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Training

FIVE YEAR TRAINING DEVICES PLAN, FY 87-91

Summary. The ARNG Five Year Training Device Pan FY 87-91 (FYTDP 87-91) is a reference publication for planning purposes that identifies and addresses the distribution of training devices and simulations scheduled to be fielded during FY 87-91. This publication is a "living document" that can assist you in identification of training device and simulation requirements. It further provides a basis for determining facility and personnel requirements for projected fielding of future training devices and/or simulations. The material in this pamphlet is not directive in nature, but is for information purposes only.

Applicability. This publication is intended for the use of commanders, trainers, and training support personnel at battalion and higher level.

Interim changes. Interim changes to this pamphlet are not official unless they are authenticated by the Adjutant General. Users will destroy interim changes on their expiration dates unless sooner superseded or rescinded.

Suggested improvements. The proponent for this pamphlet is the Training Support & Management Branch, NGB-ARO-M. Send comments and suggested improvements on DA Form 2028 (Recommended Changes to Publication) to: Chief, National Guard Bureau, ATTN: NGB-ARO-M, 5600 Columbia Pike, Falls Church, VA 22041-5125.

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1. Introduction.

a. The escalating cost of training soldiers for combat is a significant concern to commanders at every level. The days of unlimited resources are past. Training cost shortfalls require a greater reliance on the use of state-of-the-art technology for substitution, simulation, and miniaturization. The development, procurement, and distribution of training devices and simulations must be well planned, throughly coordinated, and flexible enough to meet total force requirements. Only through effective management and integration of training devices, battlefield simulations, and live fire exercises will the Army be able to accomplish combat readiness training objectives.

b. The ARNG has developed an Interlocking Training Strategy which; (1) Develops devices which can be used to train through platoon level at the armories, (2) Develops local training areas which can be used to train through company level, and (3) Devotes annual training at major training areas to battalion task force maneuver/combined arms live fire exercises.

c. As a result of this strategy, the Chief, National Guard Bureau has taken positive action to be involved with Headquarters, Department of the Army (HQDA), United States Training and Doctrine Command (TRADOC), United States Army Materiel Command (AMC), and Forces Command (FORSCOM) in the training device and simulation development process. The objective is to assure ARNG needs are defined and recognized, expedite the development process, and preclude duplication of effort and proliferation of training devices and simulations. It is essential that this coordination continue and be expanded through additional field input to the process. NGB input can improve the development process by assisting in the elimination of ineffective or unnecessary training devices.

d. The ARNG Five Year Training Device Plan FY 87-91 (FYTDP 87-91) is a "living document" that can assist you in identifying requirements for training devices and simulations, facilities, personnel, recommended distribution, and other resources. It is published and updated as required. Field comments on the ARNG Five Year Training Device Plans will be incorporated in the future updates. Comments and recommendations are encouraged.

2. System and nonsystem training devices.

a. System devices are those devices that are developed to support a particular materiel system. They are normally funded, developed, procured, and managed by a Project Manager (PM). An example is the M1 Unit Conduct of Fire Trainer (U-COFT).

b. Non-system devices are developed to support general military training, training on two or more systems or several different types of equipment. Examples are the WEAPONEER, Training Set Fire Observation (TSFO), and the Army Training Battle Simulation System (ARTBASS). Each non-system device competes for funds managed by HQDA DCSOPS and HQDA DCSRDA. The Non-System Training Device (NSTD) MACOM Review Panel meets annually to develop a priority list of non-system training devices. HQDA uses this list to allocate funds for research/development and procurement of non-system training devices.

3. Training device acquisition process.

a. The training device acquisition process involves many MACOMs and separate agencies. AMC is recognized as the Army's materiel developer, while TRADOC is the Army's combat developer and the "user" representative at various HQDA in-process reviews. Within AMC the Project Manager for Training Devices (PM TRADE) is the principal agency involved in non-system training device development from concept, testing, procurement and fielding to full life cycle management support. AMC assigns specific Program or Project Managers (PM) for systems undergoing development, such as the M1 tank. The PM is chartered to direct all activities in such a manner as to successfully attain stated cost, performance, and scheduled milestones for the total system to include its associated training devices. System training devices are normally funded by the PM.

b. The US Army Training Support Center (ATSC) is the TRADOC organization charged with coordinating the Army-wide training device development program. ATSC assists TRADOC proponent schools in all phases of the material acquisition process for training devices. The NGB focal point for all matters pertaining to training devices is the Training Support & Management Branch, NGB-ARO-M. All MACOMs can provide input to TRADOC on training device needs to satisfy specified training deficiencies in the field.

c. All MACOMs are dependent upon HQDA for funding of required training devices. Program Analysis and Resources Review (PARR) submissions to the Programming and Budget Process for training devices are submitted to HQDA by TRADOC in coordination with AMC. NGB influences this input through participation as a voting member of the DA sponsored NSTD MACOM Review Panel.

4. Training device development cycle.

a. Training devices follow a prescribed development cycle depending upon estimated cost, quantity desired, and available technology. The time from concept to actual fielding of a device will vary greatly depending upon such factors as cost and research/development required. Note that the approximate time required to field a training device is dependent upon whether development is required or if the item is commercially available.

b. An approved Training Device Requirement (TDR) document is required for each training device in order for it to be considered for funding by HQDA. TRADOC normally develops the appropriate documentation. NGB, in coordination with FORSCOM participates in identifying total quantities required for National Guard (NG) units. Other considerations include the special equipment, facilities, or manpower required to maintain store and use the training device.

5. Active component (AC) ARNG relationship for device allocation. The requirement for using training devices and simulators to maintain combat proficiency of individuals and units in the ARNG is as real as it is within the AC. The Total Army Policy has significantly increased the role and responsibility of the ARNG. Guard units must maintain a high state of readiness. Many ARNG units fill essential roundout or support roles. These units must receive a fair share of the required training materials to include training devices and simulations. The challenge is even more difficult when one considers the total time available to the Guard for training, the unit dispersal problem of many organizations, and lack of Local Training Areas (LTA). Availability of effective training devices is one of the essential factors in total force readiness.

6. Distribution considerations. AC and ARNG requirements for training devices are considered concurrently during the development of the Basis of Issue Plan (BOIP). Ideally, the total quantity of training devices or simulations required is based upon a defined training strategy that is unconstrained by resources (i.e. funds, ranges, training areas, and ammunition). Unfortunately, circumstances exist that preclude this approach to determining the number of training devices or simulations required per unit or geographical area. Available funds normally do not permit the procurement of the total requirement of devices and simulations. Therefore, this shortfall must be addressed through cost effective distribution.

7. Device and simulation fielding. Upon completion of the development process, training devices and simulations are fielded to support AC and ARNG units based on the BOIP. Devices and simulations are normally controlled and managed by the Training and Audiovisual Support Center (TASC). The TASC then "loans" required items to AC and ARNG units on an area support basis. Frequently, training devices are introduced to the field by a New Equipment Training Team (NETT) that trains both TASC and unit representatives.

8. Redistribution or cross-leveling or training devices and simulations. Cross-leveling actions are generated when a TASC cannot fill a customer request for support. The TASC refers the requirement to FORSCOM/TRADOC. A survey of all CONUS TASC is conducted to identify assets that may be redistributed. Periodically, training devices or simulators that are not receiving sufficient usage are reported to FORSCOM/TRADOC for possible cross-leveling. FORSCOM/TRADOC will direct lateral transfer between TASC to accomplish the required cross-leveling.

9. Additions to the five year training devices plan, FY 87-91. Numerous training devices and simulations are in various stages to development and testing within the TRADOC and AMC community. Many will be dropped during the research and development process. Others will survive the NSTD prioritization process based on overall training strategy and needs; these training devices will be prime candidates to receive procurement funding and be fielded. At the point where procurement of a training device or simulation appears certain it will be added to the Five Year Training Device Plan. New training devices added to the FYTDP 87-91 include: Battery Computer System Interface Training Simulation (BSC/ITS); Ground Vehicle Laser Locator Designator Trainer; Full Crew Interactive Simulation Trainer (GUARDFIST II); Precision Gunnery System (PGS); Medical Module for the Maneuver Battalion Medical Platoon (Revised); a series of ten Medical Package Battle Simulations (MEDPAK 1 through 10); The Law of War for Medical Personnel; Suturing Trainer; Intravenous Arm and Hand Trainer; Arrythmia/ECG Trainer; Laser Target Interface Device (LTID); M2/M3 Maintenance Trainers; Machine-Gun Automatic Weapons Signature Simulator (MG-AWESS); Simulation of Area Special Effects Weapons-Indirect Fire (SAWE-IF); Simulation of Area Special Effects Weapons-Mine Effects Simulation of Area Special Effects Weapons-Nuclear, Biological and Chemical (SAWE-NBC).

10. Proponent. Point of contact for the ARNG Five Year Training Device Plan, FY 87-91 is the Training Support & Management Branch, Organization and Training Division. Mailing address is CNGB, ATTN: NGB-ARO-M, 5600 Columbia Pike, Falls Church, VA. 22041-5125. Telephone is Autovon 289-1224/1225. Commercial is 202-756-1224/1225.

Appendix A

Air Defense Devices and Simulations

CATEGORY: AIR DEFENSE
DEVICE: STINGER LAUNCH SIMULATOR (STLS)
SYSTEM: STINGER

1. **DESCRIPTION:** The Stinger Launch Simulator (STLS) is a training device that simulates a Stinger fire mission to include ejection of a dummy round from the launcher. This device consists of the launcher, dummy round, coolant, batteries, and storage and shipping container. The device is used in unit level proficiency courses which support Stinger training. It provides an economical means to stimulate the psychological effects of Stinger firing for the gunners. Estimated cost per device is $50K.

2. **FACILITIES:** No special facilities required.

TRAINING TASK	NGB FIELDING (FY)	BOIP	LIN	RECEIVING ORGANIZATION	LOGISTICS SUPPORT	REMARKS
IND	FY88	80-0392-F	Z37743	TASC	CONTRACT	Quantities shown for each TASC for units supported.

BOIP - STINGER LAUNCH SIMULATOR

QUANTITY	TASC LOCATION	UNIT SUPPORTED
8	Ft Bragg	2 ea - 30th INF Bde
8	Ft Campbell	2 ea - 30th Sep AR Bde, 278th ACR
4	Ft Carson	ARNG Round Outs
8	Ft Dix	4 ea - 42d INF DIV, 50th AR DIV
4	Ft Benjamin Harrison	4 ea - 38th INF DIV
10	Ft Hood	ARNG Round Outs
4	Ft Sam Houston	4 ea - 49th AR DIV
4	Ft Indiantown Gap	4 ea - 28th INF DIV
6	Ft Irwin	ARNG Rotation at NTC
2	Ft Jackson	2 ea - 218th INF Bde (M)
8	Ft Knox	2 ea - 149 Sep AR Bde, 73d Inf Bde, 107th ACR

Appendix A (cont'd)

QUANTITY	TASC LOCATION	UNIT SUPPORTED
2	Ft Lee	2 ea - 116th INF Bde
10	Ft Lewis	2 ea - 116th & 163d ACR, 81st INF Bde (M)
4	Ft McClellan	2 ea - Cp Shelby, 31st AR Bde
6	Ft McCoy	4 ea - 47th INF DIV, 2 ea - 32d INF
2	Ft McPherson	2 ea - Ft Buchannan for 92d Inf Bde
2	Ft Meade	2 ea - 58th INF Bde
8	Ft Ord (4) Cp Roberts (4)	4 ea - Cp Roberts for 40th INF DIV (M)
4	Ft Polk	ARNG Round Outs
8	Ft Riley	2 ea - 67th & 69th INF Bde (M)
6	Ft Stewart (4) Cp Blanding (2)	2 ea - Cp Blanding 53d INF Bde
2	Ft Sill	2 ea - 45th INF Bde
2	Ft Leonard Wood	2 ea - 33d INF Bde

Appendix B

Armor Devices and Simulations

CATEGORY: **ARMOR**
DEVICE: **FULL CREW INTERACTIVE SIMULATION TRAINER I (GUARDFIST I)**
SYSTEM: **NON-SYSTEM**

1. **DESCRIPTION:** GUARDFIST I provides armor units an inexpensive device for accomplishing full crew interactive training. GUARDFIST I will use low cost interactive video disc technology appended to a tank.

