

VBS3 Fires FST

Level One Course



A course that gets users confidently able to add and execute Call for Fire and Close Air Support assets in a scenario.



Course Syllabus

“Combined arms is the full integration of arms in such a way that in order to counteract one, the enemy must make himself more vulnerable to another. We pose the enemy not just with a problem, but with a dilemma--a no-win situation.”

– USMC, *Warfighting*, 1989

Aim

The aim of this syllabus is to detail the training, administrative, and logistic requirements for the course.

Welcome to the Course

Training is at the heart of Bohemia Interactive Simulations. Our products are developed to enable the most effective training of our military and professional industry customers worldwide. In support of our simulation and development products, and in response to consultation with our customers, we are proud to deliver training courses of the highest caliber.

Course Description

This course will guide students through the capabilities of the VBS3 Fires FST product. Students will be able to create or modify missions to include Call for Fire and Close Air Support content, and effectively execute these scenarios in various ways guided by their local training objectives and doctrine.

This course provides students with the knowledge of how to employ VBS3 and FST together, and gives them several opportunities to create scenarios relevant to their training and have them reviewed by both the instructor and their peers. They will leave the course confident of their ability to create an effective training program.

Course Prerequisites

The VBS3 Administrator course is a prerequisite. Knowledge of how to create and host scenarios, add and modify objects and their properties, and the VBS3 file directories used is required.

Course Objectives

At the end of this course, students will be able to create and modify custom scenarios for use with VBS3 and VBS3 Fires FST.

Specifically, students will be able to:

- Create or modify scenarios to include observers, fires batteries, and aircraft sections
- Explain how FST works and makes use of additional mission assets
- Execute various types of Call for Fire missions
- Execute various types of Close Air Support missions
- Create missions that are specifically oriented to meet target training objectives





Requires Texts and Resources

- VBS3 Fire FST Student Guide
- VBS3 Fires FST User Manuals

Instructional Methods

This course will use the following methods of instruction: Direct Teaching, Lecture, Presentation, Demonstration, Discussion, Cooperative Learning, Step-by-Step Activities, Small Group Activities, Hands-on Practical Application, Reading Assignments, and Simulation.

Course Policies and Requirements

Attendance and Participation

It is required that you attend at least 90% of this course (36 hours) in order to receive the course certificate. Punctuality is necessary to achieve success in this course. Participation in activities and discussion is required.

Grading

This is a Pass / Fail course. If you are unable to complete at least 90% of the lessons successfully, the instructor will meet with you and determine if it is appropriate for you to receive a Course Certificate.

Teamwork

This course depends upon teamwork and cooperation. You will be working with other students to create and modify scenarios, host and join sessions, and troubleshoot items as they may arise. If you have difficulty working in teams, please speak with the instructor. Although you will work in teams, your work must be produced independently.

Professionalism Policy

In order to maintain the optimal learning environment, mobile phones, pagers, tablets **must be silenced** during all classroom activities. Those individuals who do not comply with this policy will be asked to leave the classroom so as not to interfere with other students' learning. Please arrive on time for all class sessions. Students who habitually disturb the class by talking, arriving late, leaving early, etc., and have been warned by the instructor may not receive a Course Certificate.

Indemnity Clause

The instructor reserves the right to modify any and all portions of this syllabus in any way he or she sees fit while maintaining the academic integrity of this course.





Tentative Course Schedule

The times and dates listed are tentative and subject to change.

Monday:	0900 – 1700
Tuesday – Wednesday:	0800 – 1700
Lunch:	1100 – 1230
Breaks:	15 Minutes between lesson blocks
Preview/Review:	15 Minutes at start and end of class day



Course Topics

The course will give students an overview of how the product works with VBS3, and how to build scenarios that can be used in training. By the end of the course, the scenarios students take home will be developed around their own goals and training objectives and will be peer-reviewed by other students as well as the instructor. The primary purpose of each day is to demonstrate and practice the capabilities and discuss its usefulness with training needs, going into further detail and ensuring complete understanding of these capabilities as desired.

Specifically, the students will be familiarized with:

- VBS3 scenario editing
- VBS3 Fires FST, Call for Fire functionality
- VBS3 Fires FST, Close Air Support functionality
- Options and configurations for classroom setup



More Information

Complete details for our primary training sites can be found at: <https://www.bisimulations.com/company/contact-us>




- Farnborough Aerospace Center, UK
- Orlando, Florida, USA
- Williamtown, Australia

Contact our Training Department directly via email at: training@bisimulations.com

You can find more information on other courses at our website via: <https://www.bisimulations.com/training>

Which Courses Do You Need?



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VBS3 terrain development is a very important skill set for a VBS user developer, as it provides the developer with the ability to create sensitive terrain areas with restricted source data, within the security of your own organization. Combined with the VBS3 Rigging and Import Course, the developer is armed with a very powerful skill set which will, with the necessary source data, enable high detail replication of real world terrain locations.



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Three courses are designed to support learners at any level, and provide a pathway towards more advanced scenario and content development in support of training. Courses start at Level One, for those who are unfamiliar with scripting concepts and builds upon lessons learned in the Administrator Course, and end at Level Three for those who want to tap into basic Designer-level tasks.



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The VBS3 Administrator Course is the foundation course for all Bohemia Interactive Simulations-developed training. This course introduces instructors and training facilitators to VBS3. This course covers the following topics: VBS3 capabilities, administrator functions, scenario design, and lesson design.



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The Rigging and Import Course is specifically aimed at model development within the VBS3 Developer Suite, provided with the purchase of a VBS3 license. And in particular to Bohemia Interactive Simulation's proprietary modelling software "Oxygen2." You may already be an experienced 3D artist in Maya, 3DSmax, Modo or any number of other modelling packages, but to import your model into VBS3 requires an understanding of the proprietary tools, workflow and techniques required to set up and rig a model for use in VBS3.



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VBS3 Fires FST integrates the best of both Fires and Strike functionality into a single solution that supports both Call for Fire and Close Air Support training. It can be used to facilitate both Joint Forward Observer (JFO) and Joint Terminal Attack Controller (JTAC) training in a combined format to increase a student's understanding of schedules, restrictions, and coordination in support of a realistic mission. By integrating with VBS3, the FST students can operate within the same environment as other students performing ground-based operations, providing the realism of ongoing operations and events they must prepare for and react to.