# CLOSE COMBAT TACTICAL TRAINER

Soldiers and Marines must act decisively during combat to accomplish the mission effectively and safely. The Close Combat Tactical Trainer (CCTT) integrates all facets of combat vehicle operations to immerse Warfighters in the scenarios they will face on the battlefield.

The CCTT is the U.S. Army's first and largest distributed interactive simulation system. Through the CCTT, units train and are validated in tactics, doctrine, weapons systems, mission planning and rehearsals.

Encompassing the Abrams, Bradley and Reconfigurable Vehicle Simulator (RVS), the CCTT environment provides real-time, collective training to units of any size.

The system includes computer-driven combat vehicle simulators and emulator workstations that operate interactively over local and wide area networks. Through computer workstations, the CCTT adds logistics, artillery, mortar and aviation units to a synthetic battlefield with
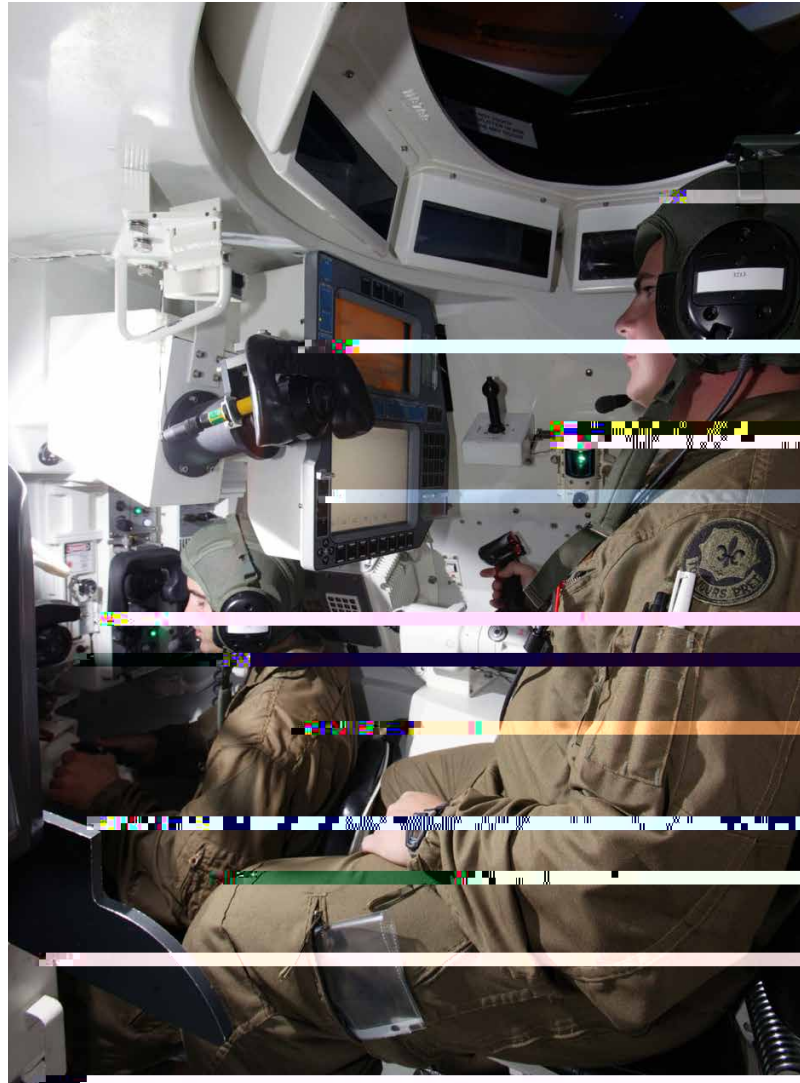
Features

- Distributed Interactive Simulation compliant
- Realistic, high-fidelity visual system
- Computer-driven simulation modules replicating combat vehicles:
  - Abrams tanks (M1A1 SA, M1A1 FEP, M1A2 SEPv2)
  - Bradley fighting vehicles (M2A2 ODS SA, M2A3)
  - Fire support vehicles (BFIST)
  - High mobility, multi-purpose wheeled vehicles
  - Reconfigurable Vehicle Simulator configurable as M998, M1026, M977, M978
- Validated intelligent semi-automated forces
- Validated SINCGARS radio communications (ICOM & ASIP)
- Integrated FBCB2 for situational awareness and mission command
- Interoperable with distributed simulation platforms