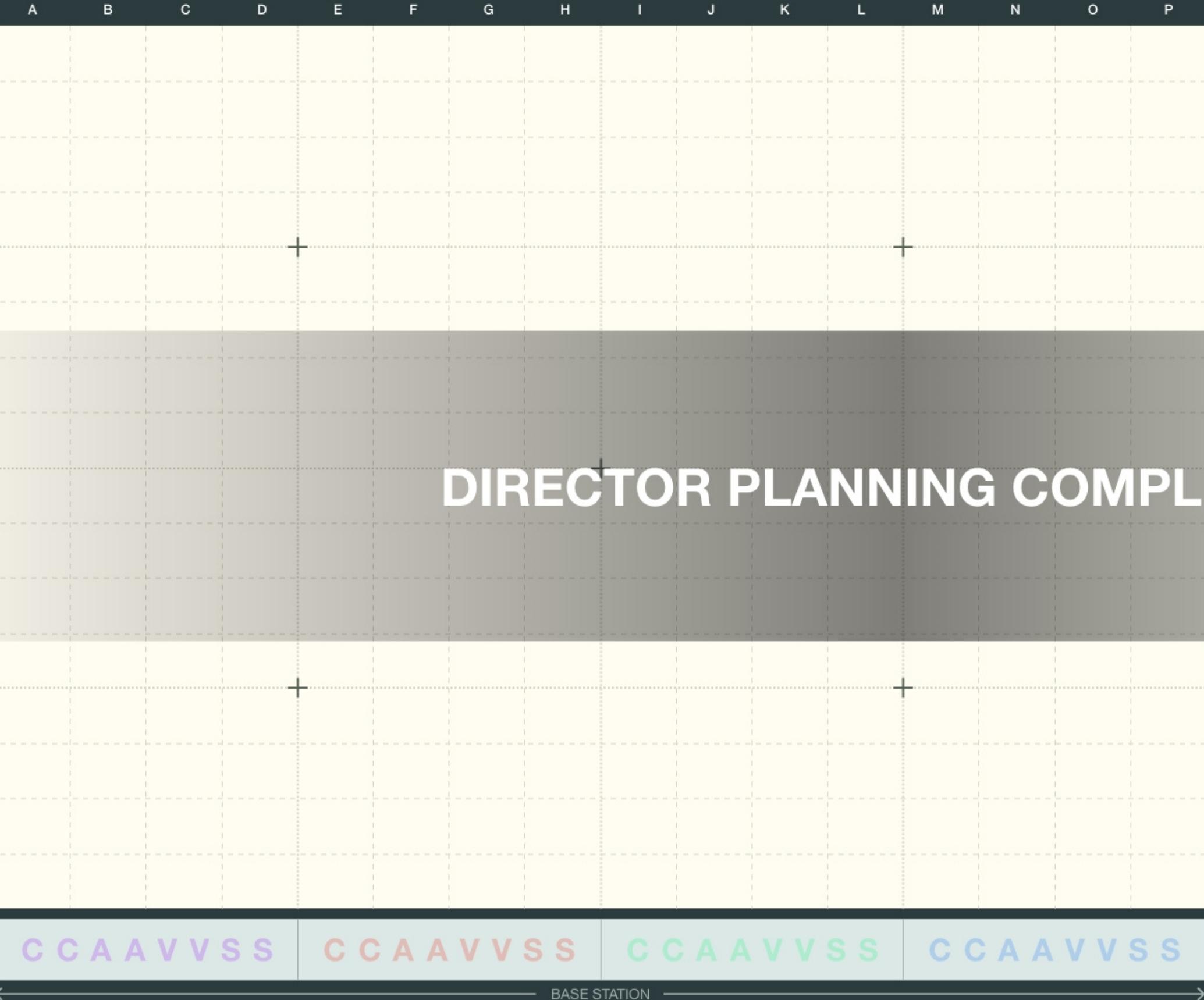
		04
Mobile Target	2 Escorts Required	Points

		02
Mobile Target	1 Escort Required	Points

## UNKNOWN TARGETS



## LEADERSHIP DEVELOPMENT EXERCISE



TEAM SCORE : 0

ROUND : 01

TIME LEFT :

01:32

## DIRECTOR PLANNING

## OPPORTUNITIES

## LARGE



## SMALL



## THREATS

## LARGE



## SMALL



## UNKNOWN TARGETS



# Commander Planning

## LEADERSHIP DEVELOPMENT EXERCISE



TEAM SCORE : 0

ROUND : 01

TIME LEFT :

01:32

## DIRECTOR PLANNING

## ← OPPORTUNITIES →

## LARGE



Fixed Target    2 Strikes Required    Points

## SMALL



Fixed Target    1 Strike Required    Points



Mobile Target    2 Strikes Required    Points



Mobile Target    1 Strike Required    Points

## THREATS

## LARGE



Fixed Target    2 Escorts Required    Points

## SMALL



Fixed Target    1 Escort Required    Points



Mobile Target    2 Escorts Required    Points



Mobile Target    1 Escort Required    Points

## UNKNOWN TARGETS



Single Player Chosen both Mission Commander and Vice Commander

OPS

INTEL

COP

Switch To Dark Mode

## LEADERSHIP DEVELOPMENT EXERCISE



TEAM SCORE : 0

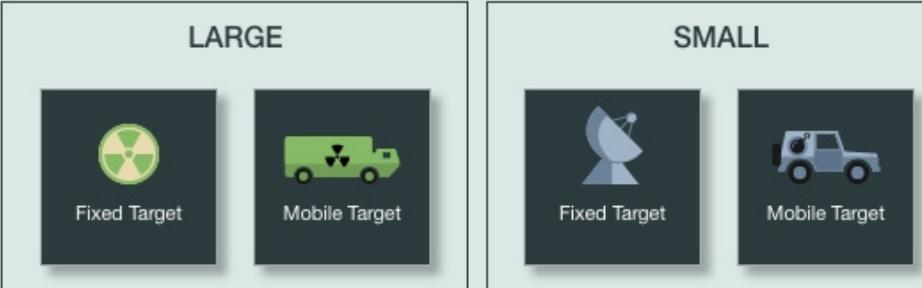
ROUND : 01

TIME LEFT :

