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Exhibit R-2, RDT&E Budget Item Justification: PB 2015 Air Force										Date: March 2014		
Appropriation/Budget Activity 3600: Research, Development, Test & Evaluation, Air Force I BA 7: Operational Systems Development					R-1 Program Element (Number/Name) PE 0207697F I Distributed Training and Exercises							
COST (\$ in Millions)	Prior Years	FY 2013	FY 2014	FY 2015 Base	FY 2015 OCO #	FY 2015 Total	FY 2016	FY 2017	FY 2018	FY 2019	Cost To Complete	Total Cost
Total Program Element	-	2.833	3.301	4.457	-	4.457	4.387	4.171	4.253	4.333	Continuing	Continuing
675190: JFCOM Wargaming	-	2.833	3.301	4.457	-	4.457	4.387	4.171	4.253	4.333	Continuing	Continuing
Quantity of RDT&E Articles	-	-	-	-	-	-	-	-	-	-		

The FY 2015 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 through which this is accomplished is the Chief of Staff of the United States Air Force's Unified Engagement (UE) wargame series. UE is a two-year cycle of planning, execution, analysis and reporting 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 creating the Wargame Information Environment (WIE). The WIE includes a fully deployable suite of information technology as well as Modeling & Simulation tools supported by multiple servers and workstations. The WIE evolves with each UE game cycle to reflect technological advancement and game objective requirements. The WIE employs numerous models to provide rigor to analysis of collected data to directly assist planners and adjudicators prior to, during and after game execution. The WIE offers a state of the art system for document management, office collaboration and chat that is fully integrated into the suite of tools. The newest addition to the WIE is a web-based tool to show force locations and processing force movement requests. The WIE provides collaboration tools and information throughout the wargame and associated events. The WIE provides users with integration of the latest modeling, simulation and analysis tools and also the infrastructure to support the WIE. Additionally, it captures insights and observations in support of post-game analysis and reporting. This program is categorized in Budget Activity (BA) 07 because it supports the development efforts of operational systems.

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B. Program Change Summary (\$ in Millions)		FY 2013	FY 2014	FY 2015 Base	FY 2015 OCO	FY 2015 Total
Previous President's Budget		4.425	3.301	4.513	-	4.513
Current President's Budget		2.833	3.301	4.457	-	4.457
Total Adjustments		-1.592	-	-0.056	-	-0.056
• Congressional General Reductions		-0.004	-			
• Congressional Directed Reductions		-1.200	-			
• Congressional Rescissions		-	-			
• Congressional Adds		-	-			
• Congressional Directed Transfers		-	-			
• Reprogrammings		-	-			
• SBIR/STTR Transfer		-0.084	-			
• Other Adjustments		-0.304	-	-0.056	-	-0.056
Change Summary Explanation						
FY13 was reduced by SAC for unjustified growth.						
C. Accomplishments/Planned Programs (\$ in Millions)				FY 2013	FY 2014	FY 2015
Title: Develop/ Upgrade M&S Tools for WIE				1.275	1.665	2.591
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 2013 Accomplishments: Developed air and space wargaming specific functionality among existing simulation and analysis tools (e.g., BMD I-Sim/STORM/JFAST), and extended that collaboration to include internally developed tools (e.g. ForceTracker (common operating picture & force management tool)/ Request for Forces Tool / Objectives & Observation Tool) to meet wargame requirements as well.						
FY 2014 Plans: Further development of air and space wargaming specific functionality among existing simulation and analysis tools (e.g., BMD I-Sim/STORM/JFAST), and extended that collaboration to include internally developed tools (e.g. ForceTracker (common operating picture & force management tool)/ Request for Forces Tool / Objectives & Observation Tool) to meet wargame requirements as well.						
FY 2015 Plans: Further development of air and space wargaming specific functionality among existing simulation and analysis tools (e.g., BMD I-Sim/STORM/JFAST), and extended that collaboration to include internally developed tools (e.g. ForceTracker (common operating						

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C. Accomplishments/Planned Programs (\$ in Millions)		FY 2013	FY 2014	FY 2015
picture & force management tool)/ Request for Forces Tool / Objectives & Observation Tool) to meet wargame requirements as well.				
Title: CRRA Development Description: Provides for capabilities, Requirements, and Risk Assessment (CRRA) FY 2013 Accomplishments: Provides for Capabilities, Requirements, and Risk Assessment (CRRA) FY 2014 Plans: Provides for Capabilities, Requirements, and Risk Assessment (CRRA) FY 2015 Plans: Provides for Capabilities, Requirements, and Risk Assessment (CRRA)		0.775	0.800	0.864
Title: JCD&E Tools Description: Enables entity-level simulation tools and effects-based modeling for Joint Concept Development and Experimentation FY 2013 Accomplishments: 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 FY 2015 Plans: Enables entity-level simulation tools and effects-based modeling for Joint Concept Development and Experimentation		0.480	0.541	0.632
Title: Software License & Replacement Costs Description: Supplies platforms for software in operational environments and for programmed replacement costs FY 2013 Accomplishments: 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 FY 2015 Plans:		0.303	0.295	0.370

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C. Accomplishments/Planned Programs (\$ in Millions)		FY 2013	FY 2014	FY 2015
Enables entity-level simulation tools and effects-based modeling for Joint Concept Development and Experimentation				
Accomplishments/Planned Programs Subtotals		2.833	3.301	4.457
D. Other Program Funding Summary (\$ in Millions) N/A				
Remarks				
E. Acquisition Strategy 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 Reports informing concept development and supporting the CSAF's Title 10 responsibilities to organize, train and equipment. The current version of the WIE is 3.0 and 3.5 is to be released in early 2015 in support of UE 16. 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.				
F. Performance Metrics 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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Exhibit R-4, RDT&E Schedule Profile: PB 2015 Air Force			Date: March 2014	
Appropriation/Budget Activity 3600 / 7		R-1 Program Element (Number/Name) PE 0207697F / <i>Distributed Training and Exercises</i>		Project (Number/Name) 675190 / <i>JFCOM Wargaming</i>

JFCOM Wargaming

