

Warfighter Information Network-Tactical (WIN-T)

The Warfighter Information Network–Tactical (WIN-T) is the Army’s tactical Intranet from theater and the sustaining base down to the maneuver battalions. WIN-T, which is the Army’s communications network of the future, will replace Tri-Services Tactical Communications and Mobile Subscriber Equipment. WIN-T will ensure the warfighter vertical and horizontal integration through a seamless network. WIN-T employs Mobile Battle Command and integrates dispersed operations over increased distances. WIN-T capabilities are integrated into maneuver platforms and deployed with the warfighter. The recent changes to the WIN-T Operational Requirements Document more accurately reflect Objective Force concepts.

Major WIN-T elements are network infrastructure, network management, information assurance, and user interfaces that provide voice, data, and video services to the warfighters. These four major WIN-T elements, when integrated with the Army’s Tactical Internet, form the Army’s Tactical Intranet. WIN-T provides wired and wireless communications for voice, data, and video by relying on commercial products and technologies as available. WIN-T supports multiple security levels from Unclassified to Top Secret/Special Compartmented Intelligence. It operates in the tactical environment and is mobile, secure, and survivable. It integrates terrestrial, airborne, and satellite-based transport capabilities into a network infrastructure to provide connectivity across the extended battlespace.

The WIN architecture initially was approved in January 1996; the requirements document for WIN-T and many of the digitalization programs were revised in 2001 to align more closely with the Objective Force. The revision did not add any new WIN-T requirements, but it did move forward many future or objective requirements to threshold requirements.

The current program has dual contractors developing the systems architecture beginning 4QFY02. Each contractor team will demonstrate its design in a separate Early User Test and Experimentation event in 2QFY05. A single contractor team will be selected in 1QFY06 to enter a 3-year low-rate production phase followed by the Initial Operational Test and Evaluation (IOT&E) in 2QFY08. The full-rate production decision is scheduled for 2QFY09.

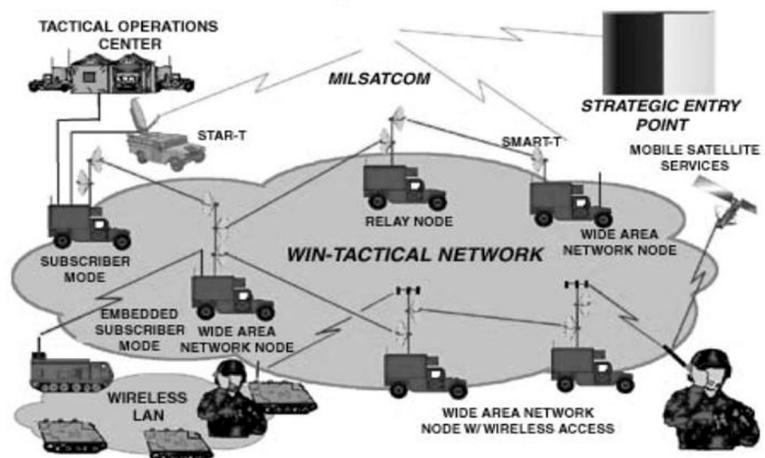
TEST & EVALUATION ACTIVITIES

This program is pre-Milestone B. Test activities were focused on development of a viable test strategy and coordination of the Test and Evaluation Master Plan (TEMP).

TEST & EVALUATION ASSESSMENT

Operational test strategies are currently being finalized to ensure that the IOT&E will be adequate. Operational test strategies for testing system enhancements beyond the full-rate production decision still need to be developed. The TEMP has not been submitted for OSD approval.

The current schedule does not provide sufficient time between the scheduled Force Development Test and Evaluation and the IOT&E to retrain operational test units if significant changes to tactics, techniques, and procedures are required or to correct any hardware or software deficiencies that might be discovered.



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ARMY PROGRAMS

WIN-T is a system where early involvement is being implemented. Participation in Test and Evaluation working group meetings since the program's inception has helped define Critical Operational Issues and Criteria that are operationally meaningful and measurable for assessing the WIN-T contribution to operations. This early cooperation improves the quality of both the system development and test program and provides meaningful assessments for future decisions.