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<b>Exhibit R-2, RDT&amp;E Budget Item Justification:</b> PB 2014 Air Force	<b>DATE:</b> April 2013
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APPROPRIATION/BUDGET ACTIVITY					R-1 ITEM NOMENCLATURE							
3600: <i>Research, Development, Test &amp; Evaluation, Air Force</i> BA 7: <i>Operational Systems Development</i>					PE 0207697F: <i>Distributed Training and Exercises</i>							
COST (\$ in Millions)	All Prior Years	FY 2012	FY 2013 <sup>#</sup>	FY 2014 Base	FY 2014 OCO <sup>##</sup>	FY 2014 Total	FY 2015	FY 2016	FY 2017	FY 2018	Cost To Complete	Total Cost
Total Program Element	-	3.147	4.425	3.301	-	3.301	4.513	4.438	4.213	4.289	Continuing	Continuing
675042: <i>Log Application Logisitics Integration (LALI)</i>	-	0.523	0.000	0.000	-	0.000	0.000	0.000	0.000	0.000	Continuing	Continuing
675190: <i>JFCOM Wargaming</i>	-	2.624	4.425	3.301	-	3.301	4.513	4.438	4.213	4.289	Continuing	Continuing

<sup>#</sup> FY 2013 Program is from the FY 2013 President's Budget, submitted February 2012

<sup>##</sup> The FY 2014 OCO Request will be submitted at a later date

**A. Mission Description and Budget Item Justification**

In September 03, the AF/CV directed the establishment of funding to increase participation in joint transformation activities including joint concept development and experimentation and joint Doctrine, Organization, Training, Material, Leadership & Education, Personnel & Facilities (DOTMLPF) recommendations. Air Force A5XS ensures accurate representation of air, space and cyber space capabilities in joint activities, through modeling and simulation and wargaming activities. The primary activity this is accomplished with is the Chief of Staff of the United States Air Force's Unified Engagement (UE) wargame series. UE is a two cycle of plan, execute, analyze and report of activities that include workshops, seminars, capstone event, senior leader seminar, and Building Partnership Capacity events. The capstone event includes over 400 Joint, other Agency, and coalition partners supported by cutting edge technology. The Wargaming Environment (WIE) evolves with each UE game cycle and is made up of three main parts GamePoint, ViewPoint, and Modeling and Simulation Tools. GamePoint provides the latest collaboration and information throughout and during the wargame and associated events. ViewPoint provides users a simple method to visually view the information and conduct their own analysis. Modeling and Simulation provides integration of the latest modeling, simulation and analysis tools and also the infrastructure to support the WIE. This program is categorized in Budget Activity (BA) 07 because it supports the development efforts of operational systems.

<b>B. Program Change Summary (\$ in Millions)</b>	<b>FY 2012</b>	<b>FY 2013</b>	<b>FY 2014 Base</b>	<b>FY 2014 OCO</b>	<b>FY 2014 Total</b>
Previous President's Budget	3.147	4.417	0.000	-	0.000
Current President's Budget	3.147	4.425	3.301	-	3.301
Total Adjustments	0.000	0.008	3.301	-	3.301
• Congressional General Reductions	-	0.000			
• Congressional Directed Reductions	-	0.000			
• Congressional Rescissions	0.000	0.000			
• Congressional Adds	-	0.000			
• Congressional Directed Transfers	-	0.000			
• Reprogrammings	0.000	0.000			
• SBIR/STTR Transfer	0.000	0.000			
• Other Adjustments	0.000	0.008	3.301	-	3.301

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<b>APPROPRIATION/BUDGET ACTIVITY</b> 3600: <i>Research, Development, Test &amp; Evaluation, Air Force</i> BA 7: <i>Operational Systems Development</i>		<b>R-1 ITEM NOMENCLATURE</b> PE 0207697F: <i>Distributed Training and Exercises</i>
<b>Change Summary Explanation</b> FY14 funding increased to provide wargaming operations capabilities.		

