Modular Tactics Training System (MTTS)

This unique solution MTTS provides flexible, scalable and effective training environment that helps to prepare units and soldiers for operations, nowadays characterized by urban terrain, asymmetric warfare, joint operations at the tactical level and a non-linear battlefield.

Key benefits of MTTS

- **Scalability** - The MTTS can be used for tactics training and mission rehearsal from platoon to company levels or company level battle group. Air and service components can participate in joint training at very low level.

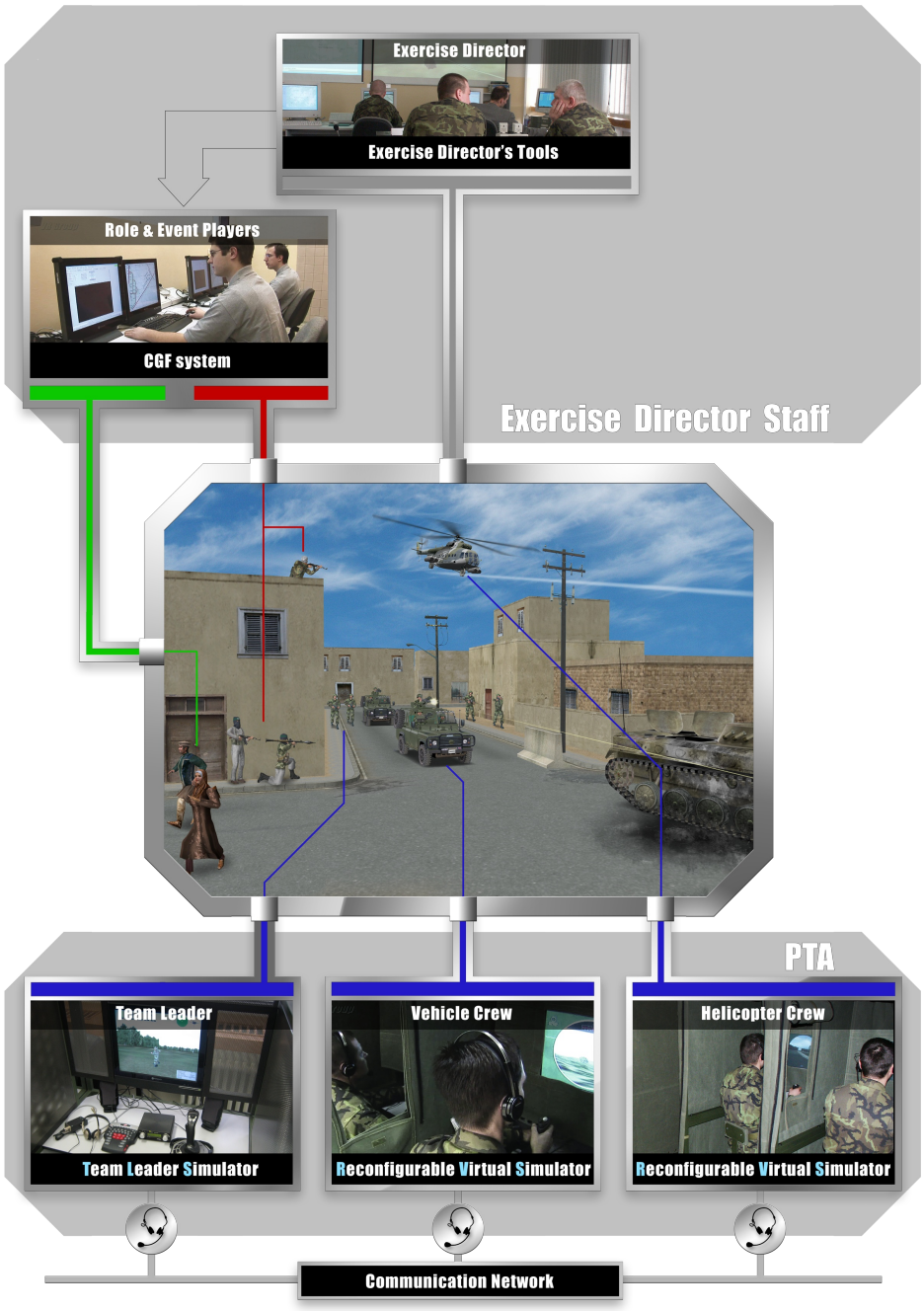
- **Flexibility** - The various pre-defined configurations allow to train various units or composed task forces using the same hardware. Models of other vehicles or systems can be developed if required.

- **Training Efficiency** - The system supports training planning, execution and evaluation of any unit up to company level for any operation in any region reflecting typical environmental features. The scenarios are created and stored in CGF environment, Exercise Director and his staff (role players according to exercise goals) is able to control the exercise execution, provide feedback immediately if necessary or during AAR (After Action Review) using recorded simulation and communication.

- **Easy upgrades** - The system is based on COTS HW and SW components.

Technical description

The scheme bellow shows main technology components of MTTS that allow setting up effective scenarios for nowadays training requirements.



The training is supervised by the Exercise Director who tasks, controls and commands the PTA as well as the role players. The Role Players´ task is to create operation environment (friendly forces, enemy forces, other participants and events) for PTA in accordance with exercise goals and Exercise Directors´ commands. They simulate realistic behaviour of vehicles, units and events by means of Computer Generated Forces System (CGF). You can use VR Group´s CGF system WASP or SAF systems like OTB or JCATS.
Exercise Director uses also other tools for preparation, control and evaluation of the exercise. Family of these tools consists of 3D Stealth that provides a dynamic 3D view on the virtual battlefield, recording and playback device Logger and exercise statistics.

The MTTS components are supplemented with geospecific digital terrain databases and 3 D models from specific regions that meet all new training requirements.

Training is intended for Primary Training Audience (PTA) that uses virtual simulators for vehicles and infantry teams. Vehicle crew members operate **Reconfigurable Virtual Simulators (RVS)**. Infantry teams operate **Team Leader Simulators (TLS)** to simulate coordination of the team in very realistic training environment. High resolution correlated terrain databases are supported by unique features of MetaVR´s visual systems.
The Simulators are compatible with the DIS 2.0.4 protocol.

Simulated tactical radio network is used for the command and control among primary training audience itself and the exercise director.

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