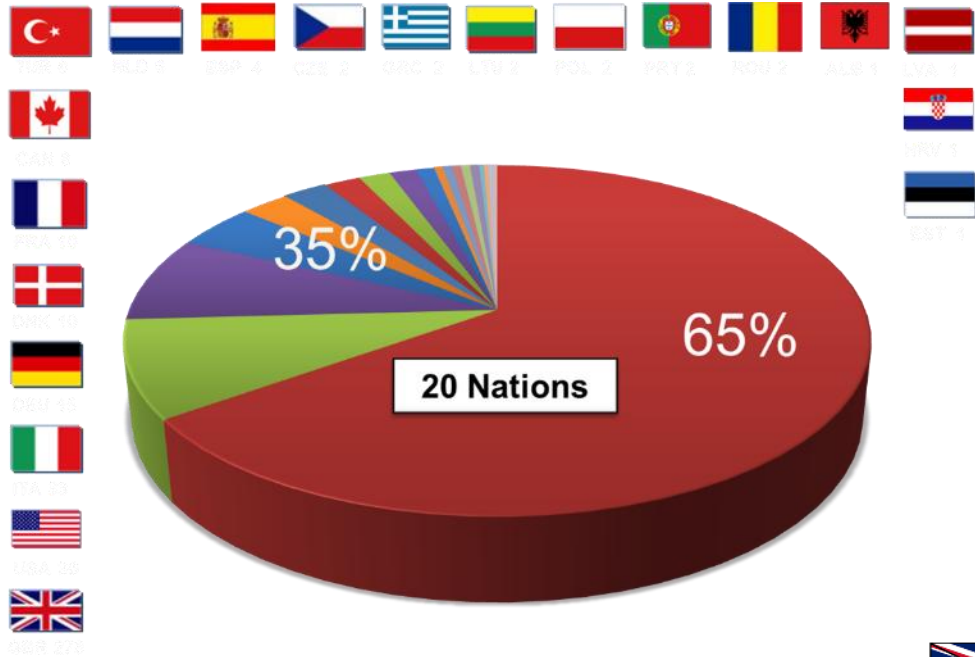


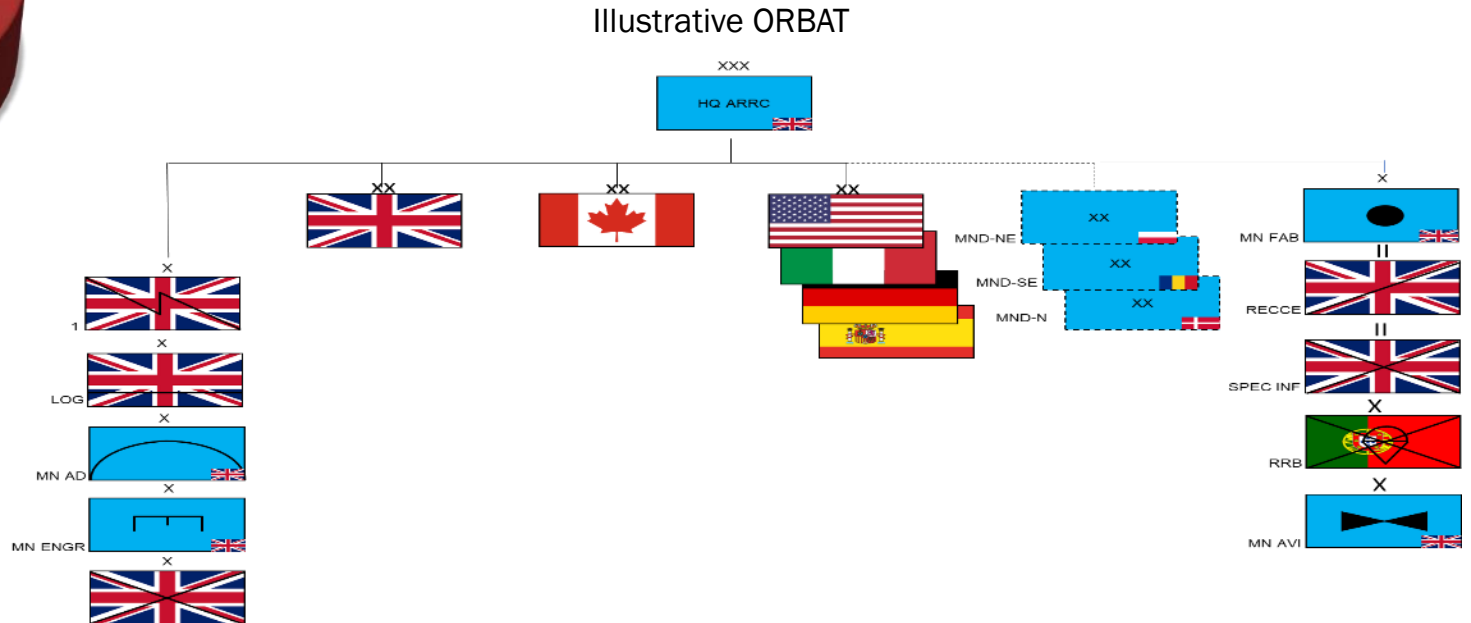
What does an Operational Commander need to be able to fight and win today?

