

Organization chart for Functional structure – No Hierarchy (flat)

LEADERSHIP DEVELOPMENT EXERCISE

Action Phase A	Action Phase B	Action Phase C
Allied Cyber Space Visual	INTEL Director	Mission Commander
Recon Refuel Escort Strike	OPS Director	
	Vice Commander	



BACK

BEGIN SIMULATION

LEADERSHIP DEVELOPMENT EXERCISE

Action Phase A	Action Phase B	Action Phase C
Allied 10	Cyber 9	Space 12
Visual 11	INTEL Director 3	Mission Commander 1
Recon 5	Refuel 8	Escort 7
Strike 6	OPS Director 4	Vice Commander 2



BACK

BEGIN SIMULATION

LEADERSHIP DEVELOPMENT EXERCISE

Switch To Dark Mode

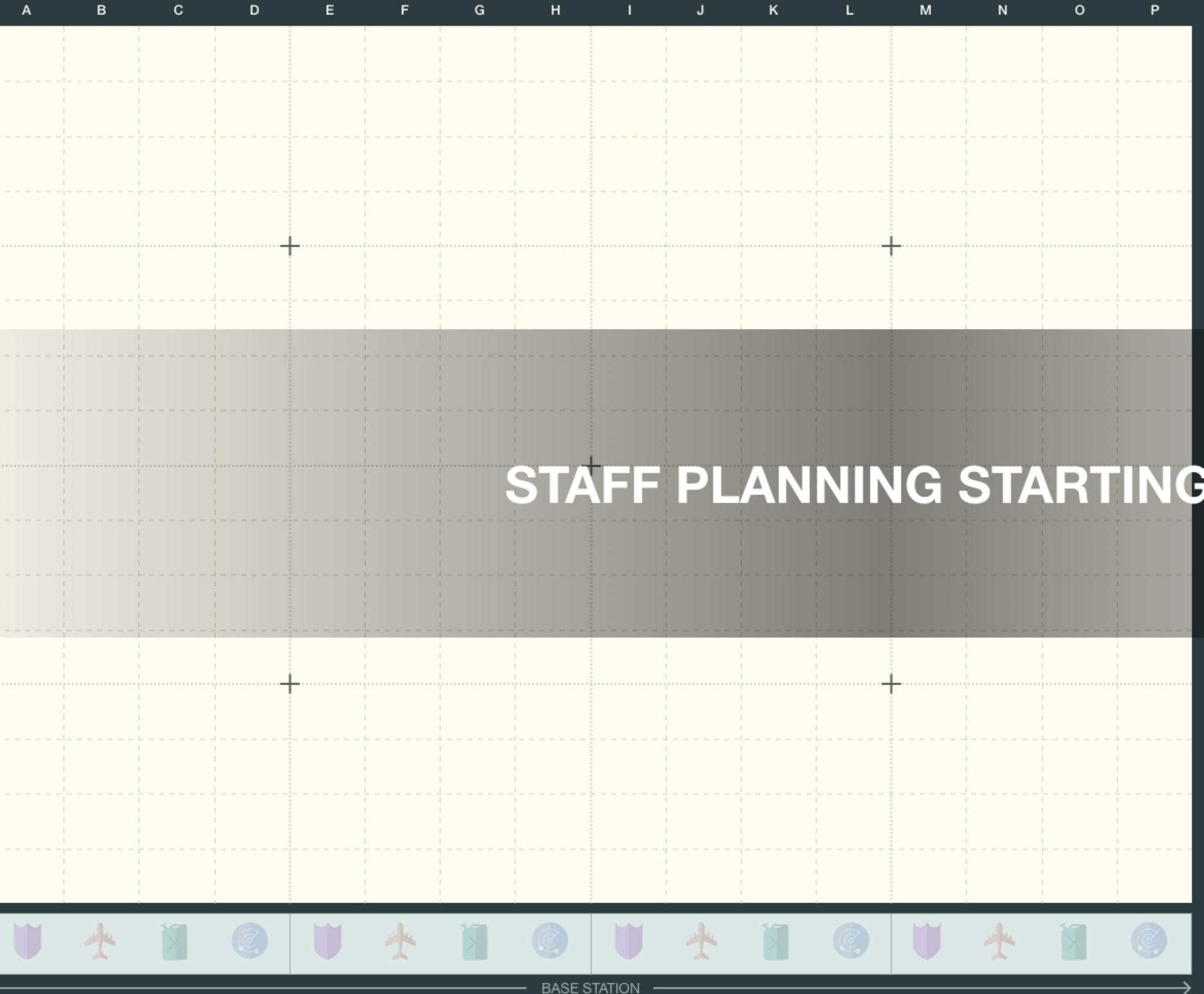
