

# Battle Command

Battle Command is an affordable, military tactical trainer that allows combat commanders to practice their planning and execution skills within a compelling simulated environment. It was originally 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 help 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 constructive, synthetic environment for practicing a full spectrum of military security & ground combat decision-making tasks
- Offers easy-to-use scenario editor, unit editor, event editors, and AAR Tools
- Includes a built-in Master Scenario Event List (MSEL) manager
- Comes with a terrain tool to load a variety of terrain formats
- Supports single-player and multi-player modes
- Can be used as a "low overhead driver" to stimulate a variety of command & control systems

