



## MILSIM USE CASES

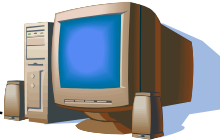
C4I Consultants' MILSIM Simulation System is a highly accurate, yet easy to use simulation system with remarkable flexibility. Here are a few of the uses for MILSIM:



### Stand-Alone Simulation

MILSIM runs on a single computer to allow a single person to train using vignette-driven scenarios.

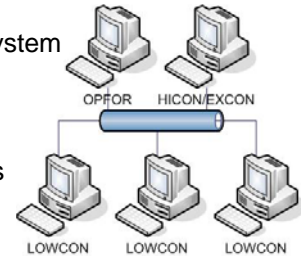
- Simple to operate
- No special computing hardware required
- One-button vignette launching tool allows targeted training in a classroom environment
- Play one or more "sides" in the simulation
- Record results
- Allows preparation of battle by commander/staff prior to running within a simulation center environment



### Simulation Center

MILSIM runs on a multiple computers with a Higher Controller (HICON) station managing the simulation.

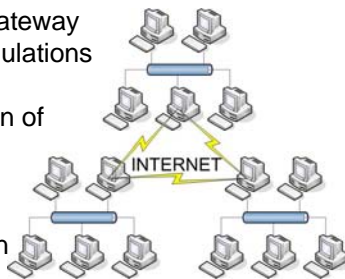
- No central server needed – just standard computers
- Soldiers operate the system
- No interactors/puxters needed
- Reduced costs
- Portable system allows for training on laptop computers in the field



### Multiple Simulation Centers

MILSIM Gateway connects multiple simulation centers up over the Internet for a large simultaneous simulation.

- MILSIM Software Gateway connects multiple simulations together
- Allows for connection of students for distance learning
- Standard Internet broadband connection is all that is needed



### Classroom Instruction Tool

MILSIM runs on a single computer and provides the instructor with a simple method to demonstrate tactical concepts

- Course material (vignettes) can be centrally managed on a server
- Instructor has full control of simulation
- Simple to launch
- Does not distract from class
- Simple to create vignettes
- Freely distributable scenario editor



### C2 Training Tool

MILSIM runs either in the background on the same computer or on the same network as the C2 system and provides vignette-driven stimulation of the C2 system

- Allows direct "Stimulation" of C2 systems to allow for realistic operational training of staff
- Vignettes allow incremental C2 training
- Provides C2 users with accurate volume and types of C2 traffic
- Trains users on information flow



### Integrated Staff Tools

MILSIM runs appended to the C2 system and provides a variety of simulation-based staff tools to the commanders and staff

- Course of Action Analysis
- Movement of Enemy over Terrain (MCOO)
- Logistics Analysis
- Enemy Equipment Lookup
- Enemy ORBAT lookup
- Weapons Range Graphical Templates
- Line of Sight Analysis
- Road Move Planning





# MILSIM FEATURES

MILSIM is an Entity-Based Constructive Simulation System designed for use from the individual soldier level to the division level (and higher). Here are a few of the features for MILSIM:



## Contemporary Environment

MILSIM allows Full Spectrum of Operations play and takes full advantage of complex ground and complex situations to provide realistic training

- Multiple factions that can switch attitudes during the simulation
- Complex terrain with simple to control military operations in urban terrain
- Civilians, NGOs, Irregular, guerilla forces played
- Extremely large play-box allows accurate simulation of Peace Support Operations



## Full Logistics Play

MILSIM allows you to play resupply, medical evacuation, repair of vehicles during a simulation, if desired.

- Mean time between failure of vehicles
- Require technicians/parts/vehicles in order to begin repair
- Require proper medical personnel and supplies in order to prevent further injury/death
- Resupply by drop point or from vehicle to vehicle
- Plays parts, equipment, sub-systems, assemblies, etc.



## Simple to Set Up & Operate

MILSIM is extremely easy to set up and use.

- Standard Computers and network
- No complex and expensive server
- Soldier-operated during the simulation
- No requirement for interactors/puxters
- Windows Controls
- Simple Icons
- Learned in minutes



## Soft Factors

Morale, Fatigue and Experience have a large effect on the outcome of fighting. MILSIM plays all of these factors within the simulation.

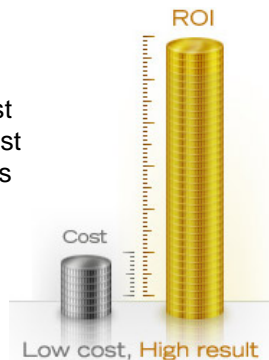
- Soft Factors can be turned on or off as desired
- Shooting and Injury/Death have morale effect
- Experience affects weapons accuracy and morale
- Fatigue is increased when all food and water have been consumed



## Low Cost, Low Overhead

MILSIM is a full-capability military simulation that costs much less to run than other comparable systems

- Lower Procurement Cost
- Lower Equipment Cost
- Lower Initial Training Cost
- Lower Per-Simulation Cost
- Lower Maintenance Costs
- Faster Setup
- Faster Turnaround
- Increased Availability
- Excellent Deployability



## Multi-Language

MILSIM can be translated into other languages to ease training and support burden

- Play in language of your choice
- Multiple languages within the same simulation
- Switch languages on the fly
- Simple translation