Loading Simulation

70%

Remaining 2 seconds

Staff Planning

LEADERSHIP DEVELOPMENT EXERCISE



TEAM SCORE : 0

ROUND : 01

01:32

STAFF PLANNING

OPPORTUNITIES

LARGE

« » 16
Fixed Target 2 Strikes Required Points

SMALL

« » 04
Fixed Target 1 Strike Required Points

THREATS

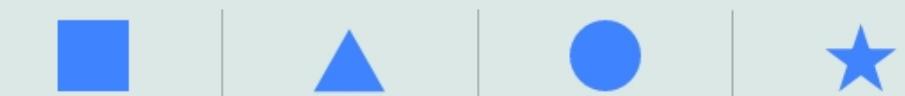
LARGE

« » 04
Fixed Target 2 Escorts Required Points

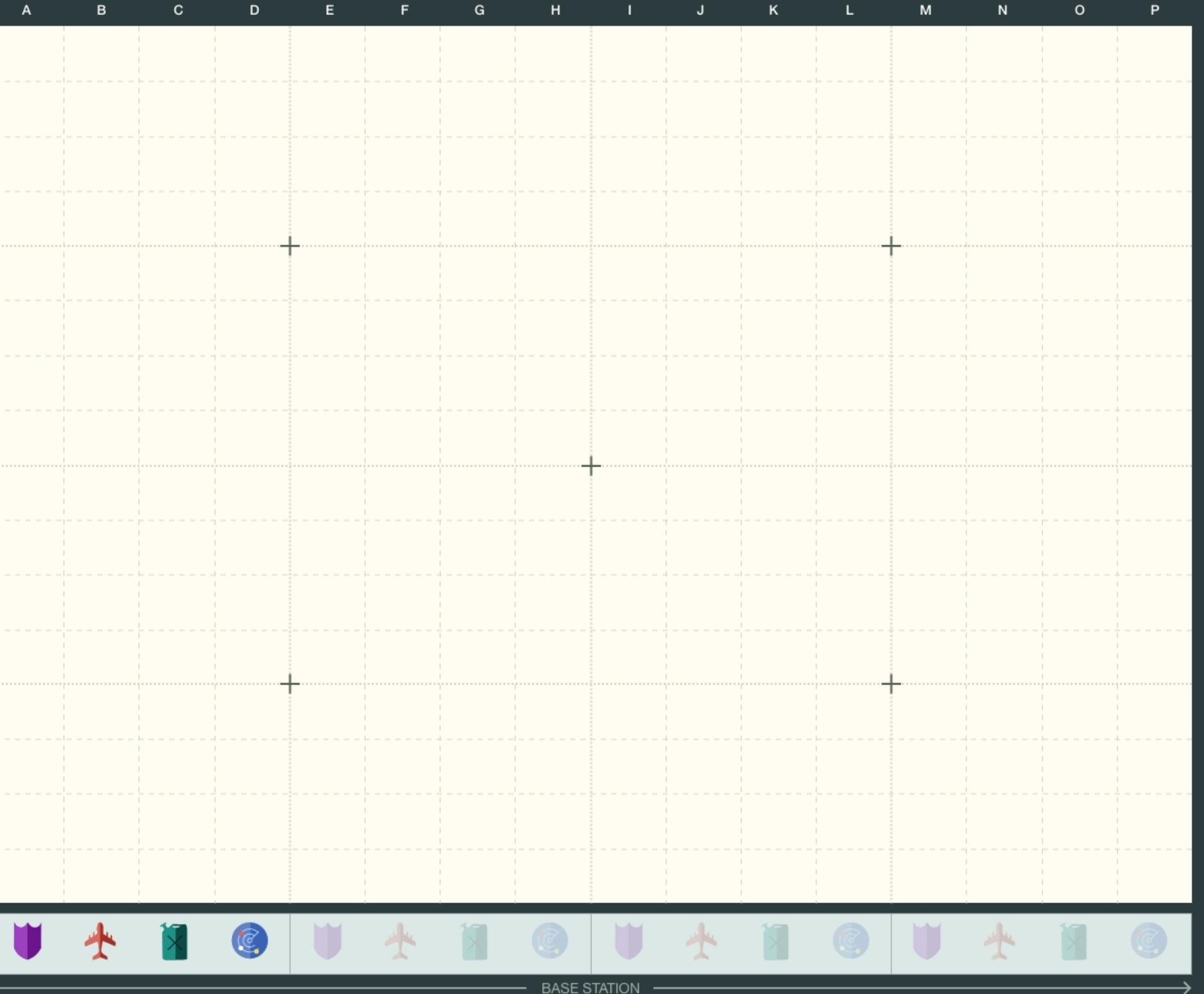
SMALL

« » 02
Fixed Target 1 Escort Required Points

UNKNOWN TARGETS



Divisional Structure Operational Tab

OPS**INTEL****COP**Switch To Dark Mode **LEADERSHIP DEVELOPMENT EXERCISE**

