VBS3 FIRES™

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

Bohemia Interactive
SIMULATIONS

SimCentric TECHNOLOGIES

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
- ◉ Fire Planning training
- ◉ Battlespace Deconfliction training

Artificially intelligent gun lines can respond to call-for-fire
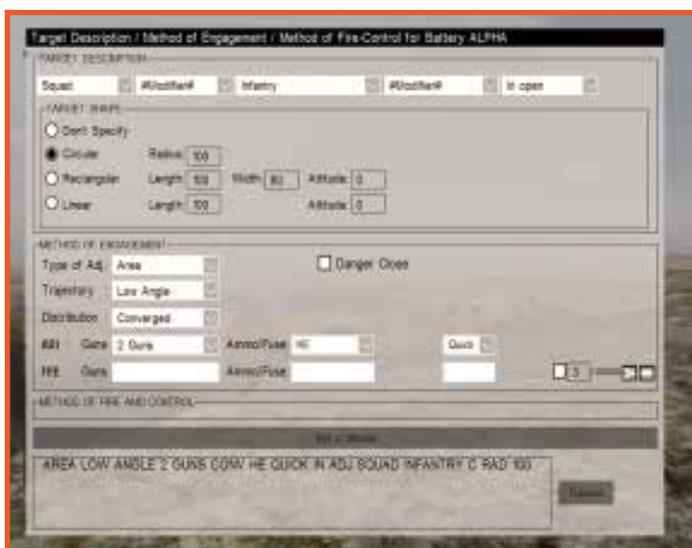
Call-For-Fire training from the VBS3 terminal

Target designation by Forward Observer

For more information please visit our website - **www.simct.com or contact sales@bisimulations.com**

VBS3 FIRES™

Fire Support Coordinating Measures

VBS3Fires Features:

◎ **Seamless integration with VBS3**

VBS3Fires blends seamlessly with VBS3 and can be used with any VBS3 terrain. VBS3Fires scenarios can be easily build 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**

Fires 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, Fires can support the full spectrum of training.

◎ **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-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.

Naval Gunfire Support

◎ **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 time-line based user interface. Fire Planning can be done in conjunction with the use of the many Fire Support Coordination Measures (FSCMs) available in VBS3Fires.

◎ **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.
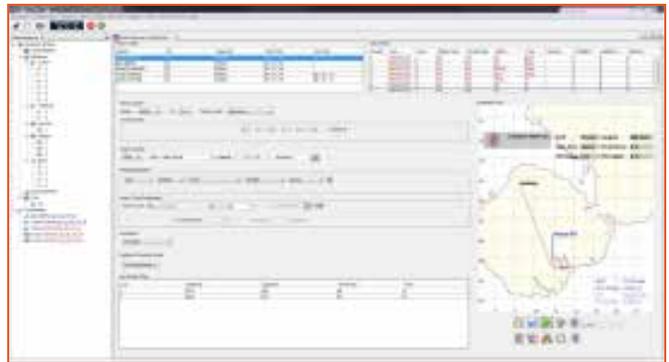
Instructor Control for Fire Missions

◎ **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

◎ **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 call -for-fire (coming in 2015).

For more information please visit our website - **www.simct.com or contact sales@bisimulations.com**