



# Mission Planning Model

## AT-A-GLANCE

- Models ground and air-to-ground combat, with artillery air strikes, air defense suppression, and decoy units
- Models both symmetric and asymmetric warfare
- Use for training, experimentation, and decision-making analysis exercises
- Is included with the purchase of a mosbe Viewer license

mōsbē uses a statistical, effects-based model to simulate actions and resulting effects of combat. Derived from strategy game technology and an ideal tool for mission planning, this model is optimized to simulate combat scenarios of up to 2500 active units on its own—but can support much more when mōsbē is used as a member of a federation.

Using the World Builder and Scenario Editor tools in conjunction with the Viewer, you have the ability to modify the parameters within this model – or to federate with other models to create a custom training system.

### [ EFFECTS-BASED MODEL ENABLES LOW-COST DEPLOYMENT ]

Effects-based modeling is based in probabilities. Statistical calculations are used to simulate the results of actions and decisions.

This effects-based model is what enables rapid, low-cost development and deployment of simulations using the mōsbē Viewer tool. Using this model alone, complicated scenarios can be simulated at the desktop. From these scenarios, you can use the results to define the areas where more complex models should be developed.

### [ CUSTOMIZABLE SIMULATION ASSETS ]

All entities used in the simulation are stored in libraries that accompany the model and define characteristics and appearance. New entities - and new libraries of entities - can also be created to customize assets in the simulation.

Included with the model:

- More than 600 unique vehicles including all standard air and ground combat vehicles armed with realistic weapons and sensor data, as well as civilian, neutral, and unmanned platforms.
- Simulations of more than 190 sensor systems and an editor to create new sensors, with accurate recreations of sensor output to simulate real-world conditions and realistic sensor fusion.
- More than 150 weapons systems, representing current U.S. and Eastern equipment, with performance properties based on open source information.
- One representative demonstration scenario