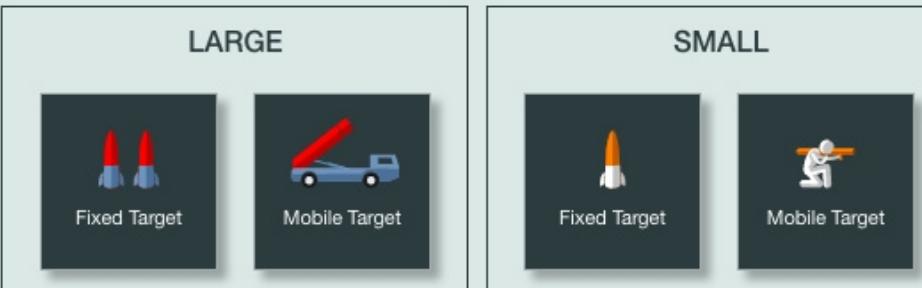
01:32

## COMMANDER PLANNING

OPPORTUNITIES



THREATS



UNKNOWN TARGETS



Mission Commander

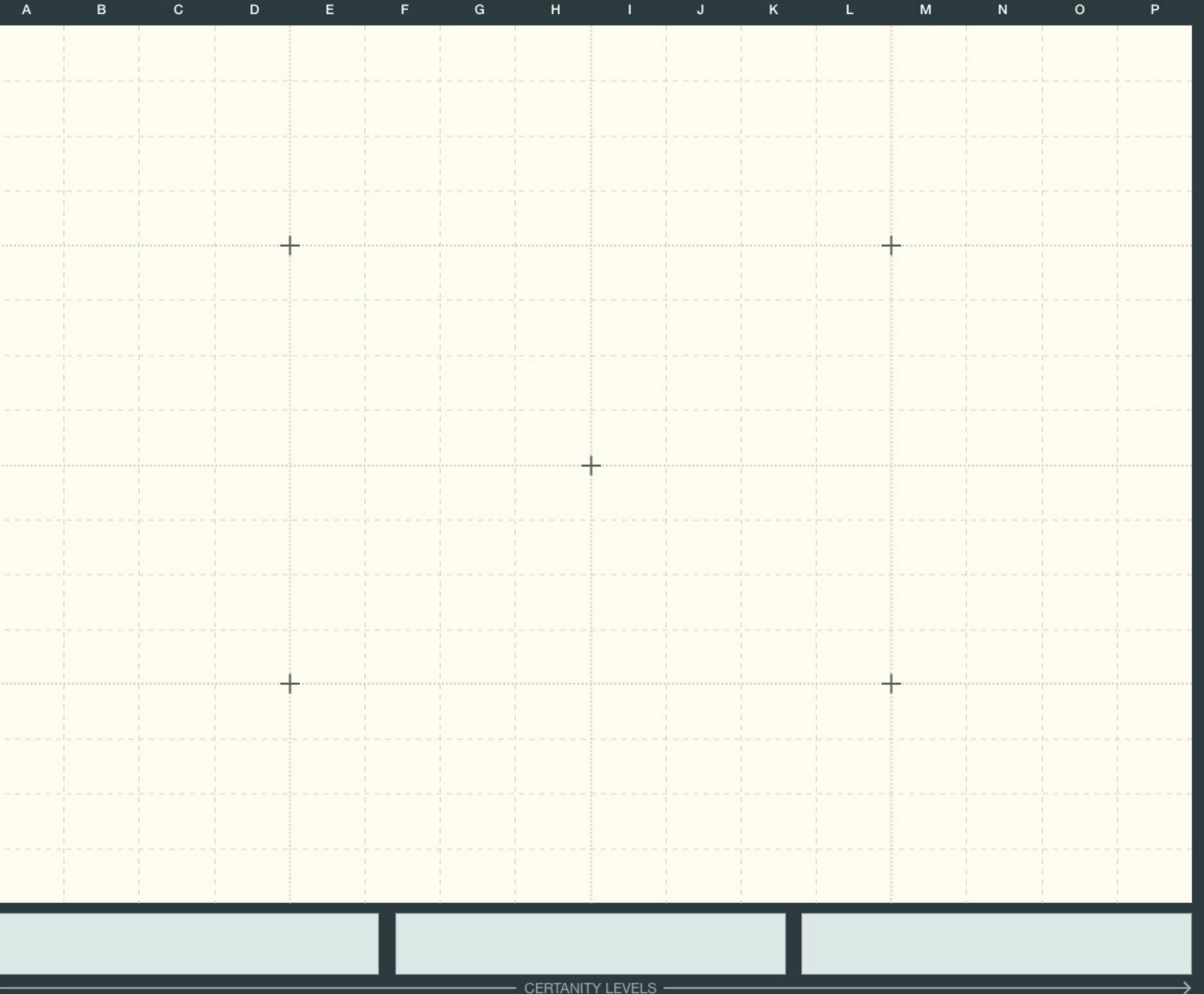
OPS

INTEL

COP

Switch To Dark Mode

## LEADERSHIP DEVELOPMENT EXERCISE



TEAM SCORE : 0

ROUND : 01

TIME LEFT :

01:32

## COMMANDER PLANNING

## OPPORTUNITIES

## LARGE



Fixed Target



2 Strikes Required



Points

## SMALL



Fixed Target



1 Strike Required



Points

## THREATS

## LARGE



Fixed Target



2 Escorts Required



Points

## SMALL



Fixed Target



1 Escort Required



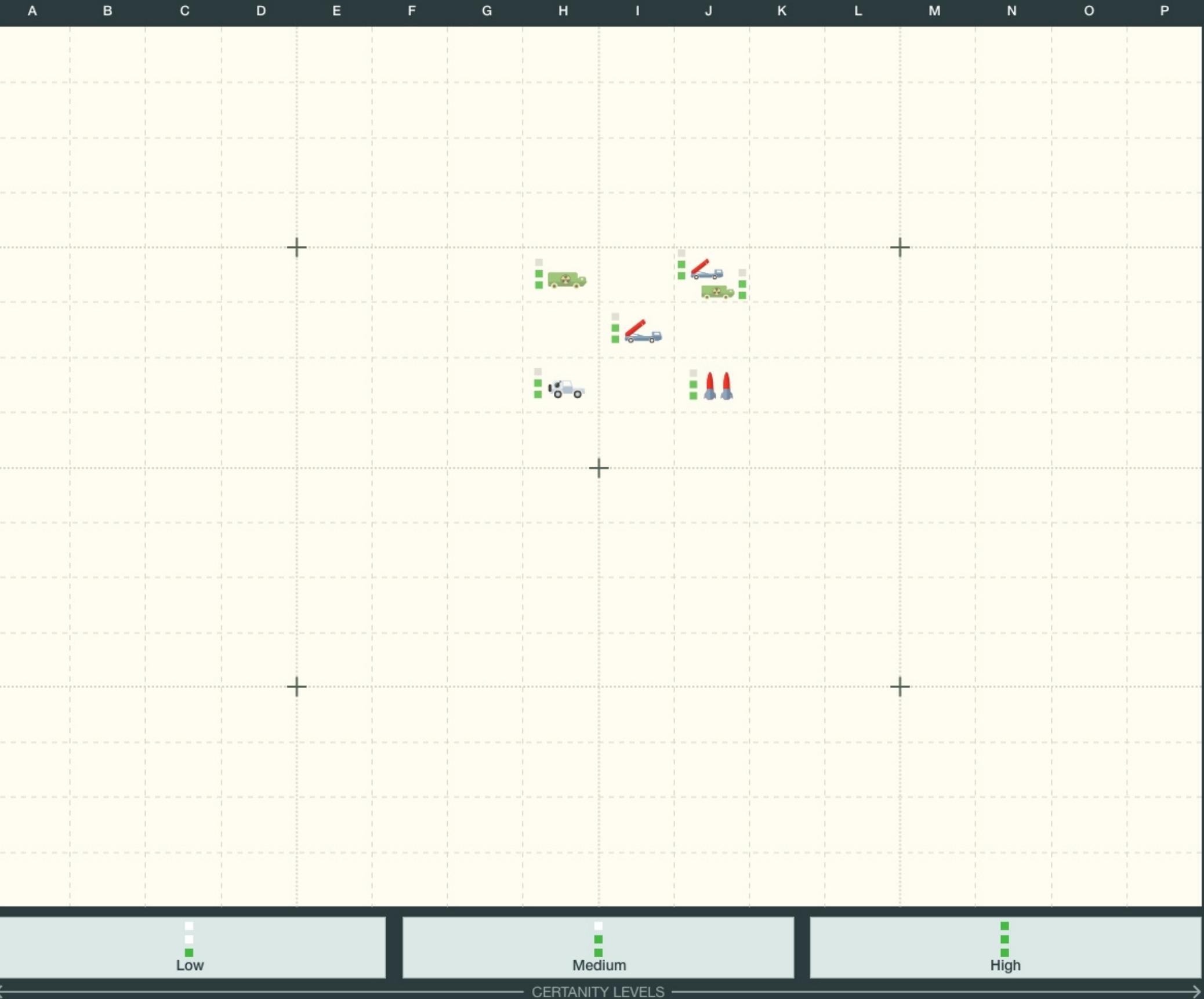
Points

## UNKNOWN TARGETS



Vice Commander

## LEADERSHIP DEVELOPMENT EXERCISE



TEAM SCORE : 0

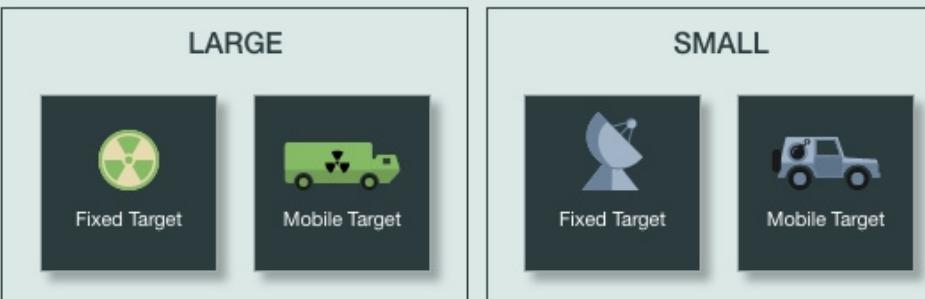
ROUND : 01

TIME LEFT :