2. **FACILITIES:** TBD

TRAINING TASK	NGB FIELDING (FY)	BOIP	LIN	RECEIVING ORGANIZATION	LOGISTICS SUPPORT	REMARKS
IND/COLL	90	TBD		TASC	TBA	BOI is one per each unit Armory

Appendix B (cont'd)

CATEGORY: **ARMOR**
DEVICE: **M1 MAINTENANCE TRAINER SYSTEM**
SYSTEM: **M1 TANK**

1. **DESCRIPTION:** The M1 Maintenance Trainer System consists of a full size turret simulator and five panel trainers. The turret simulator provides hands-on training for the organizational mechanic in the installation, removal, and fault isolation of interior M1 turret components using a simulated M1 Test Set. The turret hydraulic and electrical system trainer provides trouble shooting and fault isolation procedures for the organizational mechanic. Five computer driven panel trainers each address a particular component of the M1 tank and provide training for the direct support mechanic. Tank components specifically addressed are: turret electrical and hydraulic systems; ballistic computer/ laser rangefinder; hull electrical systems; turbine engine; and transmission. The approximate cost of the turret simulator is $500K and each maintenance panel is $45K.

2. **FACILITIES:** A building or maintenance bay large enough to house the tank turret maintenance trainer is required.

TRAINING TASK	NGB FIELDING (FY)	BOIP	LIN	RECEIVING ORGANIZATION	LOGISTICS SUPPORT	REMARKS
IND	88-90	78-0022-F	Z91498	TASC	Contract	One per Regional Maintenance Training Site(RMTS) supporting RC maintenance units

Appendix B (cont'd)

BOIP - M1 MAINTENANCE PANEL TRAINERS

QUANTITY	TASC LOCATION	UNIT SUPPORTED	FIELDING
1	Ft Bragg	RMTS, FT Bragg, NC	FY 88
1	Ft Dix	RMTS, FT Dix, NJ	FY 88
1	Ft McCoy	RMTS, Cp Dodge, IA	FY 88
1	Ft Polk	RMTS, Cp Shelby, MS	FY 88
1	Ft Ord	RMTS, Cp Roberts, CA	FY 88
1	Ft Sheridan	RMTS, FT Custer, MI	FY 88
2	Ft Stewart	RMTS, Cp Blanding, FL	FY 88
		RMTS, FT Stewart, GA	FY 90
1	Ft McCoy	RMTS, Cp Ripley, MN	FY 89
1	Ft Riley	RMTS, FT Riley, KS	FY 89
1	Ft Lewis	RMTS, Gowen Field, ID	FY 89
1	Ft Leonard Wood	RMTS, Weldon Springs, MO	FY 90

Appendix B (cont'd)

CATEGORY: ARMOR
DEVICE: M2/M3 MAINTENANCE TRAINER SYSTEM
SYSTEM: M2/M3 BRADLEY FIGHTING VEHICLE SYSTEM (BFVS)

1. **DESCRIPTION:** The M2/M3 Maintenance Trainer consists of two independent components, a hands-on Turret Maintenance Trainer (TMT) mock-up and a trouble shooting panel trainer. The TMT will provide the organizational and direct support mechanic with hands-on training in fault detection, isolation, and troubleshooting techniques. There are two organizational and two direct support panel trainers that provide cues to the mechanic as he conducts troubleshooting and fault isolation procedures in the BFV turret fire control; gun and TOW system; and the BFVS turret electrical drive and stabilization system. Cost of the complete maintenance trainer system is approximately $619K (TMT $527K and Panel Trainers $18K each).

2. **FACILITIES:** A building or maintenance bay large enough to house the turret maintenance trainer and a set of panel trainers is required.

TRAINING TASK	NGB FIELDING (FY)	BOIP	LIN	RECEIVING ORGANIZATION	LOGISTICS SUPPORT	REMARKS
IND	88-89	84-0122-F	Z47782	TASC	Contract	RMTS will receive the M2/M3 maintenance trainers to support RC Tng requirements

Appendix B (cont'd)

BOIP - M2/M3 MAINTENANCE TRAINERS

QUANTITY	TASC LOCATION	UNIT SUPPORTED
1	Ft Bragg	RMTS, FT Bragg, NC
1	Ft Dix	RMTS, FT Dix, NJ
1	Ft Lewis	RMTS, Gowen Field, ID
2	Ft McCoy	RMTS, Cp Dodge, IA
		RMTS, Cp Ripley, MN
1	Ft Ord	RMTS, Cp Roberts, CA
1	Ft Polk	RMTS, Cp Shelby, MS
1	Ft Riley	RMTS, FT Riley, KS
1	Ft Sheridan	RMTS, FT Custer, MI
2	Ft Stewart	RMTS, Cp Blanding, FL
		RMTS, FT Stewart, GA
1	Ft Leonard Wood	RMTS, Weldon Springs, MO

Appendix B (cont'd)

CATEGORY: **ARMOR**
DEVICE: **MOBILE CONDUCT OF FIRE TRAINER (M-COFT)**
SYSTEM: **M1 TANK**

1. **DESCRIPTION:** The M1 Mobile Conduct of Fire Trainer (M-COFT) provides training in target aquisition and engagement with the main gun, .50 caliber and coaxial machineguns. The M-COFT consists of a full-size crew station with tank commander and gunner positions, a visual display system, instructor station, and a computer system. The M-COFT duplicates the interior configuration of the tank commander and gunner positions. The controls and indicators are located in the same position and perform the same functions as in the operational vehicle. The instructor station provides the ability to monitor and control the operations of the tank commander and gunner. Training programs consist of a variety of procedure exercises and simulated tactical situations that require: system start-up and checkout; acquisition of targets; tracking and ranging; and engagement of various targets, both stationary and moving. M-COFT will be housed in self-contained shelters mounted on a 45 ft trailer. Estimated cost per trainer is $2.2M.

2. **FACILITIES:** Special facilities are required. Site preparation includes concrete pads, an electrical distribution center, transformers, grounding cable system, and lightning arrestors.

TRAINING TASK	NGB FIELDING (FY)	BOIP	LIN	RECEIVING ORGANIZATION	LOGISTIC SUPPORT	REMARKS
IND/COLL	86-91	84-0236-F	Z90964	BATTALION	Contract	None

BOIP - M1 M-COFT

QUANTITY	LOCATION	FIELDING
1	2-252 AR, Raeford, NC	Completed
1	1-198 AR, Armory, MS	Completed
1	2-198 AR, Greenville, MS	Completed
1	1-108 AR, Calhoun, GA	Completed
1	1-263 AR, Mullins, SC	FEB 88
1	2-152 AR, Oneonta, AL	APR 89
1	1-156 AR, Shreveport, LA	MAY 89

Appendix B (cont'd)

CATEGORY: **ARMOR**
DEVICE: **MOBILE CONDUCT OF FIRE TRAINER (M-COFT)**
SYSTEM: **M60A3 TANK**

1. **DESCRIPTION:** The M60A3 Mobile Conduct of Fire Trainer (M-COFT) provides training in target acquisition and engagement with the main gun, .50 caliber and coaxial machineguns. The M-COFT consists of a full-size crew station with tank commander and gunner positions, a visual display system, instructor station, and a computer system. The M-COFT duplicates the interior configuration of the tank commander and gunner positions. The controls and indicators are located in the same position and perform the same functions as in the operational vehicle. The instructor station provides the ability to monitor and control the operations of the tank commander and gunner. Training programs consist of a variety of procedure exercises and simulated tactical situations that require: system start-up and checkout; acquisition of targets; tracking and ranging; and engagement of various targets, both stationary and moving. M-COFT will be housed in self-contained shelters mounted on a 45 ft trailer. Estimated cost per trainer is $2.2M.

2. **FACILITIES:** Special facilities are required. Site preparation includes concrete pads, an electrical distribution center, transformers, grounding cable system, and lightning arrestors..

TRAINING TASK	NGB FIELDING (FY)	BOIP	LIN	RECEIVING ORGANIZATION	LOGISTICS SUPPORT	REMARKS
IND/COLL	88-91	84-0235-F	Z90984	BATTALION	CONTRACT	None

BOIP - M60A3 M-COFT

QUANTITY	LOCATION	FIELDING
1	RCTCC/DET, Gowen Field, ID	Completed
1	DET, Camp Shelby, MS	Completed
1	RTC, Ft Dix, NJ	MAY 87
1	1-123 AR, Paducah, KY	FEB 88
1	2-123 AR, Bowling Green, KY	FEB 88
1	1-103 AR, Johnstown, PA	FEB 88
1	1-104 CAV, Philadelphia, PA	FEB 88
1	1-803 AR, Everett, WA	MAR 88
1	1-303 AR, Yakima, WA	MAR 88
1	1-221 AR, Las Vegas, NV	APR 88
1	1-252 AR, Fayetteville, NC	APR 88
1	2-278 CAV, Cookeville, TN	SEP 88
1	3-278 CAV, Kingsport, TN	NOV 88
1	1-278 CAV, Athens, TN	DEC 88
1	1-210 AR, Albany, NY	DEC 88
1	1-632 AR, Wausau, WI	JAN 89
1	1-149 AR, Salinas, CA	FEB 89
1	1-185 AR, San Bernardino, CA	MAY 89

QUANTITY	LOCATION	FIELDING
1	2-185 AR, National City, CA	JUN 89
1	3-185 AR, San Diego, CA	JUN 89
1	1-18 CAV, Ontario, CA	JUL 89
1	1-112 AR, Dallas, TX	AUG 89
1	1-152 AR, Gadsden, AL	SEP 89
1	2-112 AR, Ft Worth, TX	SEP 89
1	1-131 AR, Ozark, AL	OCT 89
1	3-112 AR, Brownwood, TX	OCT 89
1	2-263 AR, Rockhill, SC	OCT 89
1	5-112 AR, Marshall, TX	NOV 89
1	4-112 AR, Dallas, TX	DEC 89
1	1-26 CAV, Reading, MA	DEC 89
1	6-112 AR, San Antonio, TX	JAN 90
1	1-110 AR, Worchester, MA	JAN 90
1	1-124 CAV, Waco, TX	JAN 90
1	3-163 CAV, Dallas, TX	FEB 90
1	3-109 AR, Lebanon, TN	MAR 90
1	4-109 AR, Trenton, TN	APR 90
1	1-238 CAV, Marion, IN	JUN 90
1	1-246 AR, Dowagiac, MI	JUN 90
1	1-163 CAV, Billings, MT	OCT 90
1	1-101 CAV, Staten Island, NY	OCT 90
1	2-107 CAV, Canton, OH	NOV 90
1	2-163 CAV, Kalispell, MT	NOV 90
1	1-127 AR, Buffalo, NY	DEC 90
1	3-107 CAV, Stow, OH	DEC 90
1	1-102 AR, Phillipsburg, NJ	DEC 90
1	2-102 AR, West Orange, NJ	JAN 91
1	3-102 AR, Vineland, NJ	JAN 91
1	5-102 AR, Dover, NJ	FEB 91
1	5-117 CAV, Westfield, NJ	FEB 91
1	1-150 CAV, Bluefield, WV	FEB 91
1	1-172 AR, St Albans, VT	MAR 91
1	2-172 AR, Rutland, VT	MAR 91
1	2-635 AR, Salina, KS	MAR 91
1	1-635 AR, Manhattan, KS	APR 91
1	3-116 CAV, La Grange, OR	APR 91
1	1-94 AR, Duluth, MN	APR 91
1	1-108 CAV, Senatobia, MS	APR 91
1	2-116 CAV, Pocatello, ID	MAY 91
1	1-194 CAV, Brainerd, MN	MAY 91
1	1-195 AR, Kearney, NE	JUL 91
1	1-167 CAV, Lincoln, NE	JUL 91

Appendix B (cont'd)

CATEGORY: **ARMOR**
DEVICE: **TANK GUNNERY/MISSILE TRACKING SYSTEM (TGMTS)**
SYSTEM: **NON-SYSTEM**

1. **DESCRIPTION:** The Tank Gunnery/Missile Tracking System (TGMTS) is a rear projection motion picture, computer-controlled, eye-safe laser device which requires manipulation of the fire control system and simulates main gun firing of the tank. Line of sight projectors are attached to the primary and secondary sights. A laser impact projector, connected to an infrared scanning mechanism, continuously tracks the gunner's aiming point. At the instant of trigger pull, trajectory simulation takes place. The position of the "fired round" is shown during flight and at impact based on the gunner's aiming point and computer applied ballistic data.

2. **FACILITIES:** A facility large enough to accommodate a tank, rear projection movie screen and 16mm projector is required. Normally, a facility 20'x 60' is adequate. It must also have a power source for the projector and exhaust vents for the tank when the engine is running.

TRAINING TASK	NGB FIELDING (FY)	BOIP & ORDER OF DELIVERY	LIN	RECEIVING ORGANIZATION	LOGISTICS SUPPORT	REMARKS
COLL	87			TASC/Unit	Contract	Units ability to utilize this device was major consideration in BOIP.

NOTE: These TGMTS are retrogrades from USAREUR. Total number to be distributed as of 1 Jan 87 is 25.

