

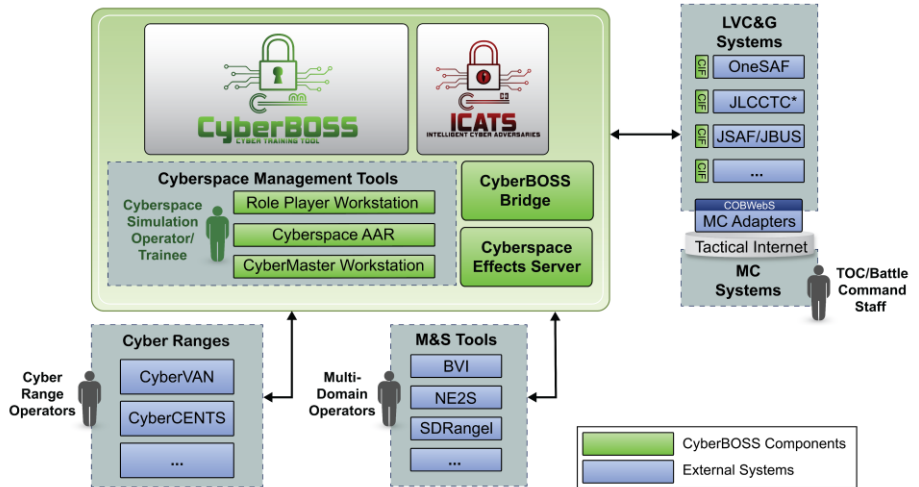
Dignitas Technologies' **Cyberspace Training Solutions** provides a common cyberspace terrain across Live, Virtual, Constructive & Gaming (LVC&G) systems and correlation with cyber ranges. We provide solutions for cyberspace effects models and cyberspace adversaries that can operate at different levels of complexity. We provide cyber device and effects models as well as broker cyber devices and effects between LVC&G systems and with cyber ranges.

## Cyberspace Battlefield Operating System Simulation (CyberBOSS™)



- CyberBOSS is a flexible cyberspace ecosystem that provides a common view of cyberspace devices, actions, and effects into LVC&G training systems
- Consolidates cyberspace device and effect control capabilities across all systems
- Supports fair fight approach allowing systems to adjudicate their own cyberspace impacts

- Allows for cyberspace adversary and effects proxies for cyber entities in a LVC&G system
- Integrates cyber ranges with synthetic battlespace removing the need for manual intervention and non-immersive modeling technique
- Integrated with the OneSAF baseline
- Recognized as a Top Technology at 2022 Army Expeditionary Warrior Experiment



## Intelligent Cyber Adversaries Tool Suite (ICATS™)

- ICATS provides an intelligent Opposing Forces (OPFOR) cyberspace capability analogous to Computer Generated Forces (CGF) automated maneuver forces
- Encodes Advanced Persistent Threat (APT) cyber tactics and techniques from the ATT&CK™ knowledge base
- Provides multi-resolution intelligent cyberspace adversary
- Integrates with Cyberspace Effects Server to augment LVC&G systems with no effects models

## Cyber Simulation Training for Impacts to Kinetic Environment (CyberSTRIKE™)

- CyberSTRIKE supports integrated cyber-kinetic training during Navy Fleet Synthetic Training (FST) events
- Provides an architecture for connecting cyber ranges with the Navy Continuous Training Environment (NCTE)
- Allows Navy exercise facilitators to inject cyberspace effects into the battlespace, producing realistic manifestations on shipboard command, control, communications, computers, and intelligence (C4I) and weapon systems

