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Close Combat Tactical Trainer (CCTT)
Real-Time Interactive Collective Task Training – on the Largest Scale





Close Combat Tactical Trainer (CCTT)

Lockheed Martin's Close Combat Tactical Trainer (CCTT) provides a real-time interactive collective training environment for Armor units ranging in size from crew to battalion task force, with growth potential to regimental task force. CCTT is the first training system to provide the ability to train and validate tactics, doctrine, and weapons systems, as well as conduct mission planning and rehearsals.

CCTT is the U.S. Army's first and largest distributed interactive simulation system. CCTT is composed of computer-driven combat vehicle simulators and emulator workstations that operate interactively over local and wide area networks. Through computer workstations, CCTT adds logistics, artillery, mortar, and aviation units to a synthetic battlefield, depicting real-world terrain. Warfighters move, shoot, and communicate on this battlefield by operating with or riding inside combat vehicles and employing simulated weapon systems.

More than 400 systems have been fielded, with more than 200 additional systems in production. CCTT is the perfect compliment to costly live training, permitting effective collective-unit training before exercising the unit in a live environment.

- Distributed Interactive Simulation-compliant
- Manned simulation modules with high-fidelity visuals:
 - Abrams tanks (M1A1, M1A2, M1A2 SEP)
 - Bradley fighting vehicles (M2A2, M2A3)
 - Dismounted infantry
 - Fire support vehicles
 - Armored personnel carrier (M113A3)
 - High mobility, multi-purpose wheeled vehicle (HMMWV)
- Validated intelligent semi-automated forces (SAF)

Workstations or emulations are provided for semi-automated forces (SAF) blue, opposing forces (OPFOR), after action review (AAR), tactical operations center (TOC), combat command training post, fire direction center (FDC), fire support element (FSE), and combat engineers. Realistic terrain and entity models are provided in both fixed and mobile training configurations.



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