

# FORT CAMPBELL KENTUCKY



# SIMULATIONS BOOK

# Fort Campbell Simulations Book

## Live, Virtual and Constructive

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## Live, Virtual and Constructive

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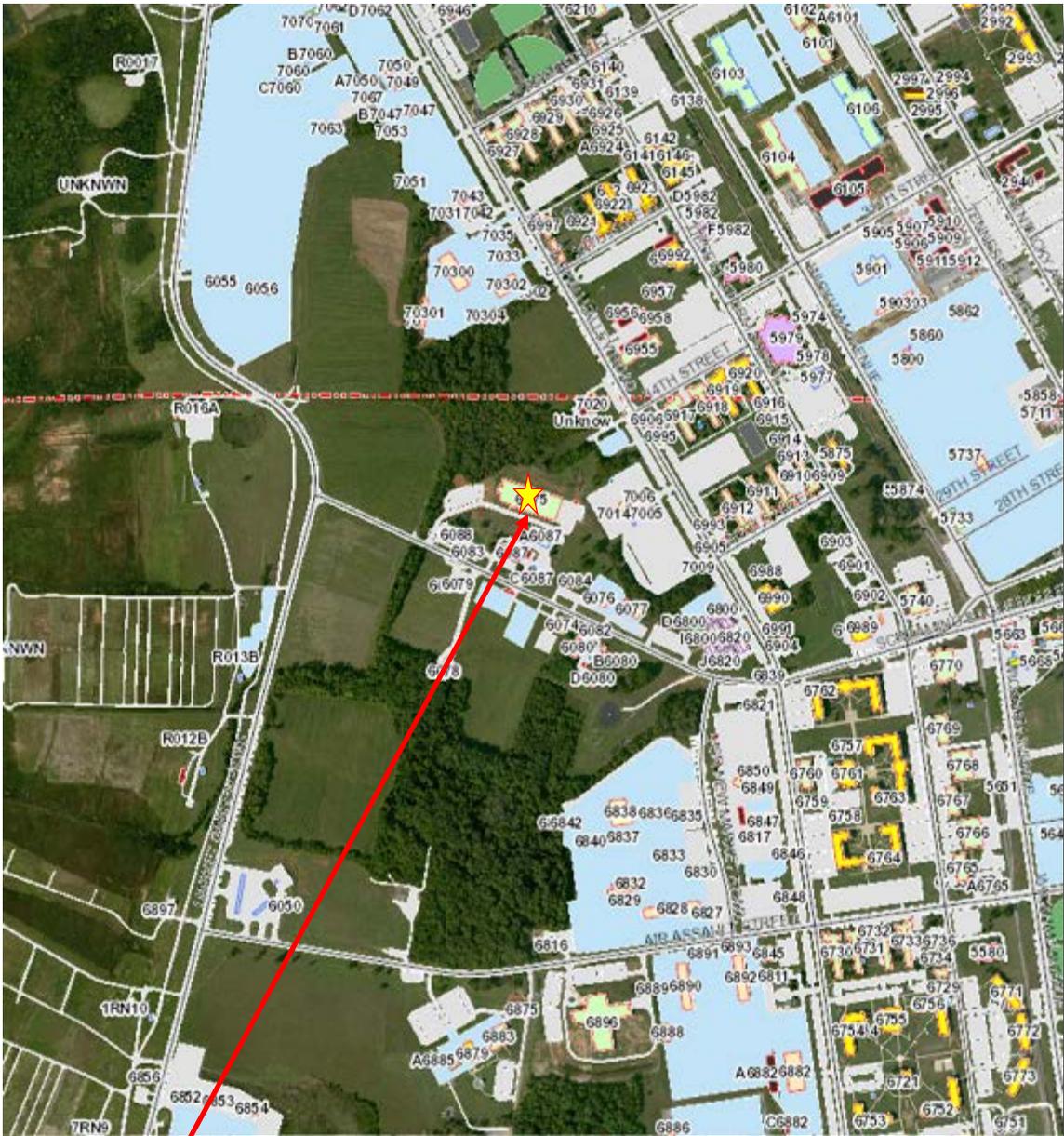
# Artillery, Mine, and Demolition Noise Simulator

**MISSION:** To provide the Warfighter a realistic simulation of common battle noises.

**DESCRIPTION:** The devices are noise simulators which can be used in all types of combat courses. They can be used to simulate the noise of artillery and mortar fire, demolition, and mines instead of high explosives in demolition pits. The device operates on the oxygen-propane principle with gases metered through solenoid valves with a timing device initiating a spark in the gas filled chamber to cause the explosion. A remote trigger switch is used to fire the device from a remote location and it can fire a single shot or a sequence of six shots at 10 second intervals. During normal firing, the device is safe at a distance of 10 feet.



# Artillery, Mine, and Demolition Noise Simulator



**LOCATION:** Building 6075 Screaming Eagle Blvd.

**TELEPHONE:** (270) 798-7253/7254

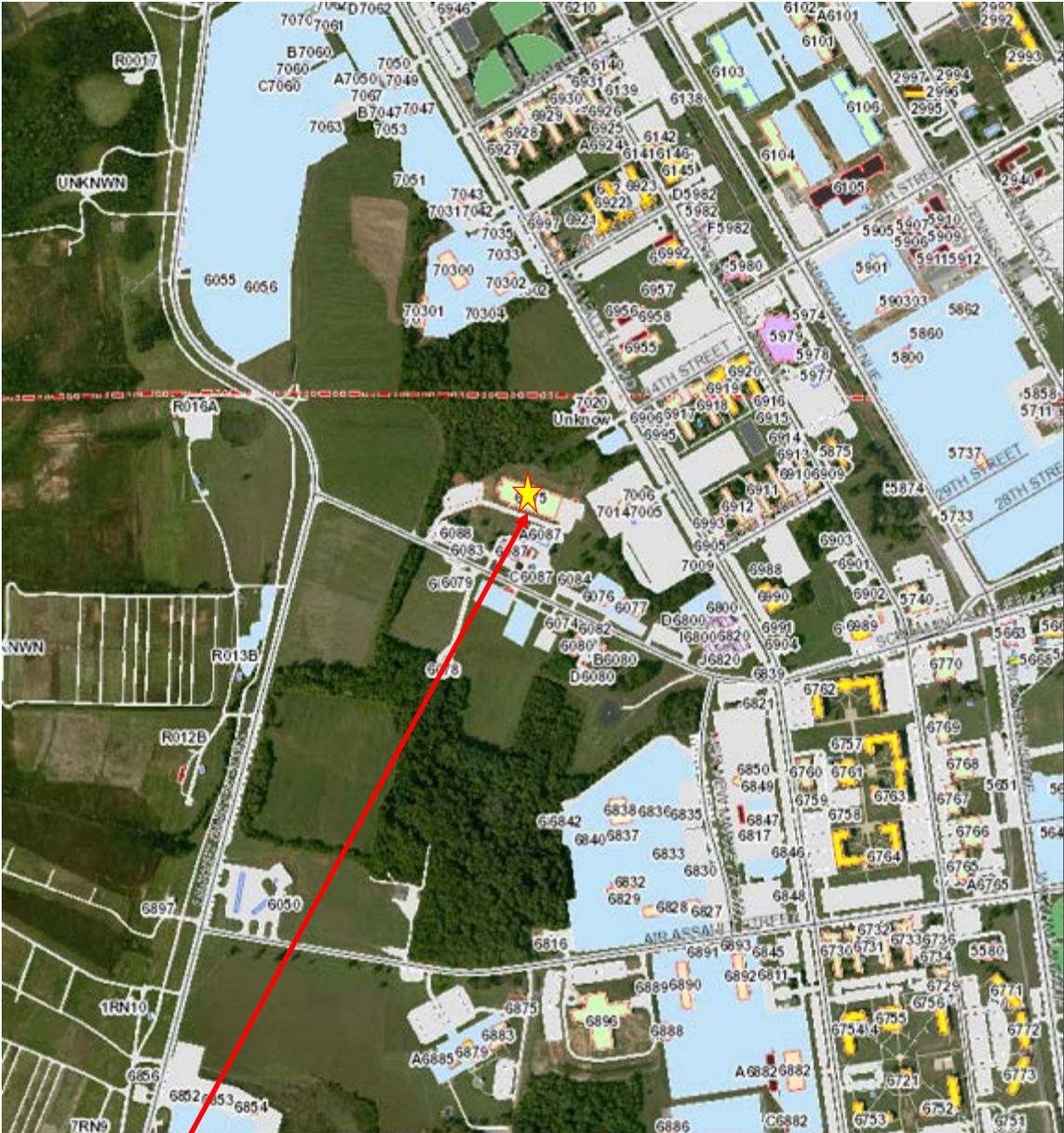
# Close Combat Mission Capability Kit (CCMCK)

**MISSION:** To provide the Warfighter a training device to temporarily convert weapons for firing of low-velocity marking ammunition. The CCMCK weapon conversion system and ammunition allows for force-on-force close combat training using ammunition that marks the target yet presents minimal hazard to personnel wearing appropriate safety equipment. CCMCK weapon conversion kits include the M16/M4 Rifle/Carbine, M9 Semi-automatic Pistol, and M11 Compact Pistol.

**DESCRIPTION:** The CCMCK weapon conversion kit allows for Soldier/Operator conversion and installs in the same manner as the standard service barrel. The converted weapon retains original upper/lower receivers, slides, and frames with mounted accessories (sights, rail systems, optics/electro-optics, aiming lights, etc.), if attached. CCMCK provides normal weapon employment cues such as aiming, firing, force-on-force training, and interactive live-fire scenario task and mission execution. The CCMCK conversion kit will not allow service ammunition to be fired when a weapon is converted for use with the CCMCK ammunition. CCMCK marking ammunition is loaded into the standard magazine for the weapon, fed into the converted weapon, and operated in accordance with the normal operating procedures for that weapon. Once loaded, it cycles the weapon and functions in the same manner as service ammunition. Converting the weapon to use CCMCK marking ammunition does not cause any undue effects or degradation of the normal service components, overall weapon longevity, or the general function of the weapon.



# Close Combat Mission Capability Kit (CCMCK)



**LOCATION:** Building 6075 Screaming Eagle Blvd.  
**TELEPHONE:** (270) 798-7253/7254

# Counter Radio Electronic Warfare (CREW2)

**MISSION:** To provide the Warfighter a training simulator that looks, feels and operates like the equipment fielded to operational units. To train users to employ Current Electronic Countermeasure (ECM) equipment in response to an adaptive threat and to understand the potential impacts of using radio frequency emitters on enemy and friendly-force equipment located in the same battle space.

**DESCRIPTION:** **CREW2** significantly enhances and advances the operational readiness and tactical proficiency of Soldiers in tactics, techniques and procedures during employment of the tactical CREW devices and subsequent Counter-Improvised Explosive Device (C-IED) measures. The system maintains full functionality of all switches, lights, indicators and procedures with the ultimate goal of providing a training simulator that replicates the equipment fielded to operational units. The CREW2 Training System is compatible and interoperable and interfaces with the currently fielded families of CREW and IED training devices. The CREW 2 training device operates on assigned frequencies, effectively disabling the detonation components of the training improvised detonation devices. CREW2 captures operationally significant Electronic Warfare-related events, configurations and settings to support an AAR.





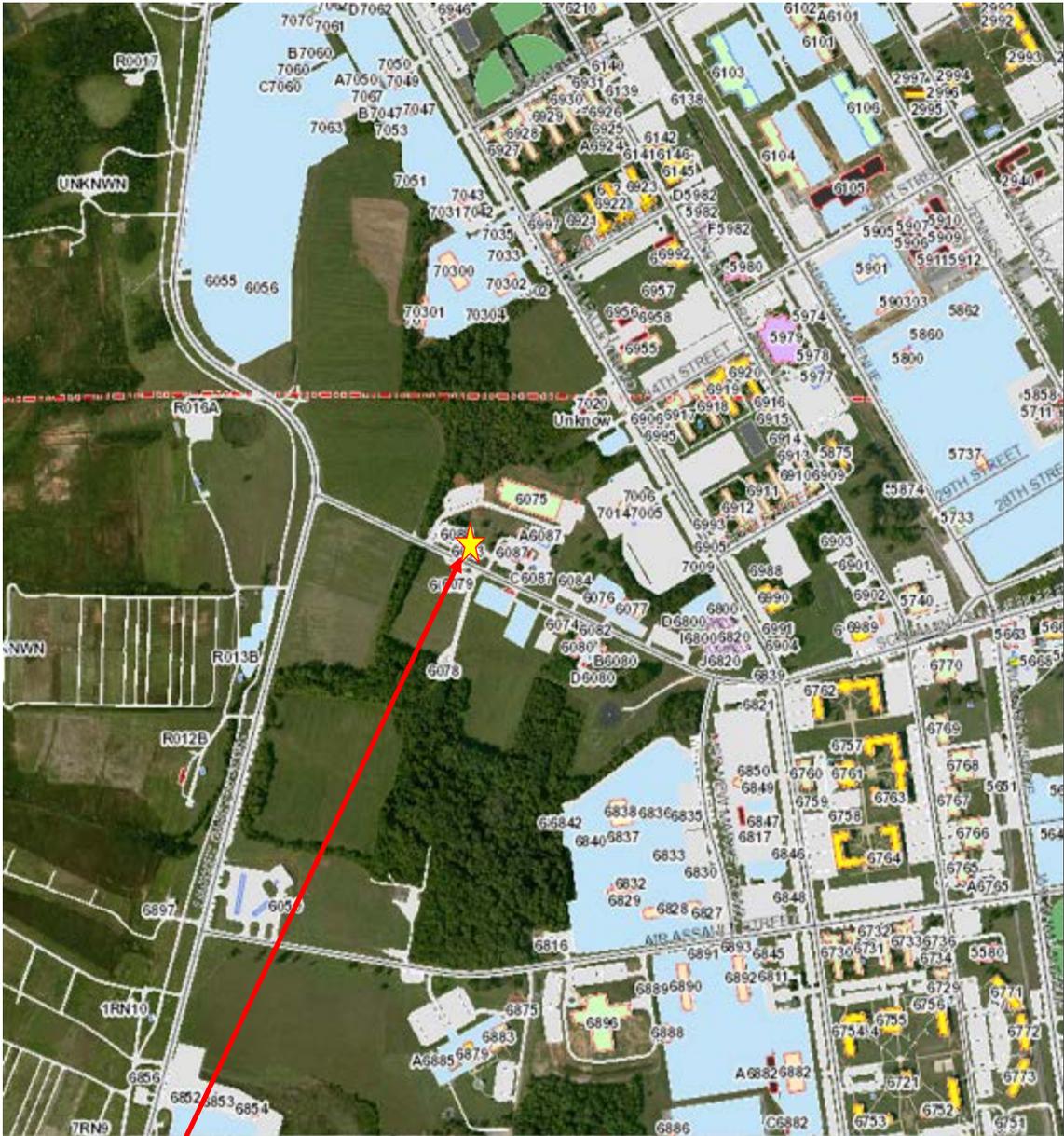
# Egress Assistance Trainers (HEAT/MET)

**MISSION:** To expose Soldiers to the effects of vehicle rollover and to develop the skills necessary to react properly during a rollover and/or egress situation from both the HMMWV and Mine Resistant Ambush Protected (MRAP) families of tactical vehicles.

**DESCRIPTION:** The HMMWV Egress Assistance Trainer (HEAT) and the MRAP Egress Trainer (MET) increase the situational awareness of vehicle rollover by permitting the instructor to observe crew performance and reaction to emergency conditions without requiring the use of an actual vehicle. The device reinforces the importance of seat positioning, wearing seatbelts, demonstrating the feeling of being disoriented, and the actual effort required to execute egress procedures. The trainer allows individuals and crews to rehearse and physically execute the necessary steps required to survive a vehicle rollover.



# Egress Assistance Trainers (HEAT/MET)



**LOCATION:** Building 6083 Screaming Eagle Blvd.

**TELEPHONE:** (270) 461-0606

# Home station Instrumentation Training System (HITS)

- **MISSION:** To provide a mobile system capable of collecting specific, battle-focused player information on war-fighting performance.
- **DESCRIPTION:** HITS supports collective maneuver training for platoon through battalion units. By integrating future and legacy tactical engagement simulation, HITS provides position location and weapons effects data for real-time exercise monitoring and AAR. HITS supports force-on-force and force-on-target training across the full spectrum of operations at a security level up to Secret System High. HITS is part of the Live Training Transformation–Family of Training Systems (LT2-FTS) and is based on the Common Training Instrumentation Architecture (CTIA). Common components such as exercise planning, exercise preparation, exercise control, AAR preparation and presentation in concert with CTIA services, processes, rules and standards support the full spectrum of training. HITS is interoperable with other external systems through DIS, HLA or TENA protocols. HITS provides the live domain for Live, Virtual, Constructive Integrated Training Environment (ITE).





# Improved Target Acquisition System (ITAS)

**MISSION:** To provide the capability for the Warfighter to train with the Tube-launched, Optically-tracked, Wire-guided (TOW) Improved Target Acquisition System (ITAS) anti-tank weapon system in an instrumented environment at Combat Training Centers, home stations, and deployed locations.

**DESCRIPTION:** The M41 ITAS-TESS Field Training System (FTS) is a fully deployable mobile integrated system that provides crew and collective force-on-force training using normal tactics, techniques and procedures (TTPs). Employing a wireless Vehicle Area Network (VAN), the M41 ITAS (mounted or dismounted) is instrumented to be a shooter and a target in a stand-alone system or as an integrated component at U.S. Army Combat Training Centers (CTC). The FTS includes a laser for bore sighting, and an eye-safe laser that is used for the Multiple Integrated Laser Engagement System (MILES). TOW engagements are adjudicated via MILES over the training network. Target acquisition is accomplished using the TOW sight and an ATWESS pyrotechnics cartridge to emulate realistic weapon launch behavior with audible and visible indicators. Home station options include repeaters to extend telemetry radio coverage and an Improved Mobile Command and Control (IMCC). This equipment provides real-time data monitoring, playback and recording capabilities and After Action Reviews (AAR) for non-CTC training.





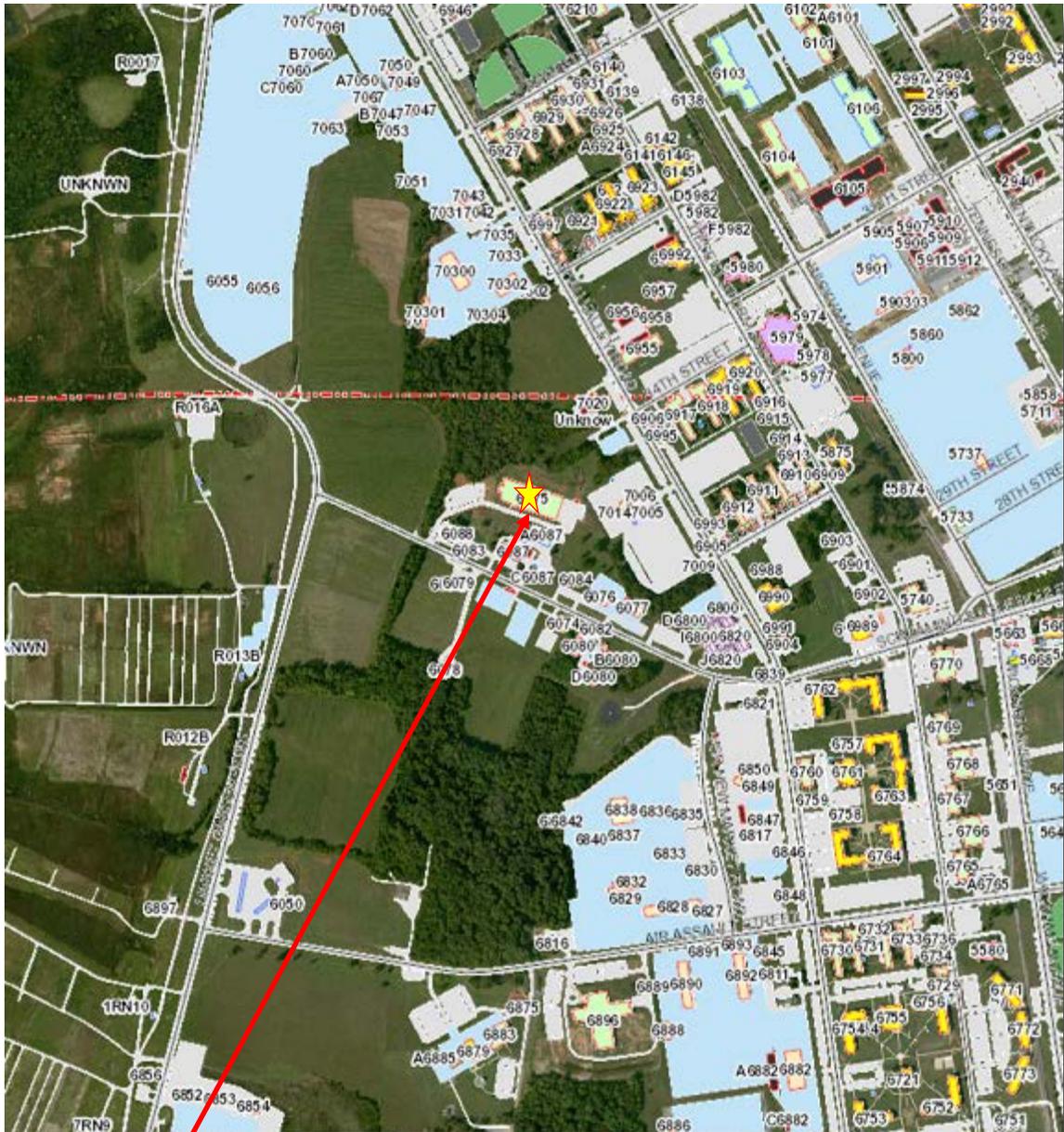
# Improvised Explosive Device Effects Simulator (IEDES)

**MISSION:** To provide better training fidelity by including more realistic training capabilities, reduced life-cycle costs and more realistic simulation for the current improvised explosive device threats in a live training environment. IEDES will assist the Army in training the joint and individual services on the key tasks of explosive hazards defeat required to support DoD IED defeat objectives.