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<b>Exhibit R-2A, RDT&amp;E Project Justification:</b> PB 2014 Air Force										<b>DATE:</b> April 2013		
<b>APPROPRIATION/BUDGET ACTIVITY</b> 3600: <i>Research, Development, Test &amp; Evaluation, Air Force</i> BA 7: <i>Operational Systems Development</i>					<b>R-1 ITEM NOMENCLATURE</b> PE 0207697F: <i>Distributed Training and Exercises</i>				<b>PROJECT</b> 675042: <i>Log Application Logistics Integration (LALI)</i>			
<b>COST (\$ in Millions)</b>	<b>All Prior Years</b>	<b>FY 2012</b>	<b>FY 2013<sup>#</sup></b>	<b>FY 2014 Base</b>	<b>FY 2014 OCO <sup>##</sup></b>	<b>FY 2014 Total</b>	<b>FY 2015</b>	<b>FY 2016</b>	<b>FY 2017</b>	<b>FY 2018</b>	<b>Cost To Complete</b>	<b>Total Cost</b>
675042: <i>Log Application Logistics Integration (LALI)</i>	-	0.523	0.000	0.000	-	0.000	0.000	0.000	0.000	0.000	Continuing	Continuing
Quantity of RDT&E Articles		0	0	0		0	0	0	0	0		
<sup>#</sup> FY 2013 Program is from the FY 2013 President's Budget, submitted February 2012 <sup>##</sup> The FY 2014 OCO Request will be submitted at a later date												
<b>A. Mission Description and Budget Item Justification</b>												
Description/Justification for Logistics Application/Logistics Integration (LALI) located in BPAC 675042 PE 0708611F.												
FY12 \$523K for LALI incorrectly aligned to PE 0207697F and will be realigned during execution.												
<b>B. Accomplishments/Planned Programs (\$ in Millions)</b>										<b>FY 2012</b>	<b>FY 2013</b>	<b>FY 2014</b>
<b>Title:</b> Log Application Logistics Integration (LALI)										0.523	0.000	0.000
<b>Description:</b> Logistics Application Logistics Integration (LALI) funding provides development in support of the Air Force logistics transformation initiative for the 21st century, eLog21.												
<b>FY 2012 Accomplishments:</b> Support AF Logistics business process transformation (eLog21) initiatives through Business Intelligence (BI) capabilities (reports, predictive analyses, what-if analyses, etc).												
<b>Accomplishments/Planned Programs Subtotals</b>										0.523	0.000	0.000
<b>C. Other Program Funding Summary (\$ in Millions)</b>												
N/A												
<b>Remarks</b>												
<b>D. Acquisition Strategy</b>												
LALI projects will be competitively acquired using a variety of fixed price and cost plus contracts.												
<b>E. Performance Metrics</b>												
Please refer to the Performance Base Budget Overview Book for information on how Air Force resources are applied and how those resources are contributing to Air Force performance goals and most importantly, how they contribute to our mission.												