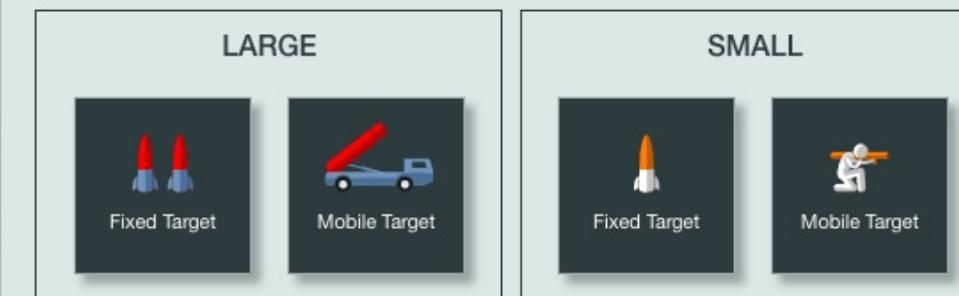
01:32

## COMMANDER PLANNING

OPPORTUNITIES



THREATS



UNKNOWN TARGETS



## LEADERSHIP DEVELOPMENT EXERCISE



TEAM SCORE : 0

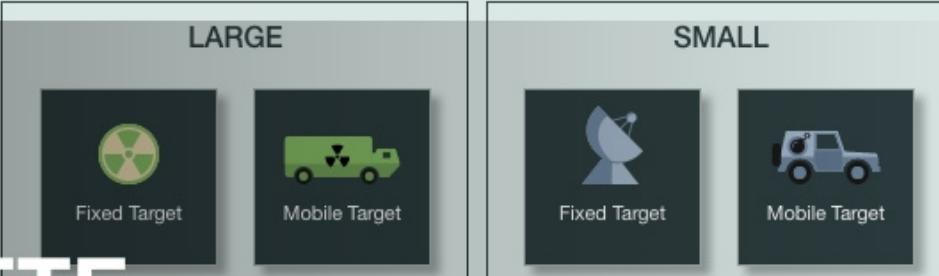
ROUND : 01

TIME LEFT :

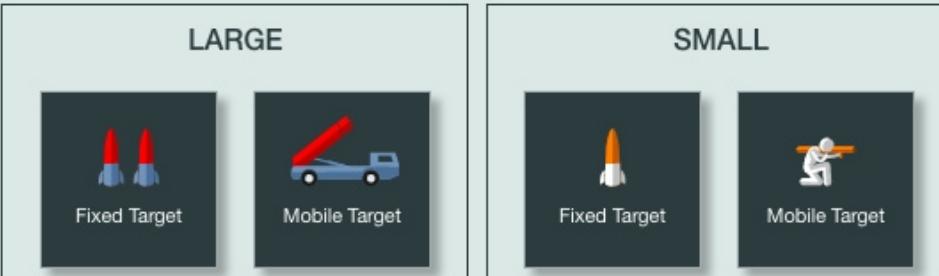
01:32

## COMMANDER PLANNING

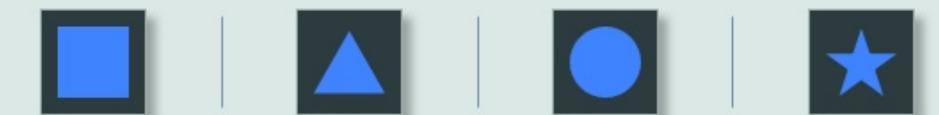
OPPORTUNITIES



THREATS

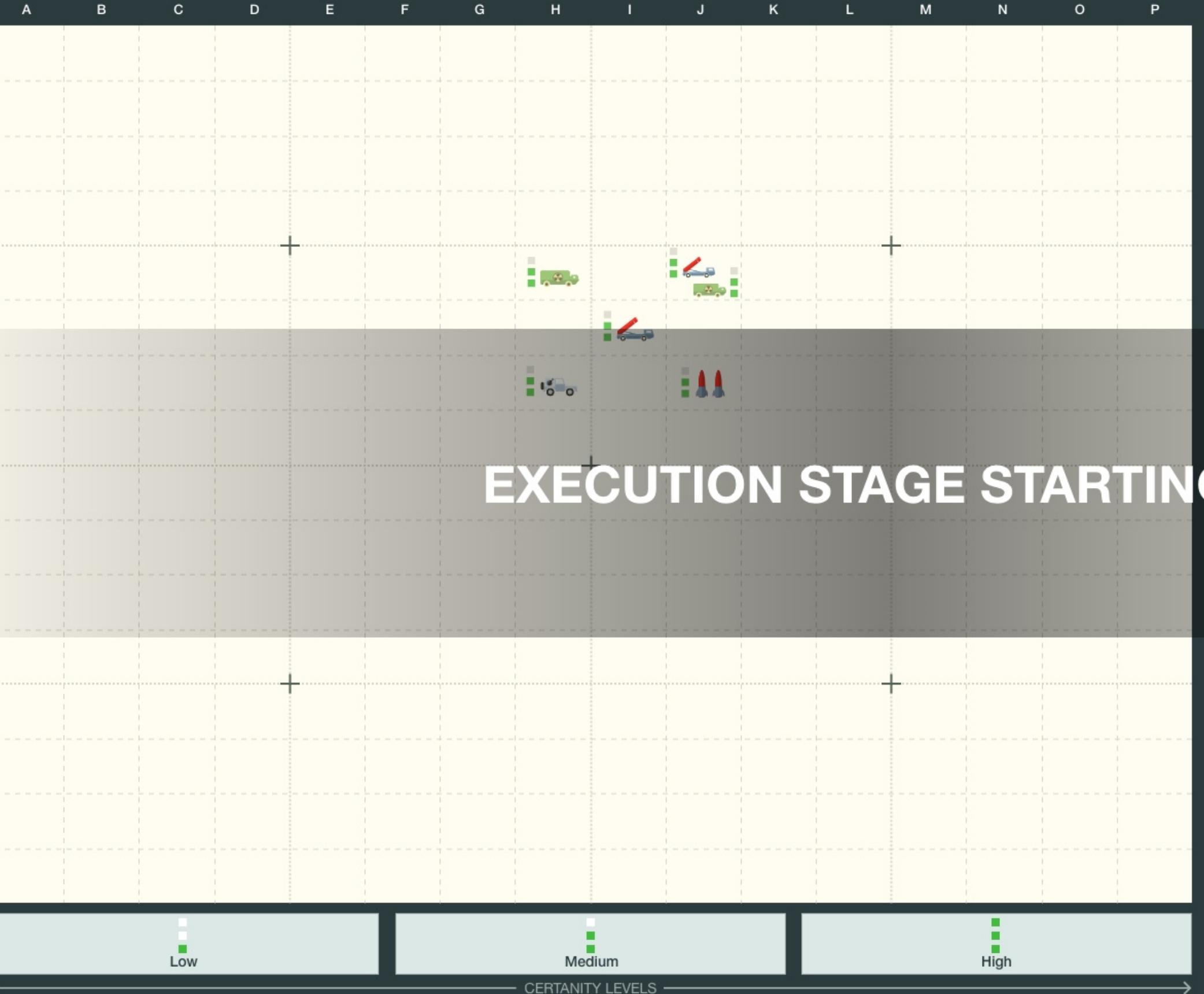


UNKNOWN TARGETS



Execution stage

## LEADERSHIP DEVELOPMENT EXERCISE



TEAM SCORE : 0

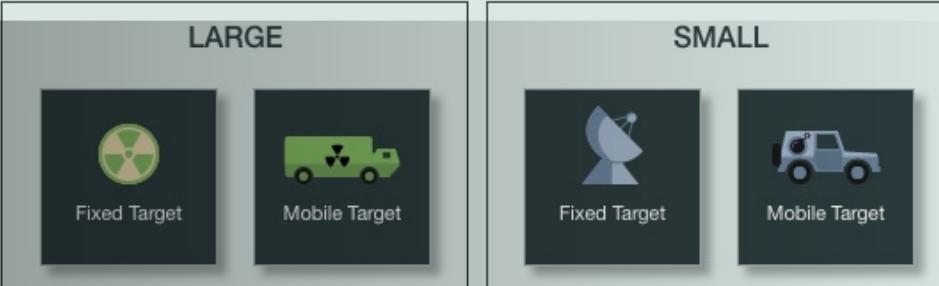
ROUND : 01

TIME LEFT :

