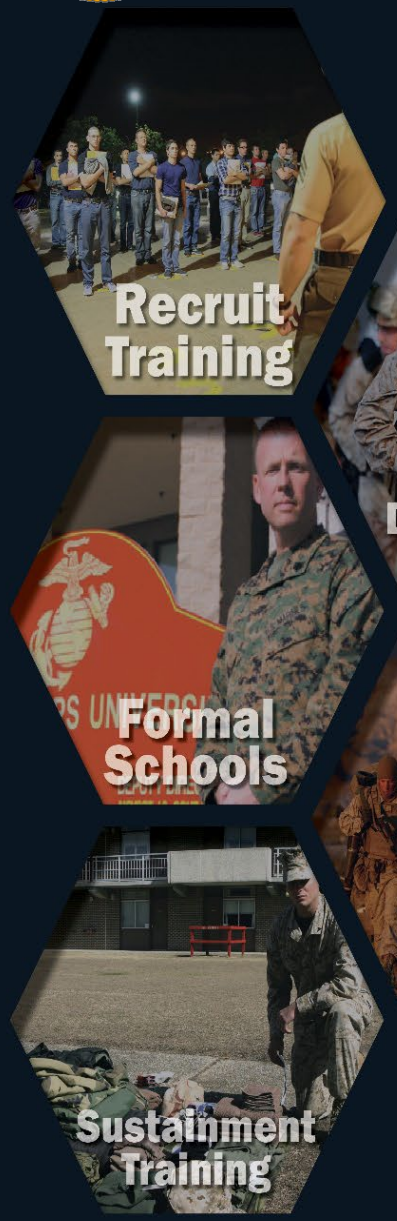


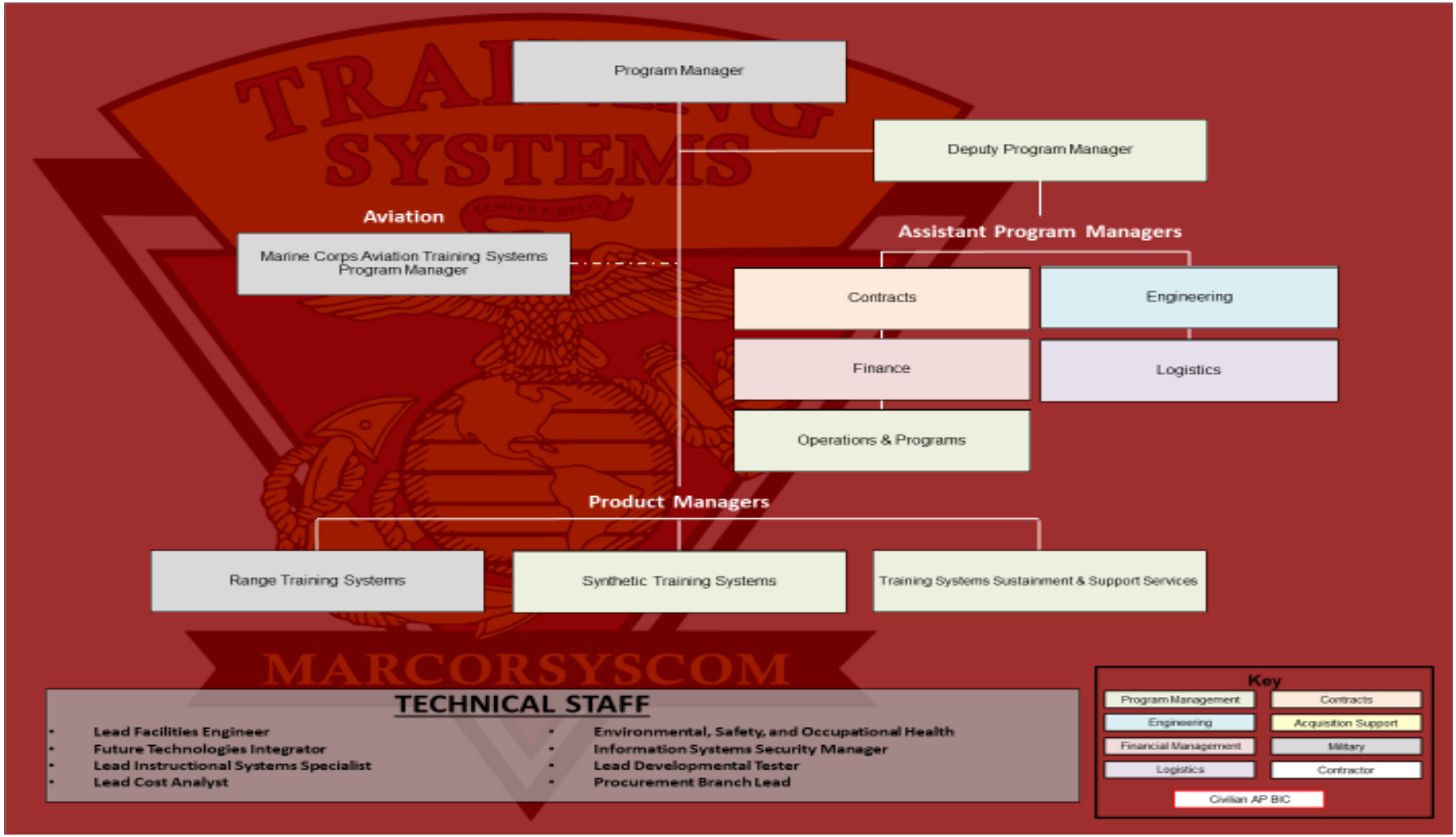
Training Simulation Industry Symposium 2022