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<b>Exhibit R-3, RDT&amp;E Project Cost Analysis:</b> PB 2014 Air Force													<b>DATE:</b> April 2013		
<b>APPROPRIATION/BUDGET ACTIVITY</b> 3600: <i>Research, Development, Test &amp; Evaluation, Air Force</i> BA 7: <i>Operational Systems Development</i>							<b>R-1 ITEM NOMENCLATURE</b> PE 0207697F: <i>Distributed Training and Exercises</i>				<b>PROJECT</b> 675042: <i>Log Application Logistics Integration (LALI)</i>				
<b>Product Development (\$ in Millions)</b>				<b>FY 2012</b>		<b>FY 2013</b>		<b>FY 2014 Base</b>		<b>FY 2014 OCO</b>		<b>FY 2014 Total</b>			
<b>Cost Category Item</b>	<b>Contract Method &amp; Type</b>	<b>Performing Activity &amp; Location</b>	<b>All Prior Years</b>	<b>Cost</b>	<b>Award Date</b>	<b>Cost</b>	<b>Award Date</b>	<b>Cost</b>	<b>Award Date</b>	<b>Cost</b>	<b>Award Date</b>	<b>Cost</b>	<b>Cost To Complete</b>	<b>Total Cost</b>	<b>Target Value of Contract</b>
LALI	C/CPFF	TBD:Arlington, VA	-	0.523	Sep 2012	0.000		0.000		-		0.000	Continuing	Continuing	
<b>Subtotal</b>			0.000	0.523		0.000		0.000		0.000		0.000			
<b>Support (\$ in Millions)</b>				<b>FY 2012</b>		<b>FY 2013</b>		<b>FY 2014 Base</b>		<b>FY 2014 OCO</b>		<b>FY 2014 Total</b>			
<b>Cost Category Item</b>	<b>Contract Method &amp; Type</b>	<b>Performing Activity &amp; Location</b>	<b>All Prior Years</b>	<b>Cost</b>	<b>Award Date</b>	<b>Cost</b>	<b>Award Date</b>	<b>Cost</b>	<b>Award Date</b>	<b>Cost</b>	<b>Award Date</b>	<b>Cost</b>	<b>Cost To Complete</b>	<b>Total Cost</b>	<b>Target Value of Contract</b>
<b>Subtotal</b>			0.000	0.000		0.000		0.000		0.000		0.000	0.000	0.000	0.000
<b>Test and Evaluation (\$ in Millions)</b>				<b>FY 2012</b>		<b>FY 2013</b>		<b>FY 2014 Base</b>		<b>FY 2014 OCO</b>		<b>FY 2014 Total</b>			
<b>Cost Category Item</b>	<b>Contract Method &amp; Type</b>	<b>Performing Activity &amp; Location</b>	<b>All Prior Years</b>	<b>Cost</b>	<b>Award Date</b>	<b>Cost</b>	<b>Award Date</b>	<b>Cost</b>	<b>Award Date</b>	<b>Cost</b>	<b>Award Date</b>	<b>Cost</b>	<b>Cost To Complete</b>	<b>Total Cost</b>	<b>Target Value of Contract</b>
<b>Subtotal</b>			0.000	0.000		0.000		0.000		0.000		0.000	0.000	0.000	0.000
<b>Management Services (\$ in Millions)</b>				<b>FY 2012</b>		<b>FY 2013</b>		<b>FY 2014 Base</b>		<b>FY 2014 OCO</b>		<b>FY 2014 Total</b>			
<b>Cost Category Item</b>	<b>Contract Method &amp; Type</b>	<b>Performing Activity &amp; Location</b>	<b>All Prior Years</b>	<b>Cost</b>	<b>Award Date</b>	<b>Cost</b>	<b>Award Date</b>	<b>Cost</b>	<b>Award Date</b>	<b>Cost</b>	<b>Award Date</b>	<b>Cost</b>	<b>Cost To Complete</b>	<b>Total Cost</b>	<b>Target Value of Contract</b>
<b>Subtotal</b>			0.000	0.000		0.000		0.000		0.000		0.000	0.000	0.000	0.000
			<b>All Prior Years</b>	<b>FY 2012</b>	<b>FY 2013</b>	<b>FY 2014 Base</b>	<b>FY 2014 OCO</b>	<b>FY 2014 Total</b>	<b>Cost To Complete</b>	<b>Total Cost</b>	<b>Target Value of Contract</b>				
<b>Project Cost Totals</b>			0.000	0.523	0.000	0.000	0.000	0.000							
<b>Remarks</b>															