**DESCRIPTION:** Under current force structure, IEDES is programmed to be fielded and employed in a full spectrum of operations and conflicts by offering realistic detection and reaction training against IED threats. IEDES consists of wireless and manual tripwires and control devices to simulate the IED threat. IEDES includes a Module Control Unit, an Electronic Common Interface Device, a trip wire IED, booby traps and a suicide bomber's vest. The IED Effects Simulator (IEDES) kit is a TADSS that will assist the Army in training the joint and individual service on operational support tasks, conditions and standards needed to achieve U.S. Military IED objectives. The IEDES is configured to simulate a small, medium, large, and extra large explosive signature. The IEDES is designed to train key tasks of Explosive Hazards (EHs) defeat, to predict, prevent, detect, classify, neutralize, mark, report and record EH; and to protect personnel, equipment and facilities from EH effects. The Counter Radio Electronic Warfare 2 (CREW2) is compatible with IEDES to counter the threat of simulated IEDs. NOTE: The CREW 2 Training System is not included in the IEDES kit.



# Improvised Explosive Device Effects Simulator (IEDES)



**LOCATION:** Building 6075 Screaming Eagle Blvd.

**TELEPHONE:** (270) 798-7253/7254

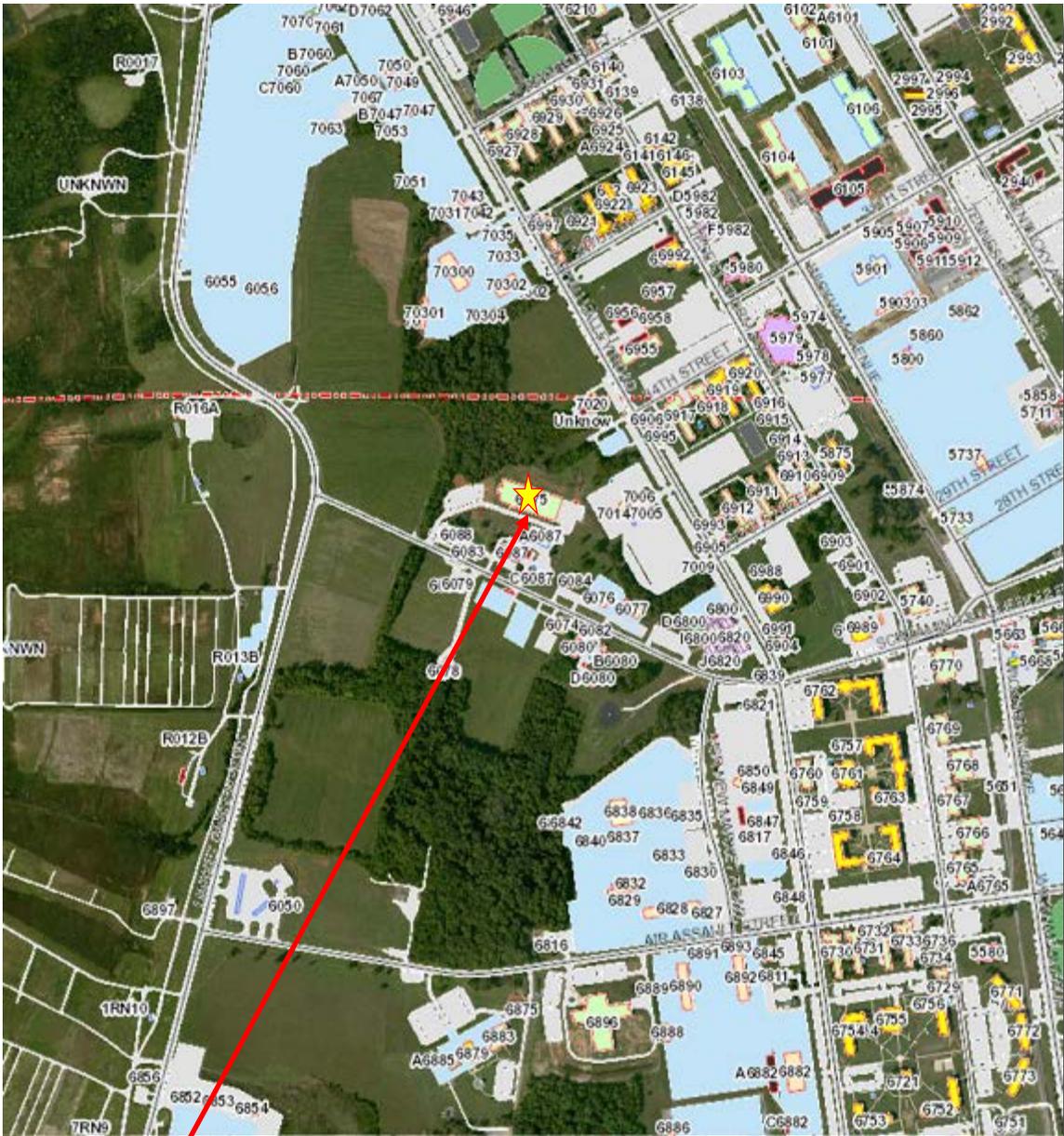
# Multiple Integrated Laser Engagement System (MILES)

**MISSION:** To provide the warfighter a means to simulate effects of direct-fire weapon systems primarily used for force-on-force training from squad up to and including Brigade level. of direct-fire weapons at their operational ranges.

**DESCRIPTION:** The MILES IWS consists of 6 fielded distinct weapon firing systems, employs eye-safe lasers and microelectronics to realistically simulate the firing capabilities of rifles, machine guns, and other direct-fire weapons. The laser firing SATs attach easily to conventional field weapons, allow ground troops to fired coded (to distinguish weapon type and player ID) laser signals. Soldiers fire blank ammunition, the “flash and bang” triggers the SAT. The receiving laser detectors determine, Hit, Near Miss, or Kill status of received fire. If Killed, the receiving target disables the system preventing the “killed” player from firing his/her weapon.



# Multiple Integrated Laser Engagement System (MILES)



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**TELEPHONE:** (270) 798-7253/7254

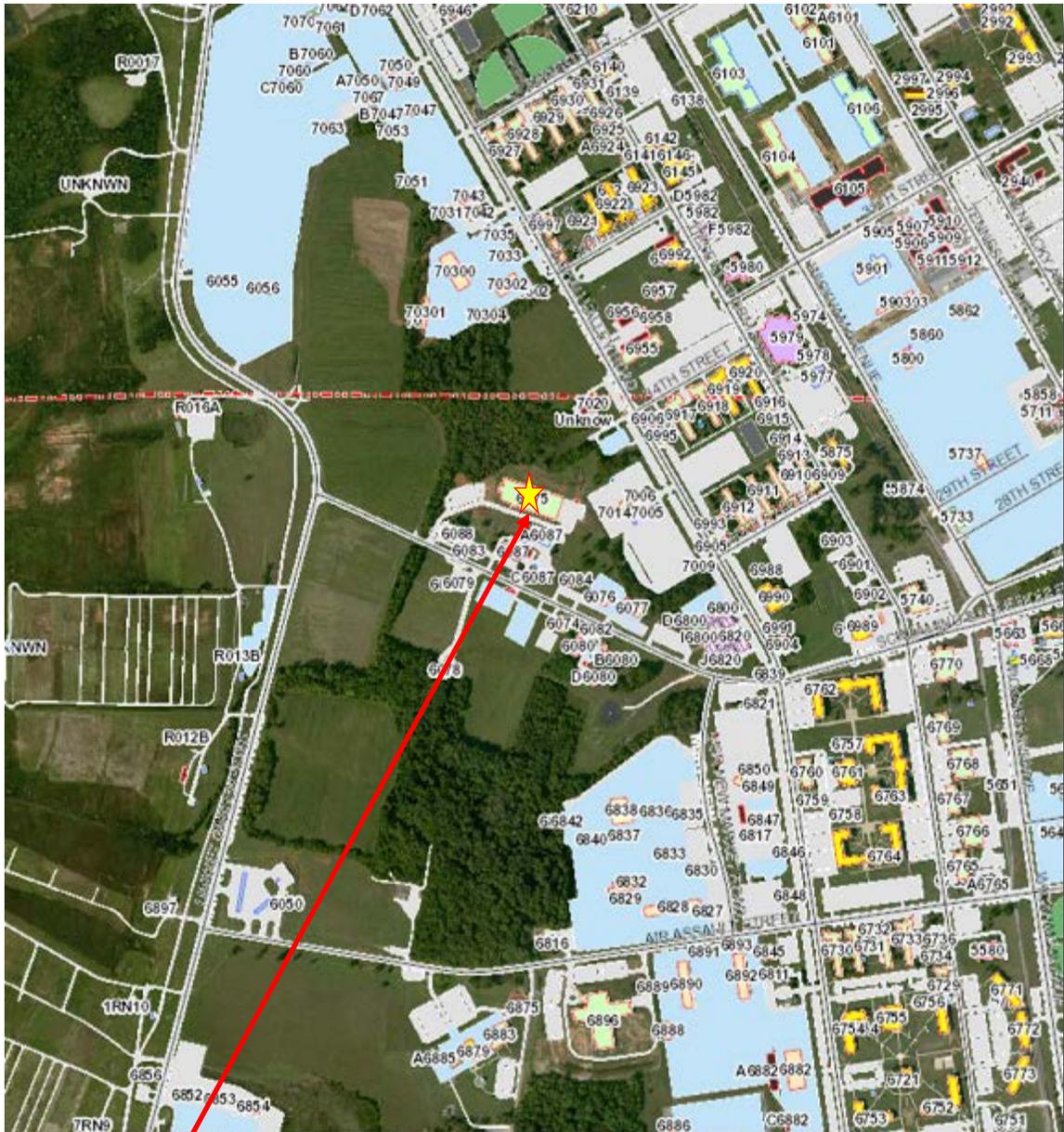
# Selectable Lightweight Attack Munition (SLAM)

**MISSION:** To provide the Warfighter a training simulator that looks, feels and operates like the equipment fielded to operational units. To train users to employ Selectable Lightweight Attack Munition (SLAM).

**DESCRIPTION:** SLAM is a multipurpose munition designed to be readily portable and hand-emplaced against lightly armored infantry vehicles, parked aircraft and petroleum storage sites. It can operate day and night during all weather conditions to defeat selected targets using an Explosively Formed Penetrator warhead. SLAM has four operating modes: bottom-attack, side-attack, timed-demolition and operator-initiated mode. SLAM will self-destruct at the end of a set time selected by the operator during its employment.



# Selectable Lightweight Attack Munition (SLAM)



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**TELEPHONE:** (270) 798-7253/7254

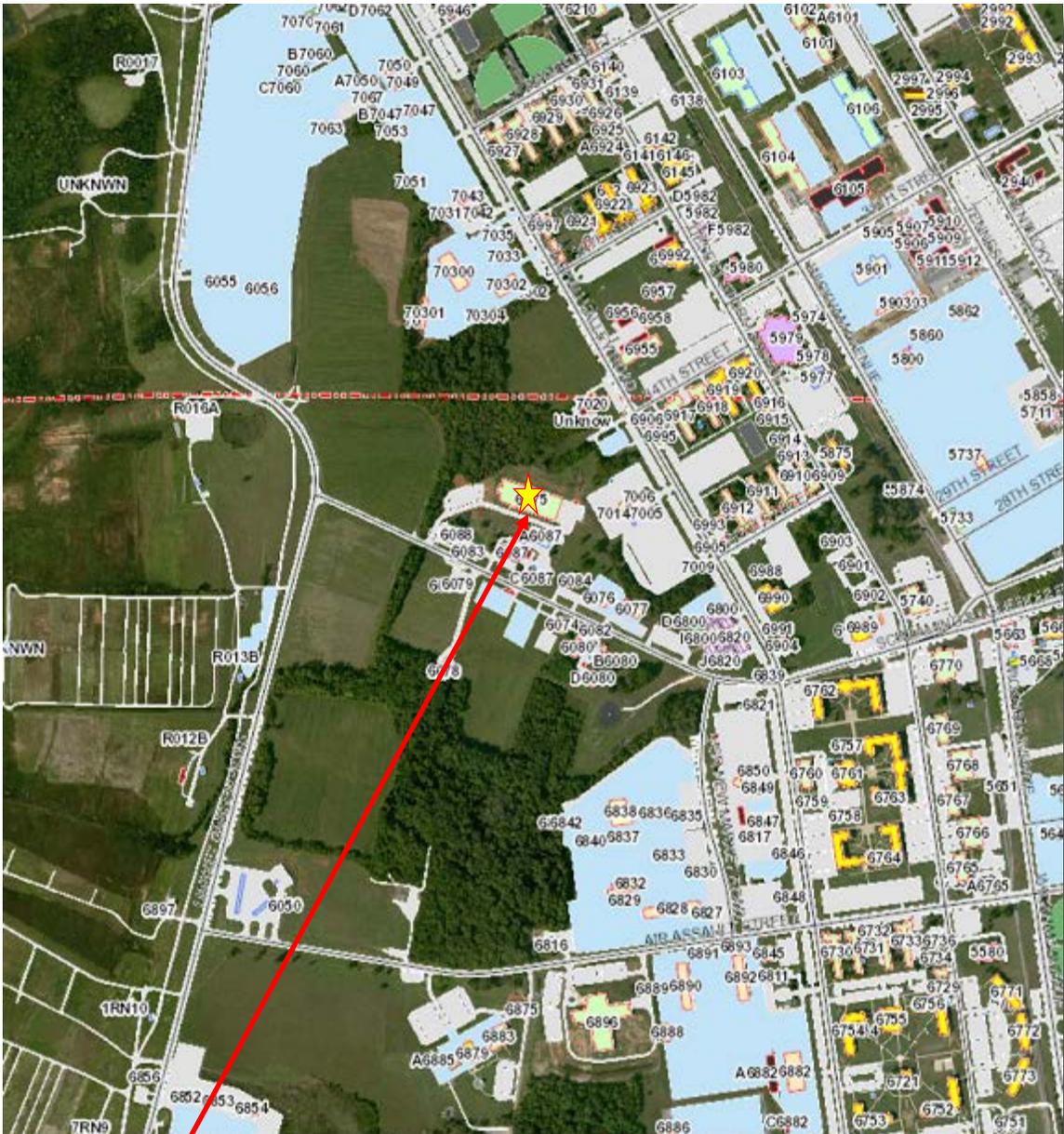
# Small Arms Gunfire Simulator (SAGS) – XM-2A

**MISSION:** To provide the Warfighter a realistic simulation of common battle noises.

**DESCRIPTION:** The device provides simulated machine gun fire for training, thus adding realism to day or night training maneuvers and conditioning soldiers to the sound and flash of weapons fire. They operate on oxygen and propane.



# Small Arms Gunfire Simulator (SAGS) – XM-2A



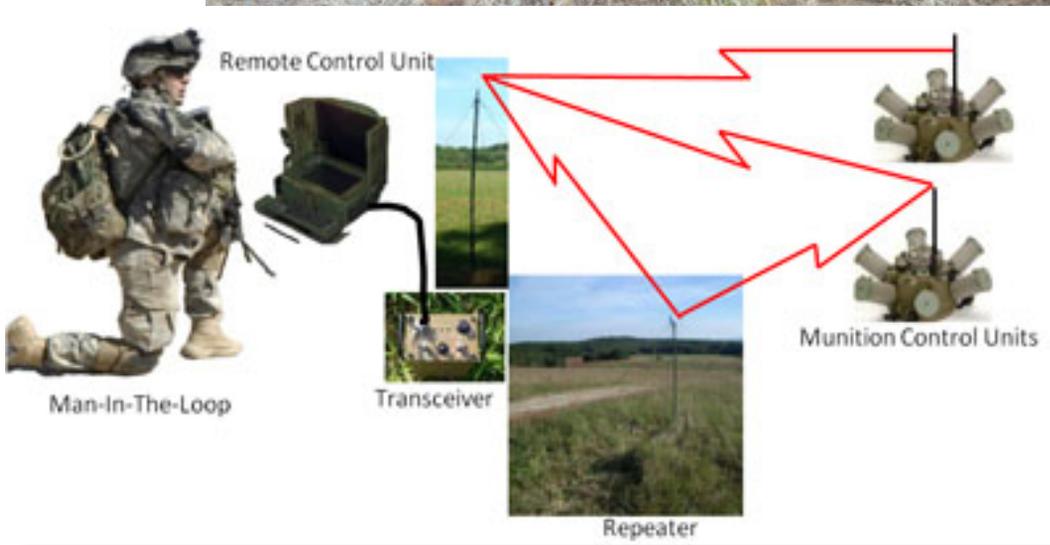
**LOCATION:** Building 6075 Screaming Eagle Blvd.