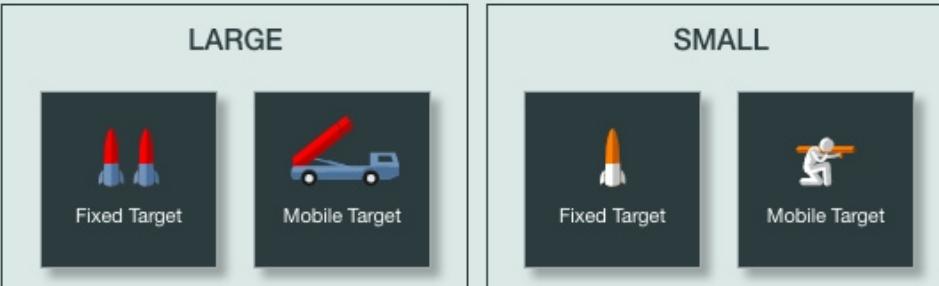
01:32

## COMMANDER PLANNING

OPPORTUNITIES



THREATS



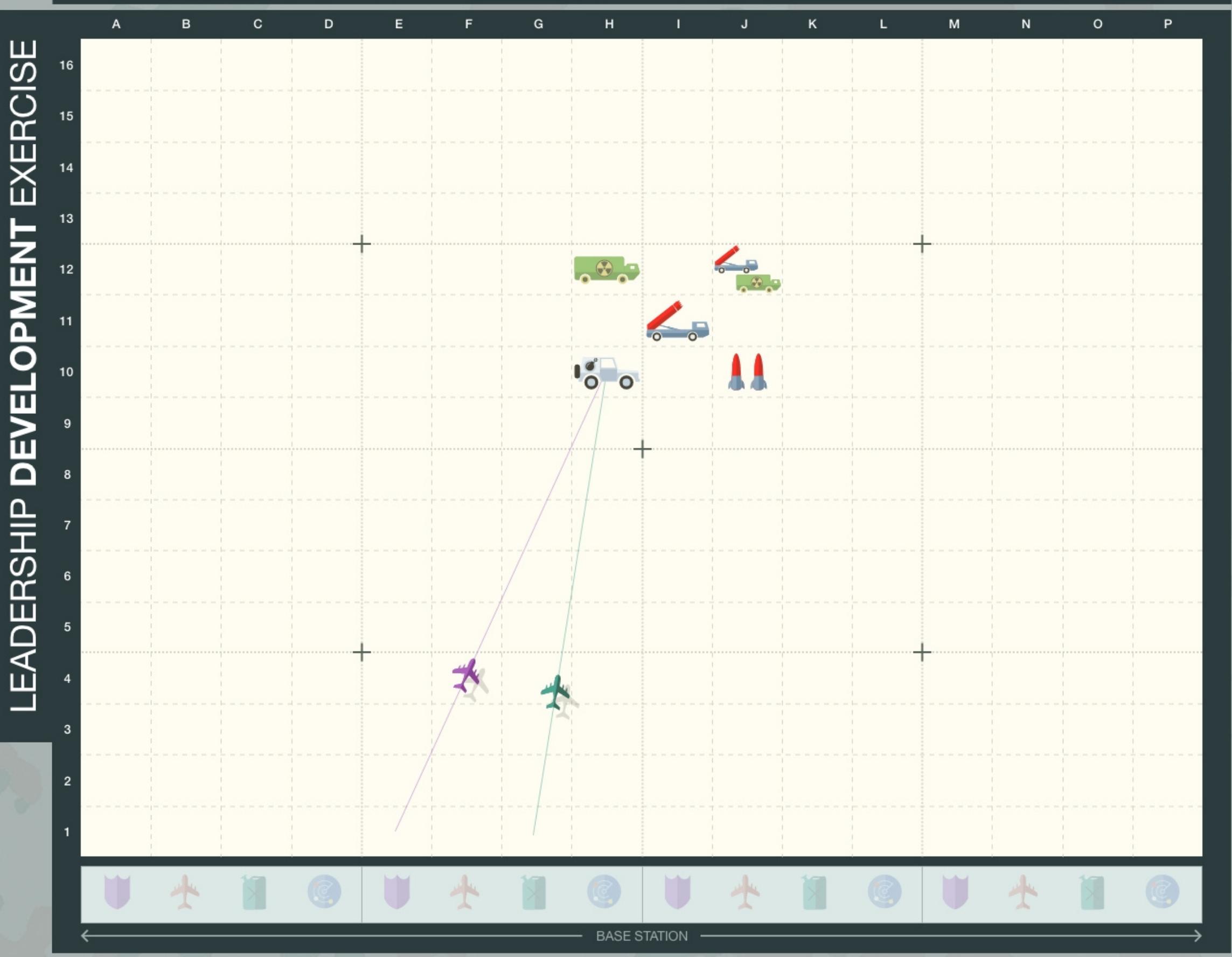
UNKNOWN TARGETS



LEADERSHIP DEVELOPMENT EXERCISE

## EXECUTING

**Switch To Dark Mode**



TEAM SCORE :

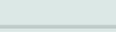
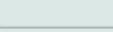
ROUND : 01

TIME LEFT :

## EXECUTION STAGE

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**OPPORTUNITIES**

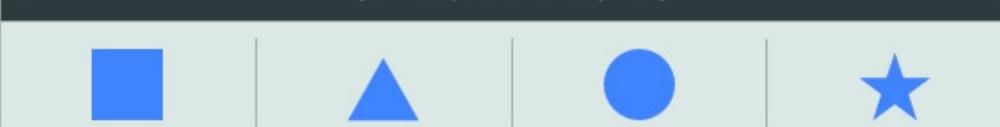
LARGE	SMALL
 «   » 16 Fixed Target    2 Strikes Required    Points	 «  » 04 Fixed Target    1 Strike Required    Points
 «   » 16 Mobile Target    2 Strikes Required    Points	 «  » 04 Mobile Target    1 Strike Required    Points

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## THREATS

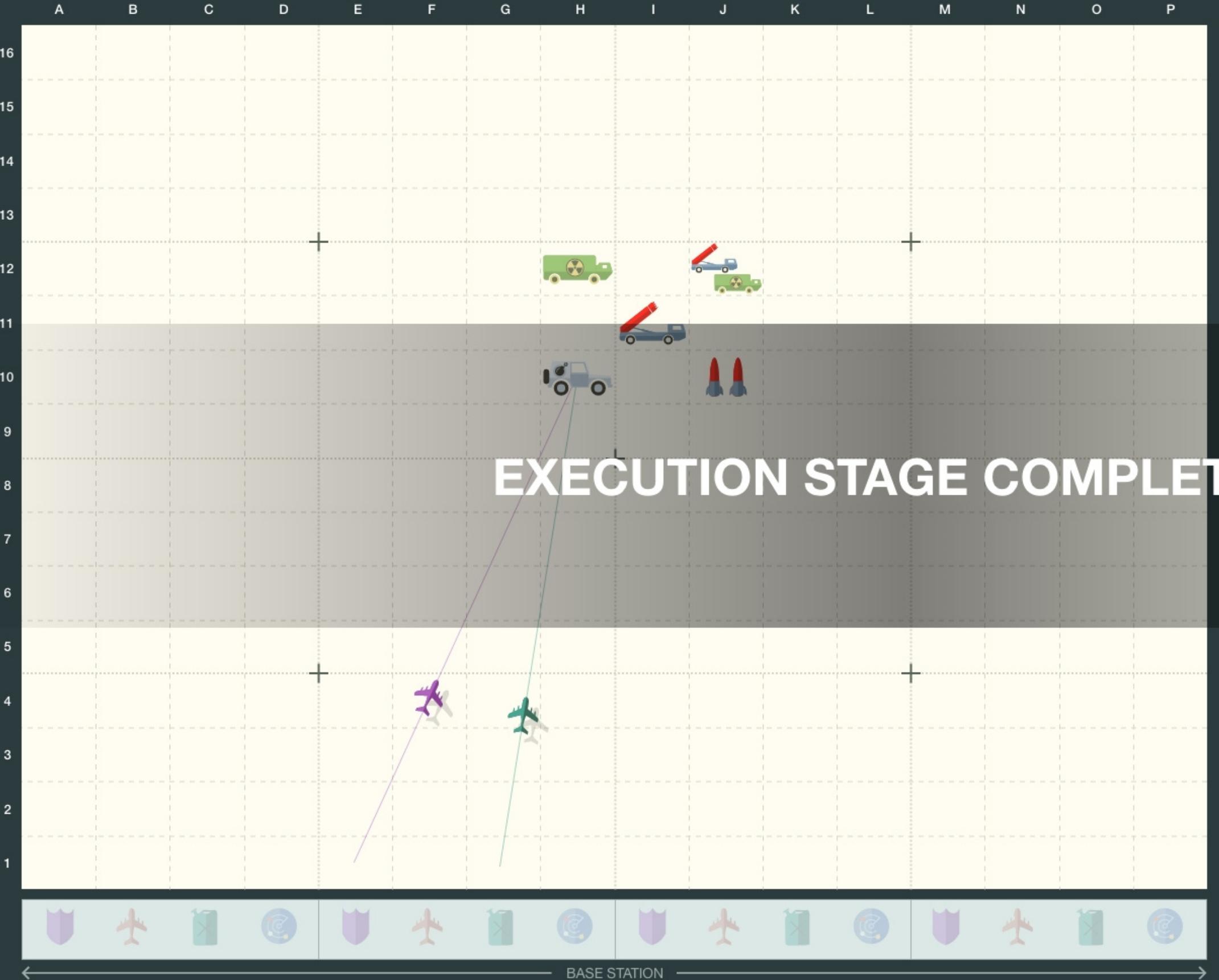
THREATS	
LARGE	SMALL
 <<  >> 04 Fixed Target    2 Escorts Required    Points	 <<  >> 02 Fixed Target    1 Escort Required    Points
 <<  >> 04 Mobile Target    2 Escorts Required    Points	 <<  >> 02 Mobile Target    1 Escort Required    Points

