



MCoE G3 Simulations Training Division



Fort Benning, Home of the MCOE

WHO WE ARE AND WHAT WE DO



MCoE G3 Simulations Training Division



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SIMULATIONS TRAINING DIVISION

WHAT WE DO

LIVE

Soldier Tracking (HITS)

Egress

VIRTUAL SIMULATIONS

EST 2000

DSTS

CCTT

Gunnery

MSTC

LRAS

CONSTRUCTIVE SIMULATIONS

JCATS

FBCB2-BFT

CPOF

TIGR

ALOTT

GAMING

VBS3



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SIMULATIONS TRAINING DIVISION

WHAT WE DO

Core Functions:

- **Provide Virtual, Constructive, and Gaming Simulation training enablers for the MCoE.**
- **Provide operationally relevant constructive and virtual simulation exercise support for the MCoE.**
- **Provide Soldier tracking for participants in individual land navigation events for the MCoE.**
- **Provide medical sustainment training and certification for Combat Medics and Combat Life Savers for the MCoE.**
- **Support the integration of LVC-G into POIs for the MCoE (includes inter-CoE integrated exercises).**



MCoE G3 Simulations Training Division



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SIMULATIONS TRAINING DIVISION

WHERE WE DO IT

HC Clarke Simulation Center - Bldg 4105

HC Wood Simulation Center Military – Bldg 4350

HC Egress Training Facility – Bldg 4303

SH EST 2000 Maintenance and Test Bed – Bldg 3246

SH EST 2000 Marksmanship GIB – Bldg 3247

MP EST 2000 Marksmanship Facility – Bldg 2510

MP Medical Simulation Training Center – Bldg 9218



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TADSS: HMMWV Egress Assistance Trainer HEAT
DVC: 55-62



Purpose/Contribution: The HEAT is a HMMWV rollover trainer developed by TARDEC at the request of CFLLC in light of the high number of casualties in M114 rollovers. An electric motor rolls the cab at various speeds to simulate rollover. The device is designed to be kept outdoors. It comes ready for hookup to commercial power (110v) using standard receptacles. There are no installation requirements. The trainer can be transported via trailer and has integral batteries and charger for use away from commercial power source. Operators/trainers require safety certification by first COL commander.

Instructional Area:

- One Station Unit Training (19D)
- One Station Unit Training (19K)
- Armor BOLC
- FORSCOM and Tenant units

Quantity: 4

Location: Bldg 4303



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TADSS: Mine Resistant Ambush Protected (MRAP)
Rollover Trainer **DVC:** 55-66/7



Purpose/Contribution: The MET is a Mine Resistant Ambush Protected (MRAP) rollover trainer developed by TARDEC at the request of CFLLC in light of the high number of casualties in rollovers. An electric motor rolls the cab at various speeds to simulate rollover. The device is designed to be kept outdoors. It comes ready for hookup to commercial power (110v) using standard receptacles. There are no installation requirements. The trainer is transported via trailer and has integral batteries and charger for use away from commercial power source.

Instructional Area:

- One Station Unit Training (19D)
- One Station Unit Training (19K)
- Armor BOLC
- FORSCOM and Tenant units

Quantity: 1

Location: Bldg 4303



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TADSS: Common Driver Trainer Stryker Version
DVC# 17-260/01



•Purpose/Contribution: The device consists of a simulated vehicle cab, instructor/operator station, a visual system, a 6-DOF motion system, AAR station and a computational system. Common Driver Trainer/Stryker will be the baseline of a Common Driver Trainer architecture consisting of a Stryker, Tank, and MRAP version. The Stryker Driver Trainer provides initial and sustainment driver training at training institutions and operational installations.

Instructional Area:

- One Station Unit Training (19D)
- Stryker R4
- FORSCOM and Tenant units

Quantity: 5

Location: Bldg 4350 (HCSW)



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**TADSS: Stryker Mobile Gun System (MGS)
Advanced Gunnery Training System (AGTS)
DVC: 17-261**



Purpose/Contribution: The MGS AGTS provides gunnery simulation training in a virtual environment for MGS crews and platoons. High fidelity crew stations accurately replicate the commanders and gunners positions within the vehicle. It provides precision & full degraded-mode gunnery simulation training. Three crew stations may be linked for platoon training. Mobile MGS AGTS consists of a high fidelity crew station and two deployable systems (gunner & commander positions). The system After Action Review (AAR) station provides feedback and take-home packages for the crew and/or platoon.

