Blending Training Environments to Achieve Multi-Echelon CAM and WAS Proficiencies

"Bridging the virtual and live environments to validate a scenario, certify leaders, and rehearse events through 'ruthless repetition' under varied conditions establishes proficiency"

-COL Michael A. Getchell, CDR, 4-2 SBCT

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RAIDERS
4

Combined Effects of L-V-C Environments for Multi-Echelon Training

Agenda

- **Where we were:**
  OPN ARROWHEAD SHOCK
- Where we are:
  - **Leader Centric Battalion Attack (LCBA)**
  - **Virtual Fire Coordination Exercise (V-FCX)**
- Where we are going:
  V-STX (Co Defense)
  L-V-C STX (Bn Offense)

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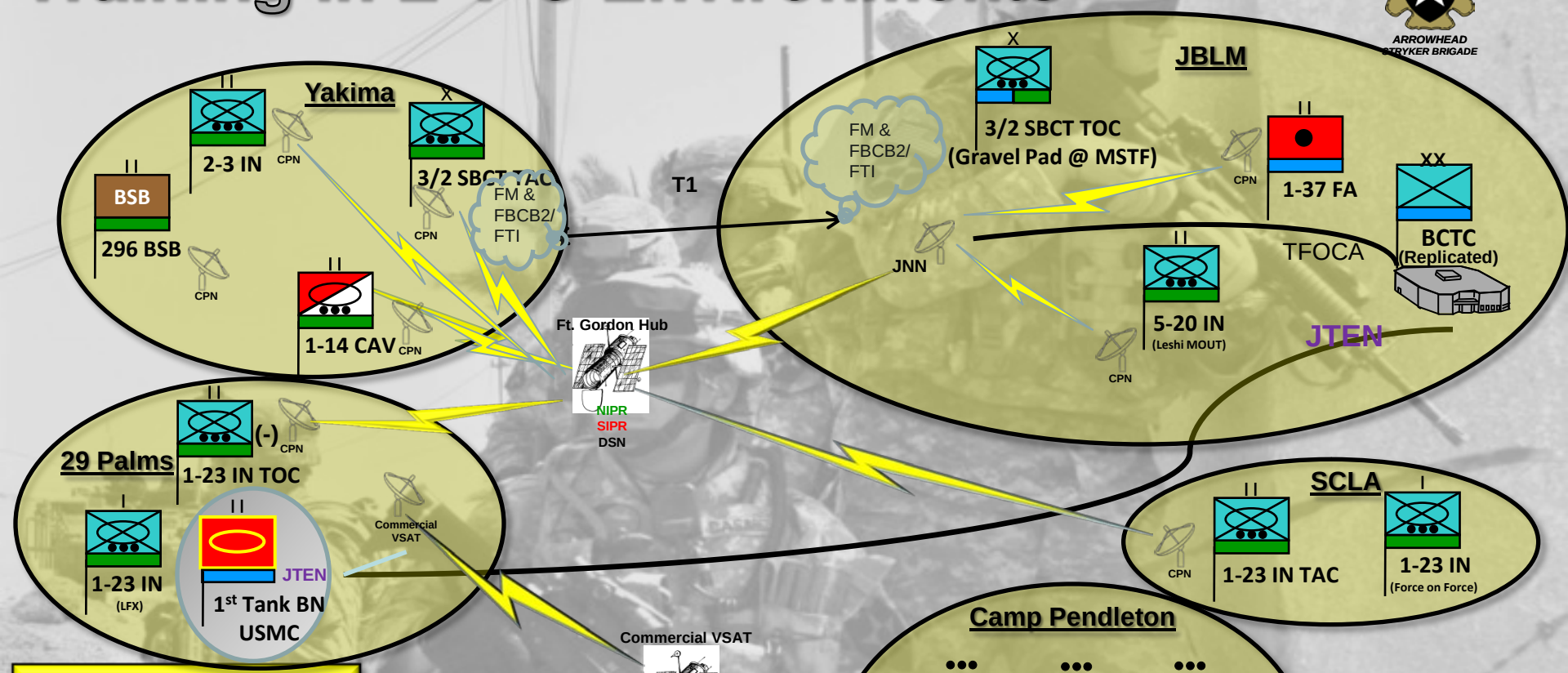
3-2 SBCT "Arrowhead" Distributed Training in L-V-C Environments



Training Benefits

- Full Spectrum Operations
- Joint Operations
- Combat Multipliers
- Replicate Battlefield Effects
- Expanded Areas of Operation
- Multi-echelon
- Distributed Exercise

1-23IN rotated each company through Camp Pendleton. While the Company was at Pendleton, One PLT would be in VBS2; one PLT in IIT; one PLT in rehearsal. One company at SCLA conducting force on force, and one company at 29 Palms conducting LFX.