TEAM SCORE : 0

ROUND : 01

01:32

STAFF PLANNING**OPPORTUNITIES****LARGE**

Fixed Target



2 Strikes Required

Fixed Target



1 Strike Required

SMALL

Mobile Target



2 Strikes Required



Mobile Target



1 Strike Required

THREATS**LARGE**

Fixed Target

2 Escorts Required

Fixed Target

1 Escort Required

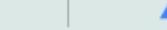
SMALL

Mobile Target

2 Escorts Required

Mobile Target

1 Escort Required

UNKNOWN TARGETS

Functional Structure Operational Tab

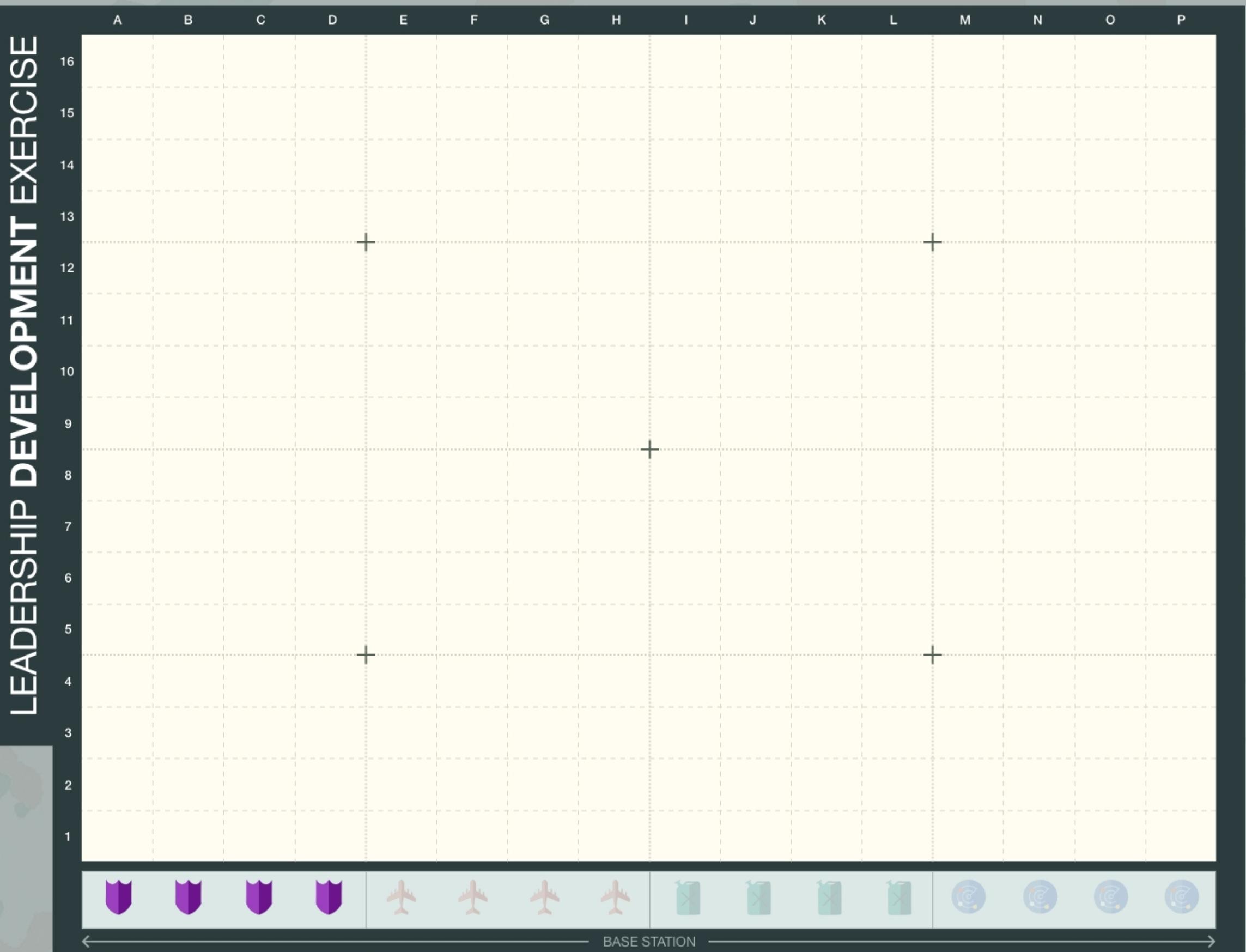
LEADERSHIP DEVELOPMENT EXERCISE

OPS

INTEL

COP

Switch To Dark Mode



TEAM SCORE :

