# WHY ARE WE HERE?

HOW do we TRAIN

Legacy systems are geographically static and require dedicated personnel to maintain and operate:

- Millions of dollars to buy, deploy, and maintain
- Large footprint / structure needed
- Limited access
- Not mobile or scalable

Live artillery systems and ordinance at designated military locations:

- Expensive, limited ammunition, maintenance costs
- Logistically challenging
- Limited access and training capacity

DOMES

JECTION

REAL MUNITIONS

JOINT FIRES TRAINER
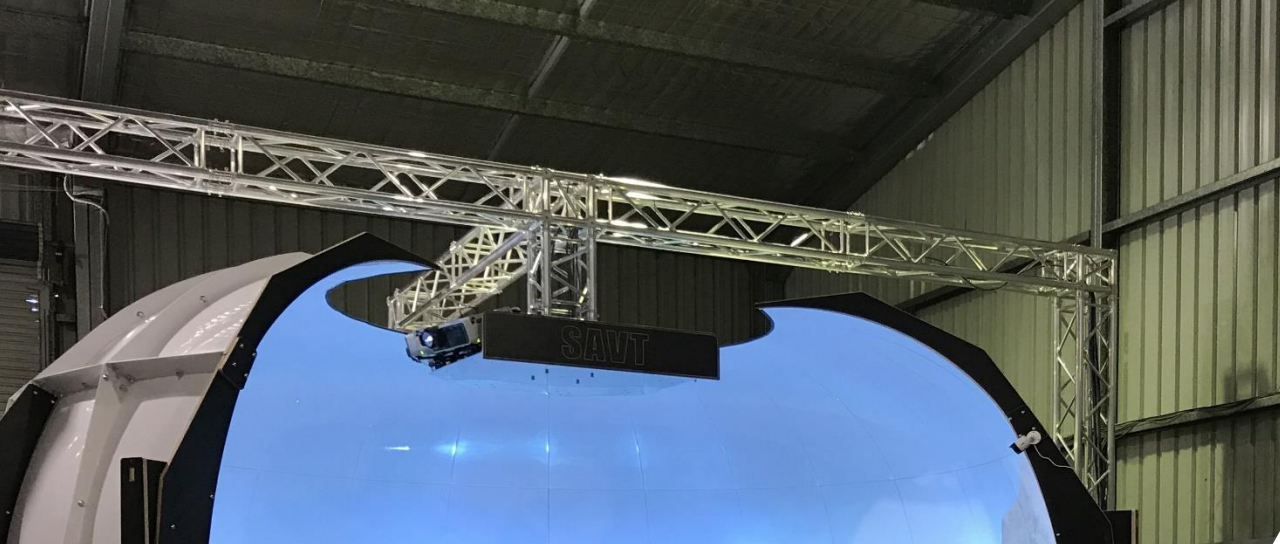
HAVIK HAS TURNED THIS...

...INTO THIS.

PORTABLE

IMMERSIVE

INTEROPERABLE

SCALABLE

COST EFFECTIVE

DISTIBUTED TRAINING

Comprehensive Training: Mission planning, Mission rehearsals, Immersive Training, After-Action Review and event logging. **HAVIK Core™** connects what was unconnected and is changing the game in readiness simulation.

ATLAS gives the instructor the ability to add in more users (via SCOUTs) connect to flight sims or JOCs for observation.

ATLAS SYSTEM

INSTRUCTOR

STUDENT

INTEROPERABLE / SCALABLE

FLIGHT SIM

"SCOUT"

"SCOUT"

TABLET

JOC

TABLET

"SCOUT"

REALISTIC TRAINING

Conditions to Meet Realistic Training

- Mirror Real Battle Locations

- Specific Scenarios in contested environments

- Unpredictable Variables

    - Communication breakdowns, equipment malfunctions, threat escalation

Training Translates to Mission Outcomes

- Simulated high pressure training equals

    - faster reaction times

    - Improved threat assessment

    - Rapid and increased accuracy in decision making (confidence)

Evolving Threats (sUAS)

Increased Threats of sUAS

- Characteristics: low-cost, highly maneuverable, easily transported, difficult to detect or undetectable

