



CORPS BATTLE SIMULATION

COE PHASE I	COE PHASE II	COE PHASE III
TRAINING RELEVANCY	TRAINING RELEVANCY	TRAINING RELEVANCY
CIVILIAN ICONS / UNIVERSAL SYSTEMS	BASIC MULTI-SIDED THREAT ENVIRONMENT	FULL MULTI-SIDED THREAT ENVIRONMENT
RAPID TERRAIN GENERATION FROM NIMA SOURCES	HIGHER FIDELITY TERRAIN	BASIC WEATHER
SMALL UNIT OPS I	SMALL UNIT OPS II	SMALL UNIT OPS III
ENHANCED C4I LINKAGE (PLATFORM & BRIDGE LOCATIONS)	ENHANCED C4I LINKAGE (TERRAIN PLATFORM LOCATIONS)	ENHANCED C4I LINKAGE (2 WAY C4I)
ENHANCED CBS-CSSTSS LINKAGE I	ENHANCED CBS-CSSTSS LINKAGE II	ENHANCED CBS-CSSTSS LINKAGE III
REALISTIC AIR / ADA I	REALISTIC AIR / ADA II	REALISTIC AIR / ADA III