OVERVIEW

CBS is a computerized battle simulation system driven by Army Corps and Division Command Post Exercises and Battle Command Training Program War Fighter exercises. In the stand-alone mode, CBS provides support to Army staffs down to brigade and battalion levels and Air Force staffs to ATOC / TOCC levels. Existing CBS terrain databases cover the Korean peninsula, Southwest Asia, Central America, Central Europe, Northern Africa, and other areas of the world. Unit databases are available for most U.S. and many allied forces. The CBS simulation is used at all Army Corps headquarters, all Army Division headquarters, and other sites in Europe and Korea. In addition, both the National Simulation Center at Fort Leavenworth, Kansas, and the Joint Warfighting Center at Fort Monroe, Virginia, operate full CBS simulation centers.

CBS is a member of the Aggregate-Level Simulation Protocol (ALSP) confederation, providing the simulation of ground combat for all military training exercises that utilize the ALSP confederation. The CBS Master Interface (MI) enables other systems to access CBS simulation data and to input selected orders into the CBS air/land simulation. All external systems, including the CBS interface to ALSP, utilize the MI. The Tactical Simulation Model (TACSIM), plus several after-action reporting systems, use the MI to link with CBS. An interface control document for the CBS MI is available to interested organizations.

CBS Contemporary Operating Environment

COE PHASE I	COE PHASE II	COE PHASE III
TRAINING RELEVANCY	TRAINING RELEVANCY	TRAINING RELEVANCY
CIVILIAN ICONS / UNIVERSAL SYSTEMS	BASIC MULTI-SIDED THREAT ENVIRONMENT	FULL MULTI-SIDED THREAT ENVIRONMENT
RAPID TERRAIN GENERATION FROM NIMA SOURCES	HIGHER FIDELITY TERRAIN	BASIC WEATHER
SMALL UNIT OPS I	SMALL UNIT OPS II	SMALL UNIT OPS III
ENHANCED C4I LINKAGE (PLATFORM & BRIDGE LOCATIONS)	ENHANCED C4I LINKAGE (TERRAIN PLATFORM LOCATIONS)	ENHANCED C4I LINKAGE (2 WAY C4I)
ENHANCED CBS-CSSTSS LINKAGE I	ENHANCED CBS-CSSTSS LINKAGE II	ENHANCED CBS-CSSTSS LINKAGE III
REALISTIC AIR / ADA I	REALISTIC AIR / ADA II	REALISTIC AIR / ADA III

To ensure the Army can continue to provide adequate training of Commanders and Staff at the Division / Corps level, the CBS Team will undertake a modernization plan over the next several years to overcome current shortfalls in training to include terrorism, asymmetric warfare, operations in urban terrain, and changes in equipment / tactics. The first COE version, which is due to be released as a part of CBS 1.8.0 in June 2002, will include Civilian Icons, Universal Systems and Platform Locations.

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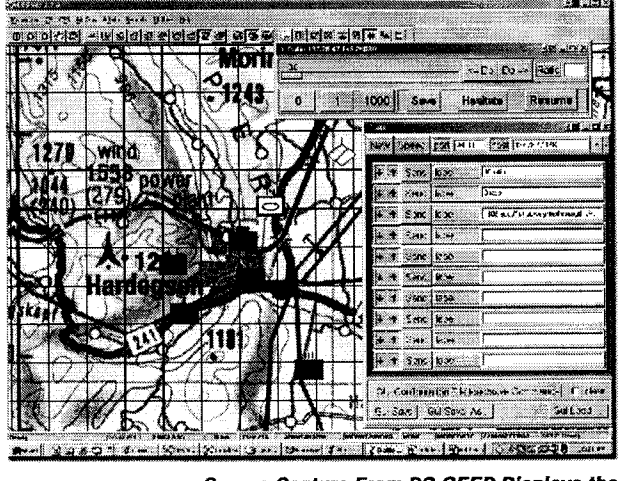
CORPS BATTLE SIMULATION

CBS Version 1.8.0 PC GEEP

- ***Significant Performance Improvement***
- ***Expandable***
- ***Low Cost***



Screen Capture From PC GEEP Displays the Windowing Environment

CBS VERSION 1.8.0 PC GEEP

Corps Battle Simulation (CBS), began development in the early 1980's and was first used to support an exercise in 1985. Development has continued with an annual release which contains functional and technical changes that enhance model stability and maintain it's training relevance.

The VAX/VMS version currently used has been at the limits of the hardware for several years and is obsolete by today's standards. Many of the desired changes from the users could not be incorporated because of the hardware limitations.

The PC Game Events Executive Processor (GEEP) has been ported to Red Hat LINUX. The PC GEEPinterfaces with the rest of the VAX architecture in a seamless manner and will be fully compatible with the PC workstation.

The significant expanded processing power of the PC GEEP with the user friendly windowing environment will offer a tremendous improvement for the technical operators. It's future expansion potential is now unconstrained. Additionally, PC hardware is very low cost compared to the expensive VAX hardware, both in initial cost and maintenance.