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Exhibit R-2A, RDT&E Project Justification: PB 2014 Air Force										DATE: April 2013		
APPROPRIATION/BUDGET ACTIVITY 3600: Research, Development, Test & Evaluation, Air Force BA 7: Operational Systems Development					R-1 ITEM NOMENCLATURE PE 0207697F: Distributed Training and Exercises				PROJECT 675190: JFCOM Wargaming			
COST (\$ in Millions)	All Prior Years	FY 2012	FY 2013 <sup>#</sup>	FY 2014 Base	FY 2014 OCO <sup>##</sup>	FY 2014 Total	FY 2015	FY 2016	FY 2017	FY 2018	Cost To Complete	Total Cost
675190: JFCOM Wargaming	-	2.624	4.425	3.301	-	3.301	4.513	4.438	4.213	4.289	Continuing	Continuing
Quantity of RDT&E Articles		0	0	0		0	0	0	0	0		
# FY 2013 Program is from the FY 2013 President's Budget, submitted February 2012												
## The FY 2014 OCO Request will be submitted at a later date												
A. Mission Description and Budget Item Justification												
In September 03, the AF/CV directed the establishment of funding to increase participation in joint transformation activities including joint concept development and experimentation and joint Doctrine, Organization, Training, Material, Leadership & Education, Personnel & Facilities (DOTMLPF) recommendations. Air Force A5XS ensures accurate representation of air, space and cyber space capabilities in joint activities, through modeling and simulation and wargaming activities. The primary activity this is accomplished with is the Chief of Staff of the United States Air Force's Unified Engagement (UE) wargame series. UE is a two cycle of plan, execute, analyze and report of activities that include workshops, seminars, capstone event, senior leader seminar, and Building Partnership Capacity events. The capstone event includes over 400 Joint, other Agency, and coalition partners supported by cutting edge technology. The Wargaming Environment (WIE) evolves with each UE game cycle and is made up of three main parts GamePoint, ViewPoint, and Modeling and Simulation Tools. GamePoint provides the latest collaboration and information throughout and during the wargame and associated events. ViewPoint provides users a simple method to visually view the information and conduct their own analysis. Modeling and Simulation provides integration of the latest modeling, simulation and analysis tools and also the infrastructure to support the WIE.												
This program is in Budget Activity 7, Operational System Development because this budget activity includes development efforts to upgrade systems that have been fielded or have received approval for full rate production and anticipate production funding in the current or subsequent fiscal year.												
B. Accomplishments/Planned Programs (\$ in Millions)									FY 2012	FY 2013	FY 2014	
Title: MAJOR THRUST 1									0.918	2.301	1.665	
Description: Develop air, space and cyber space wargaming specific functionality in existing modeling and simulation and analysis tools and integrate into the latest version of the WIE.												
FY 2012 Accomplishments: Develops air and space wargaming specific functionality in existing simulation and analysis tools (e.g., JWARS, THUNDER/STORM)												
FY 2013 Plans: Develops air and space wargaming specific functionality in existing simulation and analysis tools (e.g., JWARS, THUNDER/STORM)												
FY 2014 Plans:												

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Exhibit R-2A, RDT&E Project Justification: PB 2014 Air Force			DATE: April 2013			
APPROPRIATION/BUDGET ACTIVITY 3600: Research, Development, Test & Evaluation, Air Force BA 7: Operational Systems Development		R-1 ITEM NOMENCLATURE PE 0207697F: Distributed Training and Exercises		PROJECT 675190: JFCOM Wargaming		
B. Accomplishments/Planned Programs (\$ in Millions)				FY 2012	FY 2013	FY 2014
Develops air and space wargaming specific functionality in existing simulation and analysis tools (e.g., JWARS, THUNDER/STORM)						
Title: MAJOR THRUST 2 Description: Provides for capabilities, Requirements, and Risk Assessment (CRRRA) FY 2012 Accomplishments: Provides for Capabilities, Requirements, and Risk Assessment (CRRRA) FY 2013 Plans: Provides for Capabilities, Requirements, and Risk Assessment (CRRRA) FY 2014 Plans: Provides for Capabilities, Requirements, and Risk Assessment (CRRRA)				0.684	1.000	0.800
Title: MAJOR THRUST 3 Description: Enables entity-level simulation tools and effects-based modeling for Joint Concept Development and Experimentation FY 2012 Accomplishments: Enables entity-level simulation tools and effects-based modeling for Joint Concept Development and Experimentation FY 2013 Plans: Enables entity-level simulation tools and effects-based modeling for Joint Concept Development and Experimentation FY 2014 Plans: Enables entity-level simulation tools and effects-based modeling for Joint Concept Development and Experimentation				0.622	0.700	0.541
Title: MAJOR THRUST 4 Description: Supplies platforms for software in operational environments and for programmed replacement costs FY 2012 Accomplishments: Enables entity-level simulation tools and effects-based modeling for Joint Concept Development and Experimentation FY 2013 Plans: Enables entity-level simulation tools and effects-based modeling for Joint Concept Development and Experimentation FY 2014 Plans:				0.400	0.424	0.295