Legend

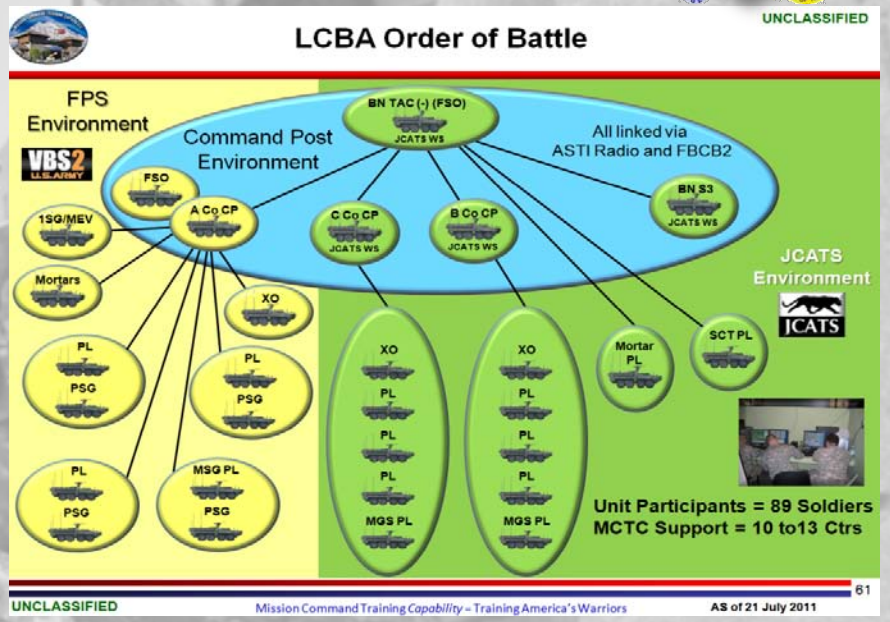
V
L BC C
G

2007 2008 2009 2010 2011 2012 2013 2014 2015 2015-2016

4-2 SBCT "Raiders" Leader Centric Battalion Attack (LCBA)

1. Battalion Leaders' training event involving three leader teams (BN CDR-Co CDR-PL) in the high end of the spectrum of conflict using constructive and virtual enablers to simulate and stimulate battalion tactical offensive operations.

2. Key Leader interaction and communication over voice and lower TI networks emphasizing reporting across formation's primary span of control (Battalion to Company and Company to Platoon).



3. Combined Arms Training Strategy Task emphasis (Task Number)
   - 4.1. Conduct Offensive Operations (07-TS-1126)
   - 4.2. Conduct Defensive Operations (07-TS-1127)
   - 4.3. Move Tactically (CO) (07-TS-2475)
   - 4.4. Attack (CO) (07-TS-2473)
   - 4.5. Defend (CO) (07-TS-2474)

4. Expose BN Staff and Commanders to MCTC training capabilities.

2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2015-2016

Raider BCT Virtual Fire Coordination Exercise (V-FCX)

BCT Training event that validates leaders' abilities to synchronize employment and effects of fires. That fuses live and virtual enablers, Trains Leaders, validates a CALFEX scenario, and allows for multiple, "low cost" rehearsals prior to moving to the live environment.

BCT and Battalion provide higher control response cell and enablers.

Company/Troop Commander, Platoon Leaders and Platoon Sergeants conduct CAM-based missions utilizing VBS2 as the training vehicle for a CALFEX scenario.

Virtually Validates or Refines Live…

- …Scheme of Fires
- …Scheme of Maneuver
- …Triggers
- …Observer Plan
- …Maneuver and Fire Boxes for CALFEX

Virtual event supported by live Fire Direction Centers, 1 x M777 howitzer with crew, 1 x 120mm mortar with crew, and 1 x 60mm mortar with crew. Computation time, crew time, and time of flight factored in delivery of fire to enhance realism (Dry-Fire Missions)

2007 | 2008 | 2009 | 2010 | 2011 | 2012 | 2013 | 2014 | 2015 | 2015-2016

Future Initiatives to Blended Training Environments....

a Persistent capability

I Corps key principles for enabling SBCT & below Training:

- ✓ Responsiveness to unit Commander's Mission driven needs.
- ✓ Relevant, realistic and highly usable Home-station scenarios/event conditions.
- ✓ Event correlation around the LIVE environment JBLM & YTC Terrain - Always!
- ✓ Train & certify unit formation leaders, early and creatively.
- ✓ Leverage L-V-C+G to establish proficiency through "Ruthless Repetition" under varied conditions (under-pin BCT 'how we fight' learning and creating initial collective competencies)
- ✓ Training support to Unit tactical Networks - low cost, high-payoff investments

SBCT Full Use Cases (YTC & JBLM)

LVC ITE

2007
- Platoon in Gaming & Co. L-V+G

2008
- "Tomahawk Trials" Bn L-C+G Distributed YTC

2009
- *"Arrowhead Shock" SBCT L-C+G + USMC Distributed CA & WA (3-2 SBCT)*

2010
- Air-Ground Integration Co Ldrs & Avn Crews Gaming

2011
- *"Leaders Centric Bn Attack" Bn L-C+G*
- "Leaders Centric Bn Attack" Bn L-C+G
- V-FCX (Offense) Co. x12

2012
- Co. V-STX (Defense) Co. x12

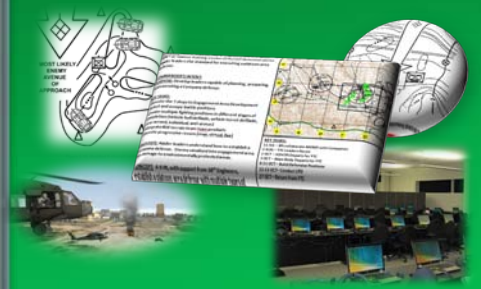
2013
- TBD
- *V-STX (Offense) Bn Attack Bn L-V-C +G*

2014
- *Army SECORE Terrain fielding*
- *Army HITS fielding*

2015
- *Army LVC-IA fielding*

- •CO = Live
- •CO = Gaming
- •CO = Constructive
- •Select Units = Virtual (AVN, LOG, FA)

Area Defense TEWT Translated to Company Area Defense V-STX



Another Approach to Blended Training Environments
Virtual to Live or Live to Virtual

Questions?

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