15 June 2022

LtCol Marcus Reynolds
Program Manager, Training Systems
Marine Corps Systems Command

RELEASABILITY: Cleared for public release.

PM Training Systems Organization Chart



Commandant's Planning Guidance (CPG)

Priority Focus Areas:

- Force Design
- Warfighting
- **Education & Training**
- Core Values
- Command & Leadership

The Commandant of the Marine Corps (CMC) observes in his planning guidance that:

- "…our training facilities and ranges are antiquated, and the force lacks the necessary modern simulators to sustain training readiness."
- "We must change the Training and Education Continuum from an industrial age model, to an information age model."

(38th CMC Planning Guidance)

Marine Corps Force Design 2030

- Force Design was the #1 priority communicated in the CPG.
  - Major changes to force structure proposed. Examples include:
    - Investment in additional rocket artillery batteries
    - Divestment of three infantry battalions
    - Divestment of tanks
    - ***Expansion and increased resourcing of training & education***
- Initial results yield a potential savings of $12B to be reallocated towards equipment modernization, *training modernization*, and force development priorities.
- As we move aggressively to modernize the force, it is also important to make clear what is not changing. The Marine Corps' congressionally mandated role as a balanced combined arms team that is "most ready when the Nation is least ready," our ethos, our discipline, and our maneuver warfare approach is not changing.

Marine Corps Force Design 2030 (May 2022 Update)

TRAINING & EDUCATION

- Directed Actions

Implement Project Tripoli and provide initial assessments to include identification of any challenges to the CMC no later than 1 September 2022.

- Issues Requiring Further Analysis

Training Ranges. Analyze the range, training area, and airspace requirements needed to perform distributed operations as described in our emerging concepts such as A Concept for Stand-in Forces and The Tentative Manual for Expeditionary Advanced Base Operations.

Live Virtual Constructive-Training Environment (Project Tripoli)

FD 2030 Campaign of Learning

Helped us recognize that our current range and training infrastructure does not adequately support the combined-arms integration of the new systems we are fielding…also revealed challenges we face with environmental and other local governmental policies and restrictions both in CONUS and overseas.

To address this, we initiated “Project Tripoli,” which will create a comprehensive venue to train in all domains using state of the art and emerging systems and capabilities.

- It will build readiness across all echelons of command and throughout the MAGTF and provide venues for experimentation with new technologies and concepts.
- LVC-TE will provide the architecture to integrate and render real-time data from instrumented ranges, force-on-force training aids and devices, simulators, and simulations across a deliberately provisioned training network that enables connectivity and interaction across globally disparate training sites.