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<b>Exhibit R-2A, RDT&amp;E Project Justification:</b> PB 2014 Air Force		<b>DATE:</b> April 2013	
<b>APPROPRIATION/BUDGET ACTIVITY</b> 3600: <i>Research, Development, Test &amp; Evaluation, Air Force</i> BA 7: <i>Operational Systems Development</i>		<b>R-1 ITEM NOMENCLATURE</b> PE 0207697F: <i>Distributed Training and Exercises</i>	<b>PROJECT</b> 675190: <i>JFCOM Wargaming</i>
<b>B. Accomplishments/Planned Programs (\$ in Millions)</b>		<b>FY 2012</b>	<b>FY 2013</b>
Enables entity-level simulation tools and effects-based modeling for Joint Concept Development and Experimentation			
<b>Accomplishments/Planned Programs Subtotals</b>		2.624	3.301
<b>C. Other Program Funding Summary (\$ in Millions)</b> N/A			
<b>Remarks</b>			
<b>D. Acquisition Strategy</b> Unified Engagement (UE) Wargame Information Environment (WIE) support: The WIE is a continually evolving system that is a deployable standalone Local Area Network (LAN) with servers and laptops that host applications to support virtual battlespace collaboration, decision making, and three dimensional visualizations. Behind these applications are cutting edge technologies and database architectures from both commercial off the shelf and government developed software that assures relevance to the UE Wargame. The modeling, simulation, and analysis applications allow UE participants, adjudicators, and control team members to effectively and efficiently create UE Report with tested concepts and conclusions to improve our future Air Force to the CSAF biannually. The current version of the WIE is 2.5 and 3.0 is to be released is Dec 2013 which coincides with Unified Engagement Wargame capstone event which occurs every 2 years. Risks are low in the research, development, and test of the WIE because of the iterative nature in the design and development of the system.			
<b>E. Performance Metrics</b> Please refer to the Performance Base Budget Overview Book for information on how Air Force resources are applied and how those resources are contributing to Air Force performance goals and most importantly, how they contribute to our mission.			