Instructional Area:

- Mobile Gun System Master Gunner Course
- Mobile Gun System Commander Course
- Mobile Gun System Crewmember Course

Quantity: 3

Location: Bldg 4105 (HCNW)



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TADSS: M1A2 SEP Abrams Advanced Gunnery Training System (AGTS) DVC: 17-176A



Purpose/Contribution: To develop and sustain M1A2SEP tank individual, crew, and platoon precision gunnery skills to a level of proficiency that permits transition to live fire training or combat gunnery. It is a precision gunnery system for Main Battle Tanks (MBT) and other armored/ infantry vehicles. The AGTS is rapidly transportable and deployable with a high-fidelity crew compartment that replicates the actual vehicle. It is compliant with Distributed Interactive Simulation (DIS) for platoon operations. The system After Action Review (AAR) station provides feedback and take-home packages for the crew and/or platoon. The AGTS was used as baseline to rehost the M1A1 Conduct of Fire Trainer (COFT).

Instructional Area:

- Abrams Master Gunner Course
- Abrams Commander Course
- Armor Basic Officer Leader Course
- FORSCOM and Tenant units

Quantity: 12

Location: Bldg 4105 (HCNW)



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**TADSS: M1A1 Conduct of Fire Trainer -Abrams
Advanced Gunnery Training System (C-AGTS)
DVC: 17-224A**



Purpose/Contribution: To develop and sustain M1A2SEP tank individual, crew, and platoon precision gunnery skills to a level of proficiency that permits transition to live fire training or combat gunnery. It is a precision gunnery system for Main Battle Tanks (MBT) and other armored/ infantry vehicles. The AGTS is rapidly transportable and deployable with a high-fidelity crew compartment that replicates the actual vehicle. It is compliant with Distributed Interactive Simulation (DIS) for platoon operations. The system After Action Review (AAR) station provides feedback and take-home packages for the crew and/or platoon. The AGTS was used as baseline to rehost the M1A1 Conduct of Fire Trainer (COFT).

Instructional Area:

- Abrams Master Gunner Course
- Abrams Commander Course
- Armor Basic Officer Leader Course

Quantity: 4

Location: Bldg 4105 (HCNW)



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TADSS: Bradley (M2A3/M3A3) Advanced Training System (BATS) **DVC:** 17-180/1



Purpose/Contribution: A state-of-the-art gunnery training device which replicates the full functionality of the M2A3/M3A3 Bradley commander and gunner stations. It trains crew precision and degraded gunnery skills. Instructor/Operator Station (IOS) with crew AAR review capabilities. Training progression matrix (basic / advanced / special purpose exercises). Varied terrain database and environmental conditions.

Instructional Area:

- ABOLC
- FORSCOM and Tenant units

Quantity: 8 (6 Institutional – 2 Sheltered)

Location: Bldg 4105 (HCNW)



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TADSS: Bradley M2A2 Operation Desert Storm
Situational Awareness (M2A2 ODS-SA) **DVC:** 07-179



Purpose/Contribution: A state-of-the-art gunnery training device which replicates the full functionality of the M2A2 ODS-SA Bradley commander and gunner stations and turret. It trains crew precision and degraded gunnery skills. Instructor/Operator Station (IOS) with crew AAR review capabilities. Training progression matrix (basic / advanced / special purpose exercises). Varied terrain database and environmental conditions.

Instructional Area:

- Infantry Basic Officer Leader Course
- Advanced Leader Course
- Bradley M2A3/M3A3 Master Gunner Course
- Mechanized Leader M2A3 Course

Quantity: 4

Location: Bldg 4105 (HCNW)



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TADSS: Call For Fire Trainer (CFFT) **DVC:** 06-118/3



Purpose/Contribution: An individual and collective training system that provides a simulated battlefield for training forward observer tasks at the institutional and unit level. Developed to High Level Architecture (HLA) standards. Deployable/transportable and will provide advanced distributed learning simulated military equipment, virtual environments, and Computer Generated Forces. Operates in a stand-alone mode to train from one to thirty students. Trains leaders how to conduct fire support planning, coordination, and execution of all supporting fires: artillery, mortar, naval gunfire, and close air support. Trains all Soldiers how to call for and adjust fire without the use of live ammunition using multiple terrain databases (NTC, Fort Sill, Baghdad). AAR capability.