**TELEPHONE:** (270) 798-7253/7254

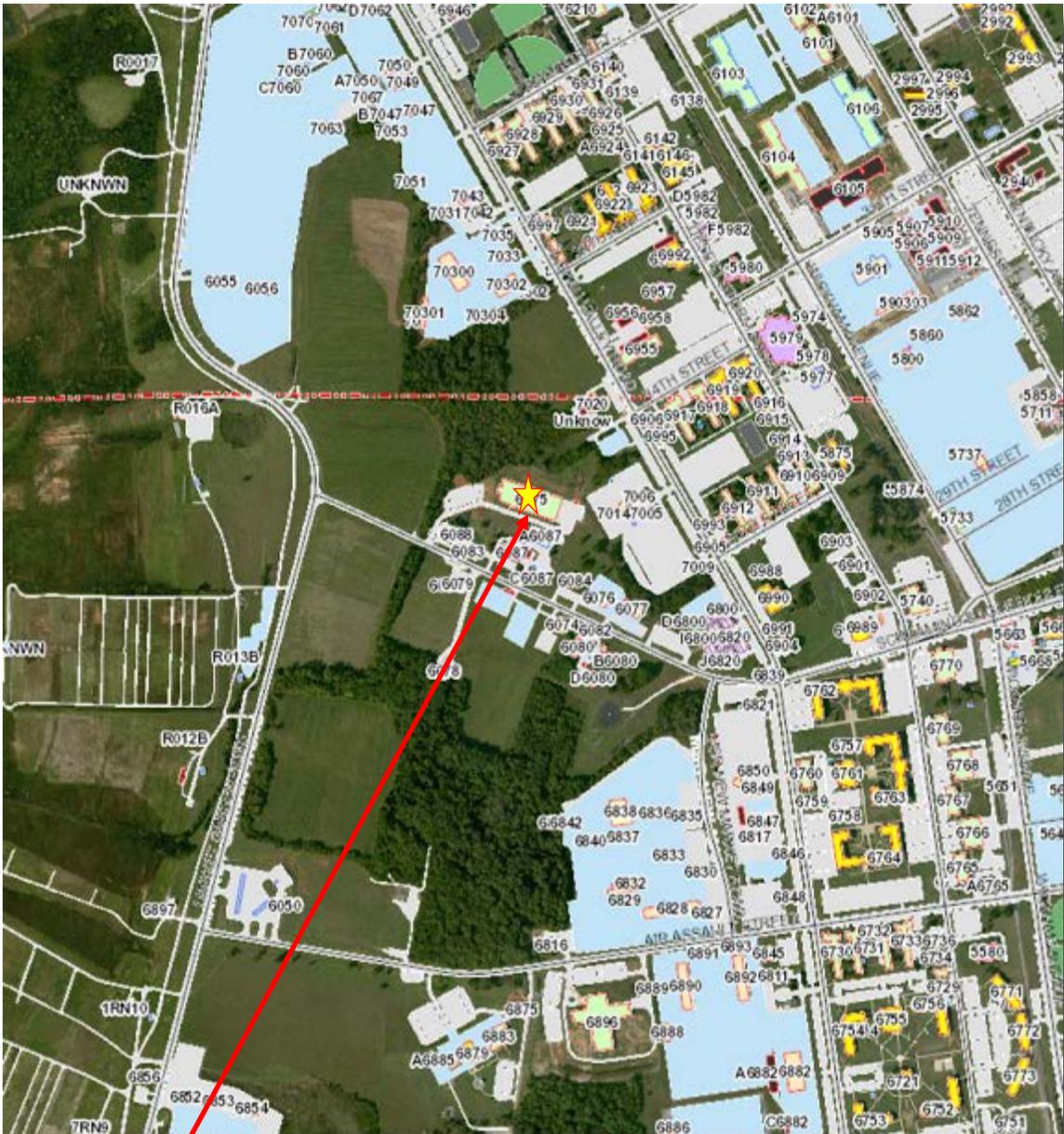
# Spider

**MISSION:** To provide the Warfighter a training simulator that looks, feels and operates like the equipment fielded to operational units. To train users to employ M7 Spider Networked Munition.

**DESCRIPTION:** Spider is a hand-emplaced, remotely controlled, Man-In-The-Loop antipersonnel munition system. Spider provides equivalent munition field effectiveness when compared to capabilities provided by current landmines, but does so without the residual life threatening risks after hostilities end or when warring factions depart. The fielding of this system, with its sensors, communications, and munitions, changes the way the soldiers operate in an otherwise unpredictable battlefield. Each munition is controlled by a remotely stationed soldier who monitors its sensors, allowing for more precise (non-lethal to lethal) responses – a significant advancement and advantage. The system’s design allows for safe and rapid deployment, reinforcement, and recovery as well as safe passage of friendly forces. Spider eliminates the possibility of an unintended detonation through early warning and selective engagement of enemy forces. Spider is designed for storage, transport, rough handling, and use in worldwide military environments.



# Spider



**LOCATION:** Building 6075 Screaming Eagle Blvd.

**TELEPHONE:** (270) 798-7253/7254

# THOR-III-T

**MISSION:** To provide the Warfighter a training simulator that looks, feels and operates like the equipment fielded to operational units. To train users to employ current Electronic Countermeasure (ECM) equipment in response to an adaptive threat and to understand the potential impacts of using radio frequency emitters on enemy and friendly-force equipment located in the same battle space.

**DESCRIPTION:** The THOR III-T is a dismantled three-backpack system that replicates the operational system by providing full functionality of all trainer switches, indicators, and procedures and provides a training simulator that looks, feels and operates like the equipment fielded to operational units. When operated correctly, the trainer interrupts radio-frequency bands that can be used by other trainer Radio Frequency - Improved Explosive Device (RF-IED) simulators. The trainer provides appropriate devices to train users to employ CREW 3.1 ECM equipment in response to a simulated adaptive threat. The THOR III-T is configured in a three-backpack system to replicate the low, mid, and high-band units. The THOR III-T consists of a Receiver Transmitter Assembly, Radio Control Unit Assembly (RCU Assembly), Rx/Tx Antenna Assemblies, GPS Antenna Assemblies, and Rechargeable Battery Assemblies.





# AH-64D Longbow Crew Trainer (LCT)

**MISSION:** To provide a means to maintain training proficiency of pilots, instructor pilots, and maintenance test pilots on AH-64D.

**DESCRIPTION:** The AH-64D Longbow Crew Trainer (LCT) is designed to provide a training capability for flight, instruments and weapons delivery, normal and emergency procedures, and sensor system operating tasks required in the operational design of the basic helicopter. These systems include the Fire Control Radar (FCR), Pilot Night Vision Sensor (PNVS) and the gunner's Target Acquisition and Designation Sight (TADS) systems. The simulator consists of a self-contained trailered system, pilot and copilot/gunner cockpits, instructor module, motion seat subsystem, visual subsystem, and an integrated host computer. The pilot and copilot / gunner cockpits are replicas of the actual aircraft cockpits and each has a dynamic motion seat. The visual system provides a current state-of-the-art out the window scene and sensor imagery to each of the appropriate crew member video displays. Simulated imagery includes forward-looking infrared (FLIR) and day television (DTV). The training functions are controlled from the instructor operator station located in each trailered training device.



# AH-64D Longbow Crew Trainer (LCT)



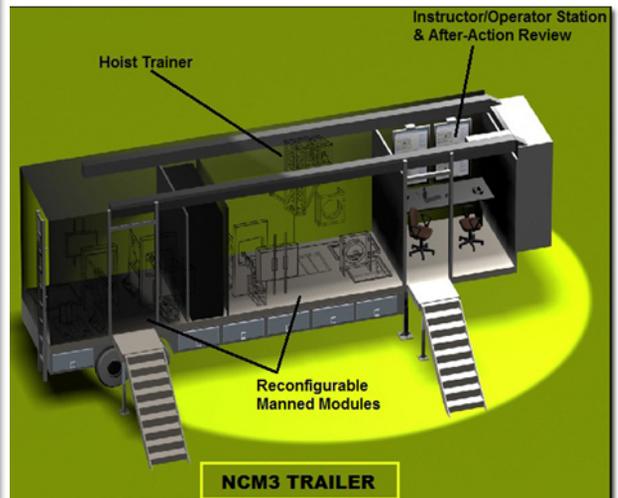
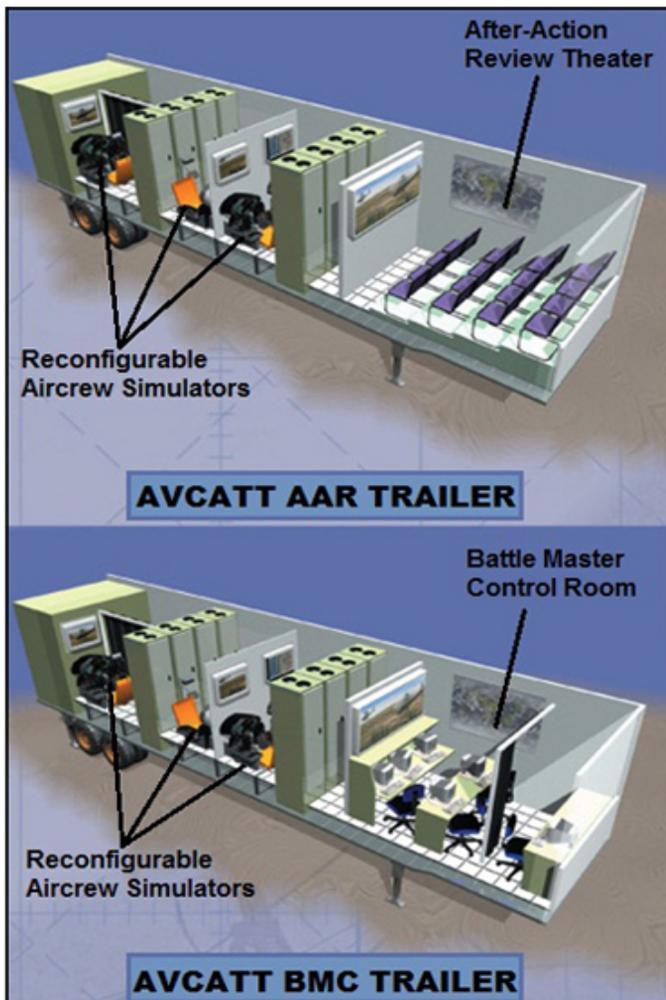
**LOCATION:** Behind Building 6555 58<sup>th</sup> Street

**TELEPHONE:** (270) 798-1754

# Aviation Combined Arms Tactical Trainer (AVCATT)

**MISSION:** The Aviation Combined Arms Tactical Trainer (AVCATT) is an Army aviation training system for Active, Reserve and Army National Guard components. AVCATT supports unit collective and combined arms training for the AH-64, UH-60, CH-47 and OH-58 aircraft. Other AVCATT modules, such as the Non-Rated Crewmember Manned Module ((NCM3), a sub-system of AVCATT), can be linked to this basic configuration, when and where needed, to support specific unit training requirements. The NCM3 supports the training of non-rated crew members in crew coordination, flight, aerial gunnery, hoist and sling load-related tasks.

**DESCRIPTION:** AVCATT is a mobile, transportable, multi-station virtual simulation device that supports unit collective and combined arms training for helicopter aircrews. The AVCATT is composed of two trailers per suite with six reconfigurable modules for Apache Longbow, Chinook, Kiowa Warrior and Black Hawk. The NCM3 introduces a third trailer containing two reconfigurable modules for the Chinook and Black Hawk. Both the AVCATT and NCM3 use Helmet Mounted Displays (HMD) for out-the-window scenes.





# Call for Fire Trainer (CFFT)

**MISSION:** To provide realistic observed fire training in support of all indirect fire and close air support mission tasks.

**DESCRIPTION:** The CFFT is a lightweight, rapidly deployable, observed fire-training system that provides multiple simulated battlefield environments for instructing Fire Support Specialists, Joint Fires Observers and Soldiers at the institutional and operational unit level. The CFFT is capable of training all Artillery, Type II and III close air support, naval gunfire and mortar missions. The system is fielded in multiple CONUS and OCONUS locations in three primary configurations: the 1:30 (one instructor to 30 students), 1:12 and 1:4. The 1:12 and 1:4 system configurations are deployable. Increment II systems are certified for networked operations with other simulators in both unclassified and classified environments, and fully interoperable with the Advanced Field Artillery Targeting and Direction System (AFATDS). Near term enhancements fully integrate Synthetic Environment Core (SE Core) and One Semi-Automated Forces (OneSAF), and leverage capabilities developed for the Joint Fires and Effects Trainer System through use of the Joint Fires Product Line architecture. These include high-fidelity, immersive visual displays for the institution and helmet-mounted displays, voice communications, C4ISR capabilities and improved After Action Review capability for the operational force. The CFFT II also has special mission training modules to include the Joint Fires Observer variant and Joint Close Air Support Modification Kit.





# CH-47D Flight Simulator (FS)

**MISSION:** To provide a means to maintain training proficiency of pilots, instructor pilots, and maintenance test pilots on CH-47D.

**DESCRIPTION:** A molded two-piece cockpit mounted upon a large fully articulated motion platform with a 6.0-degree range of motion capable of providing a plus or minus one "G" Force. Aircraft configuration fidelity provides for individual proficiency and aircrew coordination training and entails aircraft controls, systems, sub-systems, environmental changes, instrument flight, lift/sling-loads, and threat operations. It can also be used to accurately train Special Tasks: Sand and snow Operations, Shipboard Operations, High Altitude Operations, MOPP tasks, Night Vision Goggles/ HUD operations using multiple geo-specific visual databases. All aircraft mission tasks can be performed in the simulator.



# CH-47D (FS)



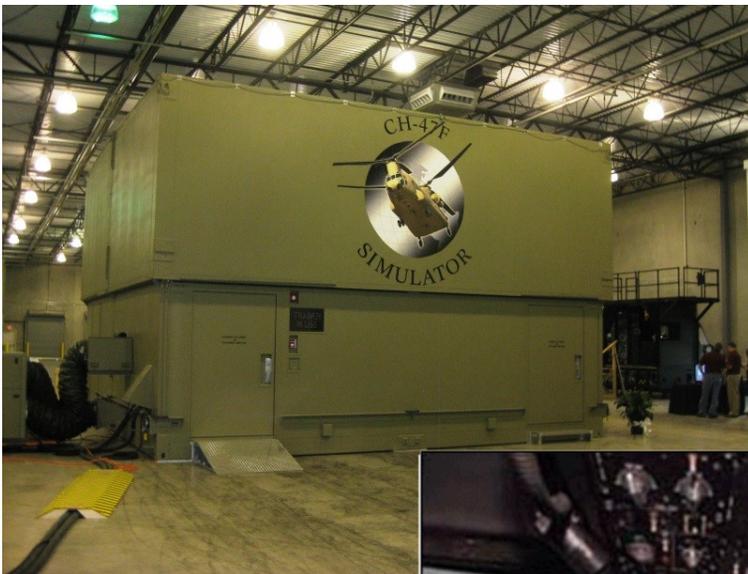
**LOCATION:** Building 6551 58<sup>th</sup> Street

**TELEPHONE:** (270) 798-3604

# CH-47F (TFPS)

**MISSION:** To provide a means to maintain training proficiency of pilots, instructor pilots, and maintenance test pilots on CH-47F.

**DESCRIPTION:** The CH-47F TRANSPORTABLE FLIGHT PROFICENCY SIMULATOR (TFPS) , is a transportable, training system capable of simulating ground, takeoff, flight, operational, and landing characteristics of the CH-47F under a wide range of realistic environmental conditions. On board aircraft, systems are simulated for both normal and emergency operating procedures. CH-47F systems and aerodynamics are modeled to provide a realistic flight environment for CH-47F pilots. The “out the window” scene will be simulated for Visual Meteorological Conditions (VMC), Instrument Meteorological Conditions (IMC), and for Night Vision Goggles (NVG) training. The threat environment is simulated using Computer Generated Forces (CGF). The CH-47F TFPS can be operated by a minimum of one pilot at either of the crew stations, and by a maximum of two pilots in the crew stations and one Instructor/Operator.



# CH-47F (TFPS)



**LOCATION:** Building 6551 58<sup>th</sup> Street

**TELEPHONE:** (270) 798-3604

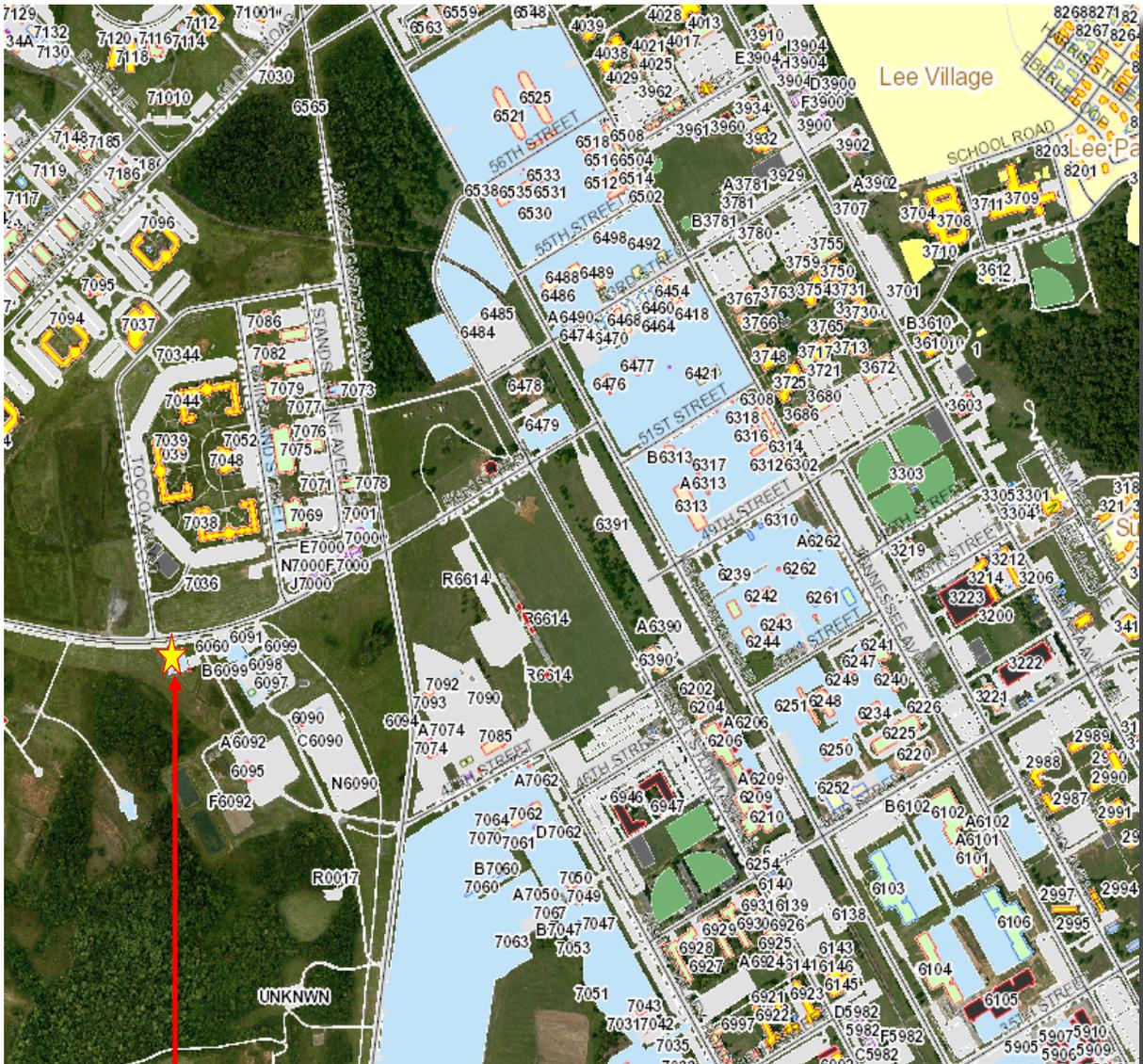
# Common Driver Trainer (CDT)

**MISSION:** To provide initial and sustainment driver training at operational units and training installations for the Stryker, Abrams and MRAP family of vehicles.

**DESCRIPTION:** The CDT consists of a simulated vehicle cab, instructor/operator station, After Action Review (AAR) station, visual system, six-degrees-of-freedom motion system and a computational system. Via the instructor/operator station, the instructor is capable of selecting a visual scene, introducing malfunctions and emergency control situations, monitoring each Soldier's performance and providing recorded AAR feedback. The reconfigurable common platform provides driver training for U.S. Army tactical vehicles including the M1A2 Abrams, Stryker, Mine Resistant, Ambush Protected (MRAP) vehicle, MRAP All Terrain Vehicle (MATV) and the Abrams Tank Engineering Variant (TEV). The CDT has been fielded in both fixed-site and mobile configurations.



# Common Driver Trainer (CDT)



**LOCATION:** Bldg 6060B Angels & Taccoa Rd.

**TELEPHONE:** (270) 412-5875

# Dismounted Soldier Training System (DSTS)

**MISSION:** Provides an immersive virtual training environment to conduct dismounted Soldier operations in an Operational Environment (OE).

**DESCRIPTION:** DSTS is a virtual trainer focused on the individual Soldier and squad-level training that combine gaming technology in a virtual, 360-degree training environment using untethered weapons. The DSTS systems are stand-alone virtual systems and consist of nine untethered, manned modules, one exercise control/After Action Review workstation and one SAF workstation. These networked systems provide an immersive training environment for individual Soldiers and squad members. The production systems incorporate the functionality of the development assets but also are interoperable with other training systems. DSTS also supports Improvised Explosive Device-Detect/Defeat (IED-D) training.



