

VBS³ FIRESTM

A ground-breaking call-for-fire solution for offensive support specialists

Bohemia
Interactive

SIMULATIONS

Overview:

VBS3Fires is a professional call-for-fire training application combining the flexibility and stunning visuals of VBS3 with a highly sophisticated call-for-fire training and simulations system.

It represents a step-change from the capabilities of VBS2Fires, including a completely redesigned user interface, to better match instructors' workflow, an expanded Fire Planning capability, optimised performance, improved customisability, as well as support for VBS3.

Use Cases:

- Instructor-led call-for-fire training for Forward Observers
- Desktop training for Forward Observers
- Training FIST teams with Infil and Exfil phases of exercise
- Support for Combined Arms exercises
- Joint Fires training
- Support for NATO and Commonwealth doctrinal Fire Planning
- Battlespace Deconfliction training



Artificially intelligent batteries can respond to call-for-fire



Target designation by Forward Observer

Target Description / Method of Engagement / Method of Fire-Control for Battery 10

TARGET DESCRIPTION

Squad [v] #Modifier# [v] #Type# [v] #Modifier# [v] #Status# [v]

TARGET SHAPE

Don't Specify

Circular Radius: 100

Rectangular Length: 100 Width: 80 Attitude: 0

Linear Length: 100 Attitude: 0

METHOD OF ENGAGEMENT

Type of Adj: Area Danger Close

Trajectory: Low Angle

Distribution: Converged

ADJ Guns: 1 Gun Ammo/Fuse: HE Quick

FFE Guns: Ammo/Fuse: 3 rounds

METHOD OF FIRE AND CONTROL

When Ready At My Command Do Not Load Time On Target [] h [] m [] s

Other Methods of Control [v]

REPL OT(S)

Splash Time of Flight Max Ordinate Replot Grid

End of Mission

AREA LOW ANGLE 1 GUN CONV HE QUICK IN ADJ SQUAD

Transmit

Call-For-Fire training from the VBS3 terminal for NATO doctrine

VBS3Fires Features:

Seamless integration with VBS3

VBS3Fires blends seamlessly with VBS3 and can be used with any VBS3 terrain. VBS3Fires scenarios can be easily built using the VBS3 Offline Mission Editor. Adding VBS3Fires support to any VBS3 scenario is a trivial process.

All VBS3Fires entities exist as visual models in VBS3, and can interact with other VBS3 entities. This allows for extremely immersive and dynamic call-for-fire training scenarios. The high fidelity visuals of VBS3 allow for effective training in target recognition and battle damage assessment.

Proven call-for-fire workflow

Variants of VBS3Fires is used at an Enterprise level by all ABCA nations, as well as many other countries around the world. It has a workflow which is proven to meet the needs of its customers. With support for nearly all Fire Mission types, including complex missions like SEAD, Coordinated Illum, as well as a separate workflow for NGS, VBS3Fires can support the full spectrum of training. Additionally it provides the capability of switching between a Simple Call-For-Fire interface which can be used for procedural correctness and the Advanced Call-For-Fire interface for high fidelity requests.

Flexible training configurations

VBS3Fires is the most flexible call-for-fire training simulation on the market. It can be deployed in a stand-alone desktop training configuration with no requirement for Instructor interaction, or in a one-to-one or one-to-many or even many-to-many Instructor led training configuration.

When conducting Instructor-led training, there are also a number of options for Instructor-Trainee communication. VBS3 CFF related user interfaces allow the trainee to enter and transmit their CFF to the Instructor, alternatively, this can be done through voice or VOIP to maximise the trainee immersion.



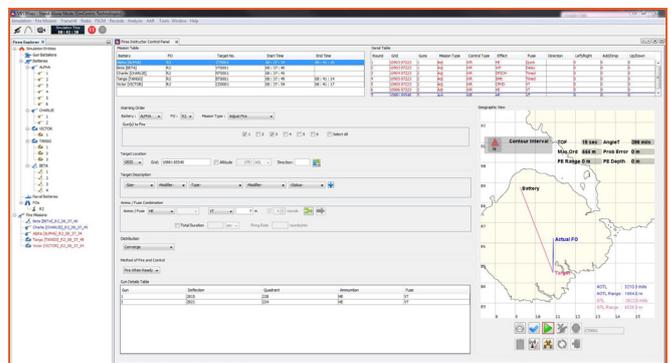
Fire Support Coordinating Measures

Target worksheets

VBS3Fires allows Forward Observers to create and maintain target worksheets for pre-recorded targets. These can be saved, imported when a scenario begins, created in real-time or loaded at any time during a scenario.

After Action Review

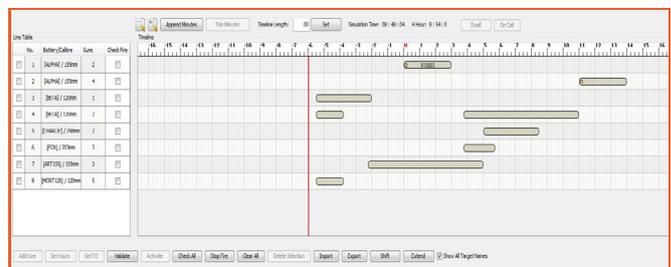
VBS3Fires complements the VBS3 After Action Review (AAR). As well as all standard information captured by the VBS3 AAR, VBS3Fires captures projectile paths, FSCM information, radio traffic, recorded targets, and call-for-fire. This can all be played back and visualised in the VBS3 environment.



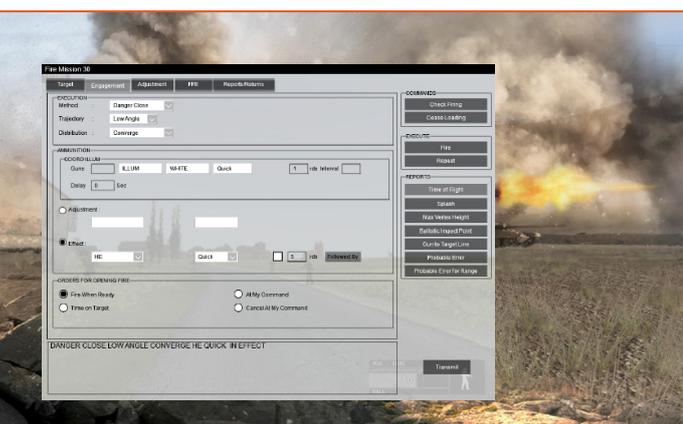
Instructor Control for Fire Missions

Detailed ballistic models

All projectiles in VBS3Fires are simulated from barrel to impact. There is a detailed, customisable exterior ballistics simulation that considers; projectile size, shape, drag, speed, altitude, air temperature, density, wind as well as the effect of earth spin and latitude. The terminal effects model is effected by angle of impact, projectile type, fuse function, height of burst, and terrain.



Fire Schedule Worksheet



Call-For-Fire user interface for Commonwealth doctrine

Fire planning support

One of the major advances in VBS3Fires is the Fire Planning capability. VBS3Fires allows a user to generate a Fire Plan, to execute that Fire Plan and also to modify the Fire Plan during execution. This is supported by an intuitive timeline based user interface. Fire Planning can be done in conjunction with the use of the many Fire Support Coordination Measures (FSCMs) available in VBS3Fires.

Related SimCentric products

The following related products may also be of interest:

- VBS3Fires FST:** Includes all of VBS3Fires' capabilities as well as Close Air Support training capabilities.
- FiresFusion:** A full API for integrating VBS3Fires with external systems.
- FiresVoice:** A plugin providing voice recognition for VBS3Fires calls-for-fire (coming in 2016).