Lt-Gen (Ret'd) Sir Edward Smyth-Osbourne

What constitutes a multi-domain operational level NATO HQ and Why does it matter?



Multi-National
Professional Military Education
Experience
Rotation



Decision Superiority

Technology has changed warfare more than any other variable; it favours victory but does not guarantee it

Schöningen Speer - Chariot - Combined Arms Paradigm
Gunpowder - Industrial Level War - Nuclear Weapons

Artificial Intelligence

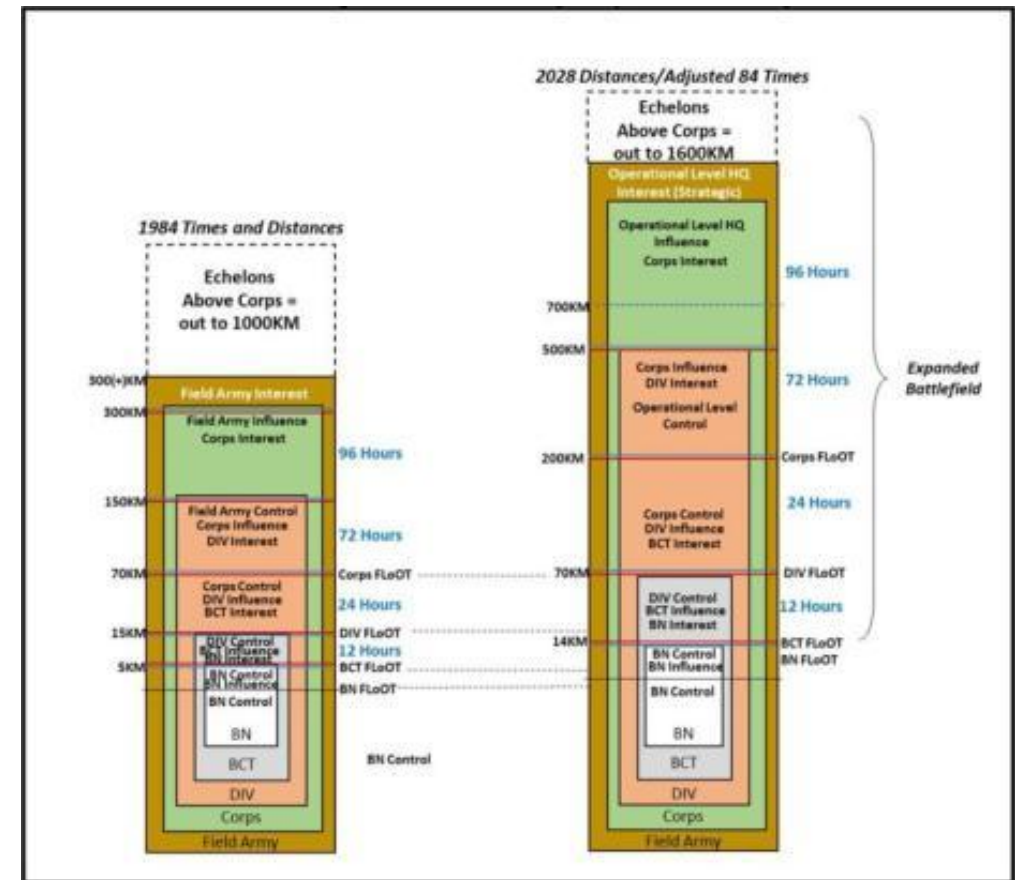
Understand—Decide—Synchronize—Coordinate—Adapt