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<b>Exhibit R-3, RDT&amp;E Project Cost Analysis: PB 2014 Air Force</b>												<b>DATE:</b> April 2013			
<b>APPROPRIATION/BUDGET ACTIVITY</b> 3600: <i>Research, Development, Test &amp; Evaluation, Air Force</i> BA 7: <i>Operational Systems Development</i>						<b>R-1 ITEM NOMENCLATURE</b> PE 0207697F: <i>Distributed Training and Exercises</i>						<b>PROJECT</b> 675190: <i>JFCOM Wargaming</i>			
<b>Product Development (\$ in Millions)</b>				<b>FY 2012</b>		<b>FY 2013</b>		<b>FY 2014 Base</b>		<b>FY 2014 OCO</b>		<b>FY 2014 Total</b>			
<b>Cost Category Item</b>	<b>Contract Method &amp; Type</b>	<b>Performing Activity &amp; Location</b>	<b>All Prior Years</b>	<b>Cost</b>	<b>Award Date</b>	<b>Cost</b>	<b>Award Date</b>	<b>Cost</b>	<b>Award Date</b>	<b>Cost</b>	<b>Award Date</b>	<b>Cost</b>	<b>Cost To Complete</b>	<b>Total Cost</b>	<b>Target Value of Contract</b>
Various	C/CPFF	TBD:TBD,	-	2.624	Nov 2012	4.425	Nov 2013	3.301	Nov 2013	-		3.301	Continuing	Continuing	TBD
<b>Subtotal</b>			0.000	2.624		4.425		3.301		0.000		3.301			
<b>Support (\$ in Millions)</b>				<b>FY 2012</b>		<b>FY 2013</b>		<b>FY 2014 Base</b>		<b>FY 2014 OCO</b>		<b>FY 2014 Total</b>			
<b>Cost Category Item</b>	<b>Contract Method &amp; Type</b>	<b>Performing Activity &amp; Location</b>	<b>All Prior Years</b>	<b>Cost</b>	<b>Award Date</b>	<b>Cost</b>	<b>Award Date</b>	<b>Cost</b>	<b>Award Date</b>	<b>Cost</b>	<b>Award Date</b>	<b>Cost</b>	<b>Cost To Complete</b>	<b>Total Cost</b>	<b>Target Value of Contract</b>
<b>Subtotal</b>			0.000	0.000		0.000		0.000		0.000		0.000	0.000	0.000	0.000
<b>Test and Evaluation (\$ in Millions)</b>				<b>FY 2012</b>		<b>FY 2013</b>		<b>FY 2014 Base</b>		<b>FY 2014 OCO</b>		<b>FY 2014 Total</b>			
<b>Cost Category Item</b>	<b>Contract Method &amp; Type</b>	<b>Performing Activity &amp; Location</b>	<b>All Prior Years</b>	<b>Cost</b>	<b>Award Date</b>	<b>Cost</b>	<b>Award Date</b>	<b>Cost</b>	<b>Award Date</b>	<b>Cost</b>	<b>Award Date</b>	<b>Cost</b>	<b>Cost To Complete</b>	<b>Total Cost</b>	<b>Target Value of Contract</b>
<b>Subtotal</b>			0.000	0.000		0.000		0.000		0.000		0.000	0.000	0.000	0.000
<b>Management Services (\$ in Millions)</b>				<b>FY 2012</b>		<b>FY 2013</b>		<b>FY 2014 Base</b>		<b>FY 2014 OCO</b>		<b>FY 2014 Total</b>			
<b>Cost Category Item</b>	<b>Contract Method &amp; Type</b>	<b>Performing Activity &amp; Location</b>	<b>All Prior Years</b>	<b>Cost</b>	<b>Award Date</b>	<b>Cost</b>	<b>Award Date</b>	<b>Cost</b>	<b>Award Date</b>	<b>Cost</b>	<b>Award Date</b>	<b>Cost</b>	<b>Cost To Complete</b>	<b>Total Cost</b>	<b>Target Value of Contract</b>
<b>Subtotal</b>			0.000	0.000		0.000		0.000		0.000		0.000	0.000	0.000	0.000
			<b>All Prior Years</b>	<b>FY 2012</b>	<b>FY 2013</b>		<b>FY 2014 Base</b>		<b>FY 2014 OCO</b>		<b>FY 2014 Total</b>	<b>Cost To Complete</b>	<b>Total Cost</b>	<b>Target Value of Contract</b>	
<b>Project Cost Totals</b>			0.000	2.624		4.425		3.301		0.000		3.301			
<b>Remarks</b>															
Note: Unified Engagement (UE) Wargame Information Environment (WIE): Funding is for a continuous series of updates and modifications to a continually evolving system that is a deployable standalone Local Area Network(LAN)which includes modeling, simulation, and analysis applications.															
There are no Articles published as a result, however there are reports that are produced and sent to the CSAF biannually.															



