



JOBSS

JOint-fires BattleSpace Simulator

Training for all fire control disciplines and missions

- Simulation of all joint-fires elements – artillery, rockets, UAVs, counterland, helicopters, etc
- Operating modes for individuals and groups training – up to Brigade Fire Support Centers
- Full simulation of doctrines and CONOPS of friendly and enemy forces
- Simulation of all communication networks
- Using smart replicas of actual users equipment – Simulated Military Equipment (SME)
- Full representation of the Battlespace terrain, environment & thousands of entities
- High Definition 2D and 3D visualization of the Battlespace



JOBSS mobile



JOBSS group



JOBSS mini

Training & Simulation
for Mission Readiness



JOBSS

JOint-fires BattleSpace Simulator

JOBSS

Mini



JOBSS supports training for all stages of the fire cycle: target acquisition and intelligence processes, Call for Fire, and fire management. Training is available for individuals and for fire support teams at the HQs - up to Brigade level.

JOBSS

Mobile



JOBSS simulates artillery fire, rockets, UAVs, air platforms, and communication systems. Each training session ends with an extensive After Action Review (AAR) supported by the system. The "real look and feel" is achieved by using advanced High Definition 3D display and by the replica of the trainees real equipment in the form of SME (Simulated Military Equipment) developed by Bagira.

JOBSS

Group



JOBSS is driven by CGF-X, Bagira's advanced scenario generator activating thousands of computer-generated forces resembling the full scale battle space enabling simulation of all given scenarios.

HCT

Connectivity



JOBSS has full connectivity to the Howitzer Crew Trainer (HCT) - for comprehensive practice of the fire support cycle - from the stage of identifying targets to firing for effect by the artillery batteries.

Focusing on the complex process of joint-fires, JOBSS trains the forces for the mission - fire on target and on time.