Tempo

Transformational C2



Transformational Targeting



Objective

To train the HQ as a Decision Making Organisation

Plan—Deploy—Execute—Judgement—Risk—Operational Thinking

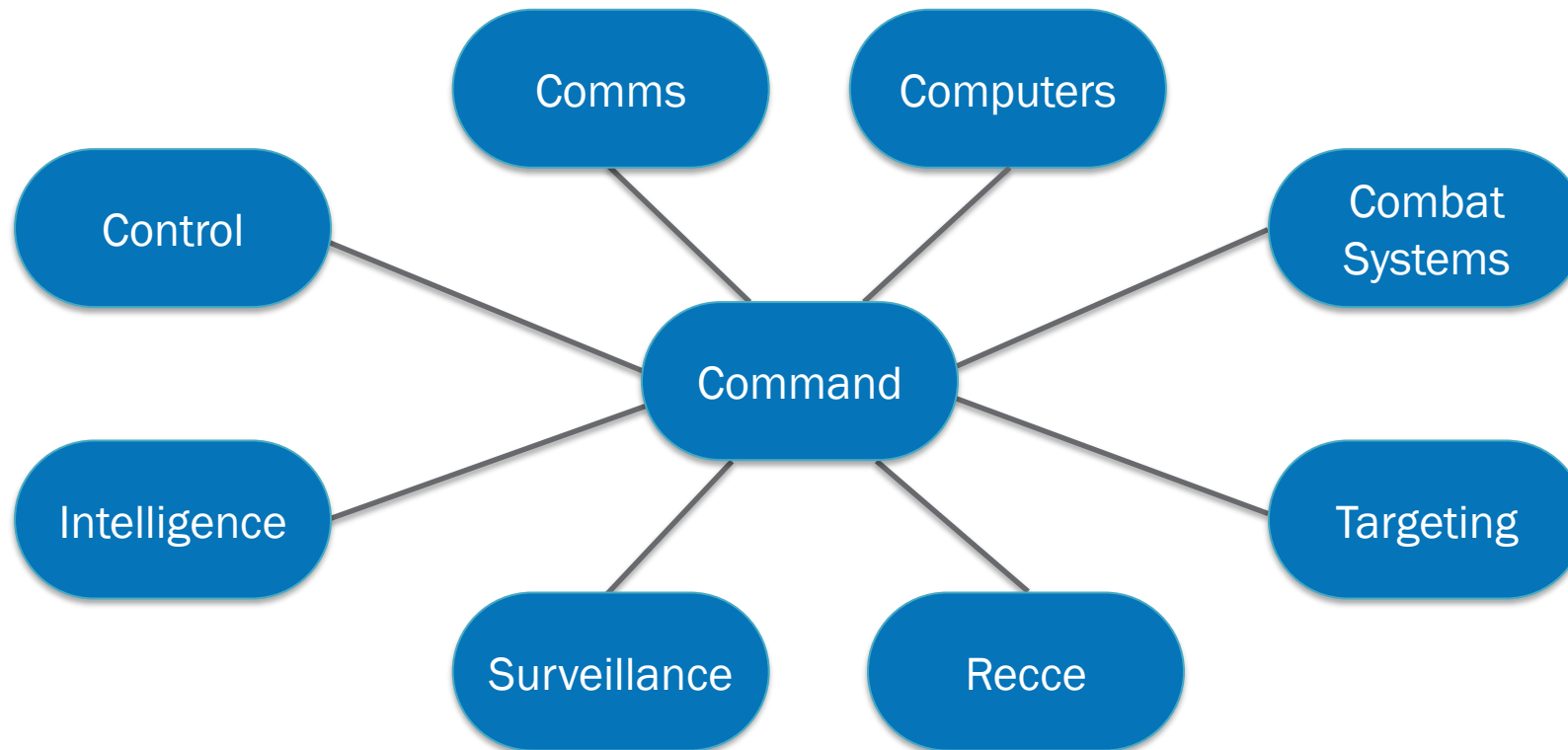
To enable continuous operational readiness in the Alliance