BOIP & ORDER OF DELIVERY-TGMTS

QUANTITY	TASC LOCATION	UNIT SUPPORTED
1	FT JACKSON	1-263 AR
1	FT CAMPBELL	1-123 AR
1	FT KNOX	2-123 AR
1	FT LEWIS	E/82 CAV
1	FT MEADE	1-103 AR

Appendix B (cont'd)

QUANTITY	TASC LOCATION	UNIT SUPPORTED
1	FT MEADE	1-104 CAV
1	FT LEWIS	1-803 AR
2	FT LEWIS	1-303 AR
1	FT LEWIS	E/303 CAV
2	FT ORD	1-221 AR
2	FT BRAGG	1-252 AR
2	FT CAMPBELL	2-278 CAV
2	FT CAMPBELL	3-278 CAV
1	FT CAMPBELL	1-278 CAV
1	FT DRUM	1-210 AR
2	FT MCCOY	1-632 AR
1	FT MCCOY	E/105 CAV

NOTE: The above listed distribution plus 2 for the 8-40 AR USAR represents 25 TGMTS. As additional TGMTS become available either through retrograde/redistribution the following quantities and order of delivery will be used to support ARNG units.

1	FT ORD	1-149 AR
1	FT ORD	1-185 AR
1	FT ORD	2-185 AR
1	FT ORD	3-185 AR
1	FT BRAGG	E/196 CAV
1	FT SILL	E/151 CAV
1	FT ORD	1-18 CAV
1	FT HOOD	1-112 AR
1	FT MCCLELLAN	1-152 AR
2	FT HOOD	2-112 AR
1	FT RUCKER	1-131 AR
1	FT MCCLELLAN	E/31 CAV
1	FT HOOD	3-112 AR
1	FT JACKSON	2-263 AR
1	FT JACKSON	B/713 CAV
2	FT HOOD	5-112 AR

NOTE: Additional units will be identified as warranted by availability of TGMTS.

Appendix B (cont'd)

CATEGORY: **ARMOR**
DEVICE: **TANK WEAPONS GUNNERY SIMULATION SYSTEM (TWGSS)**
SYSTEM: **NON-SYSTEM**

1. **DESCRIPTION:** The Tank Weapons Gunnery Simulation System (TWGSS) is a tank gunnery training system. The TWGSS interfaces with the tank fire control system and permits simulated, precision main gun firing. Lead, superelevation, range, and ammunition will be considered during an engagement. A simulated tracer and impact indication will be superimposed in the sight. Obscuration at firing, sight displacement, and target effects will be simulated. A crew evaluation subsystem will be included to provide a hard copy record of the engagement. It will enable the trainer to reconstruct the firing sequence for tank crew evaluation and critique purposes. TWGSS is compatible on ranges which have Remoted Target Systems. It can also be used with MILES and will interface with the Eye-Safe System Laser Rangefinder (ESSLR) for tanks with a laser rangefinder. Estimated cost per system is $55K.

2. **FACILITIES:** No special facilities required.

TRAINING TASK	NGB FIELDING (FY)	BOIP LIN	RECEIVING ORGANIZATION	LOGISTICS SUPPORT	REMARKS
IND/COLL	89	14 per Armor Battalion	TASC	Contract	1 per each MILES Tank Main Gun System for one Co set (14)

Appendix B (cont'd)

CATEGORY: **ARMOR**
DEVICE: VIDEODISC GUNNERY SIMULATOR (VIGS)
SYSTEM: NON-SYSTEM

1. **DESCRIPTION:** The Videodisc Gunnery Simulator (VIGS) is designed to provide gunners with realistic and effective engagement skills training in both initial entry and sustainment training modes. The device combines advanced video disc and microcomputer technologies. It is comprised largely of off-the-shelf components. VIGS is a real time, interactive, part-task training system which is capable of presenting a wide range of engagement scenarios to the gunner, along with accurate visual, audible, and tactile cues normal to each engagement exercise, from the initial fire command to "cease fire". Various configurations are required, such as: M60A1, M60A3, AND M1 tanks. Estimated cost is $15K per device.

2. **FACILITIES:** No special facilities required.

TRAINING TASK	NGB FIELDING (FY)	BOIP	LIN	RECEIVING ORGANIZATION	LOGISTICS SUPPORT	REMARKS
M60A1	87				TASC	BOI is
M60A3	87					one per
M1	88					unit armory

UNIT DISTRIBUTION
TANK VIDEODISC INTERACTIVE GUNNERY SIMULATOR (VIGS)
9 FEB 87

UNIT	UIC	M60A1	M60A3	M1
		TASC		
		FT BRAGG-UIC: W0U3AA		
2-252 AR BN	WPJUAA			4
1-252 AR BN	WPJTAA		4	
E TRP, 196 CAV	WVA6AA	2	2	

Appendix B (cont'd)

UNIT	UIC	M60A1	M60A3	M1
		FT CAMPBELL-UIC: W0U4AA		
B TRP, 230 CAV	WTRNAA	1	1	
3-109 AR BN	WPBFAA	4	4	
4-109 AR BN	WPBGAA	4	4	
1-123 AR BN	WPOFAA		5	
1-278 CAV SQDN	WVEBAA		5	
2-278 CAV SQDN	WVEAAA		4	
3-278 CAV SQDN	WVJAAA		7	
		FT DEVENS-UIC: W0UGAA		
1-172 AR BN	WPXEAA	4	4	
2-172 AR BN	WPXETT	4	4	
1-26 CAV SQDN	WPFHAA	3	3	
1-110 AR BN	WPF0AA	4	4	
		FT DIX-UIC: W1DCAA		
1-101 CAV SQDN	WPSDAA	3	3	
5-117 CAV SQDN	WPE9AA	3	3	
1-102 AR BN	WQM1AA	4	4	
2-102 AR BN	WQM2AA	4	4	
3-102 AR BN	WPESAA	4	4	
5-102 AR BN	WPEUAA	4	4	
ARNG TNG CTR		2	2	
		FT DRUM-UIC: W0XQAA		
1-127 AR BN	WPATAA	4	4	
1-210 AR BN	WPA3AA		4	
		FT HOOD-UIC: W0VCAA		
1-124 CAV SQDN	WPMXAA	4	3	
1-112 AR BN	WPDXAA	4	4	
2-112 AR BN	WPDYAA	4	4	
3-112 AR BN	WPDZAA	4	4	
4-112 AR BN	WPDQAA	4	4	
5-112 AR BN	WPD1AA	5	5	
6-112 AR BN	WPMVAA	4	4	
3-163 CAV SQDN	WQNTAA	7	7	
		FT JACKSON-UIC: W0U6AA		
1-263 AR BN	WPW6AA			4
2-263 AR BN	WPW7AA	4	4	
B TRP, 713 CAV	WVBRAA	2	2	

UNIT	UIC	M60A1	M60A3	M1
		FT KNOX-UIC; W0UXAA		
2-123 AR BN	WPOGAA		4	
A TRP, 237 CAV	WVCSAA	1	1	
2-107 CAV SQDN	WQMAAA	4	4	
3-107 CAV SQDN	WQMBAA	4	4	
		FT LEWIS-UIC: W12KAA		
E TRP, 303 CAV	WQYRAA		1	
1-303 AR BN	WQRVAA		4	
1-803 AR BN	WTTFAA		5	
E TRP, 82 CAV	WQLEAA		2	
2-116 CAV SQDN	WQNJAA	7	7	
3-116 CAV SQDN	WQN1AA	7	7	
1-163 CAV SQDN	WQNRAA	8	8	
2-163 CAV SQDN	WQNSAA	8	8	
GOWEN FIELD RCTCC		6	6	2
		FT MEADE-UIC: W0USAA		
1-104 CAV SQDN	WTU4AA		3	
1-103 AR BN	APGKAA		4	
1-150 CAV SQDN	WQNMAA	6	6	
		FT MCCLELLAN-UIC: W4K5AA		
1-198 AR BN	WPKQAA			4
2-198 AR BN	WXFGAA			4
A TRP, 98 CAV	WTRCAA	1		
1-108 CAV SQDN	WQNDAA	7	7	
1-152 AR BN	WPKKAA		4	
2-152 AR BN	WPOLAA	4		4
E TRP, 31 CAV	WTRHAA		1	
		FT MCCOY-UIC: W0XYAA		
1-94 AR BN	WPU5AA	4	4	
1-194 CAV SQDN	WPU4AA	3	3	
E TRP, 105 CAV	WQSSAA		2	
1-632 AR BN	WPLKAA		5	
		FT MCPHERSON-UIC: W0U8AA		
1-108 AR BN	WPC2AA			4
E TRP, 192 CAV	WPWSAA	1	1	

UNIT	UIC	M60A1	M60A3	M1
		FT ORD-UIC: W0MYAA		
1-18 CAV SQDN	WPZ7AA		2	
1-185 AR BN	WPCNAA		5	
2-185 AR BN	WPONAA		5	
3-185 AR BN	WPCQAA		4	
1-149 AR BN	WPVRAA		4	
1-221 AR BN	WVKWAA		5	
		FT POLK-UIC: W0VF16		
1-156 AR BN	WVCAAA	10		4
E TRP, 256 CAV	WQPYAA	2		
		FT RILEY-UIC: W0VMAA		
1-167 CAV SQDN	WV6BAA	3	3	
1-195 AR BN	WXFWAA	4	4	
1-635 AR BN	WTYTAA	4	4	
2-635 AR BN	WV6CAA	4	4	
		FT RUCKER-UIC: W0U9AA		
1-131 AR BN	WPQJAA	5	5	
		FT SHERIDAN-UIC: W0VKAA		
1-238 CAV SQDN	WPPVAA	3	3	
1-246 AR BN	WXE4AA	4	4	
E TRP, 106 CAV	WQTJAA	1	1	
		FT SILL-UIC: WQVGAA		
E TRP, 145 CAV	WXCBAA	1	1	
E TRP, 151 CAV	WQNVAA		1	
		FT STEWART-UIC: W0VAAA		
E TRP, 153 CAV	WPW3AA	1	1	

Appendix C

Artillery Devices and Simulations

CATEGORY: **ARTILLERY**
DESIGN: **BATTERY COMPUTER SYSTEM/INTERFACE TRAINING SIMULATION (BSC/ITS)**
SYSTEM: **NON-SYSTEM**

1. **DESCRIPTION:** The Battery Computer System/Interface Training Simulator (BCS/ITS) simulates the operational functions of the Field Artillery Tactical Data System (FATDS) digitalk devices associated with the Battery Computer System (BCS) or the Fire Direction System (FDS). The BSC/ITS allows the operator to exercise total Lance or Multiple Launch Rocket System (MLRS) capability when other elements of the FATDS are not available for operator training. Approximate cost of the BCS/ITS is $4K.

2. **FACILITIES:** No special facilities required.

TRAINING TASK	NGB FIELDING (FY)	BOIP	LIN	RECEIVING ORGANIZATION	LOGISTICS SUPPORT	REMARKS
IND/COLL	FY88			CANNON, LANCE, AND MLRS BATTERIES		1-BCS/ITS PER BCS, FDS EQUIPPED UNIT

Appendix C (cont'd)

CATEGORY: ARTILLERY
DEVICE: FULL CREW INTERACTIVE SIMULATION TRAINER II (GUARDFIST II)
SYSTEM: NON-SYSTEM

1. **DESCRIPTION:** GUARDFIST II provides artillery units an inexpensive device for accomplishing full crew interactive training with the forward observer section, the fire direction section, and the howitzer section. GUARDFIST II will use low cost interactive video disc technology. Howitzer data is measured or simulated while the observer adjusts burst representations depicted on a TV monitor. Fire missions are computed in the normal manner.

2. **FACILITIES:** No special facilities required.

TRAINING TASK	NGB FIELDING (FY)	BOIP	LIN	RECEIVING ORGANIZATION	LOGISTICS SUPPORT	REMARKS
IND/COLL	90	TBD		TASC	TBA	BOI is one per each unit Armory

CATEGORY: ARTILLERY
DEVICE: GROUND/VEHICLE LASER LOCATOR DESIGNATOR (G/VLLD) TRACKING BOARD
SYSTEM: NON-SYSTEM

1. **DESCRIPTION:** The Ground/Vehicular Laser Locator Designator (G/VLLD) Tracking Board is used with the G/VLLD Trainer to evaluate the ability of an operator to track moving targets. Miniature T-62 tanks move along a track through a terrain scene. A rheostatically controlled motor can be programed to produce various speeds. The board operator selects from 14 possible tracking scenarios, while the G/VLLD-Trainer operator tracks the miniature tank target. The G/VLLD Tracking Board cost is $1.5K.

2. **FACILITIES:** No special facilities required. The size of the tracking board is 98 inches long x 24 inches wide.