# Dismounted Soldier Training System (DSTS)



**LOCATION:** Building 6555 58<sup>th</sup> Street

**TELEPHONE:** (270) 956-1059

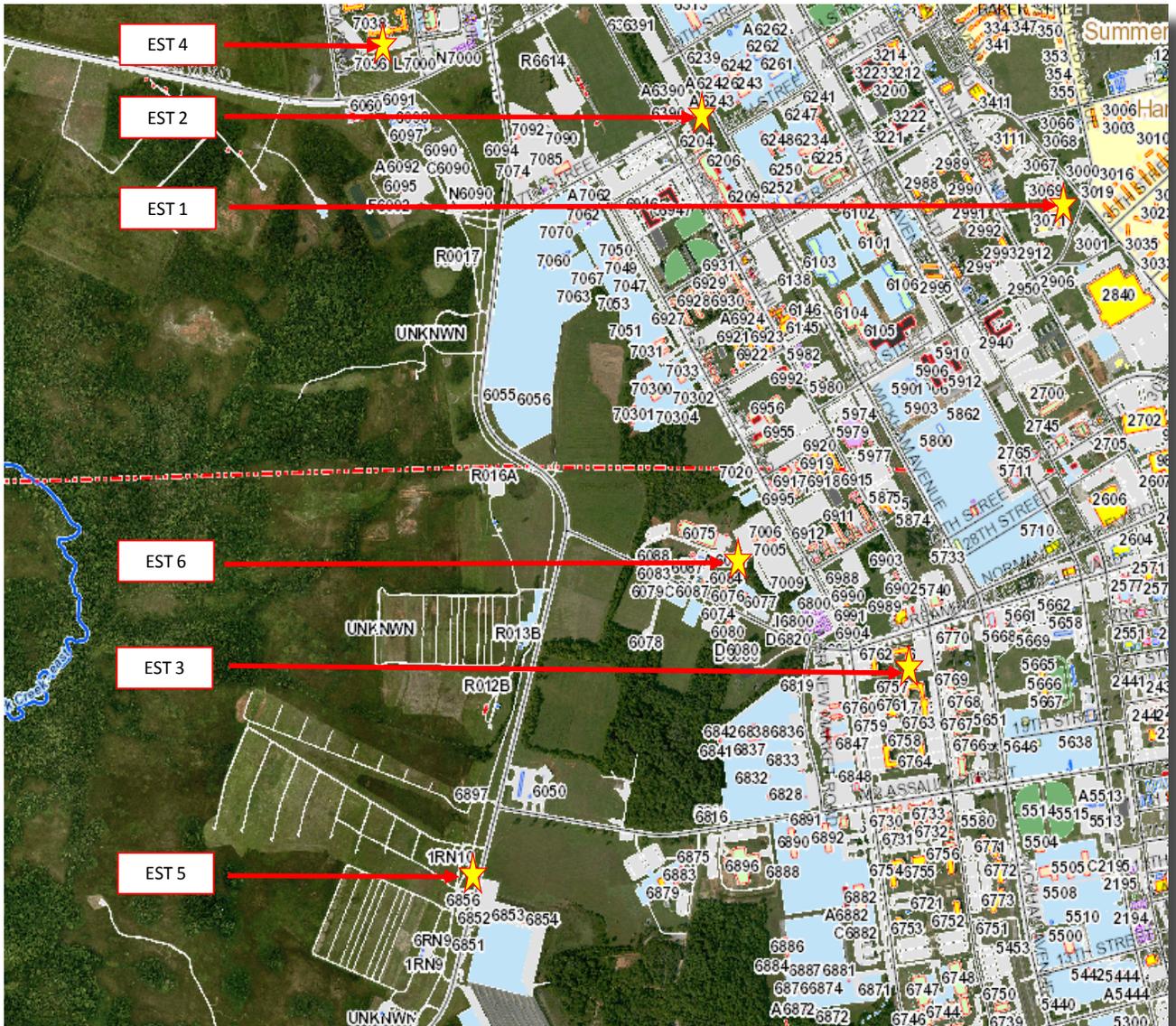
# Engagement Skills Trainer (EST)

**MISSION:** To simulate weapon-training events that lead to live-fire individual/crew weapon qualification and other weapon-training events/activities.

**DESCRIPTION:** The EST provides initial and sustainment marksmanship training, static unit collective gunnery and tactical training, and shoot/don't shoot training. It supports the following three modes of training: marksmanship, squad/fire team collective and judgmental use of force. The system models multiple small arms weapons and is deployable with its own system shelter. All EST training scenarios are U.S. Army Training and Doctrine Command (TRADOC) validated. Simulated weapons available are M4, M16, M320, M249, M240B, M2, MK19, M9, M1200 and AT-4.



# Engagement Skills Trainer (EST)



## LOCATIONS:

- EST 1 - Building 3701 Polk and Indiana ST. Tel 798-1833
- EST 2 - Building 6202 47<sup>th</sup> and Wickham ST. Tel 956-2879
- EST 3 - Building 6757 Ashau Valley Rd. Tel 798-0111
- EST 4 - Building 7036 Troublesooter Rd. Tel 412-5875
- EST 5 - Building 6856 Market Garden Rd. Tel 798-2454
- EST 6 - Building 6084 Screaming Eagle Blvd. Tel 798-5486

# Nuclear Biological Chemical Reconnaissance Vehicle (NBCRV) Virtual Crew Trainer (XM95)

**MISSION:** To provide Chemical, Biological, Radiological and Nuclear (CBRN) Reconnaissance based scenarios to present the Warfighter and crews with CBRN hazards that cannot be duplicated at the unit location due to various regulatory restrictions of using simulants

**DESCRIPTION:** The Nuclear Biological Chemical Reconnaissance Vehicle Crew Virtual Trainer is a computer based training system that supports the NBCRV platform. The trainer uses the Americas Army (AA) graphics engine while providing two methods of training. The first method: classroom training provides – software and limited mockups for training institutional, unit sustainment, and New Equipment Training (NET) of CBRN sensor equipment. The second method: class room individual and crew-drill training, provides – networked hardware & software to simulate NBCRV vehicle and sensor instruction. Each trainer suite consists of Instructor Station, Driver Station, Commander Station and Surveyor Station. It can be configured to include 6 vehicles simultaneously or represent other mounted reconnaissance platforms such as the Nuclear, Biological and Chemical Reconnaissance System (NBCRS) M93A1 and M93A1P1 variants.





# Portable Institutional Mission Simulator (PIMS)

**MISSION:** To provide warfighter training to operators of the unmanned aircraft Shadow an institutional mission simulator, which is a mockup of the ground control station from which aircraft are operated in the field.

**DESCRIPTION:** PIMS is a simulation system designed to support UAS (Unmanned Aircraft Shadow) training. Connectivity to the AVCATT has been established between the fiber media converter at the PIMS and the AVCATT network access point on both AVCATTs. This connectivity provides the capability for the Shadow to be a active player in the AVCATT collective training scenarios and joint training exercises.



# Portable Institutional Mission Simulator (PIMS)



**LOCATION:** Building 6563 58<sup>th</sup> & Wickham Ave.

**TELEPHONE:** (270) 798-5217

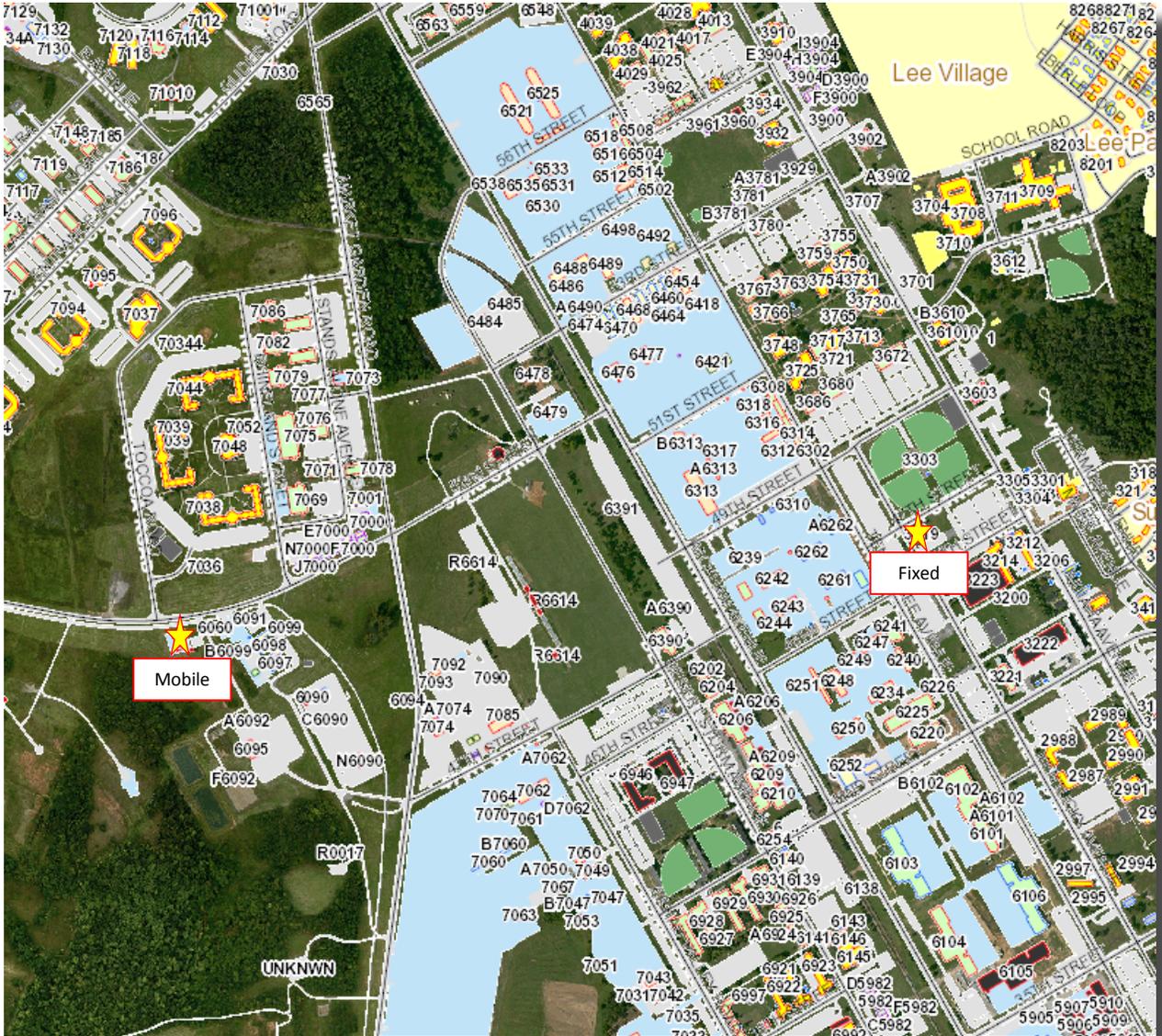
# Reconfigurable Vehicle Tactical Trainer (RVTT)

**MISSION:** The RVTT simulator provides training for selected combat and tactical wheeled vehicles. RVTT complements the CCTT family with a representation of a wide variety of wheeled vehicles, including multiple variants of the HMMWV and HEMTT.

**DESCRIPTION:** The RVTT is ready to serve any unit's convoy training requirements since the reconfigurable system allows Soldiers to virtually drive M998 humvees, M1026 humvees, M977 Heavy Expanded Mobility Tactical Trucks and M978 HEMTTs in immersive 360-degree virtual terrains. Terrains realistically represent the current operating environment, with four-vehicle armed convoy driving among non-combat vehicles and pedestrians, as well as a full range of threats. Vehicles contain organic radios and FBCB2 interfaces for team connectivity, and precision small-arms simulators to protect against threatening avatars in an air-conditioned arcade atmosphere. The system was built for serious training and is supported by an experienced and willing staff ready to help any unit plan and prepare for its training objectives. After each training event, RVTT after-action reviews are helping every Soldier learn what skills to sustain and improve on, and why.



# Reconfigurable Vehicle Tactical Trainer (RVTT)



## LOCATIONS:

Mobile RVTT – Bldg 6060A Angels & Taccoa Rd.  
Telephone : (270) 461-0057

Fixed RVTT – Bldg 3219 47<sup>th</sup> and Kentucky St.  
Telephone : (270) 461-4517

# UH-60 A/L Black Hawk Flight Simulator with LSMP modification

**MISSION:** To provide realistic individual and crew qualification training, and sustainment of day/night visual and instrument flying skills, combat skills, and flight emergency procedures for both the pilot and copilot.

**DESCRIPTION:** The Black Hawk Flight Simulator is a cockpit mounted on a six degree of motion platform. The cockpit is provided with visual imagery derived from a computer generated imagery system. The cockpit is an authentic replica of the actual aircraft from the pilot and copilot station forward, with an on board instructor station to control training and evaluate student performance.



# UH-60 A/L Black Hawk Flight Simulator with LSMP modification



**LOCATION:** Building 6559 58<sup>th</sup> Street

**TELEPHONE:** (270) 798-3945

# UH-60M Transportable Blackhawk Operations Simulator (TBOS)

**MISSION:** To provide a means to maintain training proficiency of pilots, instructor pilots, and maintenance test pilots on UH-60M.

**DESCRIPTION:** The flight simulator is a fixed-base device designed for training aviators in the use of UH-60M helicopters. T-BOS enables aircrews to train and sustain proficiency on UH-60 ATM (Aircrew Training Manual) tasks by conducting mission planning, rehearsal, and execution at home station, in field training locations, in deployment areas, and at other training sites, as required. T-BOS is readily trans-ortable using Division transportation assets. The T-BOS is housed within two modular, environmentally-controlled shelters that double as both the training environment (classroom) and as the shipping containers.



# UH-60M Transportable Blackhawk Operations Simulator (TBOS)



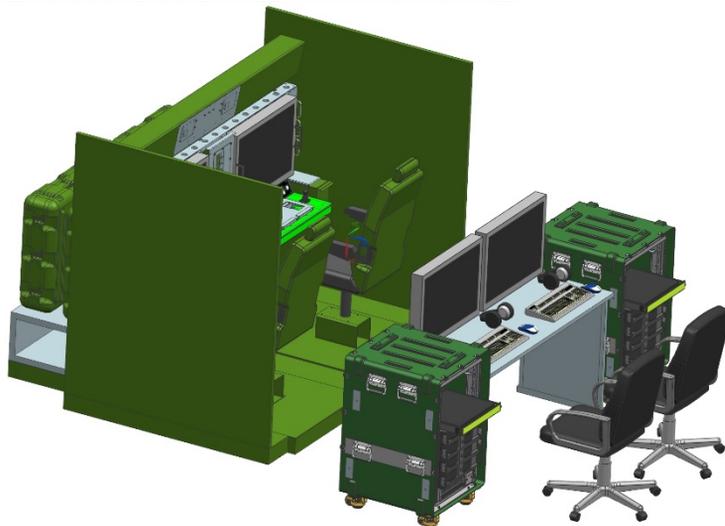
**LOCATION:** Building 6563 58<sup>th</sup> Street

**TELEPHONE:** (270) 956-4186

# Universal Mission Simulator (UMS)

**MISSION:** to provide UAS operators with a high-fidelity training experience for individual, crew, and collective training for piloting Shadow, Gray Eagle, and Hunter UAVs.

**DESCRIPTION:** The UMS incorporates multifunctional software approaches to provide UAS operators with a high-fidelity training experience for individual, crew, and collective training for piloting Shadow, Gray Eagle, and Hunter UAVs. In addition to a portable classroom, each simulation setup replicates a full GCS shelter with one-seat, two-seat, and three-seat configurations.



# Universal Mission Simulator (UMS)



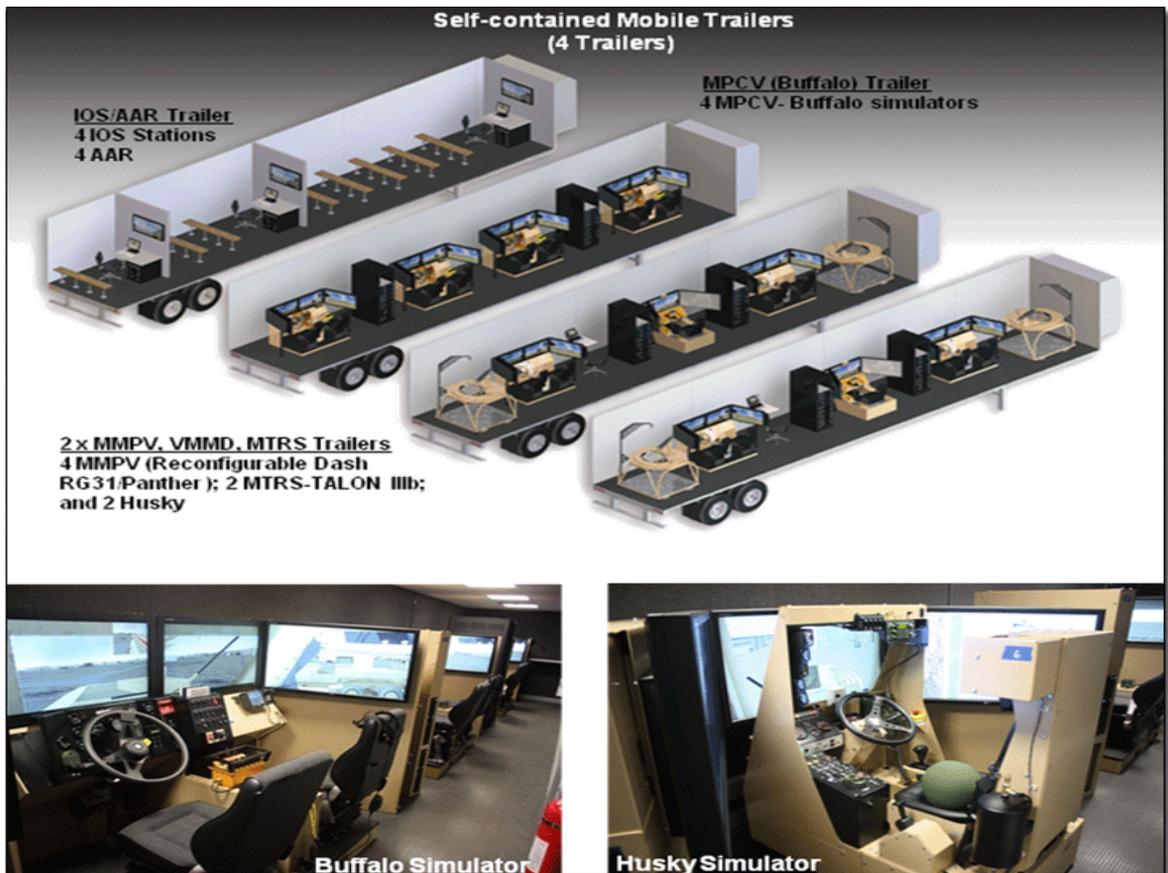
**LOCATION:** Saber Army Airfield

**TELEPHONE:** (270) 798-5217

# Virtual Clearance Training Suite (VCTS)

**MISSION:** To instruct route clearance operations, improve Soldier route clearance skills, teach the latest tactics, techniques, and procedures (TTPs) for route clearance, and practice how to employ route clearance vehicles including the Mine Protected Clearance Vehicle (MPCV) ("Buffalo"), Vehicular Mounted Mine Detector (VMMD) ("Husky") with the Mine Detonation Trailer (MDT), Medium Mine Protected Vehicle (MMPV) (RG31 and Panther), and the Man Transportable Robotic Systems (MTRS) ("Talon").

**DESCRIPTION:** The VCTS uses four self-contained, mobile trailers containing four MPCV (Buffalo) virtual simulators (driver and co-driver positions), two VMMD (Husky) virtual simulators (Husky with or without MDT), four reconfigurable MMPV (RG-31 or Panther) virtual simulators (driver, commander, and gunner positions), one MTRS (Talon IIIB) virtual simulator and four Instructor Operator Stations (IOS) with four shared After Action Review areas. The VCTS provides classroom instruction and a virtual simulator environment for training route clearance operations. The MPCV ("Buffalo") simulator incorporates the MPCV Arm Control Box, MPCV Arm Camera Control Box and Camera View Select Box. The MMPV (RG31/Panther) simulator also incorporates the M2 crew served weapon. Metal detection and marking system capabilities are incorporated for the Husky. The Husky also simulates the Ground Penetrating Radar (GPR) capabilities of the Husky Mounted Detection Systems (HMDS).