COP—CIP—Multi Domain—Information Environment—Enduring

Approach

★ Federated Synthetic Environment

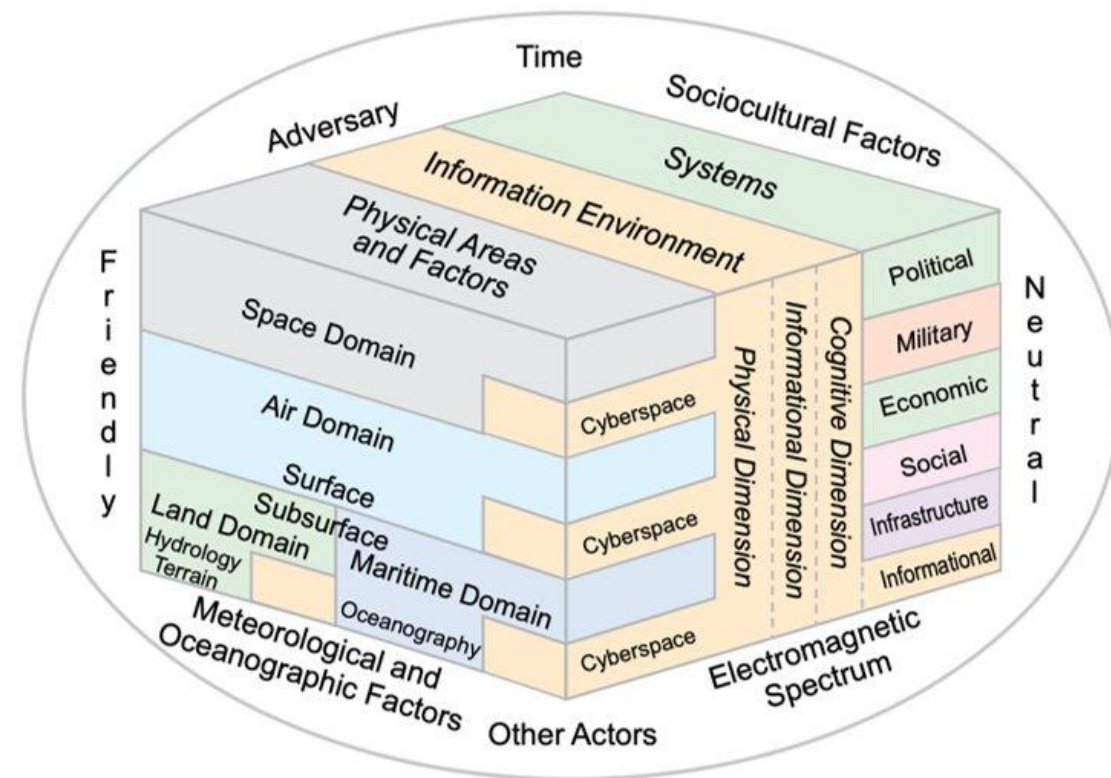
C5ISR



Approach

- ★ Federated Synthetic Environment
- ★ Realistic Multi Domain Integration

Multi Domain Integration



Approach

- ★ Federated Synthetic Environment
- ★ Realistic Multi Domain Integration
- ★ Adaptive Peer Adversaries

Adaptive Peer Adversaries



Approach

- ★ Federated Synthetic Environment
- ★ Realistic Multi Domain Integration
- ★ Adaptive Peer Adversaries
- ★ Campaign Level Wargaming

Campaign Level Wargaming



Approach

- ★ Federated Synthetic Environment
- ★ Realistic Multi Domain Integration
- ★ Adaptive Peer Adversaries
- ★ Campaign Level Wargaming
- ★ Distributed Multi-National Training