← UNKNOWN TARGETS →



# LEADERSHIP DEVELOPMENT EXERCISE

## EXECUTING



TEAM SCORE : 0

ROUND : 01

TIME LEFT :

## EXECUTION STAGE

### OPPORTUNITIES

#### LARGE

	«			»	16
Fixed Target	2 Strikes Required	Points			

#### SMALL

	«		»	04
Fixed Target	1 Strike Required	Points		

	«			»	16
Mobile Target	2 Strikes Required	Points			

	«		»	04
Mobile Target	1 Strike Required	Points		

### THREATS

#### LARGE

	«			»	04
Fixed Target	2 Escorts Required	Points			

#### SMALL

	«		»	02
Fixed Target	1 Escort Required	Points		

	«			»	04
Mobile Target	2 Escorts Required	Points			

	«		»	02
Mobile Target	1 Escort Required	Points		

### UNKNOWN TARGETS



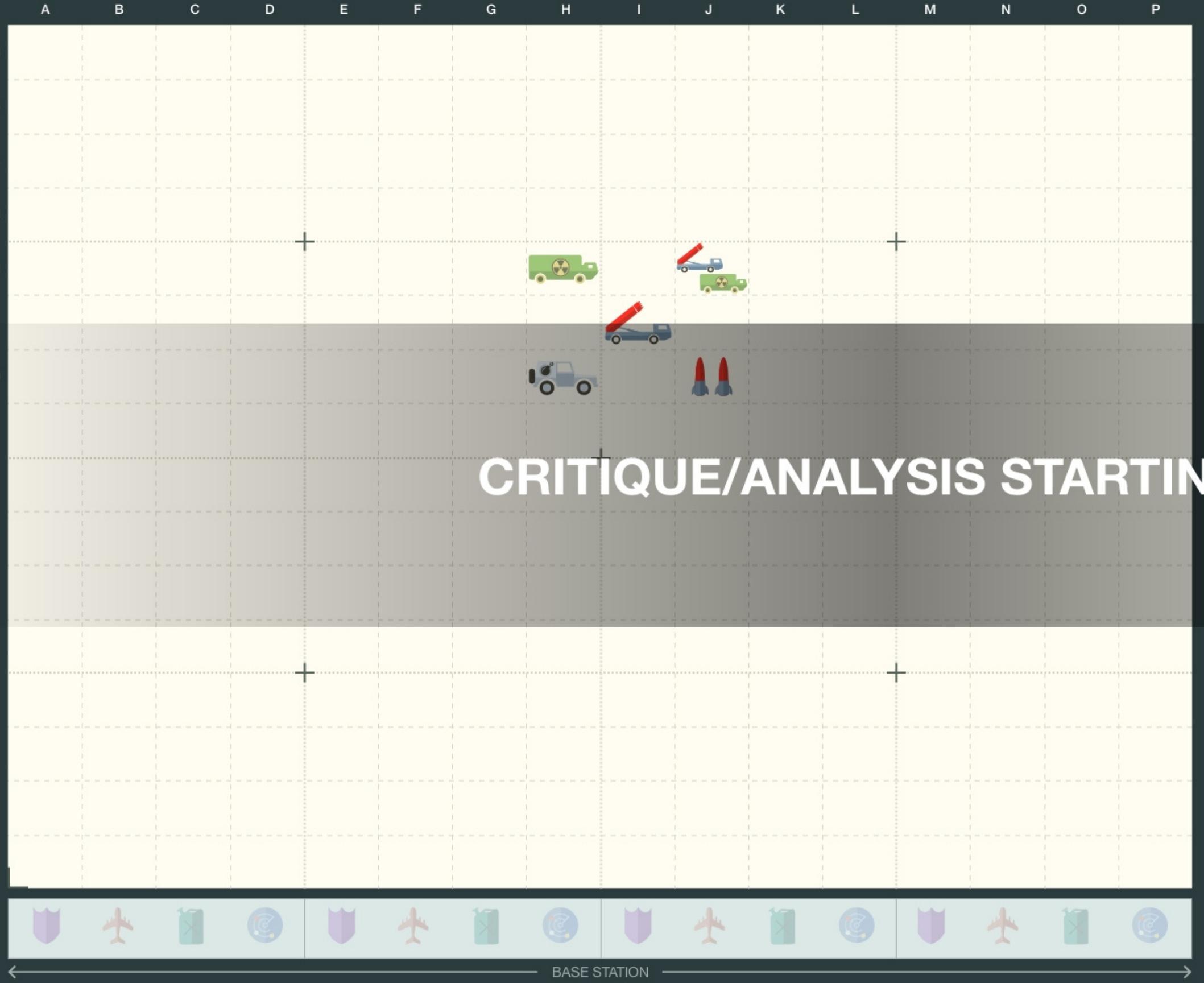
Switch To Dark Mode

# Critique/Analysis

# LEADERSHIP DEVELOPMENT EXERCISE

## EXECUTING

Switch To Dark Mode



TEAM SCORE : 0

ROUND : 01

TIME LEFT :

## EXECUTION STAGE

### OPPORTUNITIES

#### LARGE

« » 16  
Fixed Target 2 Strikes Required Points

#### SMALL

« » 04  
Fixed Target 1 Strike Required Points

« » 16  
Mobile Target 2 Strikes Required Points

« » 04  
Mobile Target 1 Strike Required Points

### THREATS

#### LARGE

« » 04  
Fixed Target 2 Escorts Required Points

#### SMALL

« » 02  
Fixed Target 1 Escort Required Points

« » 04  
Mobile Target 2 Escorts Required Points

« » 02  
Mobile Target 1 Escort Required Points

### UNKNOWN TARGETS

| | |

OPS

INTEL

COP

Switch To Dark Mode

## LEADERSHIP DEVELOPMENT EXERCISE



TEAM SCORE : 0

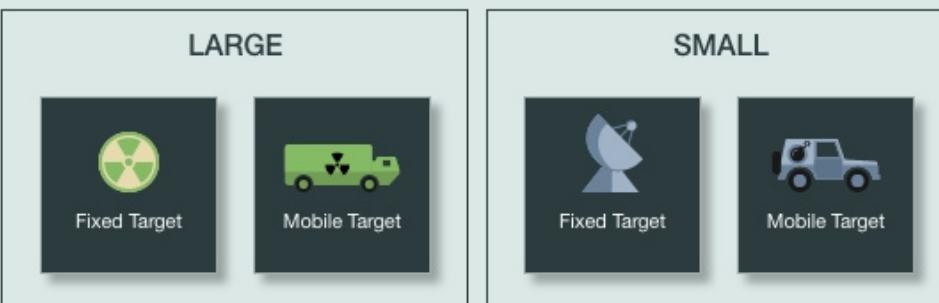
ROUND : 01

TIME LEFT :