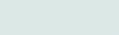
ROUND : 01

TIME LEFT:

01:32

STAFF PLANNING

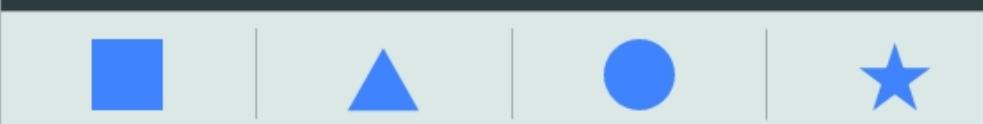
OPPORTUNITIES

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

THEBEATS

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 →



Divisional Structure Intelligence Tab

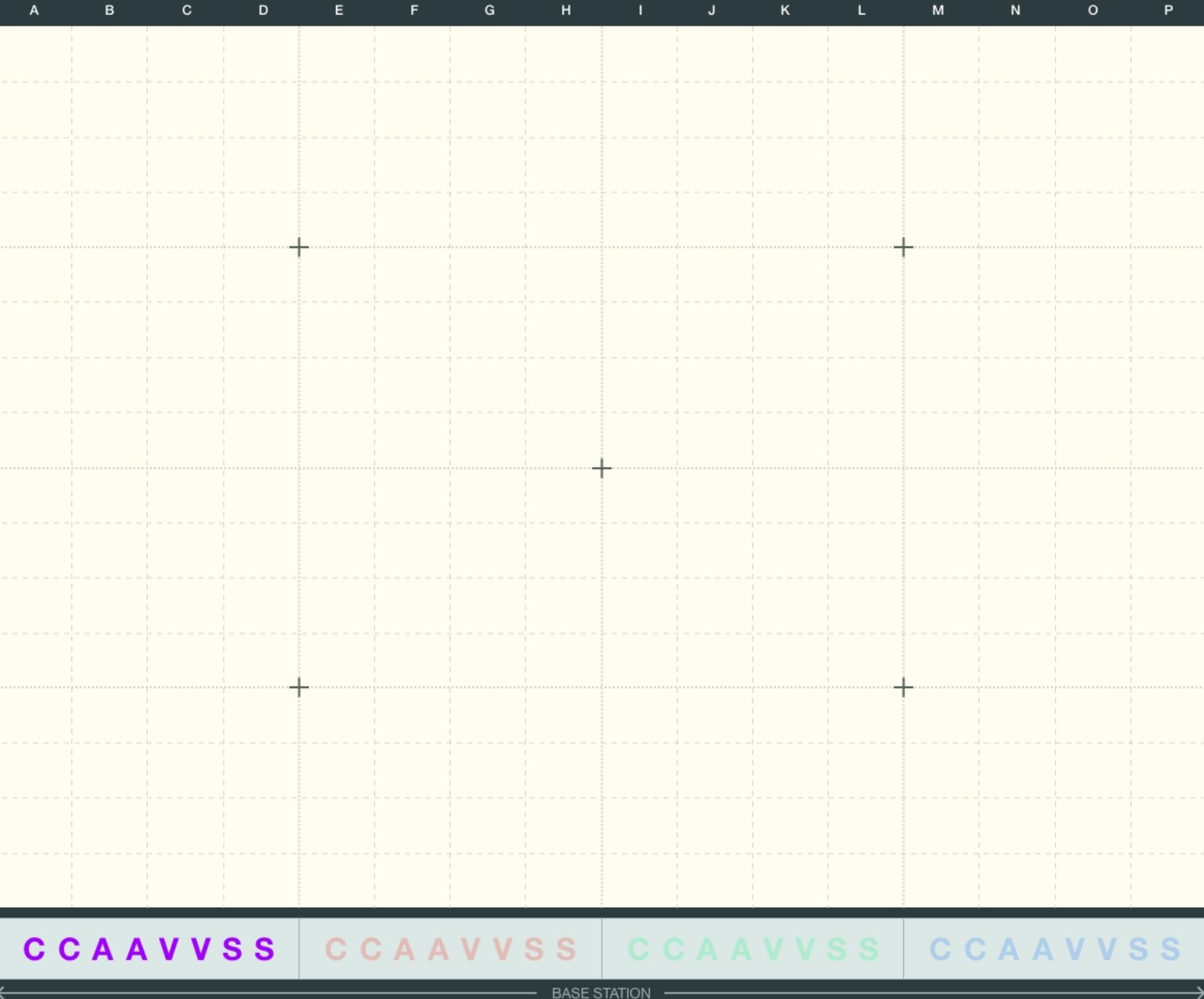
OPS

INTEL

COP

Switch To Dark Mode

LEADERSHIP DEVELOPMENT EXERCISE



TEAM SCORE : 0

ROUND : 01

01:32

STAFF PLANNING

OPPORTUNITIES

LARGE



SMALL



THREATS

LARGE



SMALL



UNKNOWN TARGETS