TRAINING TASK	NGB FIELDING (FY)	BOIP	LIN	RECEIVING ORGANIZATION	LOGISTICS SUPPORT	REMARKS
						Issued with the G/VLLD Trainer by the New Equipment Training Team

Appendix C (cont'd)

CATEGORY: ARTILLERY
DEVICE: GROUND/VEHICLE LASER LOCATOR DESIGNATOR TRAINER (G/VLLD-T)
SYSTEM: GROUND/VEHICLE LASER LOCATOR DESIGNATOR (G/VLLD)

1. **DESCRIPTION:** The Ground/Vehicle Laser Locator Designator Trainer (G/VLLD-T) is a full scale model of the tactical G/VLLD. The G/VLLD-T incorporates a Maverick TV camera system in lieu of laser-producing components. The G/VLLD-T includes an instructor scoring console that provides an automatic digital score of how well the operator tracked a miniature T-62 tank on the G/VLLD Tracking Board. Estimated cost per G/VLLD-T is $14K.

2. **FACILITIES:** No special facilities required.

TRAINING TASK	NGB FIELDING (FY)	BOIP	LIN	RECEIVING ORGANIZATION	LOGISTICS SUPPORT	REMARKS
						G/VLLD-T is being fielded with the G/VLLD

Appendix C (cont'd)

CATEGORY: ARTILLERY
DEVICE: TRAINING SET, FIRE OBSERVATION (TSFO)
SYSTEM: NON-SYSTEM

1. **DESCRIPTION:** The Training Set, Fire Observation (TSFO) is an electro-mechanical simulation employing computer driven optics that simulate an artillery fire mission. The simulation accurately depicts, in a classroom environment, visual and sound conditions similar to those experienced by a forward observer in combat. A high resolution terrain scene is projected on a projection screen. A variety of targets are then presented. The forward observer, following standard procedures, requests and adjusts artillery or mortar fire onto the target. A computerized system is operated by the instructor who feeds in the problem data and the request for fire. Shell burst and smoke shown on the projection screen allow the forward observer to adjust fire. Estimated cost per simulator is $110K.

2. **FACILITIES:** Special facilities are required. Trainer Installation Requirements Report for the Training Set, Fire Observation (TSFO), dated 27 Nov 81, DAAA09-81-C-2441/1, has been provided to each installation. It contains facility requirements to be provided by the installation.

TRAINING TASK	NGB FIELDING (FY) COMPLETED	BOIP	LIN	RECEIVING ORGANIZATION	LOGISTICS SUPPORT	REMARKS

BOIP - TSFO

QUANITY	LOCATION
	CONUS
2	Ft Benning, GA
1	Ft Bliss, TX
1	Ft Bragg, NC
2	Ft Campbell, KY
2	Ft Carson, CO
1	Ft Devens, MA
2	Ft Dix, NJ
4	Ft Hood, TX
1	Ft Indiantown Gap, PA
2	Ft Knox, KY
1	Ft Lee, VA
3	Ft Lewis, WA
2	Ft McCoy, WI
3	Ft Ord, CA
3	Ft Polk, LA
1	Ft Riley, KS
1	Ft Rucker, AL
6	Ft Sill, OK
2	Ft Stewart, GA

QUANITY	LOCATION
	ALASKA
1	Ft Richardson, AK
	PUERTO RICO
1	Ft Buchanan, PR

Appendix D

Aviation Devices and Simulations

CATEGORY: AVIATION
DEVICE: AH-1 FLIGHT AND WEAPONS SIMULATOR (AH-1 FWS)
SYSTEM: AH-1 (COBRA) HELICOPTER

1. **DESCRIPTION:** The Flight and Weapons Simulator consists of two simulated AH-1 (COBRA) helicopter cockpits: one for the pilot and one for the gunner. Each cockpit is mounted on a computer-driven six-degree freedom of motion system and contains an integral instructor station. The entire simulator is controlled by five Computers. A high resolution visual display is presented in each cockpit through a television camera model board chain. All AH-1 (COBRA) weapons are simulated. Firing is accomplished as in the actual aircraft, including use of the helmet sighting system and the telescopic sighting system. Weapons effects, such as tracers, rocket motors, and impacts are computer generated imagery superimposed over the visual display. Estimated cost per simulator is $15M.

2. **FACILITIES:** New facilities will be required to house this system. The flight simulator and associated instrument trainer building should be in close proximity to the aviation facility it supports. Specific facility requirements are contained in US Army Corps of Engineers Facility Support Plan (FSP) Report 82-042.

TRAINING TASK	NGB FIELDING (FY)	BOIP	LIN	RECEIVING ORGANIZATION	LOGISTICS SUPPORT	REMARKS
COLL	88	79-0086-F	T00216	INSTALLATION	CONTRACT	

BOIP - AH1 FWS

QUANTITY	LOCATION	RECEIVING ORGANIZATION
1	Marana, AZ	HHD, AZARNG
1	Indiantown Gap, PA	HHD, PAARNG STARC

Appendix D (cont'd)

CATEGORY: **AVIATION**
DEVICE: **TACTICAL RADAR THREAT GENERATOR (TRTG)**
SYSTEM: **NON-SYSTEM**

1. **DESCRIPTION:** The Tactical Radar Threat Generator (TRTG) is a mobile modular radar emitter used to train aircrews in a realistic electronic environment. The TRTG emits radar signals that simulate signals emitted by anti-aircraft gun laying radars and surface-to-air missile target tracking radars. TRTG mobility allows realistic deployment of aviation units in simulated combat situations. The modular configuration permits features to be added for increased effectiveness. The TRTG teaches aircrews to respond to hostile radar. It is the catalyst for effective aircrew survival instruction. The TRTG consists of a radar, indicator, motorized turret/radome, an antenna, a system control unit, a receiver, a transmitter, a processor, two set controls, intercom headsets, and a direct view storage tube indicator. Estimated cost per simulator is $700K.

2. **FACILITIES:** No special facilities required.

TRAINING TASK	NGB FIELDING (FY)	BOIP	LIN	RECEIVING ORGANIZATION	LOGISTICS SUPPORT	REMARKS
COLL	INSTALLED	FT Bragg		INSTALLATION	CONTRACT	
	INSTALLED	FT Campbell				
	INSTALLED	FT Lewis				
	INSTALLED	FT Irwin				
	INSTALLED	FT Irwin				
	TBA	FT Hood				
	INSTALLED	FT Hood				
	INSTALLED	USAREUR				

Appendix E

Chemical/Nuclear Devices and Simulations

CATEGORY: **NUCLEAR**
DEVICE: **ALPHA RADIAC TRAINER**
SYSTEM: **AN/PDR-56(F) RADIAC SET**

1. **DESCRIPTION:** The Alpha Radiac Trainer simulates a nuclear spill or hot spot by use of a radio frequency transmitter. Alpha Survey and EOD teams use the AN/PDR-56(F) Radiac Set to locate and measure the levels of energy contamination. This training provides operational proficiency for the teams. Estimated cost per trainer is $20K.

2. **FACILITIES:** No special facilities required.

TRAINING TASK	NGB FIELDING (FY)	BOIP	LIN	RECEIVING ORGANIZATION	LOGISTICS SUPPORT	REMARKS
COLL	1Q87	SEE BELOW		TASC	TASC/DIO	BOIP IS BASED UPON EOD TEAMS AND INSTALL HAVING AN ALPHA MONITORING TRAINING RESPONSIBILITY

BOIP

1Q87	2	FT Ord
1Q87	2	FT Drum
1Q87	2	FT Bragg
1Q87	1	FT McCoy
1Q87	1	FT Campbell
1Q87	1	FT Lewis
1Q87	1	FT McPherson
1Q87	1	FT Hood
1Q87	1	FT Meade

1Q87	1	FT Richardson
1Q87	2	FT Stewart
1Q87	1	FT Carson
1Q87	1	FT Sam Houston
1Q87	1	FT Polk
1Q87	1	Presidio of S.F.
1Q87	1	FT Riley
1Q87	1	FT Clayton

Appendix E (cont'd)

CATEGORY: CHEMICAL
DEVICE: SIMULATOR DETECTOR UNIT, CHEMICAL AGENT (XM81)
SYSTEM: NON-SYSTEM

1. **DESCRIPTION:** The Simulator Detector Unit, Chemical Agent (XM81), simulates chemical agents and provides training in detection and recognition of toxic chemical agent hazard environment. The Simulator Detector Unit familiarizes personnel with the proper procedures for use of the automatic chemical agent alarm. The Simulator Detector Unit consists of one hand-held signal transmitter and four signal receivers. Each receiver, when connected to an M43 detector, is capable of triggering the Simulator Detector Unit to simulate the arrival of toxic chemical agents. Estimated cost per simulator is $5.1K.

2. **FACILITIES:** No special facilities required.

TRAINING TASK	NGB FIELDING FY	BOIP	LIN	RECEIVING ORGANIZATION	LOGISTICS SUPPORT	REMARKS
COLL	FY87	80-0049F	S556624	TASC	TASC	IN ADDITION TO ARNG INSTL, ACTIVE INSTL HAVE 5 SETS FOR RC USE
			AC INSTALLATIONS (NOTE 1)			
	3Q88	54		FT Ord		
	3Q88	54		FT Bragg		
	3Q88	54		FT Campbell		
	3Q88	12		FT Devens		
	3Q88	14		FT Meade		
	3Q88	54		FT Stewart		
	3Q88	84		FT Hood		
	3Q88	54		FT Polk		
	3Q88	54		FT Riley		
	3Q88	54		FT Carson		
	3Q88	12		FT McCoy		
	3Q88	54		FT Lewis		
	3Q88	48		FT Irwin		
	3Q88	6		FT Clayton		
	3Q88	54		FT Richardson		
	3Q88	54		FT Drum		
	3Q88	6		FT Buchanan		

Appendix E (cont'd)

ARNG INSTALLATIONS (TASC)

1Q89	6	CP Atterbury (FT Sheridan)
1Q89	6	CP Blanding (FT Sheridan)
1Q89	6	CP Robinson (FT Chaffee)
1Q89	6	CP Edwards (FT Devens)
1Q89	6	CP Grayling (FT Sheridan)
1Q89	6	CP Gruber (FT Sill)
1Q89	6	CP Ripley (FT McCoy)
1Q89	6	CP Roberts (FT Ord)
1Q89	6	FT Dix Reg Tng Cen (FT Dix)
1Q89	6	CP Shelby (FT Polk)
1Q89	6	FT Chaffee (FT Sill) (TRADOC)
1Q89	6	FIGMR (FT Meade) (FORSCOM)
1Q89	6	Gowen Field (FT Lewis)

(ARNG BOIP includes one spare per site)
NOTE 1: 8 sets for RC use except FT Clayton, Panama

Appendix F

Engineer Devices and Simulations

CATEGORY: **ENGINEER**
DEVICE: **COMBAT ENGINEER VEHICLE (CEV) SUBCALIBER DEVICE**
SYSTEM: **COMBAT ENGINEER VEHICLE**

1. **DESCRIPTION:** The Combat Engineer Vehicle (CEV) Subcaliber Device is designed to fit inside the bore of the 165mm main gun of the CEV. The device fires 40 MM rounds and is used to train sighting and firing the main gun in obstacle removal operations. It will be used for sustainment training for gunners and may be used for qualification firing. The entire device along with a 40 MM round is loaded to simulate loading the actual round. Estimated cost per device is $3.0K and $15 per round for the 40 MM training rounds.

2. **FACILITIES:** No special facilities required.

TRAINING TASK	NGB FIELDING FY	BOIP	LIN	RECEIVING ORGANIZATION	LOGISTICS SUPPORT	REMARKS
COLL	87	3 PER CEV NOT TO EXCEED 6 PER BN		TASC	TASC	SEE NOTE

NOTE. The 40 MM training round will closely approximate the 165 MM demolition round trajectory and provide ground effects for sensing.

Appendix F (cont'd)

CATEGORY: **ENGINEER**
DEVICE: **COMBAT ENGINEER VEHICLE (CEV) SUBCALIBER DEVICE**
SYSTEM: **COMBAT ENGINEER VEHICLE**

1. **DESCRIPTION:** The Combat Engineer Vehicle (CEV) Subcaliber Device, .45 Cal, is a locally fabricated device for insertion in the main gun tube. Plans and technical drawings are available from the Ft Dix Regional Training Center and the devices can be manufactured by your local TASC. There is no Basis of Issue Plan or LIN number for this device.

2. **FACILITIES:** No special facilities required.