New Requirements in 2022 / 2023

- Initial Capabilities Document – Enterprise Ground Maintenance Training System
- Capabilities Development Document (CDD) – Ground Training Systems Family of Systems
  - CDD Annex – Battle Staff Training System
  - CDD Annex – Vehicle Training Systems
- CDD – RTAM Family of Systems
  - CDD Annex – Live Fire Evaluation Training System
  - CDD Annex – Known Distance Automated Scoring System
  - CDD Annex – Trackless Mobile Infantry Targets
- Capability Needs Statement – Training Environment Repository with Remote Accessibility
- Requirements Memorandum – Electronic Warfare Ground Instrumented Range
- Requirements Memorandum – Joint Tactical Air Controller Expeditionary Training System

Requirement Changes in 2022 / 2023

- CRC – Combined Arms Command and Control Trainer Upgrade System
- CRC – Deployable Virtual Training Environment
- CRC – Family of Egress Trainers
- CRC – Marine Air Ground Task Force (MAGTF) Tactical Warfare Simulation
- CRC – Marine Common Driver Trainer
- CRC – Small Arms Virtual Trainer

CRC = Capability Requirement Change

Rapid Procurement

- Leverage Other Transaction Authorities
- Leverage others Service existing contract vehicles
- Software Acquisition Pathway (SWP)
- Agile Software development cycles for new technologies

- Go slow to go fast in the execution of a long term services contracts

Product/Project/Service Portfolio

Range Training Systems

- **Force on Force (FoF)**
  - Instrumented - Tactical Engagement Simulation System (I-TESS II)
  - Special effects Small arms Marking System (SESAMS)
  - Marine Corps Training Instrumentation System (MCTIS)
- **Infantry Immersion Trainer (IIT)**
  - CLNC Outdoor Infantry Immersion Trainer
  - Combat Training Environment (CTE) /Military Operations Urban Terrain (MOUT)
- **Tactical Video Capture System (TVCS)**
- **Family of Egress Trainers (FET)**
  - Underwater Egress Trainer (UET)
  - Joint Light Tactical Vehicle Egress Trainer (JET)
  - High Mobility Multi-Purpose Wheeled Vehicle (HMMWV) Egress Assistance Trainer (HEAT)
  - Mine-Resistant Ambush-Protected (MRAP) Egress Trainer (MET)
- **Live Fire Training Systems (LFTS)**
- **Range Training Aids Portfolio (RTAP)**
  - Targets
  - KDAS
  - Atmospherics
  - BES
  - TMIT
- **Ground Range Sustainment Program (GRSP)**

Synthetic Training Systems

- **Live Virtual Constructive – Training Environment (LVC-TE)**
  - MAGTF Tactical Warfare Simulation (MTWS)
  - Combined Arms Command and Control Trainer Upgrade System (CACCTUS)
  - Deployable Virtual Training Environment (DVTE)
  - Supporting Arms Virtual Trainer (SAVT)
  - Leader Focused Decision Games (LFDG)
  - Virtual Reality Simulator – Hologram Battle Lab (VRS-HBL)
  - Streamlined After Action Review Tool: Visualization (SMART-Viz)
  - Family of Ground Training Systems
- **Combat Vehicle Training Systems (CVTS)**
  - Combat Convoy Simulator Modification Program (CSS Mod)
  - Marine Common Driver Trainer (MCDT)
  - Family of Maintenance Trainers
  - MCCES Electronics Course
- **Marksmanship Training Systems**
  - Indoor Simulated Marksmanship Trainer (ISMT)
  - Future Marksmanship Trainer (FMT)

Training Systems Sustainment and Support Services

- **Knowledge Based Services (KBS)**
  - MAGTF Training System Support (MTSS)
- **Ground Training Support (GTSS)**
  - East
  - West
  - OCONUS
- **Role Players**
  - Home Station Training (HST) Centrally and Non-Centrally managed
  - Infantry Immersive Trainer (IIT)/Subject Matter Expert (SME)
- **Underwater Egress Trainer (UET)**
- **Equipment Related Services – Systems (ERS-S)**
  - Dry Rollover Egress Trainers (DRET)
  - Marine Common Driver Trainer (MCDT)
  - Indoor Simulated Marksmanship Trainer (ISMT)
  - Combat Vehicle Training System (CVTS)
- **Electronics Communication Services (ECS)**
  - Deployable Virtual Training Environment (DVTE)
  - Indoor Simulated Marksmanship Trainer (ISMT)
  - Combined Arms Command and Control Trainer Upgrade System (CACCTUS)
  - MAGTF Tactical Warfare Simulation (MTWS)
  - Combat Convey Simulator (CCS)