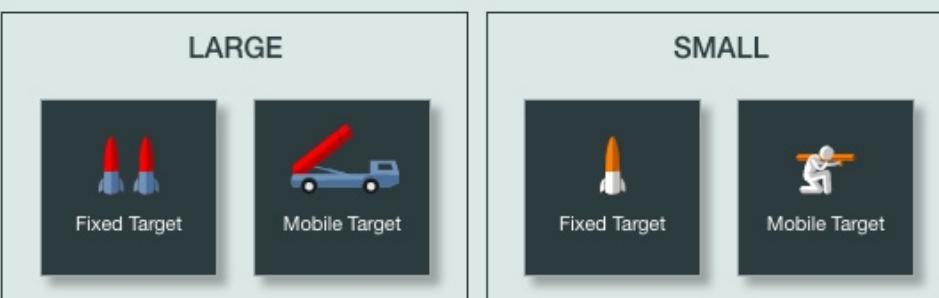
01:32

## CRITIQUE/ANALYSIS

OPPORTUNITIES



THREATS



UNKNOWN TARGETS



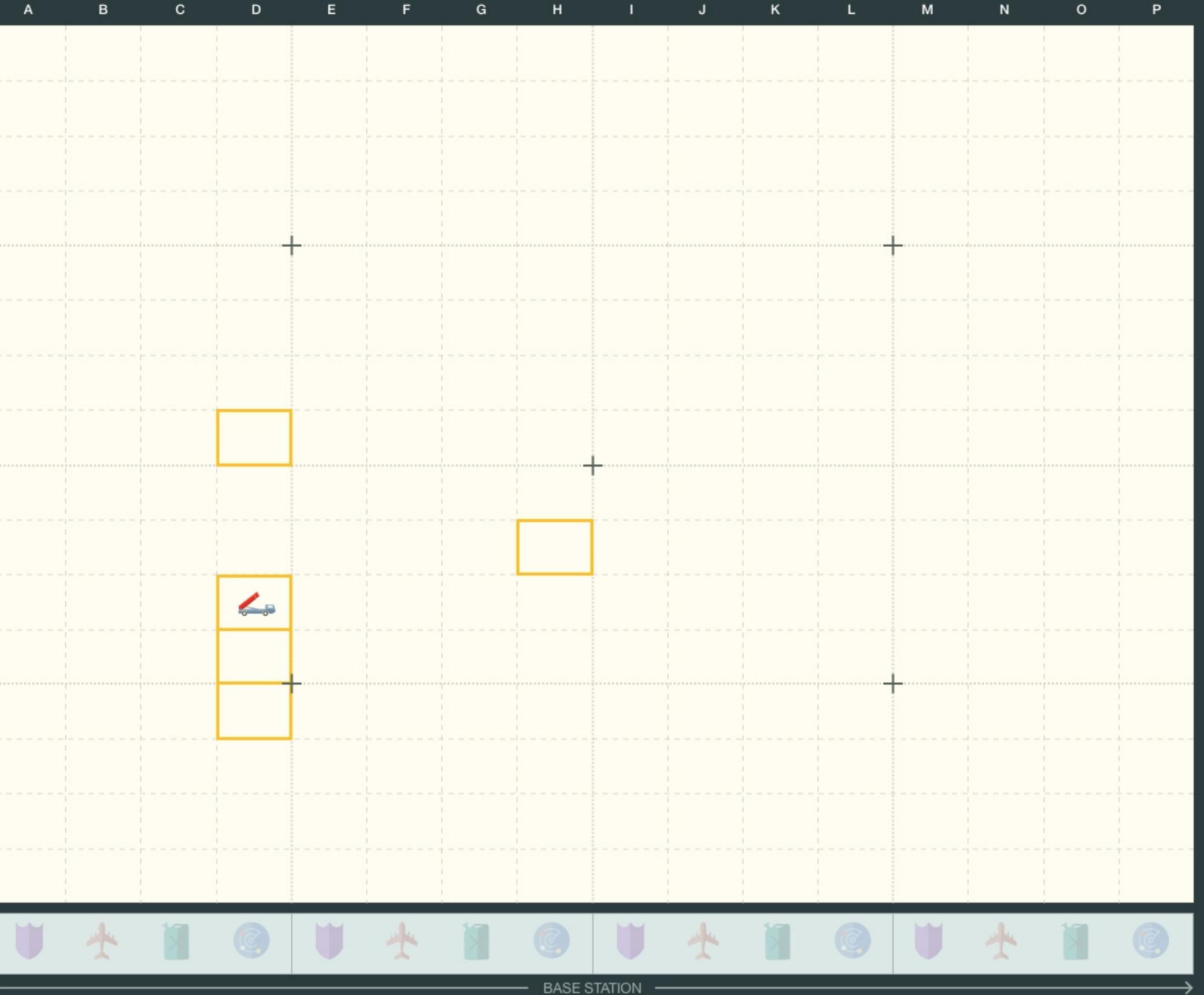
OPS

INTEL

COP

Switch To Dark Mode

## LEADERSHIP DEVELOPMENT EXERCISE



TEAM SCORE : 0

ROUND : 01

TIME LEFT :

01:32

## CRITIQUE/ANALYSIS

## OPPORTUNITIES

## LARGE



2 Strikes Required

Points

## SMALL



1 Strike Required

Points



2 Strikes Required

Points



1 Strike Required

Points

## THREATS

## LARGE



2 Escorts Required

Points

## SMALL



1 Escort Required

Points



2 Escorts Required

Points



1 Escort Required

Points

## UNKNOWN TARGETS



Escort

Strike

Refuel

Recon

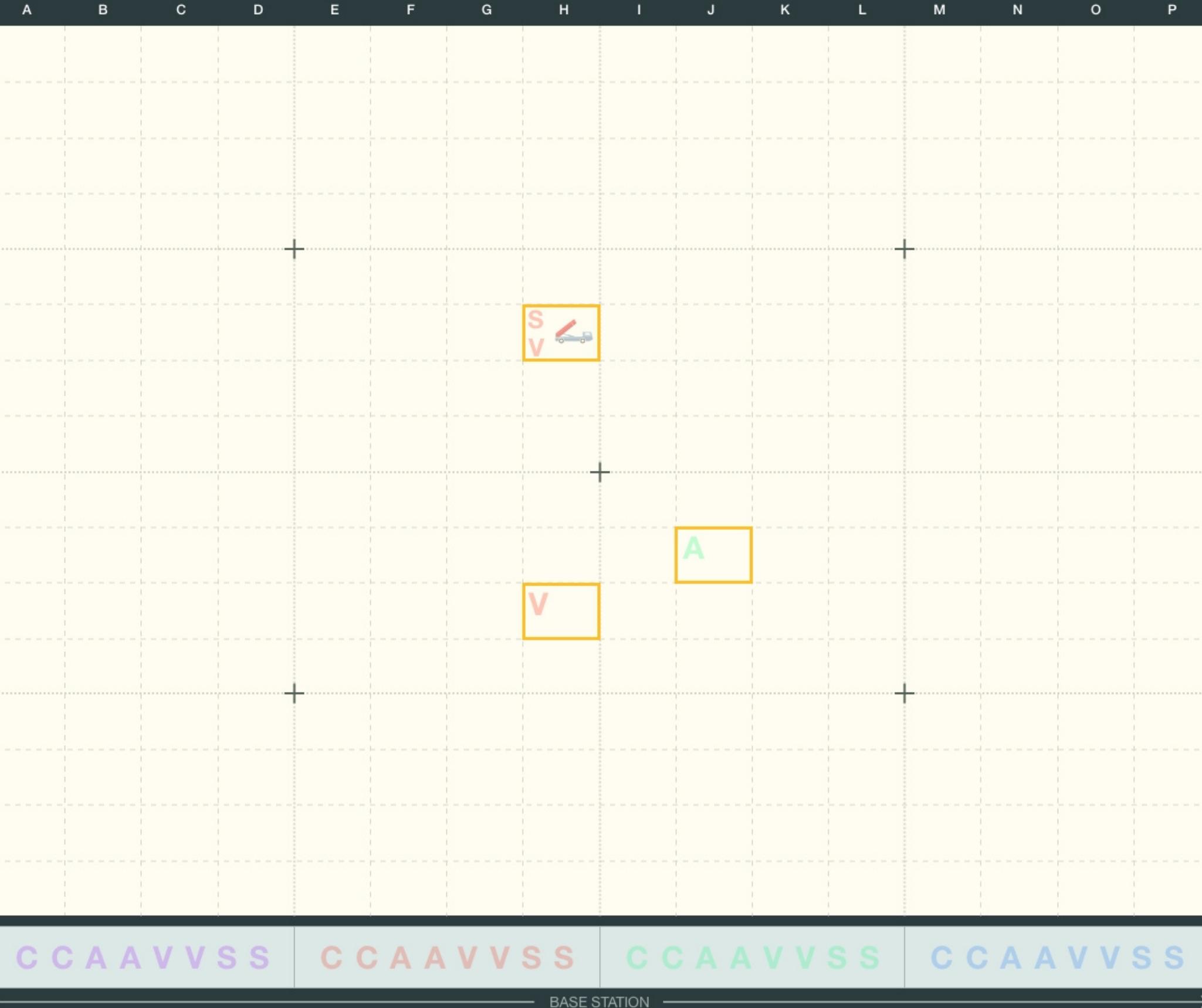
OPS

INTEL

COP

Switch To Dark Mode

## LEADERSHIP DEVELOPMENT EXERCISE



TEAM SCORE : 0

ROUND : 01

TIME LEFT :