Multi-National Training



Approach

- ★ Federated Synthetic Environment
- ★ Realistic Multi Domain Integration
- ★ Adaptive Peer Adversaries
- ★ Campaign Level Wargaming
- ★ Distributed Multi-National Training
- ★ Objective Readiness Assessment

Objective Readiness Assessment



Approach

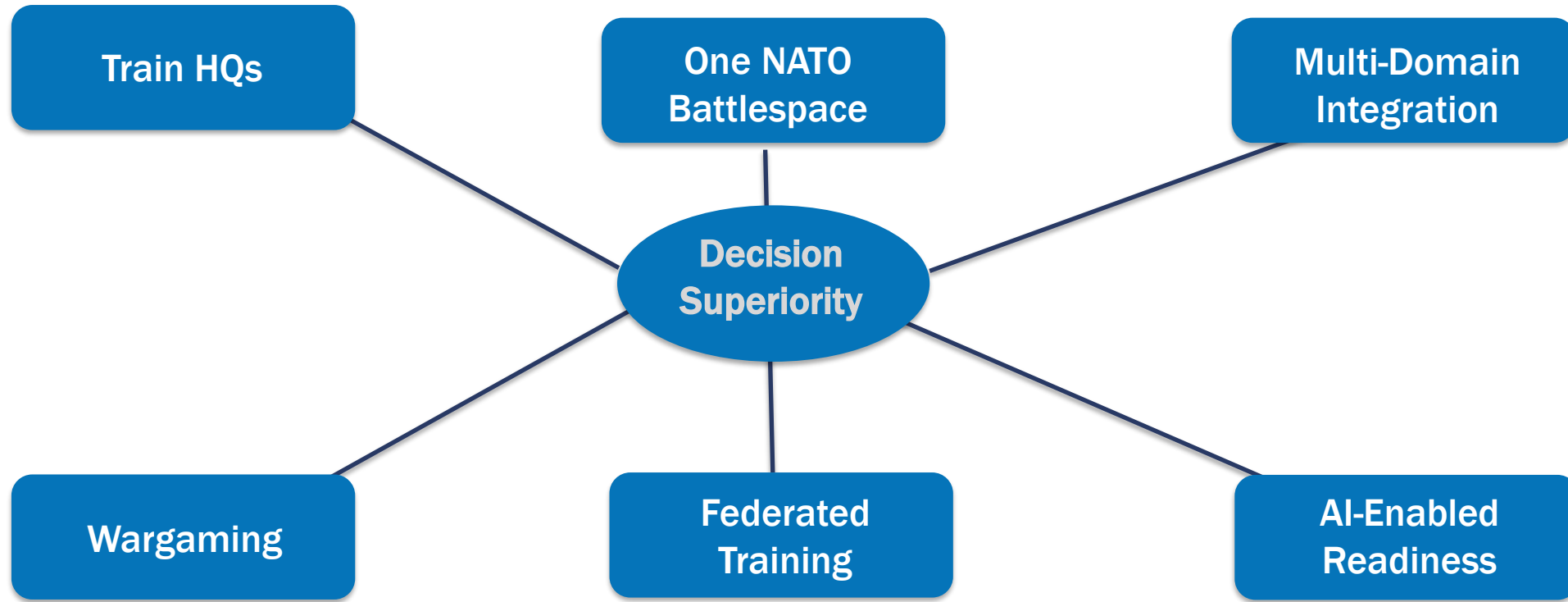
- ★ Federated Synthetic Environment
- ★ Realistic Multi Domain Integration
- ★ Adaptive Peer Adversaries
- ★ Campaign Level Wargaming
- ★ Distributed Multi-National Training
- ★ Objective Readiness Assessment
- ★ Decision Superiority (Tempo)