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**Exhibit R-4, RDT&E Schedule Profile:** PB 2014 Air Force

**DATE:** April 2013

**APPROPRIATION/BUDGET ACTIVITY**

3600: *Research, Development, Test & Evaluation, Air Force*  
BA 7: *Operational Systems Development*

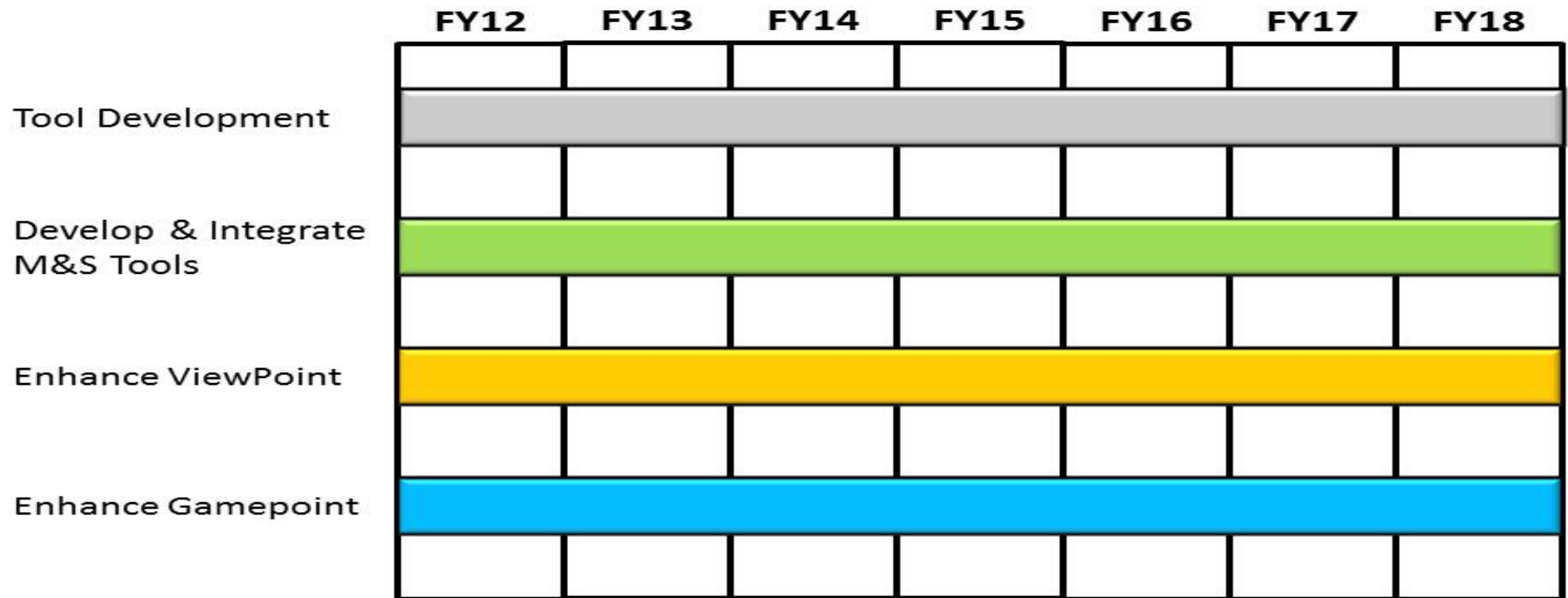
**R-1 ITEM NOMENCLATURE**

PE 0207697F: *Distributed Training and Exercises*

**PROJECT**

675190: *JFCOM Wargaming*

## JFCOM Wargaming



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<b>Exhibit R-4A, RDT&amp;E Schedule Details:</b> PB 2014 Air Force			<b>DATE:</b> April 2013
<b>APPROPRIATION/BUDGET ACTIVITY</b> 3600: <i>Research, Development, Test &amp; Evaluation, Air Force</i> BA 7: <i>Operational Systems Development</i>	<b>R-1 ITEM NOMENCLATURE</b> PE 0207697F: <i>Distributed Training and Exercises</i>	<b>PROJECT</b> 675190: <i>JFCOM Wargaming</i>	

Schedule Details

Events	Start		End	
	Quarter	Year	Quarter	Year
Tool Development	1	2012	4	2018
Develop and Integrate M&S Tools	1	2012	4	2018
Enhance ViewPoint	1	2012	4	2018
Improve GamePoint	1	2012	4	2018