TRAINING TASK	NGB FIELDING (FY)	BOIP	LIN	RECEIVING ORGANIZATION	LOGISTICS SUPPORT	REMARKS

Appendix F (cont'd)

CATEGORY: **ENGINEER**
DEVICE: **VIDEODISC GUNNERY SIMULATOR (VIGS)**
SYSTEM: **NON-SYSTEM**

1. **DESCRIPTION:** The Videodisc Gunnery Simulator (VIGS) is designed to provide gunners with realistic and effective engagement skills training in both initial entry and sustainment training modes. The device combines advanced video disc and microcomputer technologies. It is comprised largely of off-the-shelf components. VIGS is a real time, interactive, part-task training system which is capable of presenting a wide range of engagement scenarios to the gunner, along with accurate visual, audible, and tactile cues normal to each engagement exercise, from the initial fire command to "cease fire". Estimated cost is $15K per device.

2. **FACILITIES:** No special facilities required.

TRAINING TASK	NGB FIELDING (FY)	BOIP	LIN	RECEIVING ORGANIZATION	LOGISTICS SUPPORT	REMARKS
IND	TBD	TBD			TASC	

Appendix G

Infantry Devices and Simulations

CATEGORY: INFANTRY
DEVICE: BRADLEY GUNNERY AND MISSILE TRACKING SYSTEM (BGMTS)
SYSTEM: NON-SYSTEM

1. **DESCRIPTION:** The Bradley Gunnery and Missile Tracking System (BGMTS) is a rear projection motion picture, computer-controlled, eye-safe laser device that interfaces with the Bradley Fighting Vehicle (BFV) fire control system. BGMTS simulates weapons firing. A laser impact projector, connected to an infrared scanning mechanism, tracks the gunner's aiming point. At the time of firing a computer driven trajectory simulation takes place. The computed position of the tracer round is displayed during flight and at impact.

2. **FACILITIES:** Special facilities are required. A facility must be large enough to accommodate a BFV, rear projection movie screen and 16mm projector. Normally, a facility 20' x 60' is adequate. A 110 volt power source and exhaust vents for the BFV when the engine is running are also required.

TRAINING TASK	NGB FIELDING (FY)	BOIP	LIN	RECEIVING ORGANIZATION	LOGISTICS SUPPORT	REMARKS
IND/COLL	TBD	ONE PER BN		TASC	CONTRACT	NONE

Appendix G (cont'd)

CATEGORY: **INFANTRY**
DEVICE: **MORTAR, 81MM SUBCALIBER DEVICE**
SYSTEM: **NON-SYSTEM**

1. **DESCRIPTION:** This device is an 81mm version of a similar device for the 4.2 inch mortar described in Appendix B, FM 23-92 (The 4.2 inch Mortar, M30). This device allows the use of 60mm ammunition in the preliminary phases of mortar crew training, it is also used for illumination on 1/2 scale night tank gunnery ranges. This device permits the use of WP, Illumination, and HE rounds.

Plans and technical data are available from the Ft Dix Regional Training Center.

Appendix G (cont'd)

CATEGORY: INFANTRY
DEVICE: MORTAR, 4.2IN SUBCALIBER DEVICE
SYSTEM: NON-SYSTEM

1. **DESCRIPTION:** This device is a 60mm cannon modified by the attachment of barrel rings which allow it to be inserted into the 4.2 inch cannon. The other components of the assembly are a filler block and a filler block retriever. Use of the device is authorized by TM 9-1015-215-12 and FM 23-92. This device allows the use of all 60mm mortar ammunition.

Plans and technical data are available from the Ft Dix Regional Training Center and the devices can be manufactured by your local TASC.

Appendix G (cont'd)

CATEGORY: **INFANTRY**
DEVICE: **PRECISION GUNNERY SYSTEM (PGS)**
SYSTEM: **NON-SYSTEM**

1. **DESCRIPTION:** The Precision Gunnery System (PGS) interfaces with the Bradley Fighting Vehicle (BFV) fire control system and permits precision TOW, 25mm, and coaxial machinegun firing. Lead, superelevation, range, and ammunition are considered during a target engagement. A simulated tracer and impact are superimposed in the sight. Appropriate weapons sounds enhance the effect. The system calculates the trajectory and impact points of rounds fired from the TOW, 25mm and coaxial machineguns. A crew evaluation subsystem provides a hard copy record of the engagement. A printout enables the trainer to reconstruct the firing sequence for crew evaluation and critique. The system is compatible with a Remote Target System that utilizes the Laser Target Interface Device.

2. **FACILITIES:** No special facilities required.

TRAINING TASK	NGB FIELDING (FY)	BOIP	LIN	RECEIVING ORGANIZATION	LOGISTICS SUPPORT	REMARKS
IND/COLL	TBD	SIX PER BN/SQD		TASC	CONTRACT	NONE

Appendix G (cont'd)

CATEGORY: INFANTRY
DEVICE: VIDEODISC GUNNERY SIMULATOR (VIGS)
SYSTEM: NON-SYSTEM

1. **DESCRIPTION:** The Videodisc Gunnery Simulator (VIGS) is designed to provide gunners with realistic and effective engagement skills training in both initial entry and sustainment training modes. The device combines advanced video disc and microcomputer technologies. It is comprised largely of off-the-shelf components. VIGS is a real time, interactive, part-task training system which is capable of presenting a wide range of engagement scenarios to the gunner, along with accurate visual, audible, and tactile cues normal to each engagement exercise, from the initial fire command to "cease fire". Estimated cost is $15K per device.

2. **FACILITIES:** No special facilities required.

TRAINING TASK	NGB FIELDING (FY)	BOIP	LIN	RECEIVING ORGANIZATION	LOGISTICS SUPPORT	REMARKS
IND	TBD					

TASC	UNIT SUPPORTED	QUANTITY
Ft Bragg	2-252 AR BN	1
	2-120 IN BN	9
Ft Jackson	1-263 AR BN	1
Ft McClellan	2-152 AR BN	1
	1-198 AR BN	1
	2-198 AR BN	1
	A TRP, 98 CAV	1
Ft McCoy	2-136 IN BN	8
Ft McPherson	1-108 AR BN	1
	E TRP, 348 CAV	2
	1-121 IN BN	7
	2-121 IN BN	7
Ft Polk	1-156 AR BN	1
	E TRP, 256 CAV	2
	2-156 IN BN	9
	3-156 IN BN	6
Ft Sam Houston	3-141 IN BN	6

Appendix G (cont'd)

CATEGORY: INFANTRY
DEVICE: WEAPONEER
SYSTEM: NON-SYSTEM

1. **DESCRIPTION:** The WEAPONEER is an indoor M16A1 remedial rifle marksmanship trainer designed to isolate and correct an individual firer's deficiencies identified during Basic Rifle Marksmanship instruction. WEAPONEER provides a 25 meter zero and E-type silhouette target scenario scaled to simulate firing at real ranges of 100 to 250 meters. The targets function in both automatic (kill) and manual (no kill) modes of operation. WEAPONEER also provides a sequential target exposure capability and timed sequence mode of operation. The control console provides a visual display of the firer's shot signature, to include an electronic trace of point of aim. The firing station provides recoil simulation in both single shot and automatic firing modes with variable energy settings, as well as adjustable sound simulation. Estimated cost per trainer is $39K.

2. **FACILITIES:** No special facilities required.

TRAINING TASK	NGB FIELDING (FY)	BOIP	LIN	RECEIVING ORGANIZATION	LOGISTICS SUPPORT	REMARKS
IND/COLL	85	SEE BELOW		TASC	CONTRACT	NONE

TASC	UNITS SUPPORTED	QUANTITY
FT Bliss	111th ADA Bde	2
	1-200 ADA Bde	2
	TRADOC Units	2
	FORSCOM Units	1
FT Benning	36th EN Bde	1
	197th IN Bde	1
	TRADOC	6
	FORSCOM	2
	48 SIB	2
FT Belvior	FORSCOM Units	2
FT Ben Harrison	123d ARCOM	1
	CP Atterbury, IN	1
FT Bragg	30th SIB	1
	FORSCOM Units	2
FT Buchanan	92d SIB	1
FT Carson	FT Harrison, MT	2
	1-163d ACR	2
	Installation	1
	FORSCOM Units	1
	Cp Williams	1
	CP West	2

Appendix G (cont'd)

TASC	UNITS SUPPORTED	QUANTITY
Ft Carson (Con't)	96 ARCOM	1
	CP Gurnsey	2
FT Campbell	30th SIB	2
	Installation	1
	FORSCOM Units	1
FT Chaffee	CP Robinson	2
	Installation	2
FT Clayton, Panama	FORSCOM Units	1
FT Dix	USMA	1
	TRADOC ATC	4
	42 ID	2
	50 AD	1
	TRADOC Units	2
	2d Bde/42 ID	1
	ARNG RTC	2
	1 Bde/50 ID	1
	2 Bde/50 ID	1
	1 Bde/42 ID	1
FT Eustis	FT AP Hill	1
	Installation	2
	FORSCOM En Bn	1
	58th SIB	1
FT Devens	26th ID	4
	187th SIB	1
	FORSCOM En Bn	1
	3d Bde/26 ID	1
	CP Fogarty, RI	1
	CP Ethan Allen, VT	1
FT Drum	42 ID	2
	50 AD	3
	Installation	1
	27 Bde/42 ID	1
FT Gordon	48th SIB	2
	FORSCOM Units	1
	Installations	1
FT Irwin	NTC	1
FT Indiantown Gap	28 ID	3
	157th SIB	2
	Installation	2
	TAG, PA	1
	2d Bde/28 ID	1
	56 Bde/28 ID	1
FT Huachuca	164 Spt Gp	1
	Florence Mil Res	1
FT Jackson	218 SIB	2
	TRADOC	9

Appendix G (cont'd)

TASC	UNITS SUPPORTED	QUANTITY
FT Knox	100 Tng Div	4
	CP Perry, OH	1
	Eastern KY Tng Site	1
	TRADOC	6
	73d Bde/38 ID	1
	Installation	1
	73d Bde	1
	FORSCOM Unit	1
FT Leonard Wood	CP Clark	1
	102 ARCOM	1
	FORSCOM En Bn	1
	TRADOC ATC	4
FT Lewis	TAG, OR	2
	Installation	1
	104 Tng Div	4
	Gowen Fld, ID	1
	FORSCOM	1
FT Lee	116 SIB	2
Los Alamitos	Reserve Cntr	1
	1394 Res Cntr	1
	2-185 AR BN	1
FT McClellan	TAG, AL	2
	ATC	5
	31st SAB	1
FT McCoy	CP Ripley	2
	32 SIB	1
	103 COSCOM	1
	34 SIB	2
	205 SIB	1
	84 Tng Div	4
	85 Tng Div	2
	Installation	2
	70 Tng Div	3
	CP Grayling	2
FT Meade	58 SIB	2
	Installation	1
	FORSCOM En Bn	1
FT Ord	CP Roberts	2
	1-222st AR	1
	1-121 AR	1
FT Polk	CP Shelby	1
	CP Beauregard	1
	FORSCOM Units	2
	Installation	1
FT Richardson	FORSCOM Units	1
	TAG, AK	1

Appendix G (cont'd)

TASC	UNITS SUPPORTED	QUANTITY
FT Riley	CP Rapid, SD	2
	CP Nickell, KS	2
	Installation	2
	89 ARCOM	2
	CP Ashland, NE	2
	1-185 AR	1
	CP Grafton, ND	1
	FORSCOM	1
FT Rucker	Installation	1
	TAG, AL	1
	CP McCain, MS	1
	31 SIB	1
	155 SAB	1
	FORSCOM En Bn	1
FT Sam Houston	CP Bullis	1
	CP Mabry	1
FT Sill	III Corps Arty	1
	TRADOC Units	1
	45 IN Bde	2
	ATC	4
	FORSCOM Units	2
	95th Tng Div	4
	402 FA Bde	1
FT Shaffer	WESTCOM	2
FT Sheridan	Installation	2
	33d SIB	1
	205th SIB	1
	85 Tng Div	2
	123d ARCOM	1
	CP Atterbury	2
	84th Tng Div	1
	70th Tng Div	2
	Cp Grayling	1
FT Stewart	CP Blanding	1
	53d SIB	1
Presido of S.F.	91st Tng Div	2
Redstone Arsenal	MMCS	1

Appendix H

Medical Devices and Simulations

CATEGORY: **MEDICAL**
DEVICE: **ARRHYTHMIA/ECG SIMULATOR**
SYSTEM: **DEFIBRILLATOR/ECG MONITOR/RECORDER**

1. **DESCRIPTION:** The Arrhythmia/ECG Simulator is a systems training device used in conjunction with the Defibrillator/ECG Monitor/Recorder to simulate normal rhythm and 17 typical arrhythmias to train AC and RC medical personnel in arrhythmia recognition. It weighs approximately 12 ounces, operates on 9V batteries, and is completely portable.

2. **FACILITIES:** No special facilities required.