# Virtual Clearance Training Suite (VCTS)



**LOCATION:** Behind Building 6551 59<sup>th</sup> Street

**TELEPHONE:** (931) 896-1059

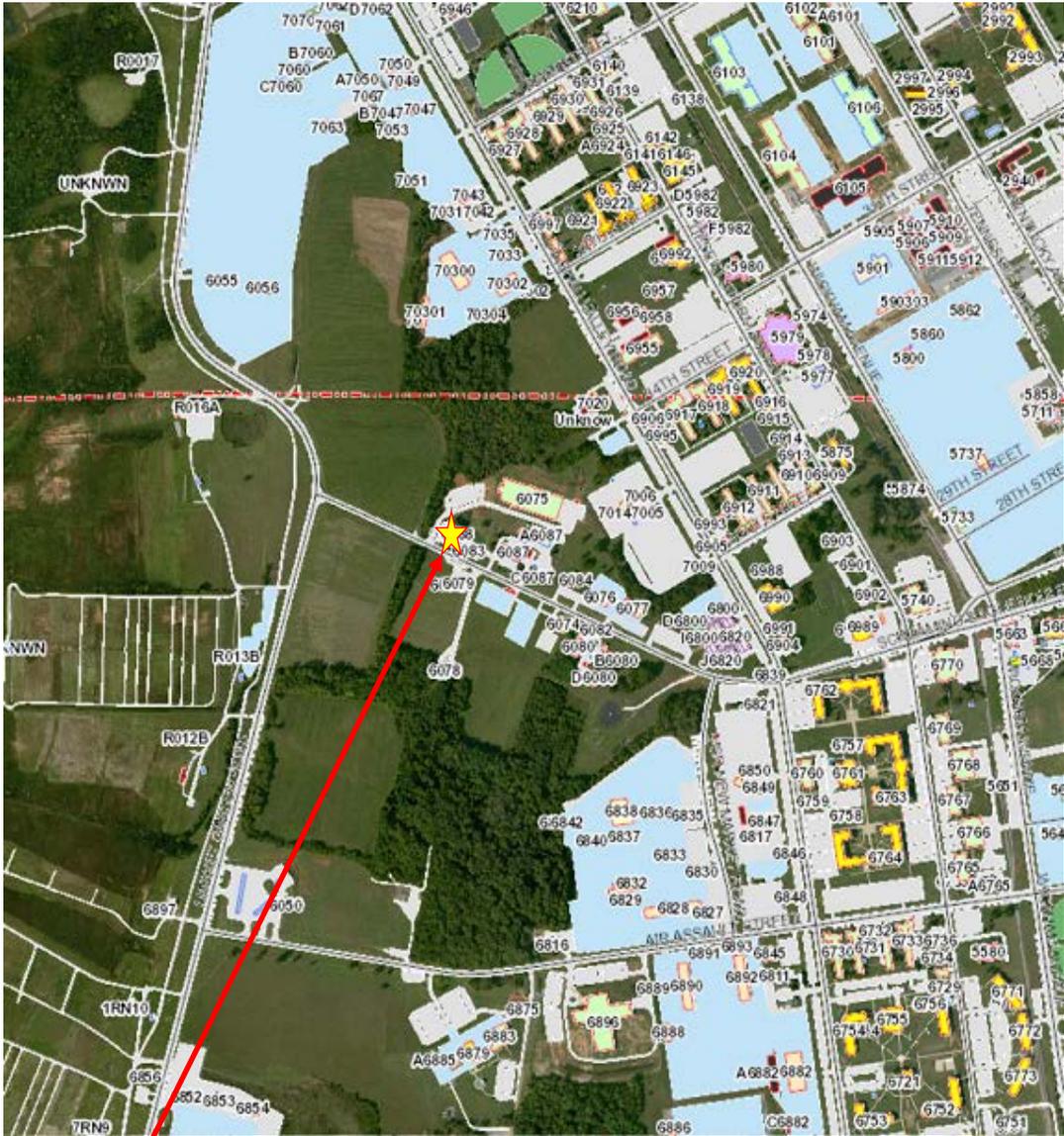
# Visual and Mission Planning Integrated Rehearsal Environment (VAMPIRE)

**MISSION:** To provide the Warfighter a fully embedded simulation that trains all operator functions and emergency procedures for family-of-systems small UAS (Raven, Wasp, Puma).

**DESCRIPTION:** VAMPIRE runs on fielded Panasonic Toughbook and Ground Control Station with no modification to fielded hardware and software. Vampire creates the virtual environment for training operator tasks such as route and mission planning as well as in-flight tasks such as target tracking and reaction to emergency procedures. Vampire also provides tactical training scenarios on geospecific terrain databases built from satellite source imagery to produce visual quality that matches that of the actual systems, permitting operators to conduct mission rehearsals in remote areas of operation prior to deployment.



# Visual and Mission Planning Integrated Rehearsal Environment (VAMPIRE)



**LOCATION:** Building 6088 Screaming Eagle Blvd.

**TELEPHONE:** (270) 798-5217

# Live, Virtual, Constructive- Integrating Architecture (LVC-IA)

**MISSION:** To provide the foundational structure and framework for integrating live, virtual, constructive systems into the integrated Soldier's training environment. On Fort Campbell, it's the persistent network architecture that permits the connection and interoperation of the Live Domain training system "HITS", the Virtual Domain simulators "AVCATT" and "RVTT", the Constructive Domain simulation JLCCTC-ERF, the Gaming Domain simulation "VBS3", and Army digital Mission Command Systems located at the Kinnard MTC. The LVC-IA network architecture also extends to several training area locations, and is the hub for Fort Campbell's Integrated Training Environment (ITE).

**DESCRIPTION:** The **Live, Virtual, Constructive-Integrating Architecture (LVC-IA)** is a system of systems providing a net-centric linkage that collects, retrieves and exchanges data among existing Training Aids, Devices, Simulations, and Simulators (TADSS) and both joint and Army Mission Command Systems. The LVC-IA defines "how" information is exchanged among the different LVC domains and the Mission Command Systems. The LVC-IA provides enterprise level tools for exercise control, after action review, and system information assurance. It provides hardware and software to interface the different Live, Virtual and Constructive communication protocols. It also provides a correlated common operating picture for the training audience on their organic command and control equipment. The integration of the Live, Virtual and Constructive TADSS with the Mission Command equipment will enable larger, more robust training events thus better preparing United States Soldiers for their missions at an overall reduced cost. The end-state goal is an LVC Integrated Training Event (ITE) that can cost effectively approximate operational environments to provide a high level of value added training and mission rehearsal opportunities to Army's commanders and their Soldiers.





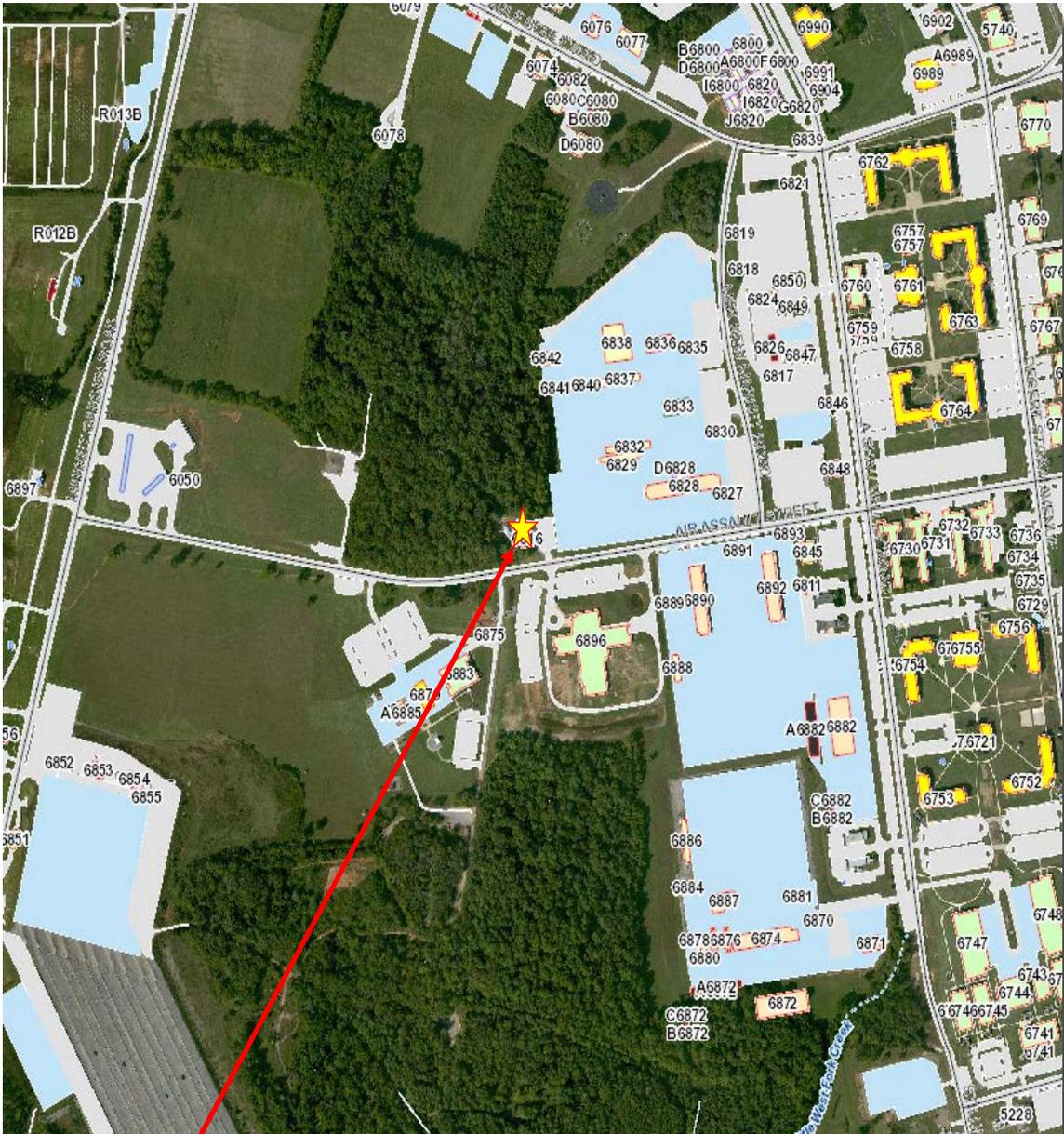
# Virtual Battlespace 3 (VBS3)

**MISSION:** Provides a gaming-specific synthetic environment along with thousands of models of specific US Army and THREAT equipment types to enable “first person shooter” simulations, mission rehearsals, staff exercises, and other mounted (both ground and air)/dismounted training events at the individual through Battalion level.

**DESCRIPTION:** VBS3 is a 3-D, first-person, games-for-training platform that provides realistic, semi-immersive environments, dynamic terrain areas and environments, thousands of simulated military and civilian entities and equipment, and a range of geotypical (generic) as well as actual geo-specific terrains. U.S. Army, U.S. Marine Corps and multinational equipment is modeled. Over 100 users can join the same exercise on a network. A 3-D scenario editor is included as well as a robust After Action Review capability. VBS3 can be interoperated with other simulation systems available at the Kinnard Mission Training Complex as well as other systems in the Fort Campbell Integrated Training Environment (ITE), including the Aviation Combined Arms Tactical Trainer (AVCATT), and the Reconfigurable Vehicle Tactical Trainer (RVTT). VBS3 can also stimulate US Army digital mission command systems including the Command Post of the Future (CPOF) and the Blue Force Tracker-Joint Capability Release (BFT-JCR).



# Virtual Battlespace 3 (VBS3)



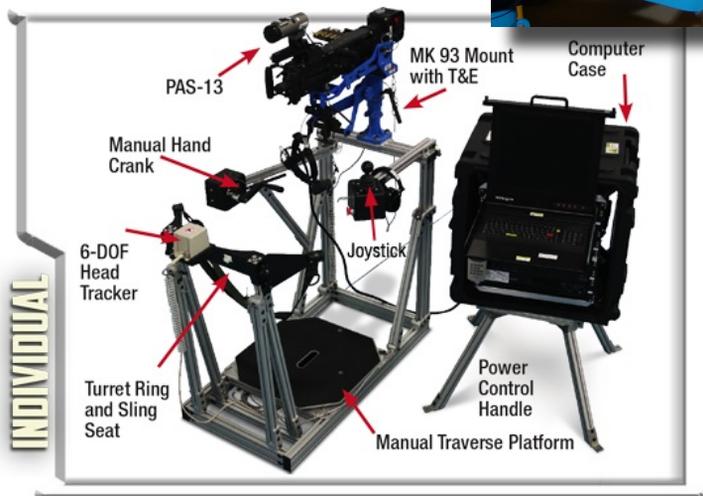
**LOCATION:** Building 6816 Air Assault St.

**TELEPHONE:** (270) 798-0493

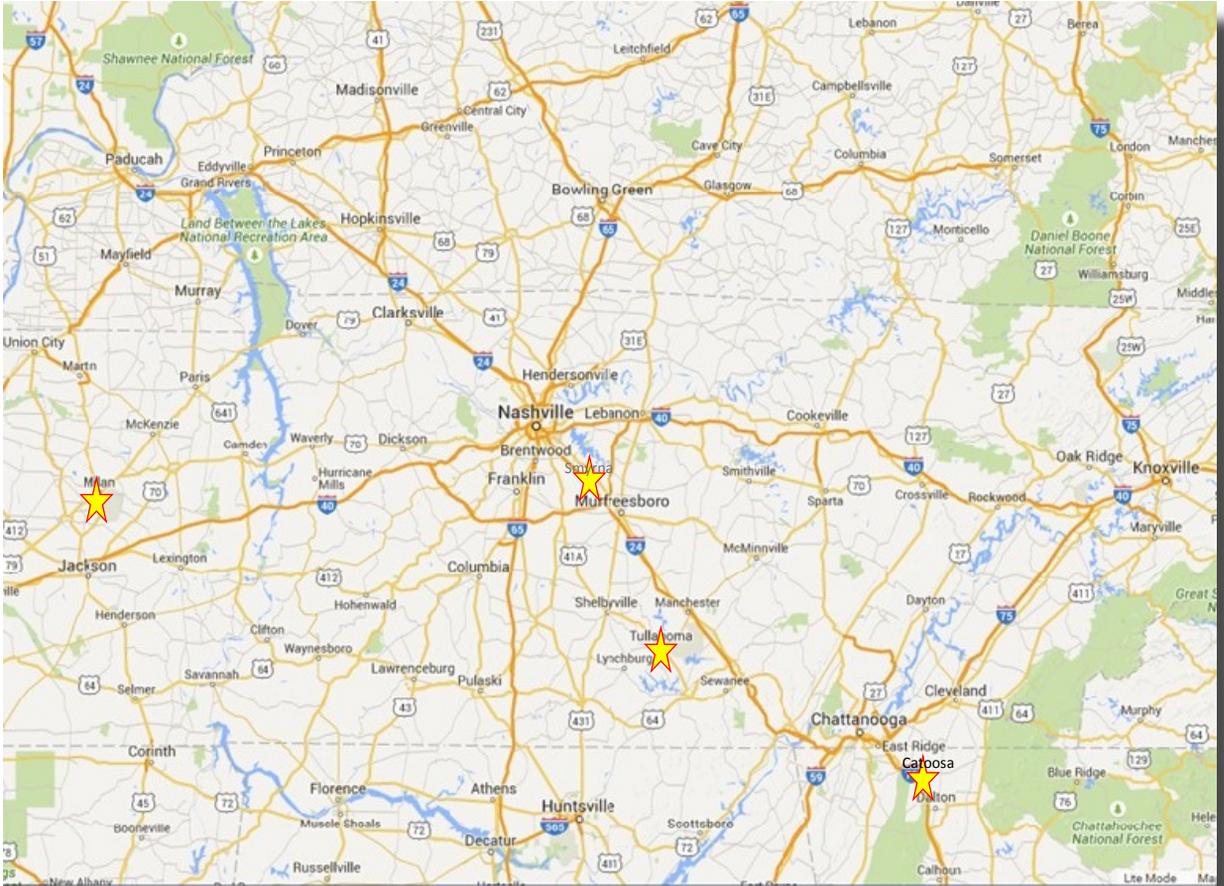
# Individual Gunnery Trainer - (IGT)

**MISSION:** The IGT trains and sustains individual gunnery skills for employing the M2 .50 cal, MK-19, M240B and M249 SAW machine gun from the gunner's position of selectable vehicles.

**DESCRIPTION:** Through a head mounted display and microphone, the Soldier can see 360 degrees of the battlefield and speak commands. The computer recognizes key words and acts accordingly; bringing up visual displays, changing to night vision or thermal sight or even stopping the vehicle, to name a few. The computer also takes into consideration the possibility of multiple enemy targets from the side and rear of the vehicle. Three interactive programs of instruction are included with the .50 caliber IGT system. The first is the basic .50 caliber for new users to give the Soldier familiarization with the trainer and the capabilities for the system. The second and third are more advanced and take the Soldier through a matrix progression, designed for sustainment in the Combat Service Support and Heavy Brigade Combat Team gunnery tables. The computer remembers where the Soldier left off and will adjust the tutorials based on the amount of time since the last class in order to keep the Soldier up to date and efficient. Targets moving across the screen can be anything from enemy troops, trucks and armored vehicles to helicopters.



# Individual Gunnery Trainer - (IGT)



**LOCATIONS:** Milan, TN  
Smyrna, TN  
Tullahoma, TN  
Catoosa, GA

**TELEPHONE:** (270) 798-7640

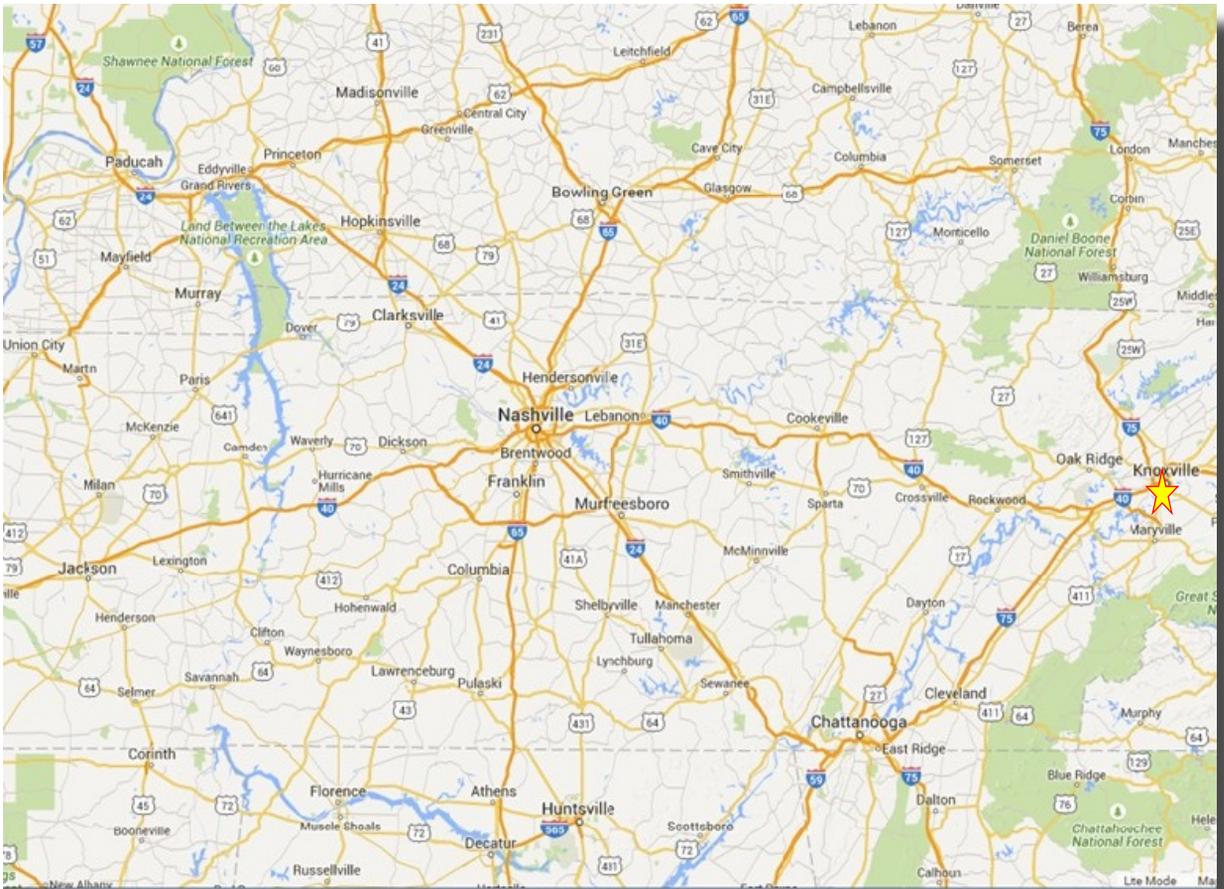
# Unstabilized Gunnery Trainer – Crew (UTG-C)

**MISSION:** The UGT-C enables units to train crews and platoons on an Army approved simulator capable of a system generated Gate-To-Live-Fire for Mounted Machinegun training in accordance with the new TC 3-20.31 (Training and Qualification Crew, dated 5 December 2014). When combined with additional UGT-C systems, it will allow collective training events, i.e. section, platoon gunnery training with the dual capability of executing mounted maneuver exercises prior to live operations.