01:32

## CRITIQUE/ANALYSIS

## ← OPPORTUNITIES →

## LARGE

		16
Fixed Target	2 Strikes Required	Points

## SMALL

		04
Fixed Target	1 Strike Required	Points

		16
Mobile Target	2 Strikes Required	Points

		04
Mobile Target	1 Strike Required	Points

## ← THREATS →

## LARGE

		04
Fixed Target	2 Escorts Required	Points

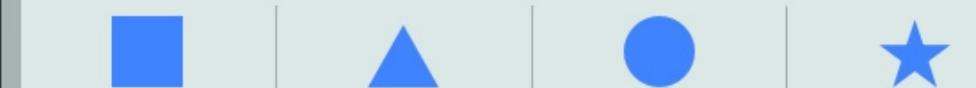
## SMALL

		02
Fixed Target	1 Escort Required	Points

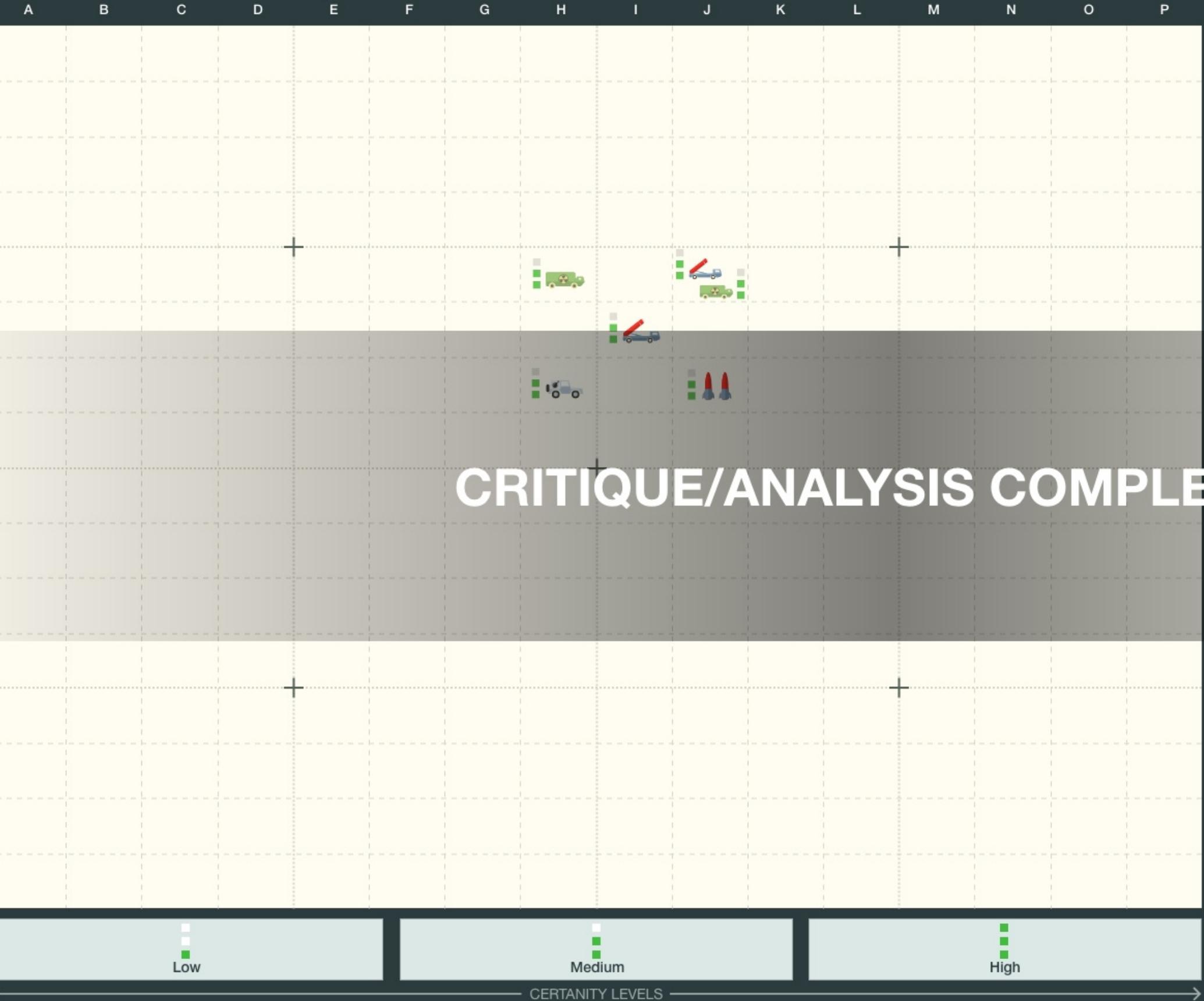
		04
Mobile Target	2 Escorts Required	Points

		02
Mobile Target	1 Escort Required	Points

## ← UNKNOWN TARGETS →



## LEADERSHIP DEVELOPMENT EXERCISE



TEAM SCORE : 0

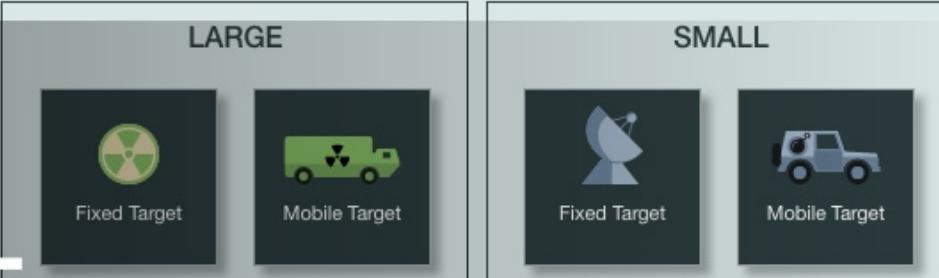
ROUND : 01

TIME LEFT :

