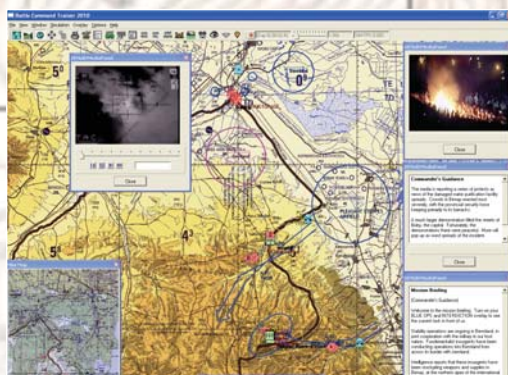
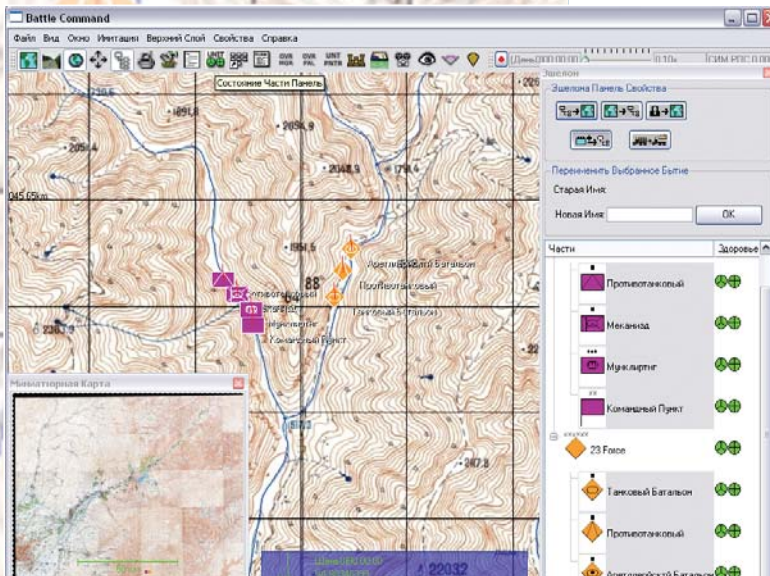


Battle Command

ENHANCED FOR INTERNATIONAL USE

*Develop Warfighting Skills
and Review Results*



Link - Simulate - Visualize

Battle Command is an affordable, military tactical trainer that allows ground combat commanders to practice their planning and execution skills within a compelling simulated environment. It was designed to support Army battalion and brigade commanders and their staff officers in preparing operation orders.

Battle Command helps commanders develop warfighting skills by allowing them to plan the battle, fight the battle, and review the battle. In the planning phase, trainees produce graphical and text-based products to support their military decision making process. During this process, trainees collaborate on shared graphical overlays and text based plans. When trainees are ready, they run the simulation and fight their plan against other players or a computer-directed enemy. During the exercise, trainees can work together to revise the plan and issue changes to subordinate unit commanders. At the end of the exercise, Battle Command provides charts and tracking information to determine the success of the battle plan, as well as a full recording of the exercise for later review.

Battle Command is easily reconfigurable for country, language, force structure, doctrine, battlefield, and scenario. Battle Command is used to augment the effectiveness of traditional command and staff training. Training exercises using low-cost trainers like Battle Command serve as an effective preparatory method to maximize live training experience.

FEATURES

- Provides a synthetic environment for practicing ground combat command & control
- Offers a flexible scenario editor, event editor, and After-Action-Review (AAR) tool
- Easily reconfigurable to support a variety of languages
- Supports shared graphical overlays
- Supports single-player and multi-player modes
- Runs over a LAN or the Internet
- HLA-compliant