TRAINING TASK	NGB FIELDING (FY)	BOIP	LIN	RECEIVING ORGANIZATION	LOGISTICS SUPPORT	REMARKS

CATEGORY: **MEDICAL**
DEVICE: **INTRAVENOUS ARM AND HAND TRAINER**
SYSTEM: **NON-SYSTEM**

1. **DESCRIPTION:** The Intravenous Arm and Hand Trainer will simulate a human arm and hand in size and shape. Tubes representing veins will be located in the normal anatomical positions, i.e., the back of the hand, arm, and antecubital area, and the front of the wrist. The tubes will be capable of being filled with a liquid substance resembling human blood in order that students can perform and observe venipuncture and phlebotomy. This device will train the students on alternative venipuncture sites other than the antecubital area.

2. **FACILITIES:** No special facilities required.

TRAINING TASK	NGB FIELDING FY	BOIP	LIN	RECEIVING ORGANIZATION	LOGISTICS SUPPORT	REMARKS
IND/COLL	87	TBA		TASC	TASC	

Appendix H (cont'd)

CATEGORY: **MEDICAL**
DEVICE: **MEDICAL MODULE FOR THE MANEUVER BATTALION MEDICAL PLATOON (REVISED) (MED MOD MODULAR)**
SYSTEM: **NON-SYSTEM**

1. **DESCRIPTION:** The Medical Module for the Maneuver Battalion Medical Platoon (Revised) (MED MOD Revised) is a manually operated training simulation designed to provide practice for key personnel on those command and staff techniques utilized in managing resources available for the Battalion Aid Station. This simulation can be used in conjunction with other battle simulations or as an independent exercise.

2. **FACILITIES:** No special facilities required.

TRAINING TASK	NGB FIELDING (FY)	BOIP	LIN	RECEIVING ORGANIZATION	LOGISTICS SUPPORT	REMARKS
COLL	87	TBA		TASC	TBA	BOI is based upon a minimum of one package per maneuver BN Medical Platoon

Appendix H (cont'd)

CATEGORY: **MEDICAL**
DEVICE: **DIVISION MEDICAL COMPANY LEVEL MEDICAL PACKAGE BATTLE SIMULATION (MED PAK 1 REVISED)**
SYSTEM: **NON-SYSTEM**

1. **DESCRIPTION:** The Medical Package for the Medical Company, Division Medical Battalion (MED PAK 1-Revised) is a manually operated training simulation designed to provide practice for key personnel on those command and staff techniques utilized in managing resources available for Medical Companies/Support Companies of Division Medical Battalions. This simulation can be used in conjunction with other battle simulations or as an independent exercise. Estimated cost per package is $250.

2. **FACILITIES:** No special facilities required.

TRAINING TASK	NGB FIELDING (FY)	BOIP	LIN	RECEIVING ORGANIZATION	LOGISTICS SUPPORT	REMARKS
COLL	87	TBA		TASC	TBA	BOI is based upon a minimum of one package per Medical Company/ Support Company for each Medical Bn

Appendix H (cont'd)

CATEGORY: **MEDICAL**
DEVICE: **MEDICAL PACKAGE FOR THE DIVISION MEDICAL BATTALION HEADQUARTERS (MED PAK 2)**
SYSTEM: **NON-SYSTEM**

1. **DESCRIPTION:** The Medical Package for the Division Medical Battalion Headquarters (MED PAK 2) is a manually operated training simulation designed to provide practice for key personnel on those command and staff techniques utilized in managing resources available for medical support of combat operations.

2. **FACILITIES:** No special facilities required.

TRAINING TASK	NGB FIELDING (FY)	BOIP	LIN	RECEIVING ORGANIZATION	LOGISTICS SUPPORT	REMARKS
COLL	87	TBA		TASC	TBA	BOI is based upon a minimum of one package per Div Med BN Hdqs

Appendix H (cont'd)

CATEGORY: **MEDICAL**
DEVICE: **MEDICAL PACKAGE FOR THE GROUND AMBULANCE COMPANY (MED PAK 3)**
SYSTEM: **NON-SYSTEM**

1. DESCRIPTION: The Medical Package for the Ground Ambulance Company (MED PAK 3) is a manually operated training simulation designed to provide practice for key personnel on those command and staff techniques utilized in managing resources available for ground evacuation operations. This simulation can be used in conjunction with other battle simulations or as an independent exercise.

2. FACILITIES: No special facilities required.

TRAINING TASK	NGB FIELDING (FY)	BOIP	LIN	RECEIVING ORGANIZATION	LOGISTICS SUPPORT	REMARKS
COLL	86	TBA		TASC	TBA	BOI is based upon a package per Ground Ambulance Co

Appendix H (cont'd)

CATEGORY: **MEDICAL**
DEVICE: **MEDICAL PACKAGE FOR CORPS CLEARING COMPANY (MED PAK 4)**
SYSTEM: **NON-SYSTEM**

1. **DESCRIPTION:** The Medical Package for the Corps Clearing Company (MED PAK 4) is a manually operated training simulation designed to provide practice for key personnel on those command and staff techniques utlized in managing resources available for clearing company operations. This simulation can be used in conjunction with other battle simulations or as an independent exercise.

2. **FACILITIES:** No special facilities required.

TRAINING TASK	NGB FIELDING (FY)	BOIP	LIN	RECEIVING ORGANIZATION	LOGISTICS SUPPORT	REMARKS
COLL	88	TBA		TASC	TBA	BOI is based upon a minimum of one per Corps Clearing Co

Appendix H (cont'd)

CATEGORY: **MEDICAL**
DEVICE: **MEDICAL PACKAGE FOR MEDICAL BATTALION HEADQUARTERS (SEPARATE),(MED PAK 5)**
SYSTEM: **NON-SYSTEM**

1. **DESCRIPTION:** The Medical Package for the Separate Medical Battalion Headquarters (MED PAK 5) is a manually operated training simulation designed to provide paractice for key personnel on those command and staff techniques utilized in managing resources available for support of combat operations. This simulation can be used in conjunction with other battle simulations or as an independent exercise.

2. **FACILITIES:** No special facilities required.

TRAINING TASK	NGB FIELDING (FY)	BOIP	LIN	RECEIVING ORGANIZATION	LOGISTICS SUPPORT	REMARKS
COLL	88	TBA		TASC	TBA	BOI is based upon a minimum of one per Separate Medical BN Hdqs

Appendix H (cont'd)

CATEGORY: **MEDICAL**
DEVICE: **MEDICAL PACKAGE FOR COMBAT ZONE HOSPITALS (MED PAK 6)**
SYSTEM: **NON-SYSTEM**

1. **DESCRIPTION:** The Medical Package for Combat Zone Hospitals (MED PAK 6) is a manually operated training simulation designed to provide practice for key personnel on those command and staff techniques utilized in managing resources available for Combat Zone Hospitals. This simulation can be used in conjunction with other battle simulations or as an independent exercise.

2. **FACILITIES:** No special facilities required.

TRAINING TASK	NGB FIELDING (FY)	BOIP	LIN	RECEIVING ORGANIZATION	LOGISTICS SUPPORT	REMARKS
COLL	87	TBA		TASC	TBA	BOI is based upon a minimum of one per Combat Zone Hospital

Appendix H (cont'd)

CATEGORY: **MEDICAL**
DEVICE: **MEDICAL PACKAGE FOR MEDICAL GROUP HEADQUARTERS (MED PAK 7)**
SYSTEM: **NON-SYSTEM**

1. **DESCRIPTION:** The Medical Package for the Medical Group Headquarters (MED PAK 7) is a manually operated training simulation designed to provide practice for key personnel on those command and staff techniques utilized in managing resources available for medical support of combat operations. This simulation can be used in conjunction with other battle simulations or as an independent exercise.

2. **FACILITIES:** No special facilities required.

TRAINING TASK	NGB FIELDING (FY)	BOIP	LIN	RECEIVING ORGANIZATION	LOGISTICS SUPPORT	REMARKS
COLL	87	TBA		TASC	TBA	BOI is based upon a minimum of one per Medical Group Hdqs

Appendix H (cont'd)

CATEGORY: **MEDICAL**
DEVICE: **MEDICAL PACKAGE FOR MEDICAL BRIGADE HEADQUARTERS (MED PAK 8)**
SYSTEM: **NON-SYSTEM**

1. **DESCRIPTION:** The Medical Package for the Medical Brigade Headquarters (MED PAK 8) is a manually operated training simulation designed to provide practice for key personnel on those command and staff techniques utilized in managing resources available for medical support of combat operations. This simulation can be used in conjunction with other battle simulations or as an independent exercise.

2. **FACILITIES:** No special facilities required.

TRAINING TASK	NGB FIELDING (FY)	BOIP	LIN	RECEIVING ORGANIZATION	LOGISTICS SUPPORT	REMARKS
COLL	88	TBA		TASC	TBA	BOI is based upon a minimum of one per Medical Bde Hdqs

Appendix H (cont'd)

CATEGORY: **MEDICAL**
DEVICE: **MEDICAL PACKAGE FOR THE COMMZ HOSPITAL (MED PAK 9)**
SYSTEM: **NON-SYSTEM**

1. **DESCRIPTION:** The Medical Package for the COMMZ Hospital (MED PAK 9) is a manually operated training simulation designed to provide practice for key personnel on those command and staff techniques utilized in managing resources available for COMMZ Hospitals. This simulation can be used in conjunction with other battle simulations or as an independent exercise.

2. **FACILITIES:** No special facilities required.

TRAINING TASK	NGB FIELDING (FY)	BOIP	LIN	RECEIVING ORGANIZATION	LOGISTICS SUPPORT	REMARKS
COLL	TBA	TBA		TASC	TBA	BOI is based upon a minimum of one per Comm Zone Hospital

Appendix H (cont'd)

CATEGORY: MEDICAL
DEVICE: MEDICAL PACKAGE FOR AIR AMBULANCE UNITS (MED PACK 10)
SYSTEM: NON-SYSTEM

1. **DESCRIPTION:** The Medical Package for Air Ambulance Units (MED PAK 10) is a manually operated training simulation designed to provide practice for key personnel on those command and staff techniques utlized in managing resources available for air ambulance unit operations. This simulation can be used in conjunction with other battle simulations or as an independent exercise.

2. **FACILITIES:** No special facilities required.

TRAINING TASK	NGB FIELDING (FY)	BOIP	LIN	RECEIVING ORGANIZATION	LOGISTICS SUPPORT	REMARKS
COLL	87	TBA		TASC	TBA	BOI is based upon a minimum of one per Air Ambulance Hdqs

CATEGORY: MEDICAL
DEVICE: THE LAW OF WAR FOR MEDICAL PERSONNEL
SYSTEM: NON-SYSTEM

1. **DESCRIPTION:** The Law of War for Medical Personnel is a board game designed to aid medical personnel in understanding their rights and responsibilities under the treaties and informal conventions known as the Law of Land Warfare.

2. **FACILITIES:** No special facilities required.

TRAINING TASK	NGB FIELDING (FY)	BOIP	LIN	RECEIVING ORGANIZATION	LOGISTICS SUPPORT	REMARKS
COLL	87	TBA		TASC	TBA	Will accomd one to six players at a time

Appendix H (cont'd)

CATEGORY: **MEDICAL**
DEVICE: **SUTURING TRAINER**
SYSTEM: **NON-SYSTEM**

1. **DESCRIPTION:** The Suturing Trainer will simulate human skin to provide training in the skill of suturing. The device is intended for use in selected resident training courses at the Army Health Services Command (AHS) and for in-service training programs conducted at Medical Activities (MEDDACs) and Medical Centers (MEDCENs). The Suturing Trainer will also be issued to Training and Audiovisual Support Centers (TASCs) for use in training medical personnel in Active and Reserve Component units.

2. **FACILITIES:** No special facilities required.

TRAINING TASK	NGB FIELDING (FY)	BOIP	LIN	RECEIVING ORGANIZATION	LOGISTICS SUPPORT	REMARKS
IND/COLL	87	TBA		TASC	TBA	A CTDR is to provide 980 dev for TASC on a worldwide basis

Appendix I

Devices Common to More Than One Branch

CATEGORY: DEVICES COMMON TO MORE THAN ONE BRANCH
DEVICE: ARMY TRAINING BATTLE SIMULATION (ARTBASS)
SYSTEM: NON-SYSTEM

1. DESCRIPTION: Army Training Battle Simulation System (ARTBASS) is a mobile, computer driven, interactive, real-time battle simulation system designed to train maneuver battalion command groups in the command and control of combined arms operations under simulated combat conditions. It is mounted in computer and support van configuration. Estimated cost per system is $3M.