Instructional Area:

- One Station Unit Training (19D) (19K)
- Advanced Leader Course
- Cavalry Leader Course
- Armor and Infantry Basic Officer Leader Course
- FORSCOM and Tenant units

Quantity: 4 (1:30)

Location: 2ea 4350, 2ea Bldg 4105



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TADSS: Close Combat Tactical Trainer (CCTT)

DVC: 71-02



Purpose/Contribution: CCTT, a member of the Combined Arms Tactical Trainer (CATT) family of virtual, interactive simulations, provides collective tactical training. The primary training audience operates from both full-crew simulators and mock-up command posts and can be connected to live battalion command posts to accomplish combined arms training tasks. Trains leaders to plan, prepare and execute: battle command; offensive and defensive operations; intelligence, surveillance and reconnaissance operations; combat command post; CS/CSS operations. Allows training and doctrine developers to conduct evaluations of new, emerging tactics, doctrine, and weapons systems. This facility provides a combined arms training capability.

Instructional Area:

- Armor and Infantry Basic Officer Leader Course
- Maneuver Captains Career Course
- Maneuver Senior Leader Course (11B, 19D, 19K)
- Mechanized Leaders Course
- BFV Master Gunner Course
- Advanced Leaders Course
- FORSCOM and Tenant units

Quantity: 64 Manned Modules (mix of M1 & M2)
2 HMMWV Modules with CROWS
Location: Bldg 4105 (HCNW)



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TADSS: Reconfigurable Vehicle Simulator (RVS)
HMMWV, Core Simulation **DVC:** 71-03/6/1



Purpose/Contribution: Virtual simulator that supplies mounted leaders training for selected combat and tactical vehicles. Simulates combat, combat support, and combat service support tactical vehicles. Key features: 360 degree field of view; weapon system that allows shoot on the move; communication via simulated voice and digital communications systems; reconfigurable between variants in under two hours; enhanced night vision. Provides crewmembers the ability to see the battlefield, maneuver on the battlefield, and utilize available weapon systems. Supports up to five crewmembers: vehicle commander, driver, crew, and gunner for variants with a separate gunner position; allows communications via simulated voice and digital communications systems; fully compatible and interoperable with current Close Combat Tactical Trainers.

Instructional Area:

- Armor and Infantry Basic Officer Leader Course
- Maneuver Captains Career Course
- Maneuver Senior Leader Course (19D)
- FORSCOM and Tenant units

Quantity: 10 (End-state 16)

Location: Bldg 4105 (HCNW)



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TADSS: Engagement Skills Trainer 2000 (EST 2000)
DVC: 07-129



Purpose/Contribution: Unit or institutional, indoor, multipurpose, multi-lane, individual and crew served small arms and anti-tank training simulator which leads to live-fire individual/crew weapon qualification and training events currently not resourced under STRAC. Displays targets, terrain, and weapon effects in real-time 3D presentation. Contains marksmanship training and sustainment, collective training scenarios, shoot/don't shoot training scenarios, a Scenario Editor, and AAR capability. Indoor training, in a controlled Environment. No "wear and tear" on tactical weapons. Provides excellent tools to diagnose and train new Shooters. Trains weapons-handling, familiarization, and safety. Provides unlimited "trigger-time." Realistic weapons firing, to include visuals, sounds, and recoil. Provides basic range firing and qualification training . Provides squad collective training.

Instructional Area:

- Basic Combat Training
- One Station Unit Training
- Armor and Infantry Basic Officer Leader Course
- FORSCOM and Tenant units

Quantity: 42 Sub-Systems (A sub system is 5 firing lanes with compressor & IOS and associated weapons)
Location: 12ea Bldg 4350, 24ea Sand Hill, 2ea Kelley Hill, 3ea Main Post, 1ea Test Bed



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TADSS: Joint Conflict and Tactical Simulation (JCATS)
DVC: N/A



Purpose/Contribution: Interactive, multi-sided, multi-service, high resolution (entity level), conflict simulation. Supports exercises at the Joint Task Force level across the spectrum of war, to include littoral naval operations, ground combat, associated air operations, amphibious operations, Stability and Support Operations (SASO), and specialized operations. Capable of modeling small group, rural, urban, and day / night operations with very high resolution. Several AAR methods are available within the system. Replicates individual weapons and weapon platforms, mines, smoke, radars, sensors, and fixed wing aircraft for air-to-air and close air support missions. Trains complete MOUT operations. Multiple databases available. User able to create and tailor scenarios to meet training objectives.