Functional Structure Intelligence Tab

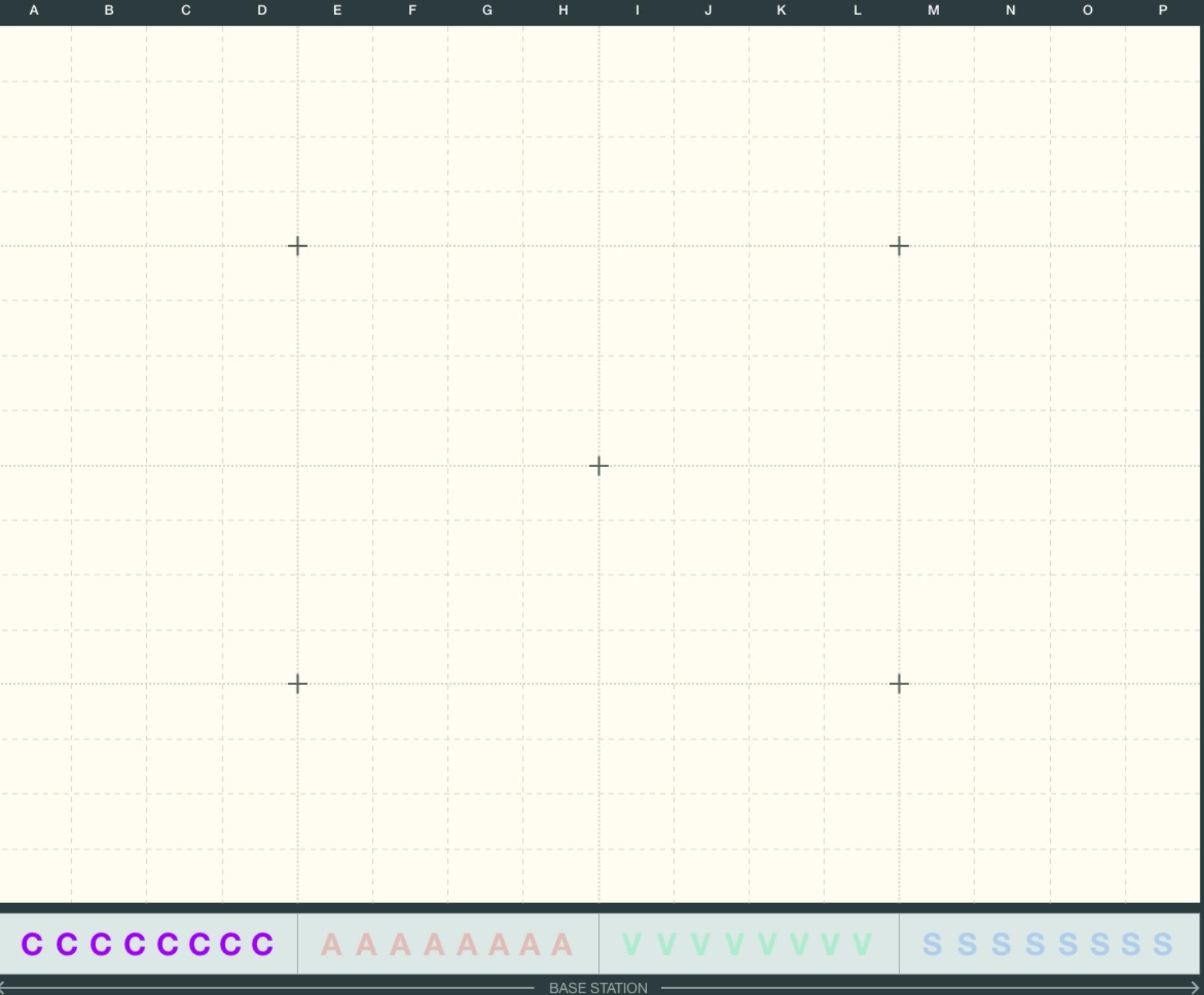
OPS

INTEL

COP

Switch To Dark Mode

LEADERSHIP DEVELOPMENT EXERCISE



TEAM SCORE : 0

ROUND : 01

01:32

STAFF PLANNING

OPPORTUNITIES

LARGE



2 Strikes Required

Points

SMALL



1 Strike Required

Points



2 Strikes Required

Points



1 Strike Required

Points

THREATS

LARGE



2 Escorts Required

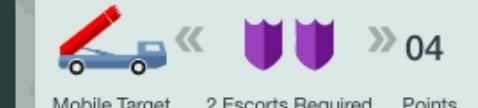
Points

SMALL



1 Escort Required

Points



2 Escorts Required

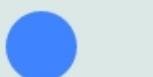
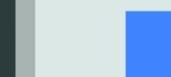
Points



