

VBS3 FIRES[®] FST™

Your complete call-for-fire and close air support solution

Bohemia
Interactive

S I M U L A T I O N S



Immersive forward air controller training:

VBS3Fires FST is an immersive Call-For-Fire and Close Air Support training simulation like no other. It combines the flexibility and stunning visuals of VBS3 with a highly sophisticated close air support simulation system, highly realistic FO and JTAC workflow, as well as all of the functionality available in VBS3Fires.

The Close Air Support engine supports the semi-autonomous control of aircraft. No qualified pilot is required to operate a VBS3Fires FST training scenario. Instead, a sophisticated artificial intelligence engine pilots aircraft. This frees the instructor from concentrating on flying an aircraft and allows them to focus on training.

Use Cases:

- ⦿ Instructor-led JTAC training for Type 1, 2 and 3 control
- ⦿ Instructor-led call-for-fire Training for ground based artillery, mortars and NGF
- ⦿ Desktop training for CFF and basic CAS
- ⦿ Joint Fires training for coordinating air and ground based fires
- ⦿ Fire Planning
- ⦿ Airspace Deconfliction teaching and visualisation

VBS3Fires FST Features:

⦿ Elevating close air support to a new level

VBS3Fires FST allows FACs or JTACs to move freely through the virtual environment. They can interact with manoeuvre elements, engage or be engaged by the enemy, relocate during a scenario and interact with vehicles.

The system has a structured workflow developed with SMEs to ensure that there is a smooth and natural progression through the phases of allocating aircraft on station, check in procedures, game plans, nine-line/five line briefs, talk-on, instructions during an attack, and bomb hit assessments.

⦿ Flexible call-for-fire training capability

All of the capabilities provided by VBS3Fires are also built into VBS3Fires FST. This includes Calls-For-Fire based on both the NATO and Commonwealth doctrines, Fire Planning capabilities, creation and use of target worksheets, and use of Fire Support Coordination Measures.

The call-for-fire training configuration is flexible, allowing instructor led training, or alternatively, desktop training where the sophisticated call-for-fire AI engine generate doctrinally realistic responses from the guns.



Indirect fire with AC-130 gunship



Locking onto a target with the Targeting Pod

Seamless integration with VBS3

VBS3Fires FST will work with any VBS3 terrain. Authoring a scenario is a simple process of using the VBS3 Offline Mission editor. It provides the capability to add CFF or CAS components to any VBS3 scenario.

9-Line Brief

JTAC: 36079808944 this is Roger
 Type: None
 1. 8/VBP: 0679808944
 2. Heading: 80 Offset: None
 3. Distance: 1
 4. Target elevation: 30
 5. Target description: Squad
 6. Target location: 0914706770
 7. Type Mark: None
 8. Location of friendlies:
 9. Egress: 0679808944

REMARKS: Transmit, advise when ready for remarks
 Laser-to-target line:
 Qty: 2 Weapon: Hydra Rockets (70mm)
 Other:

RESTRICTIONS
 Final attack heading: through
 Stay above: 2500 and Stay below: 5000
 Danger Close
 TOT/TTT: None

Clear Transmit

9 line brief for trainee JTACs

Airspace coordination

Combining the ground-based and air-based fire simulation into a single system provides unparalleled training in airspace coordination. The user can enter a wide range of FSCMs and immediately visualise them in 2D and 3D. When adding FSCMs, attributes such as opening and closing times, baseline and ceiling heights, shape and type can all be configured.

AAR integration

VBS3Fires FST augments the VBS3 After Action Review (AAR) system. As well as viewing all standard VBS3 manoeuvre movements and engagements, the VBS3Fires FST AAR records data on aircraft paths, projectile paths, radio transmissions, FSCMs, and explosion effects. Additionally, analysis tools for terrain and ballistics are also included.



JTAC designating targets



Easily control aircraft as required

Facilitating Aircraft / JTAC talk-on

To assist with talk-on, Fires FST provides a powerful aircraft POD view which can be controlled by the instructor. There is a simulated video downlink of this POD viewer available to the JTAC also. The POD supports, laser spot search, a variety of IR modes (including variable IR noise levels), target locking and slewing capability.

Wide range of aircraft behaviour and ordnance

VBS3Fires FST supports running, diving, loft and pop-up attacks for fixed wing aircraft; stand-off and running attacks from rotary wing aircraft; and orbiting behaviour from AC-130 aircraft. Many parameters can be configured for each of these attack types, providing a rich variety of aircraft behaviour.



Support For Rotary Wing Aircraft

A wide range of weaponry is available including:

20mm cannon	Hellfire missile (N,K,P and M)
25mm cannon	TOW missile
30mm cannon	Maverick missiles (E, F)
40mm cannon	250lb bomb (Mk 81 and GBU 12)
105mm gun	500lb bomb (Mk 82 and GBU 39)
2'75" Hydra rockets	1000lb bomb (Mk 83 and GBU 16)
5" Unguided rockets	2000lb bomb (Mk 84 and GBU 10)

Related SimCentric products

The following related products may also be of interest:

StrikeFusion: A full API for integrating VBS3Fires FST with external systems.

VBS3Fires: A professional call-for-fire training application.