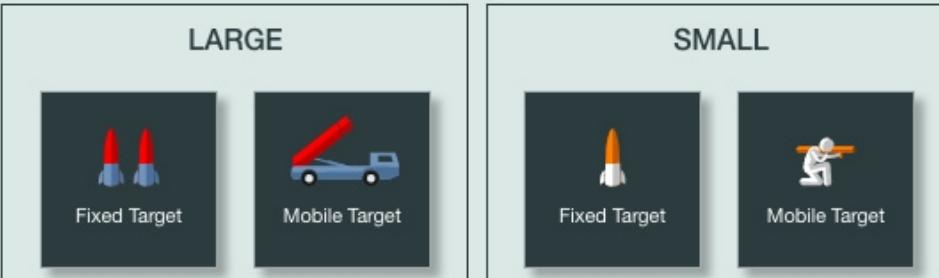
01:32

## CRITIQUE/ANALYSIS

OPPORTUNITIES



THREATS

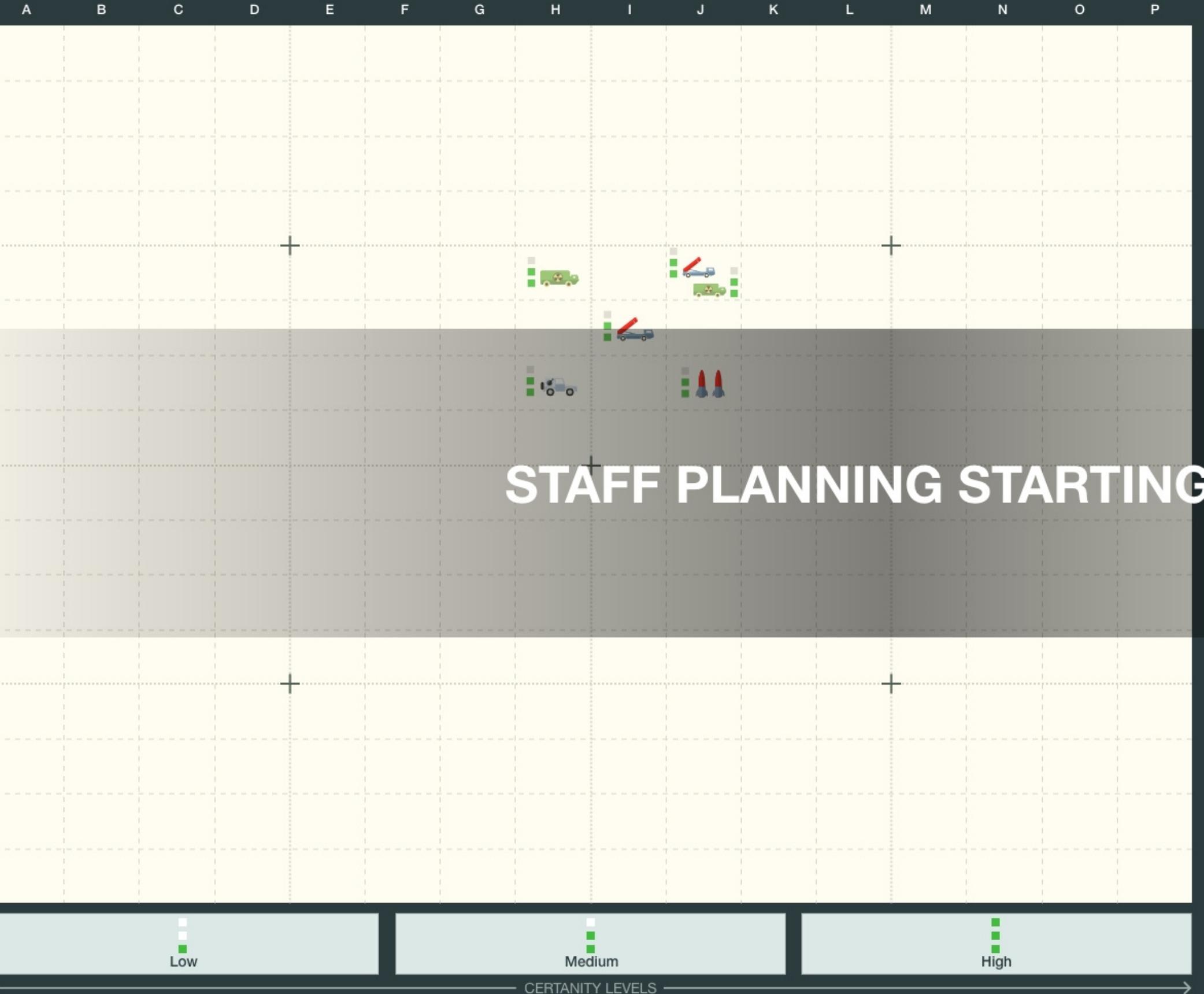


UNKNOWN TARGETS



Round 2

## LEADERSHIP DEVELOPMENT EXERCISE



TEAM SCORE : 0

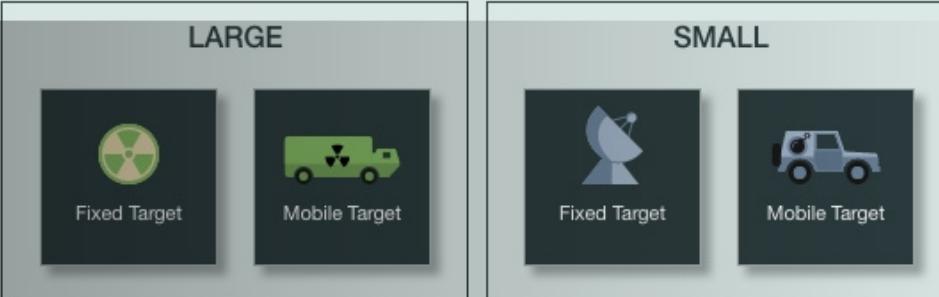
ROUND : 01

TIME LEFT :

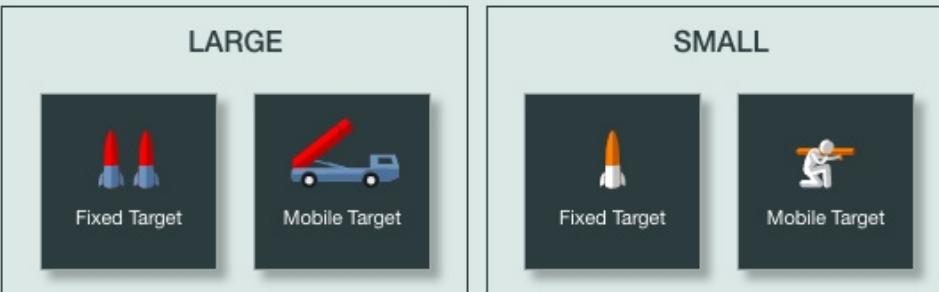
01:32

## CRITIQUE/ANALYSIS

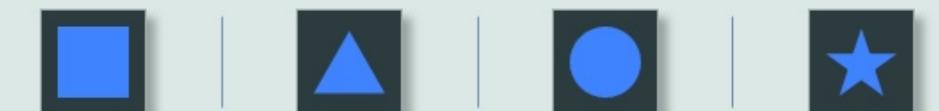
OPPORTUNITIES



THREATS



UNKNOWN TARGETS



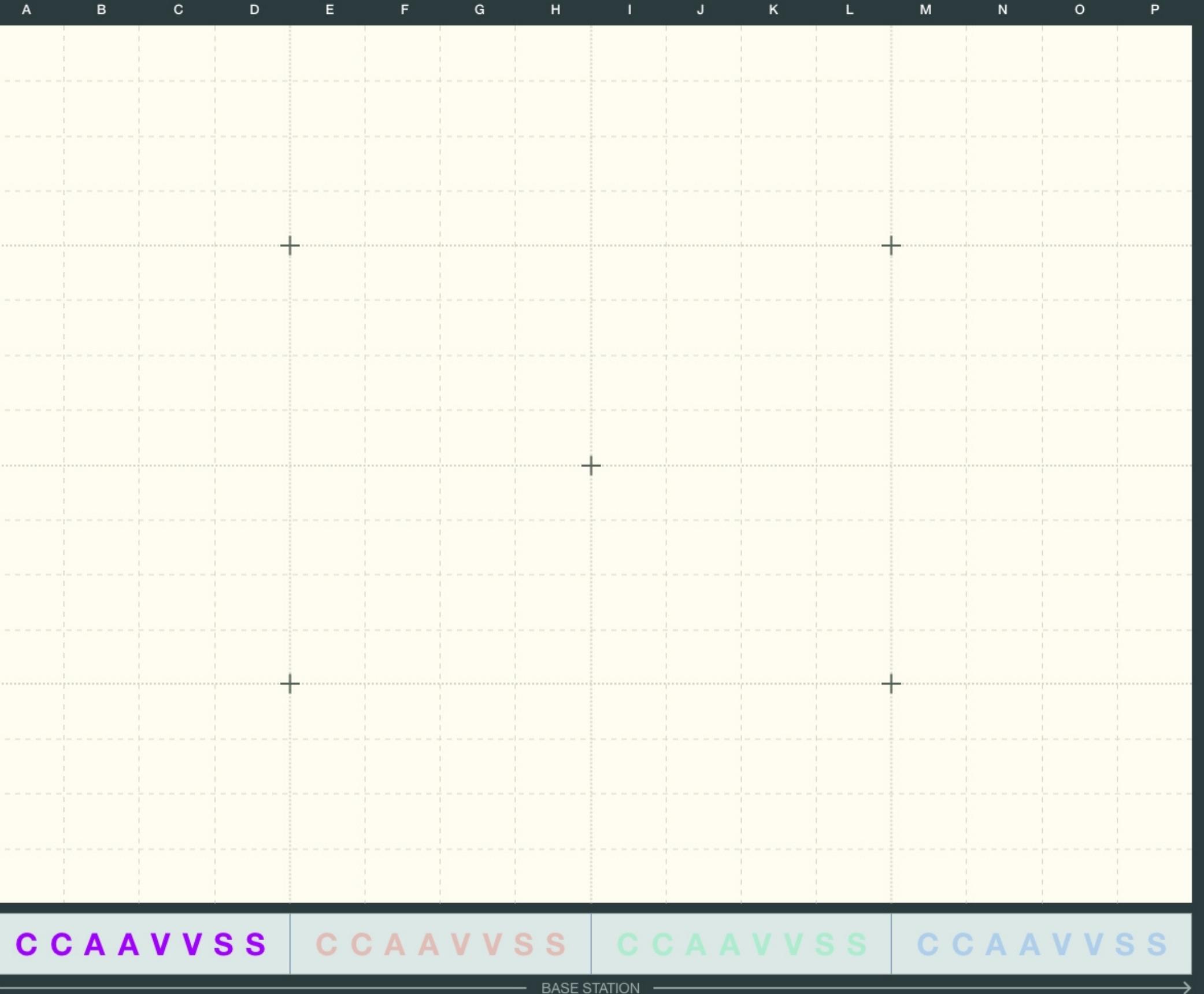
OPS

INTEL

COP

Switch To Dark Mode

## LEADERSHIP DEVELOPMENT EXERCISE



TEAM SCORE : 0

ROUND : 02

TIME LEFT :

01:32



## STAFF PLANNING

## ← OPPORTUNITIES →

## LARGE



Fixed Target



2 Strikes Required



Fixed Target

## SMALL



1 Strike Required



Mobile Target



2 Strikes Required



Mobile Target



1 Strike Required

## ← THREATS →

## LARGE



Fixed Target



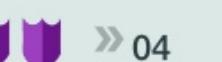
2 Escorts Required



1 Escort Required



Mobile Target



2 Escorts Required



1 Escort Required

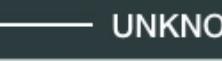
## SMALL



Fixed Target



1 Escort Required



## ← UNKNOWN TARGETS →



**SIMULATION**  
**COMPLETE**