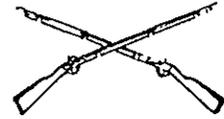




Commandant's NOTE



MAJOR GENERAL SAM WETZEL
Chief of Infantry

SIMULATIONS AT THE INFANTRY SCHOOL

For more than a decade, the Infantry School has participated in many of the Army's simulation projects. During that time, the School has emphasized the design and use of simulations to support specific training and analytical objectives. Many of these are gaming simulations, in which the motivational aspects of a competitive game are combined with a physical, symbolic, or procedural representation of a real-world situation.

The reasons for using these and other simulations today are even better than they were when we began these projects. Not only do we have fewer resources than we had then, there is an ever-increasing demand on the ones that we do have — resources in manpower, equipment, ammunition, and POL, as well as in travel and training time. And all of these resources ultimately translate into money.

Another reason for using simulations is the difficulty and danger of conducting exercises using some of our weapon systems. Most of our antiarmor weapons, for example, are not only expensive to use in training, they also require large training areas and elaborate safety measures.

At the same time, simulations provide the students with realistic training, and the more realistic their training can be the more likely they are to retain it and transfer it to an actual battlefield environment should the need arise.

These are the primary reasons the Multiple Integrated Laser Engagement System (MILES) has proved so valuable and the reasons we are now using it in our Infantry Officer Basic Course (IOBC). MILES, through its system of laser transmitters and detectors, allows complete two-sided battle engagement simulation and authentic, realistic casualty and damage assessment. An after-action review of the training gives the students an insight into the consequences of overlooking details or of failing to apply sound combat techniques under the pressures of simulated combat.

In addition to these field simulations, the School also uses several classroom wargame-based simulations in its Combined Arms Simulations Center. Some of these are played manually and others, including the Computer Assisted Map Maneuver Simulation (CAMMS), with computer support. These various simulations are now used to train students in tactical operations from platoon through battalion level.

The School is planning an exciting new computerized simulation called the Combined Arms AirLand Battle System (CAABS) and expects to have it in operation at the Center by

the end of the year. CAABS is an improvement over CAMMS and is designed specifically to meet the needs of institutional training, including AirLand Battle doctrine and force modernization.

Its computer system can run up to 11 separate exercises from company to task force or brigade level. The program modules determine combat results on the basis of such factors as range, terrain, tactical situation, and integration of fires. CAABS modules have been completed for direct and indirect fires, minefields, close air support, air defense, and logistics. Nuclear and chemical modules will be completed shortly.

Tactical movement can take place either on maps or on two new large-scale three-dimensional terrain boards that have been added to the Simulations Center. The students will use actual opposing force vehicles to make all movements on the terrain boards and will use specially designed periscopes that will simulate actual fields of observation and fire. Battlefield assessment of engagements will be fed back quickly from the computer, and the status of all action relayed through actual communication gear to the TOC where the staff and the commander can react to it.

Recently, the School also began using interactive videodisc technology in its IOBC leadership training. These videodisc programs place individuals in leadership situations that require them to make decisions and carry them out. The programs allow them to experience the outcome of their decisions, good or bad.

We have begun to exploit interactive videodisc technology even further to provide realistic decision-oriented training in military operations in urbanized terrain (MOUT) and in mounted land navigation subjects. Film crews are now in Germany, in fact, filming scenes for use in these two simulations.

Still other exciting high technology simulation developments are under way that will eventually be incorporated into our training. We fully intend to participate in and influence those developments to ensure that the end products meet our needs. The School, after all, is the primary source of Infantry doctrine and of accepted Infantry combat techniques.

In the future, our training and evaluation techniques will continue to move away from having the students passively receive information; it will move closer to having them participate in dynamic relevant training that is presented in the context of real-world situations.

Practice combined arms!