



**EXPERIENCE
SIMULATED
FUTURE
BATTLEFIELDS**

BattleTek

IMMERSED COMMAND & STAFF TRAINER

BattleTek supports war gaming exercises and training on the tactical and operational level of command. The system helps to improve leadership competencies and to experience the “Art of War”. The objectives of simulation exercises on both levels are to train and rehearse:

- Combat procedures & decision-making.
- Command & Control measures.
- Staff & Headquarter standard operating procedures.
- Time coordination & resource allocation.
- Low cost & adaptable.
- MIL-STD-2525B / APP6 compliant.
- Scalability - Single entity to aggregated groupings.
- Uses COTS Hardware.
- Distributed simulation capability.
- Interoperability



BATTLETEK IV MASTER THE GAME



WAR GAMING

BattleTek IV simulate exercises and training on the tactical and operational level of command. The system helps to improve Leadership competencies and to practice the “Art of War”. The objectives of simulations on both tactical levels are to exercise:

Ab de Villiers



BattleTek provides comprehensive simulation support in terms of land, air and naval-based warfare and conflict activities. The system is flexible in application and easy to maintain or expand. It utilizes standard hardware components, infrastructure and IT equipment.

BattleTek is fully integrated with the CHAKA Command & Control system providing the Commander with a capability to plan operations in CHAK C2, war game and optimize the plan and then execute and control the plan, seamlessly.

BattleTek IV makes provision to distribute the situational picture of a simulation exercise to units around the world that has limited bandwidth to the internet. A full scale simulation exercise can be conducted with units that have broadband access to a Virtual Private Network (VPN).

