VBS TACTICS

LEVERAGING VBS3 FOR HIGH FIDELITY TACTICAL TRAINING

What is VBS Tactics?

VBS Tactics is an intuitive interface allowing control of virtual units in VBS3 at the tactical level.

VBS Tactics bridges the gap between VBS3 and traditional constructive simulation, providing an easy-to-use interface for planning, exercising and instruction on tactical maneuver at the squad, platoon and company level.

VBS Tactics allows users to develop complex courses of action in 2D and execute in VBS3.

VBS Tactics features an AI system where entities behave according to established military doctrine.

Train future commanders on tactics

Use Cases

- Control numerous AI units in the virtual environment in a 'white force' role to stimulate VBS desktop or other simulator trainees.
- Practice tactics in military classroom training, up to the company level.
- Craft a plan that can be executed by AI and/or human players for course-of-action wargaming.
- Conduct tactical exercises without troops and quick-decision activities in a virtual environment.

Practice on specific terrains

Product Features

- Intuitive user interface
- Adjustable maneuver timeline
- Improved VBS3 AI system
- Flexible architecture
- Multiplatform, web-based system
- 2D map representing the entire planet
- Uses standard 2525C symbology
- Calculate time-of-travel and engagement outcomes with VBS3 technology
- Touch-screen capability
- Interface for syncing maneuvers and adjusting timing

VBS Tactics is

- Capable of running on multiple operating systems such as Linux, Mac and PC or any device capable of running a modern browser.
- Ready to run on multiple platforms including desktop, tablet, and mobile devices.
- Interoperable with other simulation products (when connected to VBS3's HLA/DIS gateway).
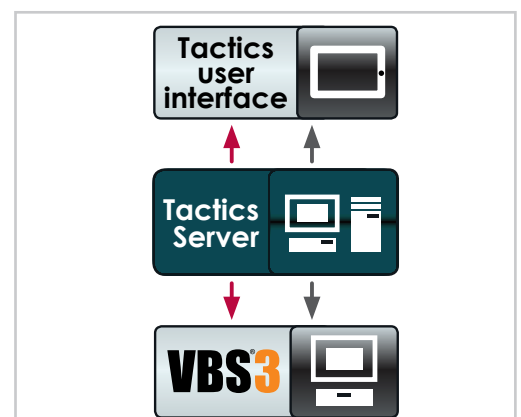
VBS Tactics will be available in 2015.

Flexible architecture

Bohemia Interactive SIMULATIONS