A Focus on Tempo

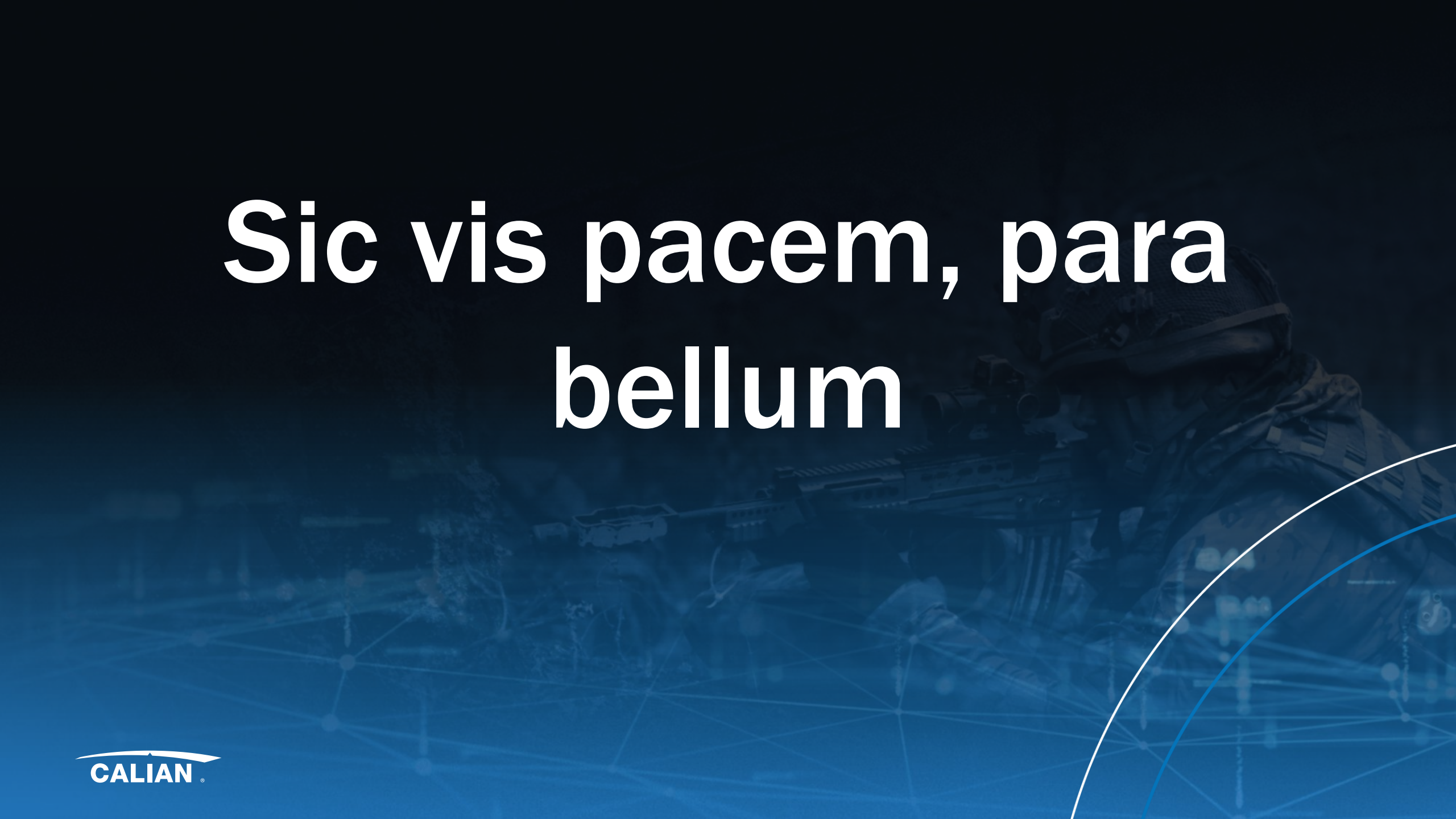
- **Pj PROMETHEUS**
 - to think and plan faster
- **Pj LELANTOS**
 - to deploy and command faster
- **Pj ARTEMIS**
 - to sense and strike faster

It is the cocktail of direction mixed with mission command that creates success and the line between intervention and trust defines a truly bold and ultimately successful commander

Key Findings



An integrated, AI-enabled, multi-domain training and readiness ecosystem delivers objective readiness assessment and the decision superiority required for NATO operational success.



**Sic vis pacem, para
bellum**