- Capabilities: ISR, Weapon Delivery from anywhere

- Proliferation
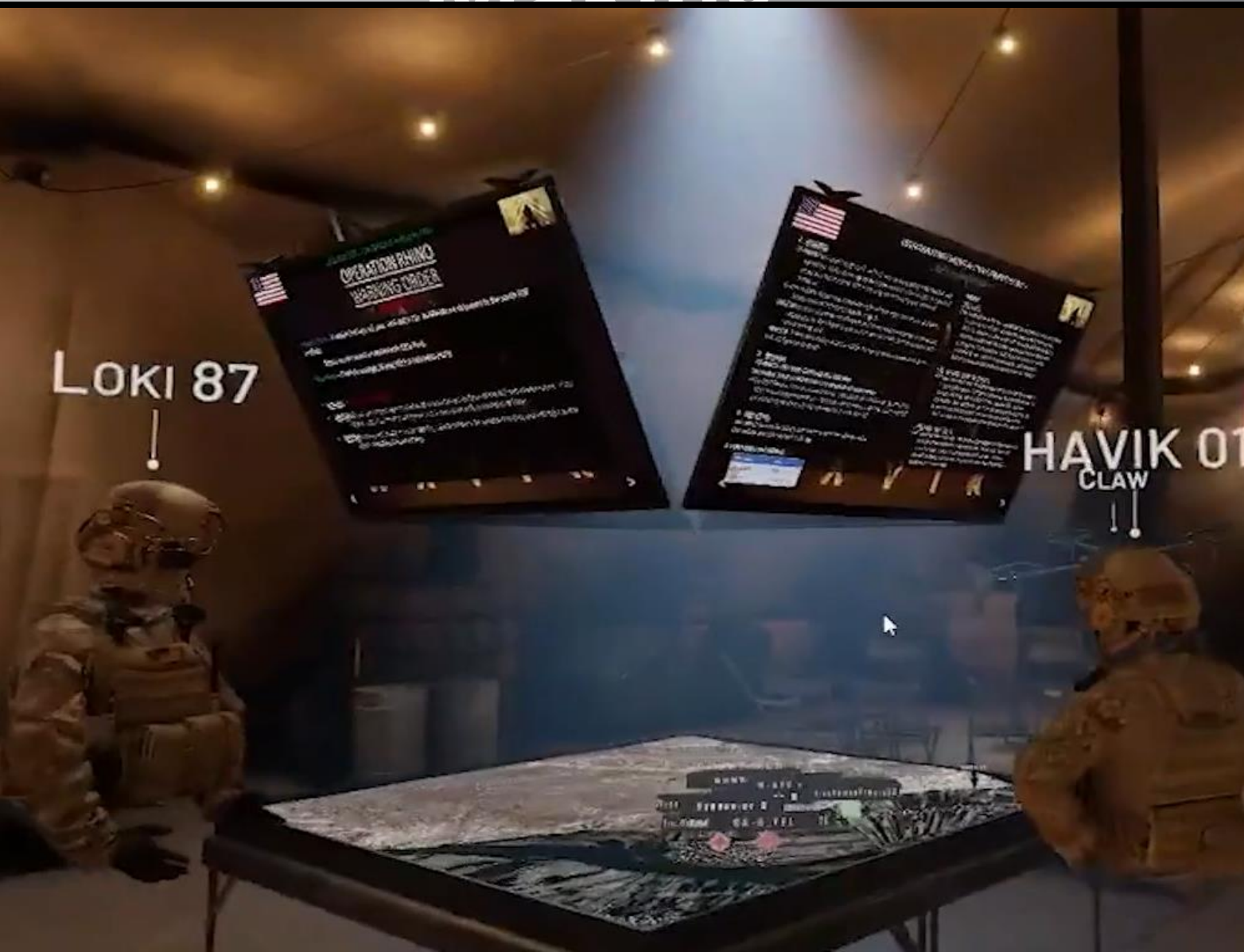
sUAS Training - What does that look like?

