



VBS2

Virtual Battlespace 2

Game On!

Developing Agile Leaders Through Mission Simulations.



Virtual Battlespace 2 (VBS2):

VBS2 is a fully interactive, three-dimensional, PC-based operational environment for military training. It offers both virtual and constructive interfaces onto high-fidelity worlds of unparalleled realism. The system can be used for individual and collective training to enhance the “crawl/walk” phases of unit training. Units can use the system to develop, rehearse, and refine Unit SOPs and TSPs. VBS2 supports rapid, real-world terrain development and can be accessed via world-wide Digital Training Facilities (DTF's) and on Deployed Digital Training Campuses (DDTCs).

Features of VBS2 include:

- ⊕ Highly accurate 3D representations of US Army and threat elements, vehicles and weapons with thermal signatures.
- ⊕ A flexible, real time networked training environment able to simulate complex combined-arms maneuvers such as combat teams of infantry and armored elements operating with Soldier-controlled aircraft and artillery in support of the mission.

Simulated Scenarios:

- ⊕ Mission rehearsal and/or Action Officer familiarization
- ⊕ Convoy training (including integration of virtual reality technology)
- ⊕ IED defeat
- ⊕ Analysis of options (decision support)
- ⊕ Mission simulation
- ⊕ Vehicle checkpoints and area control
- ⊕ Cultural awareness training
- ⊕ Weapon (or platform) familiarization or experimentation
- ⊕ Training in urban environments



Distributed Learning System
www.dls.army.mil