**DESCRIPTION:** Through a head mounted display and microphone, the Gunner can see 360 degrees of the battlefield and speak commands. Crew workstations allow for collective training. The computer recognizes key words and acts accordingly; bringing up visual displays, changing to night vision or thermal sight or even stopping the vehicle, to name a few. The computer also takes into consideration the possibility of multiple enemy targets from the side and rear of the vehicle. Three interactive programs of instruction are included with the .50 caliber IGT system. The first is the basic .50 caliber for new users to give the Crew familiarization with the trainer and the capabilities for the system. The second and third are more advanced and take the Crew through a matrix progression, designed for sustainment in the Combat Service Support and Heavy Brigade Combat Team gunnery tables. The computer remembers where the Crew left off and will adjust the tutorials based on the amount of time since the last class in order to keep the Crew up to date and efficient. Targets moving across the screen can be anything from enemy troops, trucks and armored vehicles to helicopters.



# Unstabilized Gunnery Trainer – Crew (UTG-C)



**LOCATION:** 278<sup>th</sup> ACR Knoxville, TN

**TELEPHONE:** (270) 798-7640

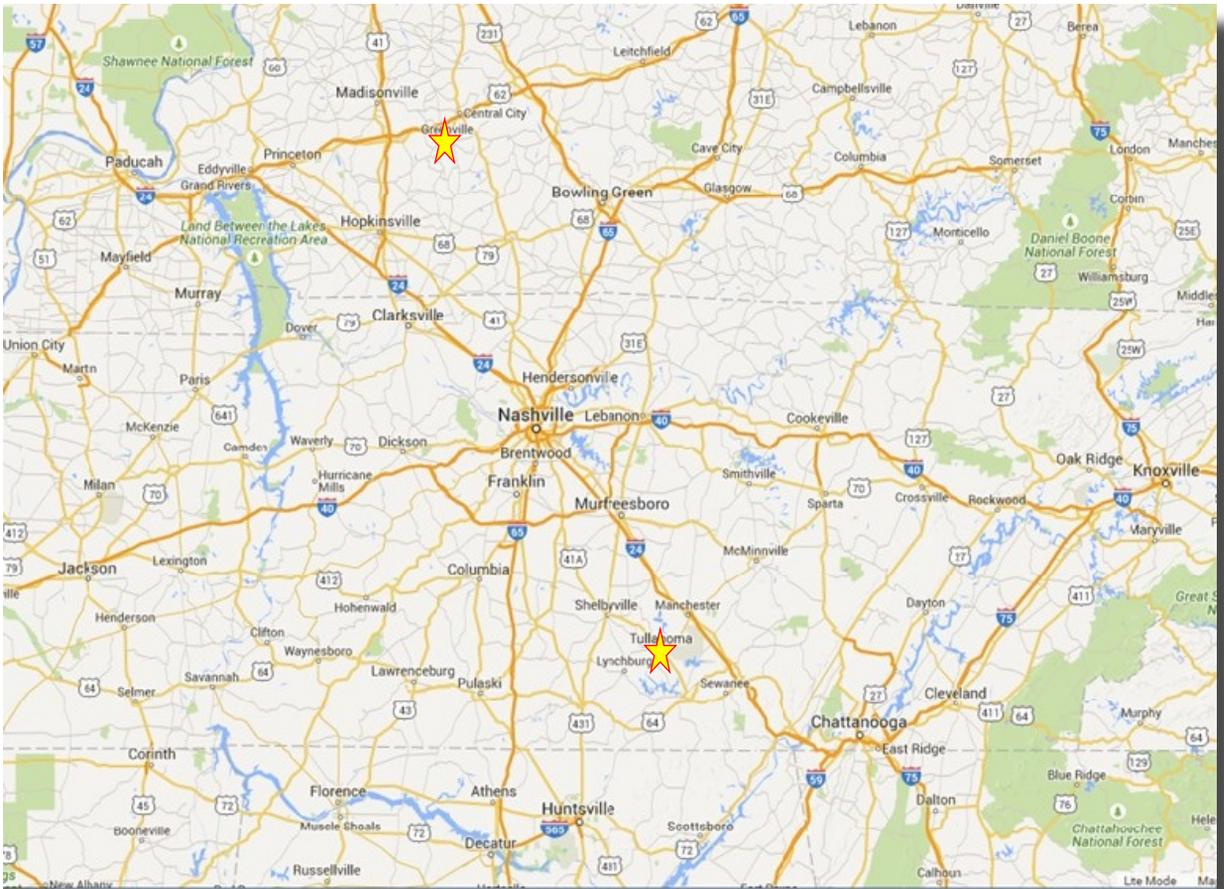
# Virtual Convoy Operations Trainer (VCOT)

**MISSION:** The VCOT provides training for combat convoys under realistic conditions through the streets. The VCOT ensures that soldiers are trained to, conduct Convoy Operations, focusing on internal SOP, to include Convoy Speed, Distance, and procedures upon contact, Submitting Reports, to anticipate ambushes, and other insurgent actions from all possible directions by allowing the crew to observe, maneuver vehicles and weapons, and fire their weapons through a full 360 degree circumference. Crew members are not limited by fixed screen projections; they have a complete and continuous view of the entire virtual world around them - as they would under real combat conditions.

**DESCRIPTION:** The VCOT system has the flexibility to allow users to select the right vehicle mix for their convoy, the weapon system employed on each vehicle, the routes along which the convoy will travel, and the type and strength of enemy activity along the convoy route. The VCOT may be operated either as a collective training system where all crew stations operate together, or as a Gunnery Trainer where crew stations operate independently. Combat Patrol is a 12 person training course, with four vehicles comprised of a Driver, Vehicle Commander, and Gunner. All four vehicles operate as a Convoy to face specific scenarios in a virtual environment tailored as close to units training intent, as possible.



# Virtual Convoy Operations Trainer (VCOT)



**LOCATIONS:** Greenville, KY  
Tullahoma, TN

**TELEPHONE:** (270) 798-7640

	Category		
	System	Nonsystem	
<b>Training Device</b>			<b>Training Supported</b>
Advanced Bradley Full-Crew Interactive Simulator Trainer	X		BFV crew gunnery
America's Army		X	Individual and squad collective
AN/TDQ-T1 RADIAC Trainer	X		AN/PDR-56F RADIAC Meter
AN/TDQ-T2 RADIAC Training Set	X		AN/PDR-56F RADIAC Meter
Antitank Guided Missile Vehicle Basic Skills Trainer	X		ATGM gunnery
Ashley Targets	X		Close Quarter Combat
AT4 Field Handler Trainer	X		M136 AT4 non-firing tasks
ATGM Vehicle Basic Skills Trainer	X		Stryker ATGM gunnery
Bradley Advanced Training Systems	X		M2A3 BFV gunnery
Call-for-Fire Trainer		X	Observed indirect fire tasks
Casualty Simulation Kit		X	Combat lifesaver tasks
Chemical Agent Monitor Simulator	X		Chemical Agent Monitor
Close Combat Mission Capability Kit		X	Close quarters combat (M9,M4,M16,M249)
Close Combat Tactical Trainer		X	Collective maneuver training
Common Driver Trainer	X		Stryker Driver Training (all variants)
Conduct of Fire Trainer-Enhanced	X		M2A2/ODS BFV gunnery
Engagement Skills Trainer 2000		X	Small arms marksmanship/rules of engagement
Full Spectrum Command		X	Company tactical decisionmaking
Full Spectrum Leader		X	Platoon leadership
Full Spectrum Warrior		X	Small unit operations
Homestation Instrumentation Training System		X	Collective force-on-force
Human Urban Targets		X	Close quarters combat (live fire)
Infantry Moving Target Carrier		X	Small arms marksmanship (live fire)
Infantry Rifle Fire Simulator		X	React to direct fire
Infantry Target Mechanism		X	Small arms marksmanship (live fire)
Intravenous Therapy Trainer		X	Combat lifesaver tasks
Javelin Basic Skills Trainer	X		Javelin gunnery
Javelin Field Tactical Trainer	X		Javelin force-on-force, force on target
Javelin Missile Simulation Round	X		Javelin non-firing operations
Joint Land Component Constructive Training Capability		X	Constructive (battalion and above)
Laser Marksmanship Training System		X	Small arms marksmanship
Location of Miss and Hit		X	Small arms marksmanship (live fire)
M141 Atomic Explosive Simulator		X	Reaction to nuclear attack
M141 BDM Field Handler Trainer	X		M141 BDM non-firing operations
M15 Aiming Card	X		M16 Rifle, M4 Carbine marksmanship
M16 Sighting Device	X		M16 Rifle, M4 Carbine marksmanship
M172 Dummy Round	X		M2 BFV 7.63-mm tasks
M18A1 Claymore Mine Kit, Inert	X		M18/M18A1 Claymore Mine
M19 Blank Firing Adapter Gun	X		M2 Machine Gun, force on force
M190 LAW Subcaliber Training Device	X		M191 LAW marksmanship
M2 Machine Gun Sighting Bar	X		M2 MG marksmanship
M2 ODS Tabletop Full-Fidelity Trainer	X		M2 ODS BFV gunnery
M21 Antitank Practice Mine	X		M21 AT Mine operations
M256 Chemical Detection Training Kit	X		M256 detector kit tasks

	Category		
	System	Nonsystem	
<b>Training Device</b>			<b>Training Supported</b>
M287 Subcaliber Tracer Trainer	X		M136 AT4 marksmanship
M67 Practice Hand Grenade	X		M67 Hand Grenade tasks
M794 Dummy Round	X		M2 BFV 25-mm tasks
M81 Simulation Detector Unit	X		M43A1 Chemical Detector operations
M9 Air-Operated Pistol	X		M9 Pistol quick fire marksmanship
M9 Simulator, Projectile, Airburst, Liquid		X	Chemical detection and decontamination
Machine Gun Sighting Bar	X		M240B MG, M249 MG marksmanship
Mannequin, Head and Torso, CPR Training		X	Combat lifesaver tasks
Mark I Nerve Agent Antidote Training Kit	X		MK I Nerve Agent Antidote Injector tasks
MGS Interim Deployable Advanced Gunnery Training System	X		Stryker MGS gunnery
MK19 GMG Target Engagement Simulation	X		Stryker Mk19 gunnery
MK19 Tactical Engagement Simulation	X		MK19 Grenade Machine Gun, force on force
Multiple Integrated Laser Engagement System		X	Individual and collective force-on-force/target
Nonlethal Capability Set		X	Individual and collective nonlethal operations
Precision Gunnery System	X		BFV force-on-force and gunnery
Rapid Decision Trainer		X	Troop leading procedures
Recognition of Combat Vehicles		X	Target recognition
Reconfigurable Vehicle Tactical Trainer		X	Collective convoy defense
Remote Target System		X	Maneuver force-on-target
Resuscitation Training Mannequin		X	Combat lifesaver tasks
Riddle Sighting Device	X		M16/M4 marksmanship
Rifle-holding Device	X		M16 marksmanship
Selective Lightweight Attack Munitions Trainer		X	M320 SLAM operations
Self-Directed Learning Internet Module ES2 System	X		Every Soldier a Sensor tasks
Sighting Target		X	M240B, M249 machine gun marksmanship
Simulated Long-Range, Laser-Designator Rangefinder	X		LLDR operations
Small Arms Flash Noise Gunfire Simulator		X	React to direct fire
Spider	X		Spider emplacement, detonation and recovery
Target Box Paddle		X	M16 Rifle marksmanship
Targetry and Simulation Device System		X	Individual and collective force-on-target training
TOW Field Tactical Trainer	X		TOW II force-on-force
TOW Gunnery Training System	X		TOW II gunnery
TOW ITAS Basic Skills Trainer	X		TOW ITAS gunnery
TOW ITAS Field Tactical Trainer	X		TOW ITAS force-on-force
TOW Missile Simulation Round	X		TOW non-firing tasks
Training IED		X	Counter IED tasks
Vehicle Instrument Interface Package	X		Stryker force on force
War Wound Mouflage Set		X	Combat lifesaver tasks

Table A-1. Rifle company task-to-TADSS matrix (IBCT CATS).

<b>RIFLE COMPANY TASK SELECTIONS FROM IBCT, CATS</b>	<b>Conduct Company Operations Events: CL, STX, FTX, CALFEX</b>	<b>Prepare for Operations Event: ST, DEPEX, TEWT</b>	<b>Attack Events: STX, TEWT</b>	<b>Defend Events: STX, TEWT</b>	<b>Move Tactically Events STX, TEWT</b>	<b>Protect the Force Event: STX, TEWT</b>	<b>Sustain Digital Proficiency Event: ST, COMEX</b>	<b>Sustain the Company Event: STX</b>
<b>EST 2000</b>	CL, STX	ST, DEPEX		STX		STX		
<b>GUARDFIST/CFPT</b>	CL							
<b>HITS</b>	STX FTX CALFEX		STX	STX	STX	STX	COMEX	STX
<b>Javelin BST</b>	CL							
<b>Javelin FTT</b>	CL STX FTX CALFEX		STX	STX	STX	STX		
<b>Javelin MSR</b>	CL STX FTX CALFEX		STX	STX	STX	STX		
<b>JLCCTC</b>	CL STX FTX CALFEX	ST TEWT DEPEX	TEWT STX	TEWT STX	TEWT STX	TEWT STX	ST COMEX	STX
<b>L-CCATS</b>	CL STX FTX		STX	STX	STX	STX		
<b>LMTS</b>	CL	ST DEPEX						

Table A-1. Rifle company task-to-TADSS matrix (IBCT CATS, continued).

<b>RIFLE COMPANY</b> <b>TASK SELECTIONS</b> <b>FROM IBCT, CATS</b>	<b>Conduct Company</b> <b>Operations</b> <b>Events: CL, STX, FTX,</b> <b>CALFEX</b>	<b>Prepare for Operations</b> <b>Event: ST, DEPEX, TEWT</b>	<b>Attack</b> <b>Events: STX, TEWT</b>	<b>Defend</b> <b>Events: STX, TEWT</b>	<b>Move Tactically</b> <b>Events STX, TEWT</b>	<b>Protect the Force</b> <b>Event: STX, TEWT</b>	<b>Sustain Digital Proficiency</b> <b>Event: ST, COMEX</b>	<b>Sustain the Company</b> <b>Event: STX</b>
M136 AT4 FHT	CL STX FTX		STX	STX	STX	STX		
M141 BDM FHT	CL STX FTX		STX	STX	STX	STX		
M18 Inert Claymore Mine	CL STX FTX CALFEX		STX	STX	STX	STX		
M21 Antitank Practice Mine	CL STX FTX CALFEX		STX	STX		STX		
M287 AT4 Subcaliber Trainer	CALFEX							
M320 SLAM Trainer	CL STX FTX CALFEX		STX	STX	STX	STX		
Medical TADSS*	CL	ST DEPEX	STX	STX				STX
MILES	STX FTX CALFEX		STX	STX	STX	STX		STX
CBRN TADSS*	CL STX FTX CALFEX	ST	STX	STX		STX		
NGATS	STX FTX CALFEX	ST DEPEX	STX	STX	STX	STX		
NLCS*		ST	STX	STX		STX		STX
OneTESS	STX FTX CALFEX		STX	STX	STX	STX	COMEX	STX
OPFOR TADSS*	STX FTX CALFEX		STX	STX	STX	STX		STX
ROC-V	CL							
Spider Trainer	CL STX FTX CALFEX		STX	STX	STX	STX		

Table A-1. Rifle company task-to-TADSS matrix (IBCT CATS, continued).

<b>RIFLE COMPANY TASK SELECTIONS FROM IBCT, CATS</b>	<b>Conduct Company Operations Events: CL, STX, FTX, CALFEX</b>	<b>Prepare for Operations Event: ST, DEPEX, TEWT</b>	<b>Attack Events: STX, TEWT</b>	<b>Defend Events: STX, TEWT</b>	<b>Move Tactically Events STX, TEWT</b>	<b>Protect the Force Event: STX, TEWT</b>	<b>Sustain Digital Proficiency Event: ST, COMEX</b>	<b>Sustain the Company Event: STX</b>
Targetry*	STX FTX CALFEX	ST DEPEX	STX	STX	STX	STX		
TIED	CL STX FTX CALFEX	ST	STX	STX	STX	STX		
Training Unique Ammunition*	STX FTX CALFEX	ST DEPEX	STX	STX	STX	STX		STX
RVTT					TEWT STX	TEWT STX		

Table A-2. Rifle company task-to-TADSS matrix (functional CATS, SOSO, UO).

<b>RIFLE COMPANY TASK SELECTIONS FROM FUNCTIONAL CATS, SOSO, AND UO</b>	<b>Operate in an Urban Environment Event: ST, TEWT, STX, FTX</b>	<b>Integrate Civil – Military and Liaison Operations Event: ST, STX</b>	<b>Control Civilians in an Urban Environment Event: ST, STX</b>	<b>Secure Base of Operations Event: CL, ST, TEWT, STX,</b>	<b>Secure Area of Operations Event: ST, TEWT, STX, FTX</b>	<b>React to Hostile Activity Event: ST, TEWT, STX, LFX</b>	<b>Conduct Moving Security Operations Event: ST, TEWT, STX,</b>	<b>Coordinate with Other Elements in a SOS Environment Event: ST, TEWT, STX,</b>	<b>Conduct Civil – Military Operations Event: ST, TEWT, STX</b>
CCTT	ST TEWT STX				ST TEWT STX		ST TEWT STX		
CFFT	ST				ST				
CCMCK*	STX FTX	STX	STX	STX	STX FTX	STX	STX		STX
COTS Simulations*	ST TEWT STX			ST TEWT	ST TEWT STX	ST TEWT STX	ST TEWT STX		
EST 2000	ST STX			ST STX	ST STX	ST			ST
GUARDFIST/CFFT	ST				ST				
HITS	STX FTX	STX	STX	STX	STX FTX	STX LFX	STX	STX	STX
Javelin BST	ST			ST	ST	ST	ST		

Table A-2. Rifle company task-to-TADSS matrix (functional CATS, SOSO, UO).

