



## VBS2 Virtual Battlefield System

S&T Slovenija provides consultation, installs and maintains the VBS2 simulator - a fully interactive three-dimensional simulation system focused on tactics training and operational procedures down to the troop level. It is suitable for a wide range of training scenarios in a chosen simulated environment. Units use it to speed up reaction times and improve the organization of activities. Applications of VBS2 include, among others, mission rehearsal, tactical training up to combat team level, fire support, navigation, mission simulation and training in an urban environment.

**S&T Slovenija developed a training environment focused on simulating targeting. The visually simulated environment enables the targeting process to be analyzed and modulated at the level of a motorised platoon. Multiple teams can train at the same time in the simulated environment, which significantly reduces the costs of use in the field and the duration of operations.**

**The Defence Program Department team comprises highly trained staff possessing an exceptionally high level of technical and domain knowledge, an expansive military background and with over 30 years of combined experience. The team combines project managers, IT/Support engineers, software engineers, domain experts and trainers who understand customers' needs and specifics, have a problem-solving mindset and are project-oriented.**

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- **Visual Simulator** Incorporates state of the art graphics available on the standard desktop. No special equipment required. Provides a hi fidelity syntetic environment for maximum imersion.
- **SOP Trainer** Training is expensive. Classroom training of Standard Operating procedures has many advantages and is widely used to complement real full dress ehearsals.
- **Process modeling** New, modern equipment requires new processes. With the VBS2, new processes can be quickly run through their paces in the classroom without the need for expensive hardware and field excersises.
- **Operator trainings** Modern warfare with remote weapon stations, UAVs and robots is becoming increasingly similar to computer games. Operators of these systems can be effectively trained on a VBS2 simulator.
- **AO familirization** VBS2 Offers real terrain modeled from real satellite surveillance data. In this way vehicle drivers, pilots and operators can familiarize themselves with a foreign environment before even leaving the home base.
- **Mission planning** Time of day, tide phases, stars, sunsets and sunrises are accuratly modeled in the VBS2 thus making it perfect for mission planning (visualisation) or AARs (After Action Reports) analysis.
- **The VBS2 simulator** is a product of the Bohemia Interactive game development company.

## VBS2 Virtual Battlefield System (SOP trainer / Process modeler)

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## VBS2 trainer includes:

- Mission rehearsal/simulation
- Tactical Training (to the combat team level)
- Convoy Training
- Combined Arms and Joint Training
- Options analysis
- Fire support
- Navigation
- Virtual environment for live/simulation trainers
- Area control and vehicle checkpoints
- Training in urban environments
- Cultural awareness training (role playing)

## The core competencies of the Defence team department:

- Consulting
- Military hardware integration
- Interoperability
- Military domain knowledge in the areas of military communication, IT, mechanized infantry doctrine, mortar/artillery fire control
- Internationally trained staff (SAF, US Marines, US Army)
- Practical experience from military exercises and peace-keeping operations in Afghanistan, Bosnia and Kosovo.

## S&T Slovenija's Comparative advantages

- Size
- Regional presence
- Knowledge and command of strategically perspective industries
- Holistic Portfolio
- Diversity of experience

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