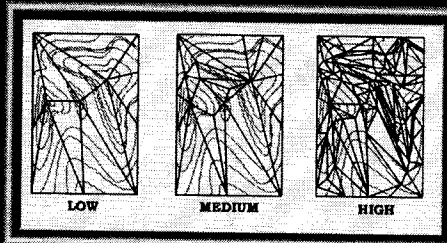
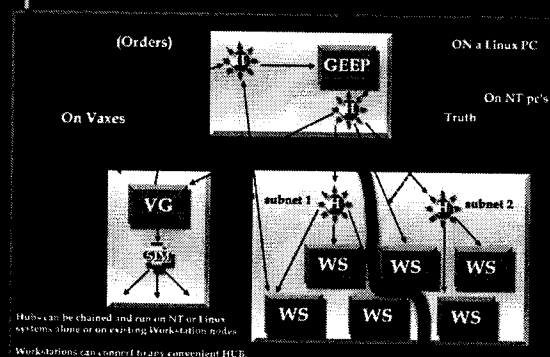
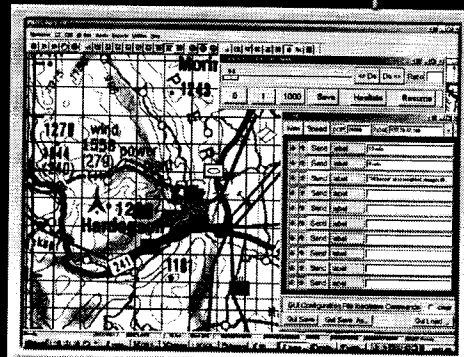
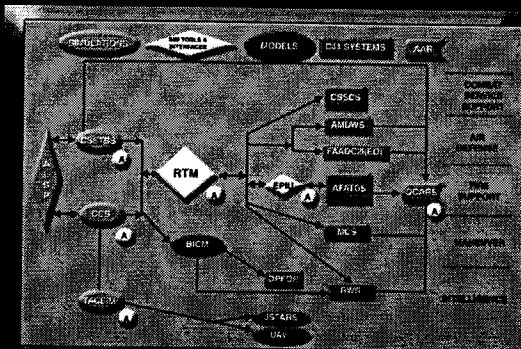
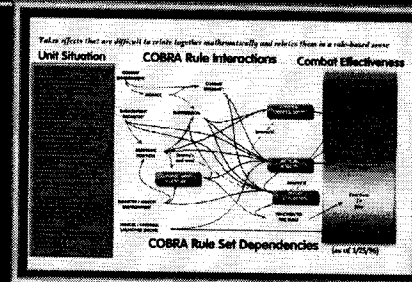
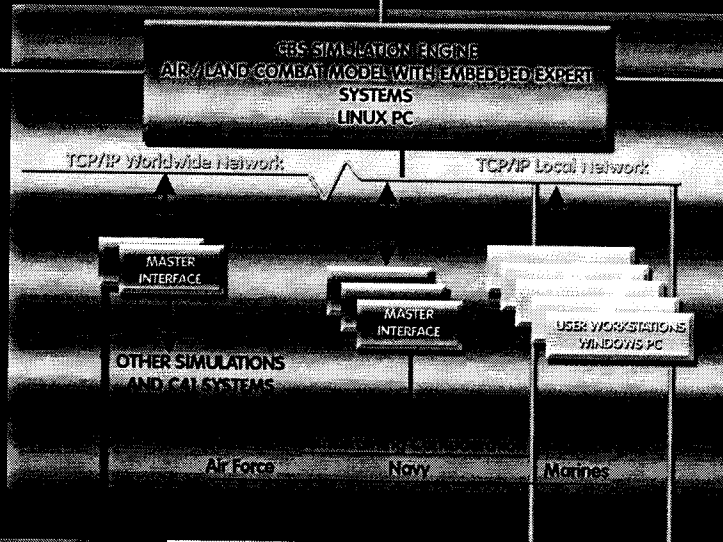




CORPS BATTLE SIMULATION



Maneuver: Detect, Shoot, Move (Infiltrate)
Fire Support: Explicit and Supporting Artillery, Fixed and Rotary Wing Air, TBMs
Munitions: Conventional, Precision-Guided, Mines, Chemical, Smoke, Nuclear
Fixed and Rotary Wing Air: Air force, Army Aviation, RECON, Attack
Air Defense: HIMAD, SHORAD, ATBM
Intelligence: Detection, Reconnaissance, Truth Filter, I/F to TACSIM *et al.*
Mobility / Survivability: Prepared Defensive Positions (PD's), Minefields, Linear and Point Obstacles, Bridging, Terrain, Traffic
CSS: Logistics, Staffing, Maintenance, Medical, Transport, I/F to CSSTSS
C²: External to CBS (part of the training objectives)



Hubs can be chained and run on NT or Linux systems alone or on existing workstation nodes. Workstations can connect to any convenient HUB.