Instructional Area:

- Maneuver Captains Career Course
- FORSCOM and Tenant units

Quantity: 1 suite

Location: Bldg 4105 (HCNW)



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TADSS: Army Low Overhead Training Toolkit (ALOTT) **DVC:** N/A



Purpose/Contribution: To provide unit commanders and institutions with an automated, low-overhead toolkit of constructive simulation applications for training units from company to division. Provides homestation mission command training capabilities that bridge the training gap between large-scale JLCCTC-supported exercises and non-simulation supported unit training cycles. It is a collection of products designed to help train tactical unit commanders and staffs on the key elements of the Military Decision Making Process (MDMP) without the investment of significant numbers of support personnel and equipment. It is designed to bring enhanced command and staff training at the “crawl” and “walk” phases of the Army Mission Command Training Strategy.

Instructional Area:

- Maneuver Captains Career Course
- FORSCOM and Tenant units

Quantity: 1 suite

Location: Bldg 4105 (HCNW)



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ALOTT consists of four key applications:

- 1. Homestation Enabling Low-overhead Integrated Exercise (HELIX)** is the staff exercise driver. It provides full-spectrum scenarios involving major combat operations to train commanders and unit staffs collectively.
- 2. Division eXercise Training and Readiness System (DXTRS)** is the individual leader/small group trainer. It provides full-spectrum scenarios involving major combat operations to train staff officers and NCOs as individuals or in small groups.
- 3. UrbanSim** is the stability and support operations trainer. It provides commanders and staffs familiarity with intense situational leadership challenges encountered during stability and civil support operations.
- 4. Metis** is the attack the network trainer. It provides Improvised Explosive Device (IED) insurgent network scenarios designed to allow commanders and staffs the opportunity to reduce the IED network's effectiveness.



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TADSS: Command Post of the Future (CPOF) **DVC:**
N/A



Purpose/Contribution: Provides the user capability to simultaneously collaborate and share data among operators at the same echelon and also between operators at other echelons in near real-time. CPOF supports the Commander's battle management and information operations by rapidly processing and displaying combat information from other supporting Army Battle Command Systems (ABCS). CPOF serves as an information-centric tool that provides near real-time knowledge sharing that enhances team effectiveness and decision-making. This allows Senior Commanders to quickly review shared data simultaneously with subordinate units, which improves overall battlefield awareness.

Instructional Area:

- Maneuver Captains Career Course
- Maneuver Senior Leaders Course
- Advanced Leaders Course
- FORSCOM and Tenant units

Quantity: 180 White Boxes (all capable of running CPoF, FBCB2, MCS, Gaming software)
End State Location: Bldg #4, Bldg 4105, HC GIB



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TADSS: Force XXI Battle Command Battalion / Brigade and Below (FBCB2) / FBCB2 White Box Trainer FBCB2 (White Box Trainer) **DVC:** N/A



Purpose/Contribution: Ruggedized command and control (C2) computer equipment consisting of precision lightweight Global Positioning Systems. Receiver and Transceiver that provides commanders with on-the-move, near real-time situational awareness (SA) to squad/platoon level across all battlefield functional areas (BFAs). Provides a means for brigade and battalion commanders to lead when away from their Tactical Operation Centers. FBCB2 White Boxes are used in the Institution. Trains FBCB2 tasks. Trains battle command tasks.

Instructional Area:

- Armor and Infantry Basic Officer Leader Course
- Maneuver Captains Career Course
- Maneuver Senior Leaders Course
- Advance Leader Course
- FORSCOM and Tenant units

Location: Bldg #4, Bldg 4105, HC GIB





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TADSS: Virtual Battlespace 3 (VBS3) **DVC:** TBD



Purpose/Contribution: VBS3 (Virtual Battlespace 3) is the successor of the battlefield simulation system VBS2. VBS3 offers realistic battlefield simulations and the ability to operate land, sea, and air vehicles. Instructors may create new scenarios and then engage the simulation from multiple viewpoints. The squad-management system enables participants to issue orders to squad members.