<b>RIFLE COMPANY</b> <b>TASK SELECTIONS FROM FUNCTIONAL CATS, SOSO, AND UO</b>	<i>Operate in an Urban Environment</i> Event: ST, TEWT, STX, FTX	<i>Integrate Civil – Military and Liaison Operations</i> Event: ST, STX	<i>Control Civilians in an Urban Environment</i> Event: ST, STX	<i>Secure Base of Operations</i> Event: CL, ST, TEWT, STX,	<i>Secure Area of Operations</i> Event: ST, TEWT, STX, FTX	<i>React to Hostile Activity</i> Event: ST, TEWT, STX, LFX	<i>Conduct Moving Security Operations</i> Event: ST, TEWT, STX,	<i>Coordinate with Other Elements in a SOS Environment</i> Event: ST, TEWT, STX,	<i>Conduct Civil – Military Operations</i> Event: ST, TEWT, STX
Javelin FTT	ST STX FTX			ST STX	ST STX FTX	ST STX LFX	ST STX		
Javelin MSR	ST STX FTX			ST STX	ST STX FTX	ST STX LFX	ST STX		
JLCCTC	ST TEWT STX FTX	ST STX	ST STX	ST TEWT STX	ST TEWT STX FTX	ST TEWT STX LFX	ST TEWT STX	ST TEWT STX	ST TEWT STX
L-CCATS	ST STX		STX	STX	ST STX FTX	ST STX	ST STX		ST STX
M136 AT4 FHT	ST STX FTX			ST STX	ST STX FTX	ST STX	STX		
M141 BDM FHT	ST STX FTX			ST STX	ST STX FTX	ST STX LFX	STX		
M18 Inert Claymore Mine	ST STX FTX			ST STX	ST STX FTX				
M190 LAW Subcaliber Trainer						LFX			
M21 Antitank Practice Mine	ST STX FTX			ST STX	ST STX FTX				
M287 AT4 Subcaliber Trainer						LFX			
M320 SLAM Trainer	ST STX FTX			ST STX	ST STX FTX				
Medical TADSS*	ST STX FTX		ST STX		ST STX FTX	ST STX			
MILES	STX FTX	STX	STX	STX	STX FTX	STX LFX	STX	STX	STX
CBRN TADSS*				STX					
NGATS	STX FTX		STX	STX	STX FTX	STX LFX	STX		STX
NLCS*	ST STX FTX	ST STX	ST STX	ST STX	ST STX FTX		ST STX	ST STX	ST TEWT STX

Table A-2. Rifle company task-to-TADSS matrix (functional CATS, SOSO, UO).

<b>RIFLE COMPANY TASK SELECTIONS FROM FUNCTIONAL CATS, SOSO, AND UO</b>	<b>Operate in an Urban Environment Event: ST, TEWT, STX, FTX</b>	<b>Integrate Civil – Military and Liaison Operations Event: ST, STX</b>	<b>Control Civilians in an Urban Environment Event: ST, STX</b>	<b>Secure Base of Operations Event: CL, ST, TEWT, STX,</b>	<b>Secure Area of Operations Event: ST, TEWT, STX, FTX</b>	<b>React to Hostile Activity Event: ST, TEWT, STX, LFX</b>	<b>Conduct Moving Security Operations Event: ST, TEWT, STX,</b>	<b>Coordinate with Other Elements in a SOS Environment Event: ST, TEWT, STX,</b>	<b>Conduct Civil – Military Operations Event: ST, TEWT, STX</b>
<b>OneTESS</b>	STX FTX	STX	STX	STX	STX FTX	STX LFX	STX	STX	STX
<b>OPFOR TADSS*</b>	STX FTX	STX	STX	STX	STX FTX	STX LFX	STX	STX	STX
<b>Spider Trainer</b>	ST STX FTX			ST STX	ST STX FTX				
<b>Targetry*</b>	STX FTX		STX	STX	STX FTX	STX LFX	STX		
<b>TIED</b>	ST STX FTX		STX	ST STX	ST STX FTX	ST STX LFX	ST TEWT STX		STX
<b>Training Unique Ammunition*</b>	STX FTX	STX	STX	STX	STX FTX	STX LFX	STX	STX	STX
<b>RVTT</b>	ST TEWT STX				ST TEWT STX		ST TEWT STX		

Table B-1. Rifle platoon task-to-TADSS matrix.

RIFLE PLATOON  TASK SELECTIONS IBCT AND FUNCTIONAL CATS, SOSO, AND UO	Conduct Platoon Operations Events: CL, LFX, STX, FTX	Prepare for Operations Event: ST	Attack Events: ST, STX	Defend Events: ST, STX	Move Tactically Events: ST, STX	Protect the Force Event: ST	Operate in an Urban Environment Event: CL, ST, TEWT, STX, LTX, FTX	Interact with Civilians Event: CL, ST, STX	React to Immediate Threats/ Assault Course Event: CL, ST, STX, LFX SH / BF	Secure Base of Operations Event: CL, ST, TEWT, STX, LTX	Secure Area of Operations Event: ST, TEWT, STX, FTX	Conduct Moving Security Operations Event: CL, ST, TEWT, STX, LFX, LTX	React to Hostile Activity Event: CL, ST, TEWT, STX, LFX, LTX	Conduct Civil-Military Operations Event: CL, ST, TEWT, STX, LTX
	CCTT	CFFT	CCMCK*	COTS Simulations*	EST 2000	GUARDFIST/CFFT	HITS	Javelin BST						
	STX		STX		ST STX	ST	CL ST TEWT STX		ST		ST TEWT STX	CL ST TEWT STX		
	CL		ST	ST			CL ST		CL ST		ST	CL ST	CL ST	
	STX		STX	STX	STX		STX LTX FTX	STX	ST STX LFX	STX LTX	STX FTX	STX LTX	STX LTX	STX LTX
	CL STX	ST	ST STX	ST STX	ST STX	ST	CL ST TEWT STX	CL ST	CL	CL ST	ST STX TEWT	CL ST STX	CL ST STX	CL ST
	CL	ST	ST	ST		ST	CL ST STX	CL ST STX		CL ST STX LTX	ST STX		CL ST	
	CL		ST	ST			CL ST		CL		ST	CL ST	CL ST	
	STX FTX LFX		STX	STX	STX		STX LTX FTX	STX	STX LFX	STX LTX	STX FTX	STX LTX LFX	STX LTX LFX	STX LTX
	CL		ST	ST	ST	ST	CL ST					ST	ST	

Table B-1. Rifle platoon task-to-TADSS matrix (continued).

RIFLE PLATOON  TASK SELECTIONS IBCT AND FUNCTIONAL CATS, SOSO, AND UO	Conduct Platoon Operations Events: CL, LFX, STX, FTX	Prepare for Operations Event: ST	Attack Events: ST, STX	Defend Events: ST, STX	Move Tactically Events: ST, STX	Protect the Force Event: ST	Operate in an Urban Environment Event: CL, ST, TEWT, STX, LTX, FTX	Interact with Civilians Event: CL, ST, STX	React to Immediate Threats/ Assault Course Event: CL, ST, STX, LFX SH / BF	Secure Base of Operations Event: CL, ST, TEWT, STX, LTX	Secure Area of Operations Event: ST, TEWT, STX, FTX	Conduct Moving Security Operations Event: CL, ST, TEWT, STX, LFX, LTX	React to Hostile Activity Event: CL, ST, TEWT, STX, LFX, LTX	Conduct Civil-Military Operations Event: CL, ST, TEWT, STX, LTX
Javelin FTT	CL STX FTX LFX		ST STX	ST STX	ST STX	ST	CL ST STX LTX FTX		ST STX	ST STX LTX	ST STX FTX	ST STX LTX LFX	ST STX LTX LFX	
Javelin MSR	CL STX FTX LFX		ST STX	ST STX	ST STX	ST	CL ST STX LTX FTX		ST STX	ST STX LTX	ST STX FTX	ST STX LTX LFX	ST STX LTX LFX	
JLCCTC	STX FTX LFX	ST	STX	STX	STX		TEWT STX LTX FTX		CL ST	TEWT	ST TEWT STX FTX	CL TEWT STX LTX	CL TEWT STX LTX	CL TEWT
L-CCATS	STX FTX		ST STX	ST STX	ST STX	ST	ST STX FTX LTX		ST	ST STX LTX	ST TEWT STX FTX	ST STX LTX	ST STX LTX	
LMTS	CL		ST	ST	ST	ST	CL ST		ST		ST	CL ST	CL ST	
M136 AT4 FHT	CL STX FTX LFX		ST STX	ST STX	ST STX	ST	CL ST STX LTX FTX		ST STX LFX	ST STX LTX	ST STX FTX	ST STX LTX LFX	ST STX LTX LFX	
M141 BDM FHT	CL STX FTX LFX		ST STX	ST STX	ST STX	ST	CL ST STX LTX FTX		ST STX LFX	ST STX LTX	ST STX FTX	ST STX LTX LFX	ST STX LTX LFX	
M18 Inert Claymore Mine	CL STX FTX LFX	ST	ST STX	ST STX		ST	CL ST STX LTX FTX			CL ST STX LTX	ST STX FTX			
M190 LAW Subcaliber Trainer	LFX											LFX	LFX	
M21 Antitank Practice Mine	CL STX FTX LFX	ST	ST STX	ST STX		ST	CL ST STX LTX FTX				ST STX FTX			

Table B-1. Rifle platoon task-to-TADSS matrix (continued).

<b>RIFLE PLATOON</b>	<b>Conduct Platoon Operations Events: CL, LFX, STX, FTX</b>	<b>Prepare for Operations Event: ST</b>	<b>Attack Events: ST, STX</b>	<b>Defend Events: ST, STX</b>	<b>Move Tactically Events: ST, STX</b>	<b>Protect the Force Event: ST</b>	<b>Operate in an Urban Environment Event: CL, ST, TEWT, STX, LTX, FTX</b>	<b>Interact with Civilians Event: CL, ST, STX</b>	<b>React to Immediate Threats/ Assault Course Event: CL, ST, STX, LFX, SH / BF</b>	<b>Secure Base of Operations Event: CL, ST, TEWT, STX, LTX</b>	<b>Secure Area of Operations Event: ST, TEWT, STX, FTX</b>	<b>Conduct Moving Security Operations Event: CL, ST, TEWT, STX, LFX, LTX</b>	<b>React to Hostile Activity Event: CL, ST, TEWT, STX, LFX, LTX</b>	<b>Conduct Civil-Military Operations Event: CL, ST, TEWT, STX, LTX</b>
<b>M287 AT4 Subcaliber Trainer</b>	LFX											LFX	LFX	
<b>M320 SLAM Trainer</b>	CL STX FTX LFX	ST	ST STX	ST STX	STX	ST	CL ST STX LTX FTX				ST STX FTX			
<b>Medical TADSS*</b>	CL	ST	ST STX	ST STX			CL ST STX LTX FTX				ST STX FTX		CL ST STX LTX	
<b>MILES</b>	FTX LFX STX		STX	STX	STX		STX LTX FTX	STX	ST STX LFX	STX LTX	STX FTX	STX LTX LFX	STX LTX LFX	STX LTX
<b>CBRN TADSS*</b>	CL STX FTX LFX	ST				ST			CL ST STX		ST STX FTX			
<b>NGATS</b>	STX FTX LFX		STX	STX	STX		STX LTX FTX		STX LFX	STX LTX	STX FTX	STX LTX LFX	STX LTX LFX	
<b>NLCS*</b>		ST	ST STX	ST STX		ST	CL ST TEWT STX LTX FTX	CL ST STX		CL ST STX LTX	ST STX FTX	CL ST STX LTX	CL ST STX LTX	CL ST STX LTX
<b>OneTESS</b>	FTX STX LFX		STX	STX	STX		STX LTX FTX	STX	STX LFX	STX LTX	STX FTX	STX LTX LFX	STX LTX LFX	STX LTX
<b>OPFOR TADSS*</b>	CL STX FTX LFX		ST STX	ST STX	ST STX	ST	CL ST STX LTX FTX		STX	CL ST STX LTX	ST TEWT STX FTX	CL ST STX LTX	CL ST STX LTX	
<b>ROC-V</b>		ST	ST	ST	ST	ST	CL ST			CL ST	ST			
<b>Targetry*</b>	FTX LFX STX		STX	STX	STX		STX LTX FTX		STX LFX	STX LTX	STX FTX	STX LTX LFX	STX LTX LFX	

Table B-1. Rifle platoon task-to-TADSS matrix (continued).

<b>RIFLE PLATOON</b>  <b>TASK SELECTIONS IBCT AND FUNCTIONAL CATS, SOSO, AND UO</b>	<b>Conduct Platoon Operations Events: CL, LFX, STX, FTX</b>	<b>Prepare for Operations Event: ST</b>	<b>Attack Events: ST, STX</b>	<b>Defend Events: ST, STX</b>	<b>Move Tactically Events: ST, STX</b>	<b>Protect the Force Event: ST</b>	<b>Operate in an Urban Environment Event: CL, ST, TEWT, STX, LTX, FTX</b>	<b>Interact with Civilians Event: CL, ST, STX</b>	<b>React to Immediate Threats/ Assault Course Event: CL, ST, STX, LFX, SH / BF</b>	<b>Secure Base of Operations Event: CL, ST, TEWT, STX, LTX</b>	<b>Secure Area of Operations Event: ST, TEWT, STX, FTX</b>	<b>Conduct Moving Security Operations Event: CL, ST, TEWT, STX, LFX, LTX</b>	<b>React to Hostile Activity Event: CL, ST, TEWT, STX, LFX, LTX</b>	<b>Conduct Civil-Military Operations Event: CL, ST, TEWT, STX, LTX</b>
<b>TIED</b>	CL STX FTX LFX	ST	ST STX	ST STX	ST STX	ST	CL ST STX LTX FTX	ST STX	CL ST STX LFX	CL ST STX LTX	ST STX FTX	CL ST STX LTX LFX	CL ST STX LTX LFX	
<b>Training Unique Ammunition*</b>	FTX STX LFX		ST STX	ST STX	STX		STX LTX FTX		STX LFX	STX LTX	STX FTX	STX LTX LFX	STX LTX LFX	STX LTX
<b>RVTT</b>	STX CL	ST	ST STX	ST STX	ST STX	ST	CL ST STX				ST STX	CL ST STX	CL ST STX	

Table C-1. Rifle squad task-to-TADSS matrix.

<b>RIFLE SQUAD</b>  <b>TASK SELECTIONS FROM IBCT AND FUNCTIONAL CATS, SOSO, AND UO</b>	<b>Conduct Squad Operations</b> Events: CL, FTX, LFX, STX	<b>Attack</b> Events: ST, STX	<b>Defend</b> Events: ST, STX	<b>Move Tactically</b> Events: ST, STX	<b>Conduct Small Unit Operations (Urban Operations)</b> Event: CL, ST, LTX, STX	<b>Conduct Small Unit Operations (Stability and Reconstruction Operations)</b> Event: CL, ST
<b>CCTT</b>	CL STX			ST STX	ST STX	ST
<b>CFFT</b>	CL	ST	ST			
<b>CCMCK*</b>	STX, FTX	STX	STX	STX	STX, LTX	
<b>COTS Simulations*</b>	CL STX	ST STX	ST STX	ST STX	CL ST	CL ST
<b>GUARDFIST/CFFT</b>	CL	ST	ST			
<b>HITS</b>	STX LFX FTX	STX	STX	STX	STX LTX	
<b>Javelin BST</b>	CL	ST	ST	ST	CL ST	CL ST
<b>Javelin FTT</b>	CL STX LFX FTX	ST STX	ST STX	ST STX	CL ST STX LTX	CL ST
<b>Javelin MSR</b>	CL STX LFX FTX	ST STX	ST STX	ST STX	CL ST STX LTX	CL ST
<b>L-CCATS</b>	CL STX FTX	ST STX	ST STX	ST STX	ST STX LTX	ST
<b>LMTS</b>	CL, STX	ST	ST	ST	CL, ST	CL, ST
<b>M136 AT4 FHT</b>	CL STX LFX FTX	ST STX	ST STX	ST STX	CL ST STX LTX	CL ST

Table C-1. Rifle squad task-to-TADSS matrix (continued).

<b>RIFLE SQUAD</b>  <b>TASK SELECTIONS FROM IBCT AND FUNCTIONAL CATS, SOSO, AND UO</b>	<b>Conduct Squad Operations</b> Events: CL, FTX, LFX, STX	<b>Attack</b> Events: ST, STX	<b>Defend</b> Events: ST, STX	<b>Move Tactically</b> Events: ST, STX	<b>Conduct Small Unit Operations (Urban Operations)</b> Event: CL, ST, LTX, STX	<b>Conduct Small Unit Operations (Stability and Reconstruction Operations)</b> Event: CL, ST
<b>M141 BDM FHT</b>	CL STX LFX FTX	ST STX	ST STX	ST STX	CL ST STX LTX	CL ST
<b>M18 Inert Claymore Mine</b>	CL STX LFX FTX		ST STX		CL ST STX LTX	CL ST
<b>M21 Antitank Practice Mine</b>	CL STX LFX FTX		ST STX		CL ST STX LTX	CL ST
<b>M320 SLAM Trainer</b>	CL STX LFX FTX		ST STX	ST STX	CL ST STX LTX	CL ST
<b>Medical TADSS*</b>	CL STX LFX FTX	ST STX	ST STX		CL ST STX LTX	CL ST
<b>MILES</b>	STX LFX FTX	STX	STX	STX	STX LTX	
<b>CBRN TADSS*</b>	CL STX LFX FTX	ST STX	ST STX	ST STX	CL ST STX LTX	CL ST
<b>NGATS</b>	STX LFX FTX	STX	STX	STX	STX LTX	
<b>NLCS*</b>	CL STX LFX FTX	ST STX	ST STX		CL ST STX LTX	CL ST
<b>OneTESS</b>	STX LFX FTX	STX	STX	STX	STX LTX	
<b>OPFOR TADSS*</b>	CL STX LFX FTX	ST STX	ST STX	ST STX	CL ST STX LTX	CL ST
<b>ROC-V</b>	CL	ST	ST	ST	CL, ST	CL, ST

Table C-1. Rifle squad task-to-TADSS matrix (continued).

<b>RIFLE SQUAD</b>  <b>TASK SELECTIONS FROM IBCT AND FUNCTIONAL CATS, SOSO, AND UO</b>	<b>Conduct Squad Operations</b> Events: CL, FTX, LFX, STX	<b>Attack</b> Events: ST, STX	<b>Defend</b> Events: ST, STX	<b>Move Tactically</b> Events: ST, STX	<b>Conduct Small Unit Operations (Urban Operations)</b> Event: CL, ST, LTX, STX	<b>Conduct Small Unit Operations (Stability and Reconstruction Operations)</b> Event: CL, ST
<b>Sighting Target</b>	CL	ST	ST			
<b>CCTT (Dismounted Soldier)</b>	CL STX	ST STX	ST STX	ST STX	CL ST STX LTX	CL ST
<b>Spider Trainer</b>	CL STX LFX FTX		ST STX	ST STX	CL ST STX LTX	CL ST
<b>Targetry*</b>	STX LFX FTX	STX	STX	STX	ST STX LTX	ST
<b>TIED</b>	CL STX LFX FTX	ST STX	ST STX	ST STX	CL ST STX LTX	CL ST
<b>Training Unique Ammunition*</b>	STX LFX FTX	STX	STX	STX	STX LTX	
<b>RVTT</b>	CL, STX			ST, STX	ST, STX	CL, ST

Table D-1. Mortar section task-to-TADSS matrix.

<b>MORTAR SECTION</b> <b>TASK SELECTIONS FROM</b> <b>IBCT CATS, FUNCTIONAL CATS, SOSO, UO</b>	<b>Provide Mortar Support Events:</b> <b>CL, ST, STX, LFX, FTX</b>	<b>Protect the Force</b> <b>Event: ST</b>	<b>Move Tactically</b> <b>Event: ST</b>
CCTT			ST
CFFT	STX, FTX		
COTS Simulations*		ST	ST
EST 2000	CL ST STX	ST	ST
HITS	STX, FTX		ST
JLCCTC	STX, FTX		
L-CCATS	ST, STX	ST	ST
M136 AT4 FHT	ST, STX	ST	ST
M18 Inert Claymore Mine	CL ST STX FTX	ST	
M320 SLAM Trainer	CL ST STX FTX	ST	
Medical TADSS*		ST	
MILES	STX LFX FTX	ST	ST
CBRN TADSS*		ST	

Table D-1. Mortar section task-to-TADSS matrix (continued).

<b>MORTAR SECTION</b> <b>TASK SELECTIONS FROM</b> <b>IBCT CATS, FUNCTIONAL CATS, SOSO, UO</b>	<b>Provide Mortar</b> <b>Support Events:</b> <b>CL, ST, STX, LFX, FTX</b>	<b>Protect the Force</b> <b>Event: ST</b>	<b>Move Tactically</b> <b>Event: ST</b>
NGATS	ST STX LFX FTX		
NLCS*		ST	
OneTESS	STX LFX FTX	ST	ST
OPFOR TADSS*	ST STX FTX	ST	
CCTT (Dismounted Soldier)		ST	ST
Spider Trainer	CL ST STX FTX	ST	
Targetry*	STX LFX FTX		
TIED	ST STX FTX	ST	ST
Training Unique Ammunition*	ST STX LFX FTX	ST	ST
RVTT			ST

Table E-1. Weapons company task-to-TADSS matrix.

