THE FUTURE OF MODERN NAVAL WARFARE TRAINING







The Naval Tactical Simulator, INTS is:

- an action speed tactical trainer (ASTT)
- a comprehensive simulation-based system that facilitates the conduct of realistic naval operations training.
- The INTS comprises a network of computers used as player workstations organized into Own Ship cubicles, and game control stations.
- The player Own Ships can be configured to simulate ships, submarines, aircraft, or shore-based sites.
- The game controller defines a scenario that includes:
 - the gaming area
 - atmospheric conditions
 - composition of friendly and enemy forces
 - communication voice and link
 - inventory of sensors and weapon systems
 - initial positions.



Simulated Naval Battlespace

- Entities, sensors, weapons and comms
- Sea charts, underwater environment and landmass
- Environmental conditions

Naval Training

- Operator, part task to command team training
- Single ship CIC team training
- Multi ship coordinated training

Integrated Test Beds and Battle Labs

- Concept Development and Experimentation (CD&E)
- Doctrines, organization and material for future operations
- Rapid integration of Live, Virtual and Constructive (LVC) components

Distributed Simulation

INTS consists of:

- Commanders Console
- Instructor Station
- CIC Consoles
- Generic NavyC4ISR integration
- Generic Asterix CAT 240 Radar feed integration
- Generic Simulation integration via DIS/HLA

Operator training:

- C2, CMS, C4I
- Picture Compilers, Weapon Allocators
- Radar, Link System, ESM Operators

Part Task Training:

- Procedure Training and Tactical Training
- Warfares: AAW, ASW, ASUW and combined/multi threat etc.
- Naval operations: Surveillance, Asymmetric warfare, anti-piracy, SAR, etc.

Command Team Training

- Mission Rehearsal
- Force Integration
- Certification

Single PC or Laptop

Combined INTS Server and Instructor

Class room trainer

- Instructor/debriefing station
- Desktop own ships
- INTS Server

Medium trainer

- Combined instructor/debriefing room
- Multiple instructor stations
- Own ship cubicles (1-4 consoles)
- Server room

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