2. FACILITIES: A parking facility for the ARTBASS computer and support vans must be provided adjacent to the area used for ARTBASS training. The recommended size of this level hardstand area is 70' x 80'. A power drop capable of providing 30, 120/280 VAC, 60 HZ, 4 wire, grounded neutral, and 90 KVA with 250 Amps per phase capacity is required. For additional information, refer to US Army Corps of Engineers Facility Support Plan #84-058, Nov 84.

TRAINING TASK	NGB FIELDING (FY)	BOIP	LIN	RECEIVING ORGANIZATION	LOGISTICS SUPPORT	REMARKS
COLL	86			INSTALLATION	CONTRACT	WILL BE BASED AT SELECTED AC/RC INSTALLATIONS AND WILL SERVICE AC/RC UNITS.

BOIP - ARTBASS

QUANTITY	LOCATION	FIELDING
1	Ft Hood	2Q86
1	Ft Bragg	4Q86
1	Ft Lewis	1Q87
1	Ft Carson	2Q87
1	Ft Campbell	3Q87
1	Ft Devens	3Q87
1	Ft Ord	TBD
1	Ft Polk	TBD
1	Ft Stewart	TBD
1	Ft Riley	TBD

Appendix I (cont'd)

CATEGORY: DEVICES COMMON TO MORE THAN ONE BRANCH
DEVICE: AUTOMATIC WEAPONS EFFECT SIGNATURE SIMULATOR (AWESS)
SYSTEM: NON-SYSTEM

1. **DESCRIPTION:** The Automatic Weapons Effect Signature Simulator (AWESS) provides realistic low cost simulation of the flash/bang signature of the 20mm weapons on the AH-1 helicopter and Vulcan Air Defense gun, the 25mm weapon on the Bradley Fighting Vehicle (BFV),and the 30mm weapon on the AH-64 helicopter, AWESS will replace actual weapons when used in MILES exercises. MILES interface will limit each AWESS to the basic load of ammunition for the weapon system simulated. It weighs approximately the same as the simulated weapon system. AWESS operates on the principle of combining oxygen and methane in a combustion chamber and igniting the mixture to produce an explosion that simulates live fire. Estimated cost per simulator is to be determined.

2. **FACILITIES:** US Army Corps of Engineer Facility Support Plan - FSP Report 80-034, April 1983.

TRAINING TASK	NGB FIELDING	BOIP	LIN	RECEIVING ORGANIZATION	LOGISTICS SUPPORT	REMARKS
COLL	FY 2Q86	SEE REMARK		TASC	CONTRACT	

Proposed BOIP is adequate to equip one M1 Bn, one M2 Bn, one M3 Sqdn, one ATK Hel Co. one Vulcan Btry, in each division. Proportional quantities are allocated for non-divisional units.

Appendix I (cont'd)

CATEGORY: **DEVICES COMMON TO MORE THAN ONE BRANCH**
DEVICE: **FIRST BATTLE BATTALION THRU CORPS (FB:BC)**
SYSTEM: **NON-SYSTEM**

1. **DESCRIPTION:** First Battle Battalion Thru Corps (FB:BC) trains maneuver Battalion, Brigade, Division, and Corps Commanders and their staffs in the command and control of combined arms operations in a simulated tactical environment against an enemy force. FB:BC is a manual war game with a single methodology that can be played at the Battalion through Corps levels. FB:BC replaces War Eagle, First Battle, and Pegasus. Improvements in FB:BC over First Battle include: addition of maintenance play; flank and rear attrition; Division 86 parameters; a common set of rules for each echelon; upgrade of tactical air, air defense, nuclear and chemical play; and extensive upgrade of engineer and medical play. Estimated cost per simulation is $600.00.

2. **FACILITIES:** No special facilities required.

TRAINING TASK	NGB FIELDING (FY)	BOIP	LIN	RECEIVING ORGANIZATION	LOGISTICS SUPPORT	REMARKS
COLL	TBD	TBD				

Appendix I (cont'd)

CATEGORY: **DEVICES COMMON TO MORE THAN ONE BRANCH**
DEVICE: **LASER TARGET INTERFACE DEVICE (LTID)**
SYSTEM: **NON-SYSTEM**

1. **DESCRIPTION:** The Laser Target Interface (LTID) will allow units a cost effective means of supporting individual crew, squad, and platoon marksmanship and gunnery training using laser transmitters with existing and future target systems. The LITD consists of a target attachment that detects laser beams intended to replicate service ammunition being fired, and an interface device that translates and decodes the transmitted laser beam. The LTID then relays an appropriate signal to the target lifting mechanism causing it to react. The LTID has the capability to distinguish between weapon firing systems and to react upon receipt of an appropriate kill code. LTID is capable of reacting to weapons systems equipped with MILES transmitters from calibers 5.56mm through 120mm. LTID will operate in temperate, desert, and tropical environments. Cost per device is approximately $700.

2. **FACILITIES:** No special facilities are required.

TRAINING TASK	NGB FIELDING (FY)	BOIP	LIN	RECEIVING ORGANIZATION	LOGISTICS SUPPORT	REMARKS
COLL	2Q87	1 per AR stationary and moving target mechanism Inf-TBA		TASC	TASC	

Appendix I (cont'd)

CATEGORY: DEVICES COMMON TO MORE THAN ONE BRANCH
DEVICE: MACHINE GUN AUTOMATIC WEAPONS EFFECTS SIGNATURE SIMULATOR (MG-AWESS)
SYSTEM: NON-SYSTEM

1. **DESCRIPTION:** The Machine Gun Automatic Weapons Effects Signature Simulator (MG-AWESS) program consists of visual and aural effects signature simulators for machine guns. The operating principle of the system is to combine oxygen and a flammable gas in a combustion chamber and to ignite the mixture to produce an explosion which simulates the firing weapon's signature. The fuel and oxygen will be contained in pressurized bottles. An electronic device will control the rate of fire and the number of rounds allowed to be fired before reloading actions are required. The driving factor for the development of MG-AWESS is to achieve the capability for engagement training without procurement of expensive blank ammunition. Effort is directed toward the M240-7.62MM (DVC 7-67), M2-.50 cal (DVC 7-68) and M85-.50 cal (DVC 7-69) machine guns.

2. **FACILITIES:** US Army Corps of Engineers Facility Support Plan, FSP 80-034, April 1983.

TRAINING TASK	NGB FIELDING (FY)	BOIP	LIN	RECEIVING ORGANIZATION	LOGISTICS SUPPORT	REMARKS
COLL	4Q89	TBD		TASC	CONTRACT	None

Appendix I (cont'd)

CATEGORY: DEVICES COMMON TO MORE THAN ONE BRANCH
DEVICE: M2/M3 MOBILE CONDUCT OF FIRE TRAINER (M-COFT)
SYSTEM: NON-SYSTEM

1. **DESCRIPTION:** The Bradley Fighting Vehicle (BFV) Mobile Conduct of Fire Trainer (M-COFT) provides training in target acquisition and engagement with the 25mm cannon, coaxial machinegun and TOW. The BFV M-COFT consists of a full-size crew station with track commander and gunner positions, a visual display system, instructor station, and a computer system. The M-COFT will duplicate the interior configuration of the track commander and gunner positons. The controls and indicators are located in the same position and perform the same function as in the operational vehicle. The instructor station provides the ability to monitor and control the operations of the track commander and gunner. Training programs consist of a variety of procedure exercises and simulated tactical situations that require system start-up and checkout; acquisition of targets; tracking and ranging; and engagement of various targets, stationary and moving. M-COFT will be housed in self-contained shelters mounted on a 45 ft trainer. Estimated cost is $2.2M per trainer.

2. **FACILITIES:** Special facilities are required. Site preparation includes concrete pads, an electrical distribution center, transformers, grounding cable system, and lighting arrestors.

TRAINING TASK	NGB FIELDING (FY)	BOIP	LIN	RECEIVING ORGANIZATION	LOGISTICS SUPPORT	REMARKS
IND/COLL	86-91	84-0238F	Z90975	Battalion	Contract	None

BOIP - M2/M3 M-COFT

QUANTITY	LOCATION	FIELDING
1	1-155 IN, McComb, MS	Completed
1	1-141 IN, McAllen, TX	SEP 87
1	2-121 IN, Albany, GA	JUL 88
1	1-121 IN, Dublin, GA	AUG 88
1	2-136 IN, Moorehead, MN	JUN 91
1	2-156 IN, Abbeville, LA	OCT 92
1	3-156 IN, Lake Charles, LA	DEC 92
1	2-120 IN, Hickory, NC	JAN 96

Appendix I (cont'd)

CATEGORY: DEVICES COMMON TO MORE THAN ONE BRANCH
DEVICE: MILES-GROUND LASER LOCATOR DESIGNATOR (MILES-GLLD)
SYSTEM: NON-SYSTEM

1. **DESCRIPTION:** MILES-Ground Laser Locator Designator (MILES-GLLD) will enable the fire support team (FIST) to simulate employing Copperhead rounds and Hellfire missiles in MILES exercises. Through designation of targets, the FIST will employ MILES-GLLD to cause "near miss" or "kill" effects on those targets.

2. **FACILITIES:** No special facilities required.

TRAINING TASK	NGB FIELDING (FY)	BOIP	LIN	RECEIVING ORGANIZATION	LOGISTICS SUPPORT	REMARKS
COLL	90	TBD		TASC	CONTRACT	None

Appendix I (cont'd)

CATEGORY: **DEVICES COMMON TO MORE THAN ONE BRANCH**
DEVICE: **MULTIPLE INTEGRATED LASER ENGAGEMENT SYSTEM (MILES), AIR GROUND ENGAGEMENT SYSTEM (AGES)/AIR DEFENSE (AD)**
SYSTEM: **NON-SYSTEM**

1. **DESCRIPTION:** The Multiple Integrated Laser Engagement System (MILES), Air Ground Engagement System (AGES)/Air Defense (AD), is a family of laser engagement systems compatible with the basic MILES. It consists of MILES AGES components to enable helicopters (UH1, OH58, AH1 and UH60) to participate in combined arms tactical training and AD systems to provide a similar capability of Chaparral, Vulcan, and Stinger. Program objectives are: (1) To provide a realistic means of simulating helicopter operations during the course of tactical training; (2) To provide a realistic means of simulating ground-to-air defense measures against low performance aircraft during the course of tactical training; and, (3) To provide realism in tactical training by the inclusion of real-time casualty assessment in combined arms exercises incorporating air-to-ground and ground-to-air weapons systems. Air-to-ground weapons include TOW, 20mm Machine Gun and 2.75 inch rockets. Estimated costs per system: AH-1, $42K; OH-58, $15K; $14K; UH-60, TBD; Vulcan (Towed), $9K; Vulcan (Self Propelled), $14K; Chaparral, $20K; and, Stinger, $12K.

2. **FACILITIES:** US Army Corps of Engineers Facility Support Plan (FSP) Report 83-034, April 1983.

TRAINING TASK	NGB FIELDING (FY)	BOIP	LIN	RECEIVING ORGANIZATION	LOGISTICS SUPPORT	REMARKS
COLL		80-0074-F	Z73830	TASC	CONTRACT	FORSCOM PAM 350-15 lists AC instl with these systems
		80-0071-F	Z73825			
		80-0073-F	Z73827			
		82-0466-F	Z04718			
		82-0478-F	Z18174			

BOIP - MILES AGES/AD

LOCATION	OH-58	UH-1	AH-1	XM 3	XM 175	SUPPORTED UNIT	FIELDING
Ft Lewis	15	27	3	1	1	ID, WA, MT	Not Funded
Ft Ord	20	20				Northern CA	Not Funded
Garrison	8	15				AZ	Not Funded
Ft Hood	20	15				TX	Not Funded
Ft Riley	8	8				MO	Not Funded
Ft McCoy	20	15				MI, IA, WI	Not Funded
Ft Knox	20	25				TN, IN, OH	Not Funded

Appendix I (cont'd)

LOCATION	OH-58	UH-1	AH-1	XM 3	XM 175	SUPPORTED UNIT	FIELDING
Ft Jackson	6	10				SC	Not Funded
Ft Stewart	6		3			FL	Not Funded
Ft Bragg	6	12				NC	Not Funded
Ft Carson		20	5	2	2	CO, UT	Not Funded
Ft Campbell		15				TN	Not Funded
Ft Dix		25				NJ	Not Funded
Ft Devens		20				RI, MA	Not Funded
Ft I-Gap		25				NY, PA	Not Funded

Appendix I (cont'd)

CATEGORY: **DEVICES COMMON TO MORE THAN ONE BRANCH**
DEVICE: **MULTIPLE INTEGRATED LASER ENGAGEMENT SYSTEM (MILES) FOR RC**
SYSTEM: **NON-SYSTEM**

1. DESCRIPTION: The Multiple Integrated Laser Engagement System (MILES) family of training systems employs eye-safe lasers and microelectronics to realistically simulate the firing capabilities of direct fire weapons. Small battery-operated laser transmitters allow the weapon operators to fire coded invisible laser pulses that distinguish range and kill power in lieu of using live ammunition. Hit and near-miss indications are signaled by the detection equipment located on opposing troops and vehicles. Estimated total cost of buy is $33M.