1 Escort Required

Points

UNKNOWN TARGETS



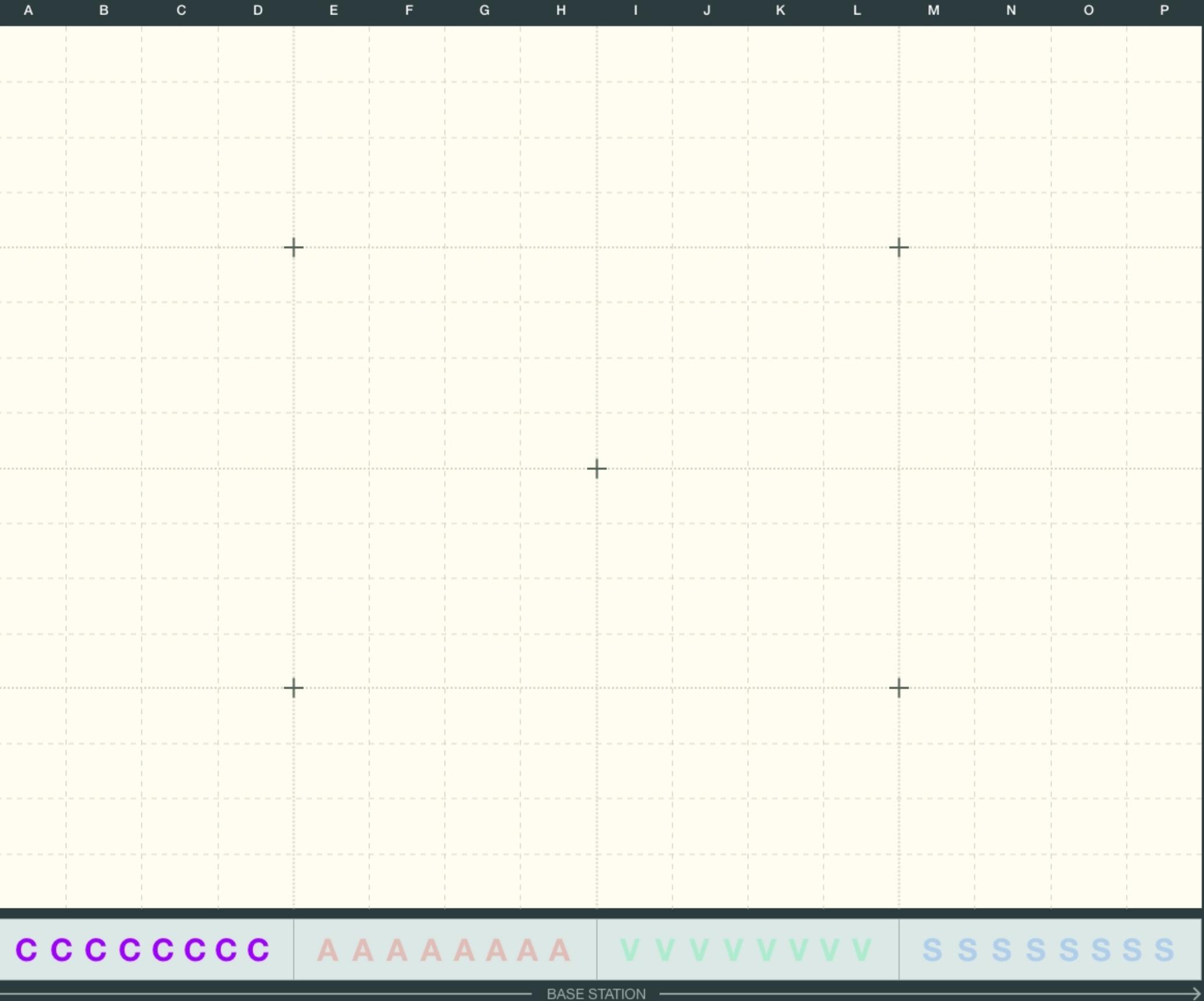
OPS

INTEL

COP

Switch To Dark Mode

LEADERSHIP DEVELOPMENT EXERCISE



TEAM SCORE : 0

ROUND : 01

TIME LEFT : 00:09

STAFF PLANNING

OPPORTUNITIES

LARGE



2 Strikes Required

Points

SMALL



1 Strike Required

Points

THREATS

LARGE



2 Escorts Required

Points

SMALL



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

STAFF 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



Director Planning

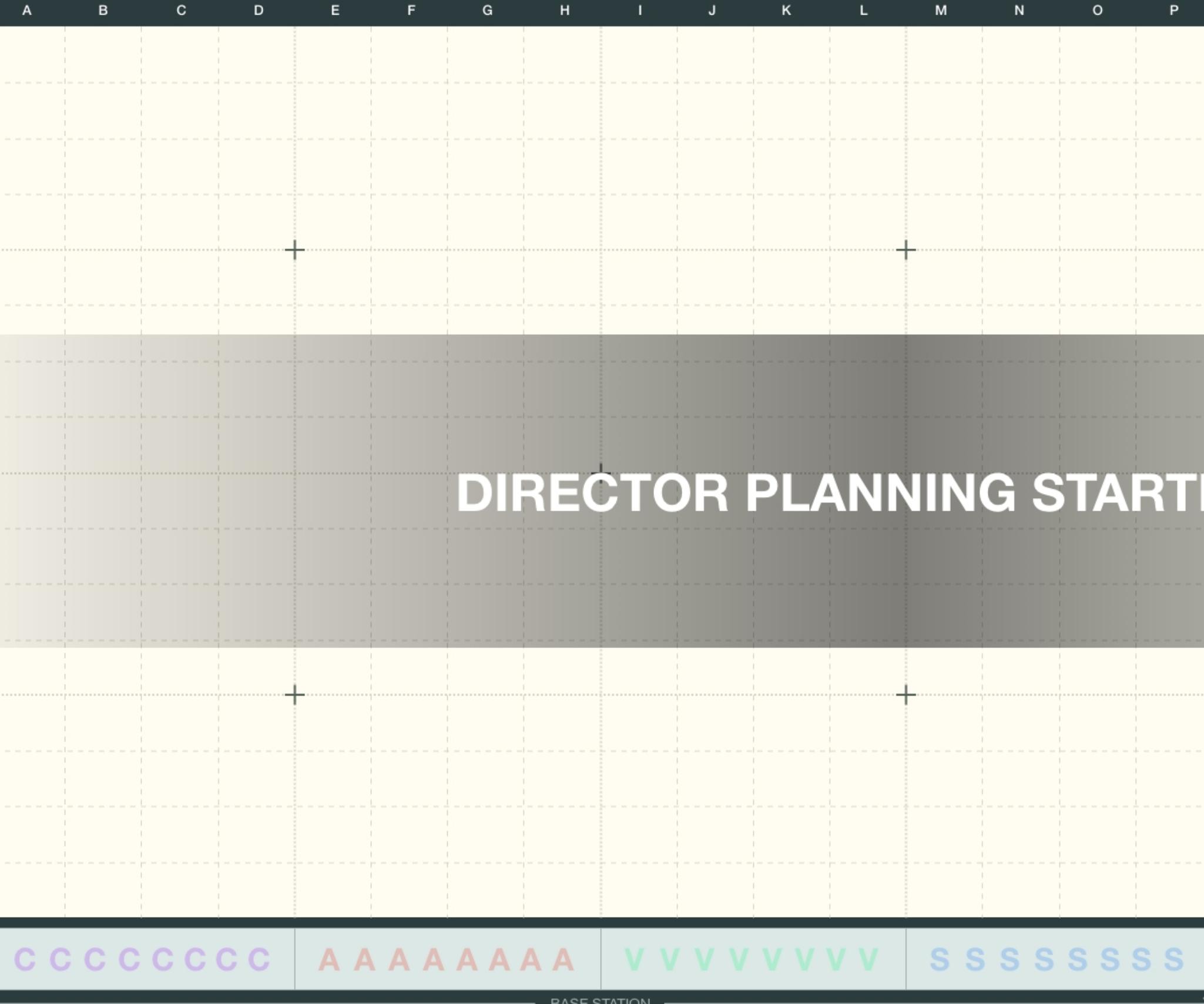
OPS

