



MATRIX  
PRO SIMS

# COMMAND

PROFESSIONAL EDITION



How Wargames Touch Every Part Of Defence  
Presented by **Iain McNeil** – CEO Slitherine / Matrix Pro Sims

# PROFESSIONAL PRODUCT LINE



Combat Mission

Tactical ground combat

Realistic physics and  
behaviour modelling

Full 3D

Realtime or turn-based  
execution

Multi-domain physics-based  
battlespace for air, sea, land, sub  
surface, space and cyber

Database of the world's frontline  
Air and Maritime equipment from  
1946 to near future (editable!)

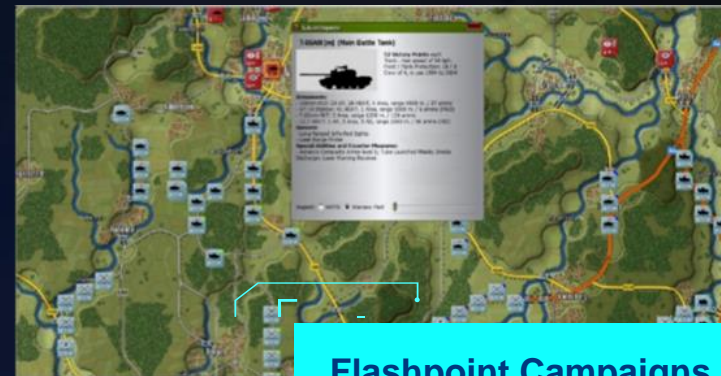
Connect via DIS and Lua  
scripting

Monte Carlo analysis

Command



NATO FORCES START AS FAR AWAY AS THE UK, WESTERN GERMANY  
AND SOUTHERN POLAND.



Flashpoint Campaigns

Brigade-level ground combat

Effects-based top down model

OODA loop system

Realistic physics

# Wargaming in Research, Development & Production

SATELLITE  
KH-11

Technology  
Evaluation



Platform  
Design

[dstl]



Force  
Design

[dstl]



AI



# Wargaming to Supporting Operations

SATELLITE  
KH-11



## Education

## Training

## COA Development & Mission Rehearsal



## Logistics

## Info Ops

## AI





SATELLITE  
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QUESTIONS?

For more info visit:

[www.matrixprosim.com](http://www.matrixprosim.com)

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