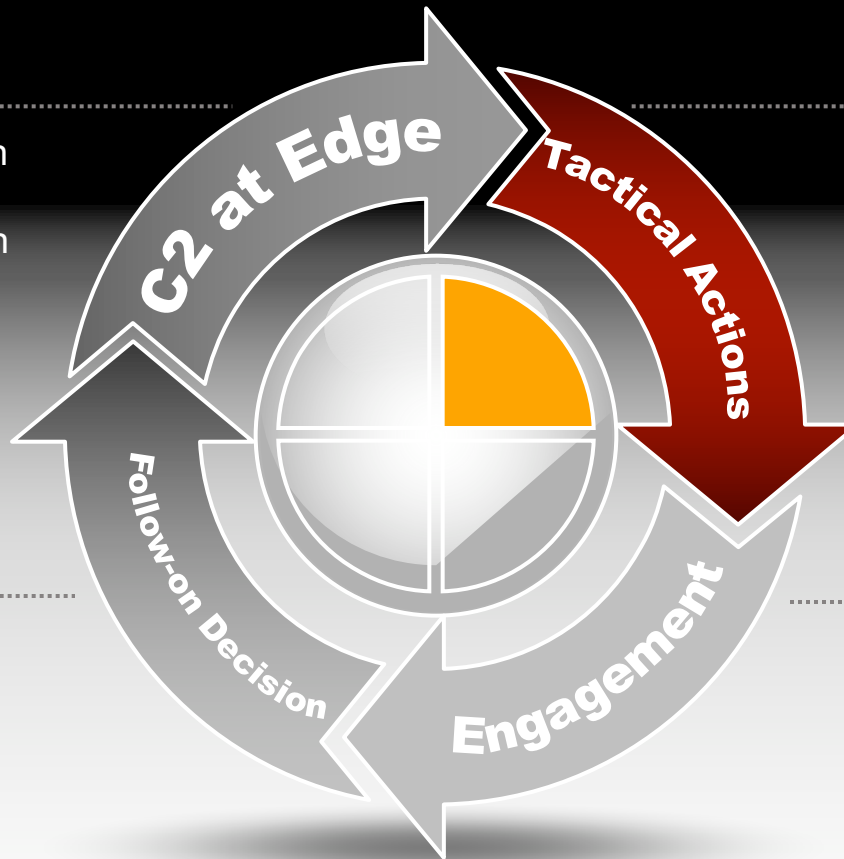


Chaos Theory Enabled C²

Enabling Integrated Distributed Combat Capabilities

C2 at the Tactical Edge With Integrated Processing and Assessing Capability Built In



Tactical Actions in the Battlespace.

Next Decision Cycle Generated by Processing Feedback While in the Battlespace

Processing Feedback from the Blue Team Actions and the Red Teams Reactions or Processing New Environment Flowing from Combat Actions and Effects While Engaged