

12TH ICCRTS
“Adapting C2 to the 21st Century”
Command and Control Experimentation using Distributed Simulation
Tracks 6 or 7

M.G. Hazen, A. Jones, P. Cao, G. Macferson, R. Kuster

M.G. Hazen
DRDC Atlantic
9 Grove St., Dartmouth NS Canada B2Y 3Z7
902 426 3100 x176
Mark.hazen@drdc-rddc.gc.ca

A multi-national virtual battle experiment (VBE-E) was developed and run in Oct 2006 using the Combined Federated Battle Lab Network (CFBLnet) in order to conduct a rigorous distributed command and control experiment. The C2 scenario was a small coalition convoy escort operation facing a possible surface swarm attack. Attackers were not expected to have heavy weapons. Each of the two naval frigates was represented by a core command team of four military officers supplemented by interactors to represent upper deck sentries and UAV operators. The experiment was structured to have each nation run its frigate in the synthetic environment from its home nation. A generic C2 system was developed for the experiment and all command teams were trained prior to the experimental sessions. This paper concentrates on the infrastructure and procedures required to implement the experiment design, and describes some of the technical and procedural lessons to be learned. Not the least of which is the interoperability issues of working with multiple nations; both military and research organizations. The nations involved spanned the globe so that issues of time (both technical latency and crew work hours) were significant.