2. FACILITIES: No special facilities required.

TRAINING TASK	NGB FIELDING (FY)	BOIP	LIN	RECEIVING ORGANIZATION	LOGISTICS SUPPORT	REMARKS
COLL	3Q85	SEE BELOW		TASC	CONTRACT	NONE

BOIP MILES FOR RC

QUANTITY & TYPE COMPANY SETS	LOCATIONS	FIELDING
1 Inf, 1 CAV Plat	CP Santiago, PR	Jun 85-Jun 86
1 Inf, 1 Mech, 1 AR	FT Drum, NY	Sep 85-Jun 86
1 Inf, 1 CAV	CP Blanding, FL	Jan 86-Feb 86
1 Inf, 1 Mech, 1 AR	FT Devens, MA	Jul 85-Dec 85
1 Mech, 1 AR, 1 CAV	CP Shelby, MS	Jun 85-Jan 86
1 Mech, 1 AR	FT Dix, NJ	Jun 85-Oct 85
1 Mech, 1 AR	FT Jackson, SC	Aug 85-Apr 86
1 Inf, 1 CAV	FT Indiantown Gap, PA	Mar 86-May 86
1 Inf, 1 AR, 1 CAV Plat	FT AP Hill/Pickett, VA	Aug 85-Jun 86
1 Mech, 1 AR	FT Bragg, NC	Sep 85-Jun 86
1 Inf, 1 Mech, 1 CAV	FT McCoy, WI	Jul 85-Feb 86
1 Inf, I Mech, 1 AR	CP Grayling, MI	Jul 85-Feb 86
1 Inf, 1 Mech, 1 CAV	CP Ripley, MN	Aug 85-Mar 86
1 Inf, 1 TLAT, 1 CAV Plat	FT Chaffee, AR	Feb 86-Apr 86
1 Inf, 1 TLAT	CP Riley, OR	Jan 86-Feb 85
1 Inf, 1 AR	FT Campbell, KY	Sep 85-Jun 86
1 Mech, 1 AR	FT Riley, KS	Sep 85-Jun 86
1 Mech	Cp Atterbury, IN	Mar 86-Apr 86
1 Mech	FT Sam Houston, TX	Mar 86-May 86
3 Mech, 2 AR Plat	CP Roberts, CA	Aug 85-Apr 86
1 CAV	Gowen Field, ID	Feb 86-Apr 86

Appendix I (cont'd)

BOIP MILES FOR RC

QUANTITY & TYPE COMPANY SETS	LOCATIONS	FIELDING
1 CAV	Hastings NE/Meade	Feb 86-Apr 86
1 CAV	FT Harrison, MT	Apr 86-Jun 86
1 AR	FT Huachuca, AZ Las Vegas, NV	Jul 85- Nov 85
2 Mech	FT Lewis, WA	Apr 86-May 86
1 Inf Plat	Parks Reserve Cen, CA	May 86-Jun 86
1 Mech, 1 AR	FT Richardson, AK	Jun 86

NOTE: Plans call for each maneuver battalion/squadron to receive three platoon sets through TASC by FY88.

Appendix I (cont'd)

CATEGORY: **DEVICES COMMON TO MORE THAN ONE BRANCH**
DEVICE: **MULTIPLE INTEGRATED LASER ENGAGEMENT SYSTEM (MILES) M1 AND M2/M3**
SYSTEM: **NON-SYSTEM**

1. **DESCRIPTION:** The Multiple Integrated Laser Engagement System (MILES) family of training systems employs eye-safe lasers and microelectronics to realistically simulate the firing capabilities of direct fire weapons. Small, battery-operated laser transmitters allow the weapon operators to fire coded visible laser pulses, which distinguish range and kill power, in lieu of using live ammunition. M1 tank transmitters for the 105mm gun, .50 caliber and 7.62mm coaxial machine guns will provide complete interface with existing MILES systems. The Bradley Fighting Vehicle (M2/M3) MILES system consists of transmitters for the TOW, 25mm, and 7.62mm coaxial machine gun. Both MILES systems have laser detectors and combat vehicle kill indicators.

2. **FACILITIES:** No special facilities required.

TRAINING TASK	NGB FIELDING (FY)	BOIP	LIN	RECEIVING ORGANIZATION	LOGISTICS SUPPORT	REMARKS
COLL	3Q85			TASC	CONTRACT	NONE

BOIP FOR MILES M1

QUANTITY	LOCATION	FIELDING	QUANTITY	LOCATION	FIELDING
5	FT Hood	Complete	86	FT Carson	Complete
81	FT Hood	Complete			
86	FT Hood	Complete	86	FT Stewart	Complete
172	Total FT Hood		22	FT Stewart	Complete
			22	FT Stewart	Complete
58	FT Irwin	Complete	130	Total FT Stewart	
28	FT Irwin	Complete			
86	Total FT Irwin		44	FT Polk	Complete
			86	FT Polk	2Q85
18	FT Bragg	Complete	130	Total FT Polk	
4	FT Bragg	Complete			
22	Total FT Bragg				
41	FT Knox	Complete	86	FT Riley	Complete
16	FT Knox	Complete	58	FT Benning	Complete
86	FT Knox	Complete	61	FT Bliss	Complete
143	Total FT Knox				

Appendix I (cont'd)

TRAINING TASK	NGB FIELDING (FY)	BOIP	LIN	RECEIVING ORGANIZATION	LOGISTICS SUPPORT	REMARKS
COLL	3Q85			TASC	CONTRACT	NONE

BOIP FOR MILES/M2/M3

QUANTITY	LOCATION	FIELDING	QUANTITY	LOCATION	FIELDING
1	FT Hood	Complete	10	FT Benning	Complete
4	FT Hood	Complete	16	FT Benning	Complete
7	FT Hood	Complete	21	FT Benning	Complete
56	FT Hood	Complete	103	FT Benning	Complete
130	FT Hood	Complete	150	Total FT Benning	
20	FT Hood	Complete			
17	FT Hood	Complete	6	FT Knox	Complete
35	FT Hood	1Q87	15	FT Knox	Complete
21	FT Hood (R/C)	1Q87	21	FT Knox	Complete
35	FT Hood	1Q87	91	FT Knox	3Q86
326	Total FT Hood		133	Total FT Knox	
6	FT Bragg	Complete	90	FT Irwin	Complete
7	FT Bragg	Complete	45	FT Irwin	Complete
21	FT Bragg (R/C)	Complete	135	Total FT Irwin	
34	Total FT Bragg				
35	FT Polk (R/C)	Complete	61	FT Bliss	2Q86
19	FT Polk (R/C)	1Q87			
44	Total FT Polk				
135	FT Riley	2Q86	135	FT Stewart	3Q86
21	FT Riley	1Q87	14	FT Stewart	4Q86
156	Total FT Riley		149	Total FT Stewart	
135	FT Carson	4Q86			
21	FT Carson	1Q87			
156	Total FT Carson				

Appendix I (cont'd)

CATEGORY: DEVICES COMMON TO MORE THAN ONE BRANCH
DEVICE: SIMULATION OF AREA WEAPONS SPECIAL EFFECTS (SAWE)-INDIRECT FIRE (IF).
SYSTEM: NON-SYSTEM

1. **DESCRIPTION:** Simulation of Area Weapons Special Effects Indirect Fire (SAWE-IF) is an indirect fire casualty damage assessment system that simulates artillery fire in combined arms exercises. SAWE-IF consists of a launcher, micro processor; and an indirect fire cue simulator (IFCS) that produces the airburst signature (flash, bang, smoke) and provides automatic casualty assessment. An acoustic cue generated in the projectile will be converted into a MILES compatible code that is transmitted to a standard direct-fire MILES detector. Cost per SAWE-IF launcher is approximately $50K, the player detector device is about $700.00 each and ammunition is $11/rd.

2. **FACILITIES:** No special facilities required.

TRAINING TASK	NGB FIELDING (FY)	BOIP	LIN	RECEIVING ORGANIZATION	LOGISTICS SUPPORT	REMARKS
COLL	3Q89	TBD		TASC	CONTRACT	NTC Eval Nov 86

Appendix I (cont'd)

CATEGORY: **DEVICES COMMON TO MORE THAN ONE BRANCH**
DEVICE: **SIMULATION OF AREA WEAPONS SPECIAL EFFECTS-MINE EFFECTS SIMULATION (SAWE-MES).**
SYSTEM: **NON-SYSTEM**

1. **DESCRIPTION:** Simulation of Area Weapons Special Effects-Mine Effects Simulation (SAWE-MES) is Simulation of the M15AT, M16AP, M21AT mines that are MILES interoperable. The devices will conform to the external configuration of the mines and will be detectable by the AN/PSS-11, AN/PRS-7 mine detectors. The device will have a flash/bang signature that cues the MILES casualty assessment receivers. The SAWE-MES will consist of three components: a body (M15AT and M16AP), an actuator, and a pyro module containing black powder. The pyro module will have a Class V (Ammunition) supply classification and will be transported, stored, and handled as an ammunition item. The packed and crated pyro modules will be stored as Class V supply points. The SAWE-MES body and actuator will be handled as training device and can be stored and distributed through the TASC.

2. **FACILITIES:** No special facilities required.

TRAINING TASK	NGB FIELDING (FY)	BOIP	LIN	RECEIVING ORGANIZATION	LOGISTICS SUPPORT	REMARKS
COLL	90	TBD		TASC	TBD	Configured as M-15 AT mine and M-16 AP mine

CATEGORY: DEVICES COMMON TO MORE THAN ONE BRANCH
DEVICE: SIMULATION OF AREA WEAPONS SPECIAL EFFECTS-NUCLEAR BIOLOGICAL, & CHEMICAL (NBC) (SAWE-NBC)
SYSTEM: NON-SYSTEM

1. **DESCRIPTION:** Simulation of Area Weapons Special Effects-Nuclear, Biological, & Chemical (SAWE-NBC) provides a series of devices to simulate the effects of nuclear, biological and chemical weapons, thus providing a realistic NBC environment in which to train. Efforts include eleven different training devices, with realistic casualty assessment that is MILES interoperable.

2. **FACILITIES:** No special facilities required.

TRAINING TASK	NGB FIELDING (FY)	BOIP	LIN	RECEIVING ORGANIZATION	LOGISTICS SUPPORT	REMARKS
COLL	90	TBD		TASC	TBD	None

GLOSSARY

SYMBOL	DEFINITION
AASLT	Air Assault
AC	Active Component
ACR	Armored Cavalry Regiment
AGES	Air Ground Engagement System
AHS	Air Health Services Command
AMC	Army Materiel Command
ARTBASS	Army Training Battle Simulation System
ATSC	Army Training Support Center
AWESS	Automatic Weapons Effect Signature Simulator
BOIP	Basic of Issue Plan
BRM	Basic Rifle Marksmanship
CEP	Concept Evaluation Plan
CEV	Combat Engineer Vehicle
COFT	Conduct of Fire Trainer
COLL	Collective
DIO	Directorate Industrial Operations
DS	Direct Support Maintenance
ECG	Electrocardiogram
FDS	Fire Direction Center
FIST	Fire Support Team
FWS	Flight and Weapons Simulator
GUARDFIST	Guard Unit Armory Device Full Crew Interactive Simulation Trainer
IF	Indirect Fire
IND	Individual
INST	Installation
IOC	Initial Operational Capability
LES	Launch Environment Simulator
LOA	Letter of Agreement
LOG SPT	Logistical Support
MACOM	Major Command
MCHE	Maintenance Company Heavy Equipment
M-COFT	Mobile Conduct of Fire Trainer
MEDCEN	Medical Center
MEDDAC	Medical Activity
MEDPAC	Medical Package Battle Simulation
MES	Mine Effect Simulation
MG-AWESS	Machine Gun-AWESS
MILES	Multiple Integrated Laser Engagement System
NBC	Nuclear, Biological, and Chemical
NET	New Equipment Training
NETT	New Equipment Training Team
NSTD	Non-System Training Device
PGS	Precision Gunnery System
PIP	Product Improvement Program
PM	Project Manager
REC ORG	Receiving Organization
SAWE	Simulation of Area Special Effects
STLS	Stinger Launch Simulator
TDLOA	Training Device Letter of Agreement
TMT	Turret Maintenance Trainer
TNG TASK	Training Task
TWGSS	Tank Weapons Gunnery Simulation System
VIGS	Videodisc Gunnery Interactive Simulator
WEAPONEER	M16A1 Marksmanship Trainer

5 October 1987

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