



Call for Fire Trainer

FORWARD OBSERVATION SIMULATOR FOR FIRE MISSION TRAINING

Multi-level Training in Call for Fire Procedures and Mission Planning- Artillery, Mortars, Naval Gunfire, Close Air Support

This immersive training system supports basic through advanced-level forward observation tasks, including Artillery, Close Air Support, Naval Gunfire, and Mortars.

The CFFT training solution connects Computer-Generated Forces (CGF) software with Simulated Military Equipment, including precision laser devices, to provide training in fire mission planning and execution.

The CFFT dynamically evolved since the 1993 release of the Guard Unit Armory Device Full Crew Interactive Simulation Training Device (GUARDFIST II) Forward Observer trainer. Today, the Windows-based artillery training system supports open architecture protocols and virtually unlimited connectivity to train a variety of roles and tasks. In addition, the system utilizes Distributed Interactive Simulation (DIS) protocol for connection to other training systems.

FIDELITY has over fourteen years experience in artillery simulation development, and produces the most successful artillery training solution to support 21st century training requirements. Our training systems capitalize on Commercial-off-the-Shelf (COTS) hardware and software to reduce development costs, while providing a technically-advanced, comprehensive solution.



FEATURES:

- Realistic 3-D Battlefield Simulation with Fire Effects and Sound
- Weapons and Targets Simulation
- Computer-Generated Forces
- Instructor-Controlled Scenarios / Battlefields / Trainee Viewpoints
- Simultaneous Execution of Different Missions at Different Stations
- Environmental Simulation (day/night; time of day; rain/snow; fog/smoke; shadows; sun & moon glint, etc)
- Weapons Firing and Ammunition Effects and Tracer Simulation
- Special Effects Simulation; i.e. observation aids (illumination; thermal imaging; infrared (IR); IR pointer; flares; aircraft wing & tail marking lights)
- Voice and Digital Communication
- Networked, DIS Protocol
- Transportable, Deployable, and Institutional
- Interface to Real & Simulated Digital Entry Devices
- Simulated Military Equipment
- Connects with Flight Simulator
- After Action Review



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TRAINING TASKS

- Initial Call for Fire and Adjustments
 - Simultaneous Fire Missions
 - Observer Location
 - Measure Direction
 - Fire Request Types include
 - Grid, Polar, Shift, Quick
 - Low-angle and High-angle Fire
 - Adjust Area Fire / Adjust Area Fuze
 - Suppression / Immediate Suppression
 - Fire for Effect
 - Coordinated Illumination / Continuous Illumination
 - Engage Moving Target with Indirect Fire
 - Fire Immediate Missions on Recorded Targets
 - Registration Point
 - Time Registration
 - Mortar Registration
 - Irregular Shaped Targets
- Special Fire Adjustments such as
 - Final Protective Fires
 - Massed Fires
 - Simultaneous Engagement of Multiple Targets
 - Fresh Target Shift
 - Immediate Smoke
 - Quick Smoke
 - Engage Targets with Naval Gunfire
 - Engage Targets with Copperhead Munitions
 - Engage Targets with Close Air Support
 - Request Immediate Close Air Support
 - Suppression of Enemy Air Defenses
 - Mission Planning and Rehearsal



* Additional training tasks easily can be added per customer requirements to support specific military doctrine and training goals.



TRAINING FEATURES

- Individual or Collective Training
- Ground and Aerial Observer Training
- Basic through Advanced Task Training
- Supports Unit Sustainment Training for Field Artillery Direct Support Battalions, Brigades, other Combat Units, and Special Forces Units
- Realistic Object Behaviors and Movement
- Realistic Fire and Weapons Effects Simulation
- Incorporates Simulated Observer Aids/Devices
- Close Air Support
- Naval Gunfire
- Fire from an Aerial Platform
- Mortar Missions
- Integrated Simulated Military Equipment (e.g., Lightweight Laser Designator Rangefinder)
- Geo-specific or Geo-typical Terrain Databases
- Battlefield and Stealth Views
- Visual System enables Trainees to Detect, Recognize and Identify Targets at Appropriate Ranges
- Desired Effects such as Destroyed, Neutralized, and Suppressed Targets are Simulated by Visual and Audio Effects
- Collects pre-determined evaluation data for After Action Review
- Interoperability with other training systems for Combined Arms Training *

* Demonstrated interoperability with other training systems

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