Instructional Area:

- Maneuver Captains Career Course
- Maneuver Senior Leaders Course
- Army Reconnaissance Course
- FORSCOM and Tenant units

Location: Bldg #4, Bldg 4105, HC GIB





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TADSS: Dismounted Soldier Training System (DSTS)
DVC: 71-38/1



Purpose/Contribution: DSTS provides a collective training environment where participants are jointly immersed in virtual scenarios that challenge them to move and act as individuals, yet maintain the communication and coordination necessary to function effectively as a team. Systems can be networked to larger scale exercises to support combined arms and joint forces training. Instructors may create new scenarios and then engage the simulation from multiple viewpoints. Each suite consists of 9 Manned Modules and 5 Role Player Work Stations.

Instructional Area:

- Infantry Basic Officer Leader Course
- FORSCOM and Tenant units

Location: Bldg 4105 (2 Suites)



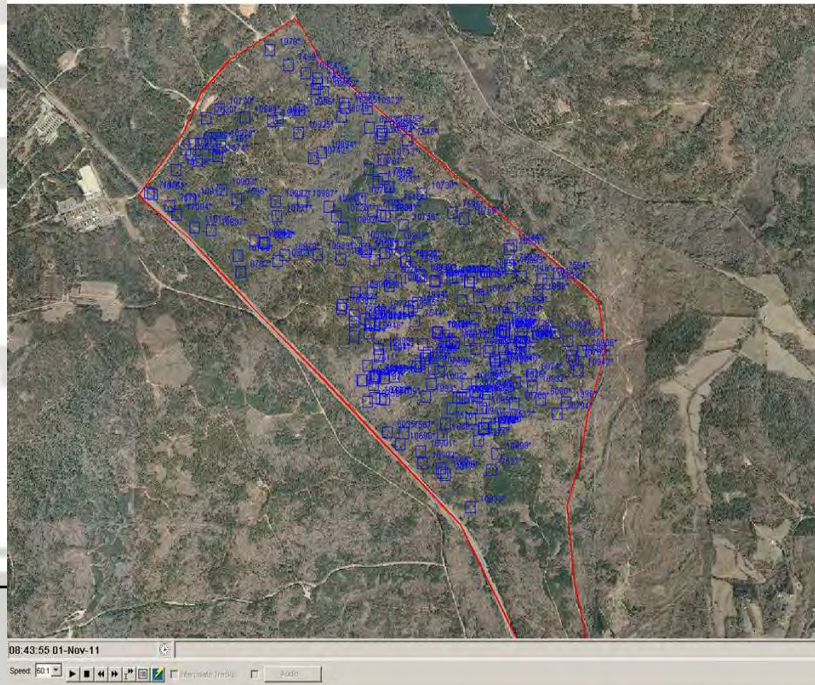


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TADSS: Soldier Tracking System (Use I-HITS EXCON and O/C Vests)



Purpose/Contribution: The Soldier Tracking System supports safety tracking of Soldiers participating in individual land navigation.

Location: 1 System at Bldg 4105



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TADSS: Medical Simulation Training Center (MSTC)
DVC:



Purpose/Contribution: MSTC provides a relevant mix of medical training aids to include computer based training, task trainers, and patient simulators. The target population for the MSTC are the approximately 33,000 combat medics throughout all components of the Army and all other Soldiers designated to perform combat lifesaving functions. The training conducted at the MSTC is based on operational lessons learned and is approved by the Army Medical department Center and School. Priority for training slots will be given to units/Soldiers deploying. . Life cycle support of the Simulators and all classroom equipment is the responsibility of the Program Manager at PEOSTRI.

Instructional Area:

- Combat Medic Advanced Skill Testing (CMAST)
- Combat Lifesaver (CLS)

Location: Bldg 9218 Bass Road



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TADSS: Long Range Advanced Scout Sensor System (LRAS3)



Purpose/Contribution: An individual and collective training system that provides a simulated battlefield for training 19D observer tasks at the institutional and unit level. Developed to High Level Architecture (HLA) standards. Provides simulated LRAS3 virtual environments, and Computer Generated Forces. Operates in a stand-alone or linked mode to train from one to twenty five students. Trains soldiers and leaders how to conduct reconnaissance planning, coordination, and execution. Trains all Soldiers how to operate the LRAS3 system in multiple terrain databases (NTC, Fort Benning, Baghdad, Afghanistan). Instructor lead and AAR capability.

Instructional Area:

- One Station Unit Training (19D)
- Advanced Leader Course
- Cavalry Leader Course
- FORSCOM and Tenant units

Quantity: 25

Location: Bldg 4350