INTEL

COP

Switch To Dark Mode

LEADERSHIP DEVELOPMENT EXERCISE



TEAM SCORE : 0

ROUND : 01

01:32

STAFF 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



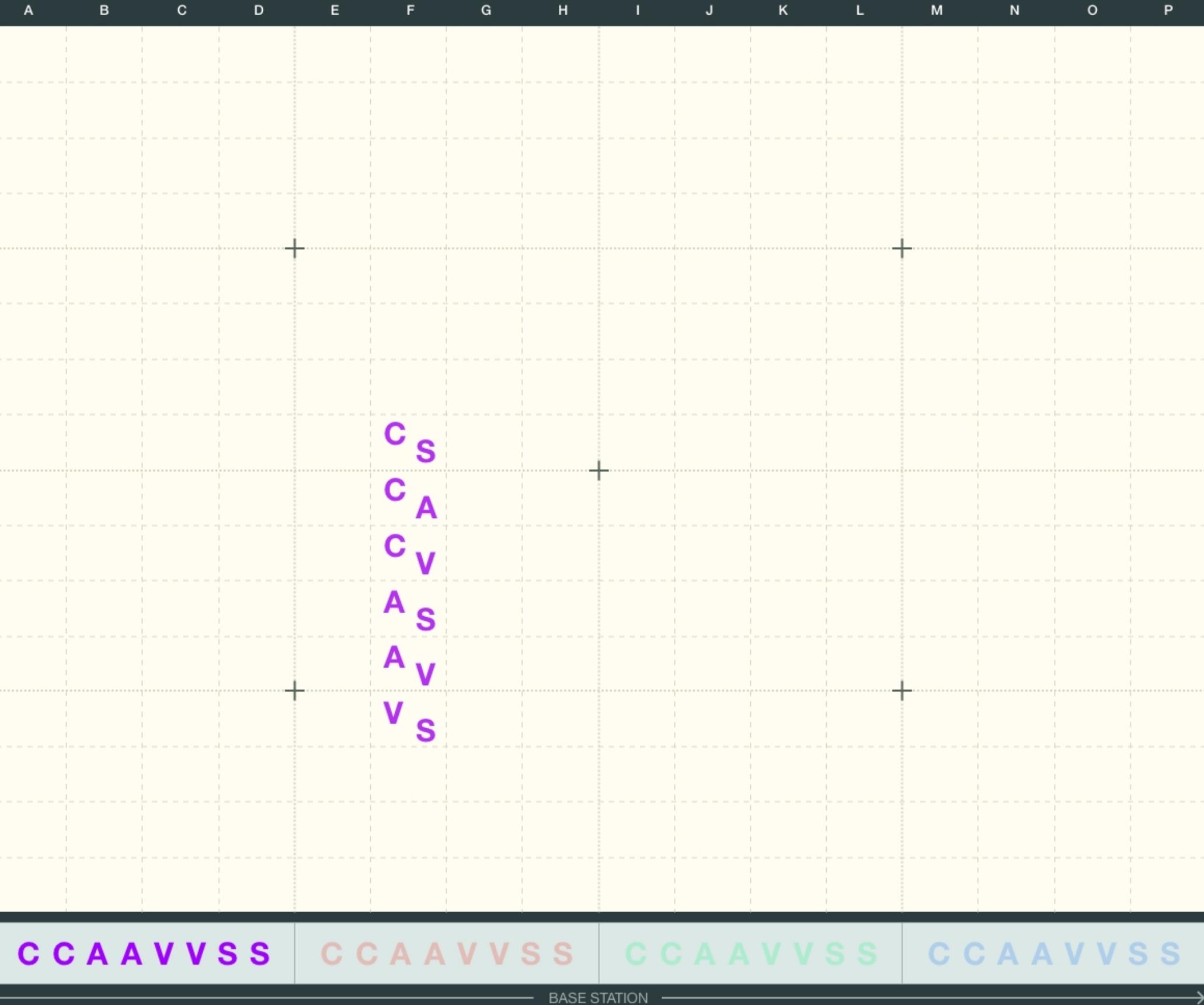
OPS

INTEL

COP

Switch To Dark Mode

LEADERSHIP DEVELOPMENT EXERCISE



TEAM SCORE : 0

ROUND : 01

01:32

DIRECTOR PLANNING

OPPORTUNITIES

LARGE



2 Strikes Required

Points

SMALL



1 Strike Required

Points



2 Strikes Required

Points



1 Strike Required

Points

THREATS

LARGE



2 Escorts Required

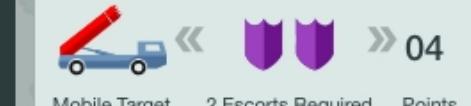
Points

SMALL



1 Escort Required

Points



2 Escorts Required

Points



1 Escort Required

Points

UNKNOWN TARGETS



East Director OPS tab

OPS**INTEL****COP**Switch To Dark Mode **LEADERSHIP DEVELOPMENT EXERCISE**

TEAM SCORE : 0

ROUND : 01

01:32

DIRECTOR PLANNING**OPPORTUNITIES****LARGE** «  » 16
Fixed Target 2 Strikes Required Points**SMALL** «  » 04
Mobile Target 1 Strike Required Points**THREATS****LARGE** «  » 04
Fixed Target 2 Escorts Required Points**SMALL** «  » 02
Mobile Target 1 Escort Required Points**UNKNOWN TARGETS**