- Detection and identification drills

- Collaborative response protocols

- EW- signal jamming, spoofing and counter-drone

Skydio

TOMAHAWK

AV AeroVironment™

Collaborative Decision-Making

Enabling Joint-Decision Making

- No mission executed alone

- Distributed Interactive Simulation (DIS)www

- Comms, C2, Decision Making within live scenarios

**Real-Time Feedback/Debrief for Multinational Dynamics**

- Analyze performance, Decision Points, and Coordination

- Addressing interservice and inter-nation coordination challenges

- Open and shared learning experience

- Enhanced Communication – enforces standardizations, protocols and terminology

- Streamlined Command and Control

- Unified Tactics and Doctrine

TDE Trailer 1-min

Full TDE Exercise 45-min

INSTRUCTOR

JTAC

GFC

GUNSHIP

MEDIVAC

FIXED-WING
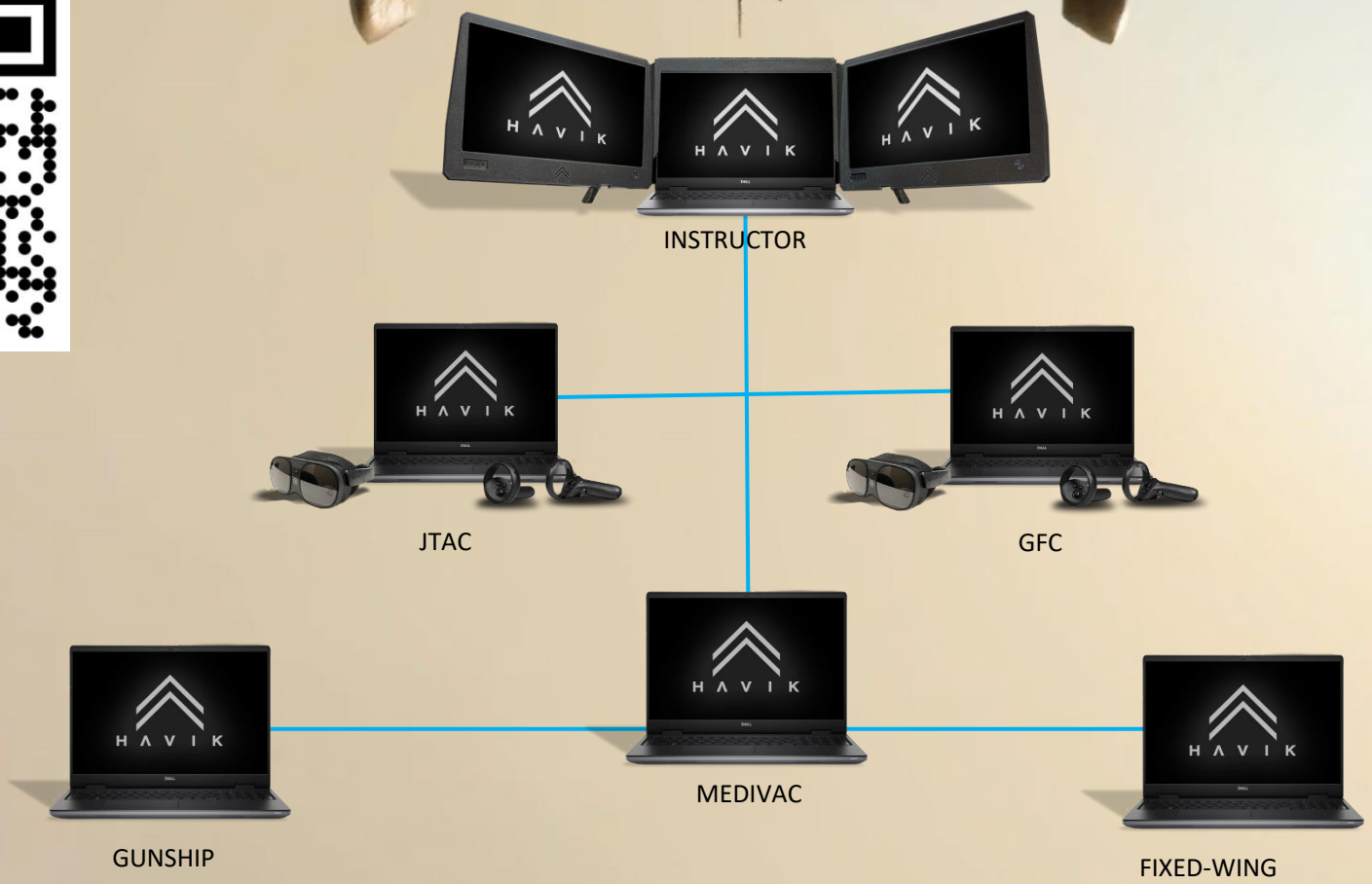
THANK YOU

BRAD@HAVIK.US
HEATHER@HAVIK.US
ANDREW@D3A.co.uk

WWW.HAVIK.US