<b>WEAPONS COMPANY</b> <b>TASK SELECTIONS FROM IBCT CATS</b>	<b>Conduct Weapons Company Operations</b> Events: CL, FTX, CALFEX	<b>Protect the Force</b> Events: ST, STX	<b>Move Tactically</b> Events: TEWT, STX	<b>Overwatch/Support by Fire</b> Event: TEWT, STX	<b>Defend</b> Events: TEWT, STX	<b>Sustain the Company</b> Events: STX	<b>Deploy/Redeploy the Company</b> Events: TEWT, DEPEX	<b>Sustain Digital Proficiency</b> Events: ST, COMEX
CCTT	CL	STX	TEWT	TEWT	TEWT			
COTS Simulations*	CL	ST	TEWT STX	TEWT STX	TEWT STX	STX		
EST 2000	CL	ST		STX	STX			
HITS	FTX CALFEX	STX	STX	STX	STX	STX		COMEX
JLCCTC	CL FTX CALFEX	ST STX	TEWT STX	TEWT STX	TEWT STX	STX	TEWT DEPEX	ST COMEX
L-CCATS	FTX	ST STX	STX	STX	STX			
LMTS	CL	ST						
M18 Inert Claymore Mine	CL FTX CALFEX	ST STX			STX			
M19 BLANK FIRING DEVICE	FTX	STX	STX	STX	STX			
M320 SLAM Trainer	CL FTX CALFEX	ST STX	STX	STX	STX			
Medical TADSS*		ST, STX				STX		
MILES	FTX CALFEX	STX	STX	STX	STX	STX		
MK 19 SPU	FTX CALFEX	STX	STX	STX	STX	STX		

Table E-1. Weapons company task-to-TADSS matrix (continued).

<b>WEAPONS COMPANY</b> <b>TASK SELECTIONS FROM</b> <b>IBCT CATS</b>	<b>Conduct Weapons Company Operations</b> Events: CL, FTX, CALFEX	<b>Protect the Force</b> Events: ST, STX	<b>Move Tactically</b> Events: TEWT, STX	<b>Overwatch/Support by Fire</b> Event: TEWT, STX	<b>Defend</b> Events: TEWT, STX	<b>Sustain the Company</b> Events: STX	<b>Deploy/Redeploy the Company</b> Events: TEWT, DEPEX	<b>Sustain Digital Proficiency</b> Events: ST, COMEX
<b>CBRN TADSS*</b>		ST STX						
<b>NGATS</b>	CALFEX	STX	STX	STX	STX			
<b>NLCS*</b>		ST, STX						
<b>TGTS</b>	CL	ST						
<b>TIED</b>	CL FTX CALFEX	ST STX	STX	STX				
<b>TOW ITAS BST</b>	CL	ST						
<b>TOW ITAS FTT</b>	FTX CALFEX	STX	STX	STX	STX			
<b>Training Unique Ammunition*</b>	FTX CALFEX	STX	STX	STX	STX	STX		
<b>RVTT</b>	CL	ST STX	TEWT STX	TEWT STX	TEWT STX			ST

Table E-2. Weapons company task-to-TADSS matrix (functional CATS, SOSO, and UO).

<b>WEAPONS COMPANY</b> <b>TASK SELECTIONS FROM</b> <b>FUNCTIONAL CATS, SOSO, UO</b>	<b>Operate in an Urban Environment</b> Event: ST, TEWT, STX, FTX	<b>Integrate Civil – Military and Liaison Operations</b> Event: ST, STX	<b>Control Civilians in an Urban Environment</b> Event: ST, STX	<b>Secure Base of Operations</b> Event: CL, ST, TEWT, STX,	<b>Secure Area of Operations</b> Event: ST, TEWT, STX, FTX	<b>React to Hostile Activity</b> Event: ST, TEWT, STX, LFX	<b>Conduct Moving Security Operations</b> Event: ST, TEWT, STX,	<b>Coordinate with Other Elements in a SOS Environment</b> Event: ST, TEWT, STX,	<b>Conduct Civil – Military Operations</b> Event: ST, TEWT, STX
<b>CCTT</b>	ST TEWT STX				ST TEWT STX		ST TEWT STX		
<b>CFFT</b>	ST				ST				
<b>CCMCK*</b>	STX FTX	STX	STX	STX	STX FTX	STX	STX		STX

Table E-2. Weapons company task-to-TADSS matrix (functional CATS, SOSO, and UO, continued).

<b>WEAPONS COMPANY</b> <b>TASK SELECTIONS FROM FUNCTIONAL CATS, SOSO, UO</b>	<b>Operate in an Urban Environment</b> Event: ST, TEWT, STX, FTX	<b>Integrate Civil – Military and Liaison</b> Operations Event: ST, STX	<b>Control Civilians in an Urban</b> Environment Event: ST, STX	<b>Secure Base of Operations</b> Event: CL, ST, TEWT, STX,	<b>Secure Area of Operations</b> Event: ST, TEWT, STX, FTX	<b>React to Hostile Activity</b> Event: ST, TEWT, STX, LFX	<b>Conduct Moving Security</b> Operations Event: ST, TEWT, STX,	<b>Coordinate with Other Elements</b> in a SOS Environment Event: ST, TEWT, STX,	<b>Conduct Civil – Military Operations</b> Event: ST, TEWT, STX
COTS Simulations*	ST TEWT STX			ST TEWT	ST TEWT STX	ST TEWT STX	ST TEWT STX		
EST 2000	ST STX			ST STX	ST STX	ST			ST
GUARDFIST/CFFT	ST				ST				
HITS	STX FTX	STX	STX	STX	STX FTX	STX LFX	STX	STX	STX
JLCCTC	ST TEWT STX FTX	ST STX	ST STX	ST TEWT STX	ST TEWT STX FTX	ST TEWT STX LFX	ST TEWT STX	ST TEWT STX	ST TEWT STX
L-CCATS	ST STX		STX	STX	ST STX FTX	ST STX	ST STX		ST STX
M18 Inert Claymore Mine	ST STX FTX			ST STX	ST STX FTX				
M19 Blank Firing Device	STX FTX	STX	STX	STX	STX FTX	STX	STX	STX	STX
M21 Antitank Practice Mine	ST STX FTX			ST STX	ST STX FTX				
M320 SLAM Trainer	ST STX FTX			ST STX	ST STX FTX				
Medical TADSS*	ST STX FTX		ST STX		ST STX FTX	ST STX			
MILES	STX FTX	STX	STX	STX	STX FTX	STX LFX	STX	STX	STX
MK 19 SPU	STX FTX	STX	STX	STX	STX FTX	STX LFX	STX	STX	STX
CBRN TADSS*				STX					
NGATS	STX FTX		STX	STX	STX FTX	STX LFX	STX		STX

Table E-2. Weapons company task-to-TADSS matrix  
(functional CATS, SOSO, and UO, continued).

WEAPONS COMPANY  TASK SELECTIONS FROM FUNCTIONAL CATS, SOSO, UO	Operate in an Urban Environment Event: ST, TEWT, STX, FTX	Integrate Civil – Military and Liaison Operations Event: ST, STX	Control Civilians in an Urban Environment Event: ST, STX	Secure Base of Operations Event: CL, ST, TEWT, STX,	Secure Area of Operations Event: ST, TEWT, STX, FTX	React to Hostile Activity Event: ST, TEWT, STX, LFX	Conduct Moving Security Operations Event: ST, TEWT, STX,	Coordinate with Other Elements in a SOS Environment Event: ST, TEWT, STX,	Conduct Civil – Military Operations Event: ST, TEWT, STX
OneTESS	STX FTX	STX	STX	STX	STX FTX	STX LFX	STX	STX	STX
OPFOR TADSS*	STX FTX	STX	STX	STX	STX FTX	STX LFX	STX	STX	STX
CCTT (Dismounted Soldier)	ST TEWT STX			ST TEWT STX	ST TEWT STX FTX	ST TEWT STX	ST TEWT STX		
Spider Trainer	ST STX FTX			ST STX	ST STX FTX				
Targetry*	STX FTX		STX	STX	STX FTX	STX LFX	STX		
TFTT	STX FTX	STX	STX	STX	STX FTX	STX LFX	STX	STX	STX
TGTS	ST	ST	ST	CL ST	ST	ST	ST	ST	ST
TIED	ST STX FTX		STX	ST STX	ST STX FTX	ST STX LFX	ST TEWT STX		STX
TOW ITAS BST	ST	ST	ST	CL ST	ST	ST	ST	ST	ST
TOW ITAS FTT	STX FTX	STX	STX	STX	STX FTX	STX LFX	STX	STX	STX
Training Unique Ammunition*	STX FTX	STX	STX	STX	STX FTX	STX LFX	STX	STX	STX
RVTT	ST TEWT STX				ST TEWT STX		ST TEWT STX		

Table F-1. Weapons platoon task-to-TADSS matrix (IBCT CATS).

<b>WEAPONS PLATOON  (TASK SELECTIONS FROM IBCT CATS)</b>	<b>Conduct Weapon Platoon Operations Events: CL, STX, FTX</b>	<b>Protect the Force Event: ST</b>	<b>Move Tactically Events: ST</b>	<b>Overwatch/Support by Fire Events: ST, STX</b>	<b>Defend Events: ST, STX</b>	<b>Escort Convoys Events: ST, STX</b>
CCTT	STX	ST	ST			
CCMCK*	CL				ST	
COTS Simulations*	STX				STX	
EST 2000	CL STX	ST	ST		ST STX	
HITS	CL	ST			ST	
JLCCTC	CL				ST	
L-CCATS	STX FTX				STX	
LMTS	CL	ST	ST		ST	
M18 Inert Claymore Mine	STX FTX				STX	
M19 Blank Firing Device	STX FTX	ST	ST		ST STX	
M21 Antitank Practice Mine	CL	ST	ST		ST	
M320 SLAM Trainer	CL STX FTX	ST	ST		ST STX	
Medical TADSS*	CL STX FTX	ST	ST		ST STX	

Table F-1. Weapons platoon task-to-TADSS matrix (IBCT CATS, continued).

<b>WEAPONS PLATOON  (TASK SELECTIONS FROM IBCT CATS)</b>	<b>Conduct Weapon Platoon Operations Events: CL, STX, FTX</b>	<b>Protect the Force Event: ST</b>	<b>Move Tactically Events: ST</b>	<b>Overwatch/Support by Fire Events: ST, STX</b>	<b>Defend Events: ST, STX</b>	<b>Escort Convoys Events: ST, STX</b>
MILES	CL STX FTX	ST			ST STX	
M19 SPU						
CBRN TADSS*	CL STX FTX	ST			ST STX	
NGATS						
NLCS*	CL STX FTX	ST			ST STX	
OneTESS	CL				ST STX	
OPFOR TADSS*	FTX STX				STX	
ROC-V	CL STX FTX	ST				
Spider Trainer	CL STX FTX	ST	ST		ST STX	
Targetry*		ST	ST		ST	
TOW FTT	STX	ST	ST		ST STX	
TGTS	CL STX FTX	ST			ST STX	
TIED	FTX STX				STX	
TOW ITAS BST	CL STX FTX	ST	ST		ST STX	
TOW ITAS FTT	FTX STX LFX				ST STX	
Training Unique Ammunition*	STX CL	ST	ST		ST STX	

Table F-2. Weapons platoon task-to-TADSS matrix (functional CATS, SOSO, UO).

<b>WEAPONS PLATOON</b> <b>TASK SELECTIONS FROM FUNCTIONAL CATS, SOSO, UO</b>	<b>Operate in an Urban Environment</b> Event: CL, ST, TEWT, STX, LTX, FTX	<b>Interact with Civilians</b> Event: CL, ST, STX	<b>React to Immediate Threats/ Assault Course</b> Event: CL, ST, STX, LFX SH / BF	<b>Secure Base of Operations</b> Event: CL, ST, TEWT, STX, LTX	<b>Secure Area of Operations</b> Event: ST, TEWT, STX, FTX	<b>Conduct Moving Security Operations</b> Event: CL, ST, TEWT, STX, LFX, LTX	<b>React to Hostile Activity</b> Event: CL, ST, TEWT, STX, LFX, LTX	<b>Conduct Civil – Military Operations</b> Event: CL, ST, TEWT, STX, LTX
<b>CCTT</b>	CL ST TEWT STX		ST		ST TEWT STX	CL ST TEWT STX		
<b>CFFT</b>	CL ST		CL ST		ST	CL ST	CL ST	
<b>CCMCK*</b>	STX LTX FTX	STX	ST STX LFX	STX LTX	STX FTX	STX LTX	STX LTX	STX LTX
<b>COTS Simulations*</b>	CL ST TEWT STX	CL ST	CL	CL ST	ST STX TEWT	CL ST STX	CL ST STX	CL ST
<b>EST 2000</b>	CL ST STX	CL ST STX		CL ST STX LTX	ST STX		CL ST	
<b>GUARDFIST/CFFT</b>	CL ST		CL		ST	CL ST	CL ST	
<b>HITS</b>	STX LTX FTX	STX	STX LFX	STX LTX	STX FTX	STX LTX LFX	STX LTX LFX	STX LTX
<b>JLCCTC</b>	TEWT STX LTX FTX		CL ST	TEWT	ST TEWT STX FTX	CL TEWT STX LTX	CL TEWT STX LTX	CL TEWT
<b>L-CCATS</b>	ST STX FTX LTX		ST	ST STX LTX	ST TEWT STX FTX	ST STX LTX	ST STX LTX	
<b>LMTS</b>	CL ST		ST		ST	CL ST	CL ST	
<b>M18 Inert Claymore Mine</b>	CL ST STX LTX FTX			CL ST STX LTX	ST STX FTX			
<b>M19 Blank Firing Device</b>	STX FTX	STX	STX	STX	STX FTX	STX	STX	STX
<b>M21 Antitank Practice Mine</b>	CL ST STX LTX FTX				ST STX FTX			

Table F-2. Weapons platoon task-to-TADSS matrix (functional CATS, SOSO, UO, continued).

<b>WEAPONS PLATOON</b>  <b>TASK SELECTIONS FROM FUNCTIONAL CATS, SOSO, UO</b>	<b>Operate in an Urban Environment</b> Event: CL, ST, TEWT, STX, LTX, FTX	<b>Interact with Civilians</b> Event: CL, ST, STX	<b>React to Immediate Threats/ Assault Course</b> Event: CL, ST, STX, LFX SH / BF	<b>Secure Base of Operations</b> Event: CL, ST, TEWT, STX, LTX	<b>Secure Area of Operations</b> Event: ST, TEWT, STX, FTX	<b>Conduct Moving Security Operations</b> Event: CL, ST, TEWT, STX, LFX, LTX	<b>React to Hostile Activity</b> Event: CL, ST, TEWT, STX, LFX, LTX	<b>Conduct Civil – Military Operations</b> Event: CL, ST, TEWT, STX, LTX
<b>M320 SLAM Trainer</b>	CL ST STX LTX FTX				ST STX FTX			
<b>Medical TADSS*</b>	CL ST STX LTX FTX				ST STX FTX		CL ST STX LTX	
<b>MILES</b>	STX LTX FTX	STX	ST STX LFX	STX LTX	STX FTX	STX LTX LFX	STX LTX LFX	STX LTX
<b>M19 SPU</b>	STX LTX FTX	STX	STX LFX	STX FTX	STX FTX	STX LFX LTX	STX LFX LTX	STX LTX
<b>CBRN TADSS*</b>			CL ST STX		ST STX FTX			
<b>NGATS</b>	STX LTX FTX		STX LFX	STX LTX	STX FTX	STX LTX LFX	STX LTX LFX	
<b>NLCS*</b>	CL ST TEWT STX LTX FTX	CL ST STX		CL ST STX LTX	ST STX FTX	CL ST STX LTX	CL ST STX LTX	CL ST STX LTX
<b>OneTESS</b>	STX LTX FTX	STX	STX LFX	STX LTX	STX FTX	STX LTX LFX	STX LTX LFX	STX LTX
<b>OPFOR TADSS*</b>	CL ST STX LTX FTX		STX	CL ST STX LTX	ST TEWT STX FTX	CL ST STX LTX	CL ST STX LTX	
<b>ROC-V</b>	CL ST			CL ST	ST			
<b>Spider Trainer</b>	CL ST STX LTX FTX				ST STX FTX			
<b>Targetry*</b>	STX LTX FTX		STX LFX	STX LTX	STX FTX	STX LTX LFX	STX LTX LFX	

Table F-2. Weapons platoon task-to-TADSS matrix  
(functional CATS, SOSO, UO, continued).

<b>WEAPONS PLATOON</b>  <b>TASK SELECTIONS FROM FUNCTIONAL CATS, SOSO, UO</b>	<i>Operate in an Urban Environment</i> Event: CL, ST, TEWT, STX, LTX, FTX	<i>Interact with Civilians</i> Event: CL, ST, STX	<i>React to Immediate Threats/ Assault Course</i> Event: CL, ST, STX, LFX SH / BF	<i>Secure Base of Operations</i> Event: CL, ST, TEWT, STX, LTX	<i>Secure Area of Operations</i> Event: ST, TEWT, STX, FTX	<i>Conduct Moving Security Operations</i> Event: CL, ST, TEWT, STX, LFX, LTX	<i>React to Hostile Activity</i> Event: CL, ST, TEWT, STX, LFX, LTX	<i>Conduct Civil – Military Operations</i> Event: CL, ST, TEWT, STX, LTX
TFTT	STX LTX FTX	STX	ST STX LFX	STX LTX	STX FTX	STX LTX LFX	STX LTX LFX	
TGST	CL ST	CL ST	CL ST	CL ST	ST	CL ST	CL ST	CL ST
TIED	CL ST STX LTX FTX	ST STX	CL ST STX LFX	CL ST STX LTX	ST STX FTX	CL ST STX LTX LFX	CL ST STX LTX LFX	
TOW ITAS BST	CL ST	CL ST	CL ST	CL ST	ST	CL ST	CL ST	CL ST
TOW ITAS FTT	STX LTX FTX	STX	ST STX LFX	STX LTX	STX FTX	STX LTX LFX	STX LTX LFX	STX LTX
Training Unique Ammunition*	STX LTX FTX		STX LFX	STX LTX	STX FTX	STX LTX LFX	STX LTX LFX	STX LTX
RVTT	CL ST STX				ST STX	CL ST STX	CL ST STX	

Table G-1. Weapons company gunnery tables task-to-TADSS matrix.

<b>WEAPONS COMPANY GUNNERY TABLES TASK SELECTIONS FROM IBCT CATS</b>	<b>HMMWV Gunnery Skills Test</b>	<b>HMMWV Gunnery Table I</b>	<b>HMMWV Gunnery Table II</b>	<b>HMMWV Gunnery Table III</b>	<b>HMMWV Gunnery Table IV</b>	<b>HMMWV Gunnery Table V</b>	<b>HMMWV Gunnery Table VI</b>	<b>HMMWV Gunnery Table VII</b>	<b>HMMWV Gunnery Table VIII</b>	<b>HMMWV Gunnery Table IX</b>	<b>HMMWV Gunnery Table X</b>	<b>TOW Gunnery Table V</b>	<b>TOW Gunnery Table VI</b>	<b>TOW Gunnery Table VII</b>	<b>TOW Gunnery Table VIII</b>
CCTT		X													
EST 2000	X	X	X	X	X										
L-CCATS			X	X						X					
LMTS			X												
M19 Blank Firing Device										X					
MILES						X	X	X	X	X	X	X	X	X	X
MK 19 SPU										X					
Targetry*	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
TFTT		X			X	X	X	X	X	X	X	X	X	X	X
TGST	X				X										
TOW ITAS BST					X										
TOW ITAS FTT	X				X	X	X	X	X	X	X	X	X	X	X
Training Unique Ammunition*	X		X	X	X	X	X	X	X	X	X	X	X	X	X
ROC-V	X														
RVTT		X													