

Training System And Devices

Indoor Simulated Marksmanship Trainer-Enhanced (ISMT-E)

Description

The ISMT-E is an interactive training system designed to support marksmanship skills in a classroom setting. The ISMT-E will provide training in marksmanship skills for the M16A2, M4, M9, M249, M240G, Mk19, M2, AT4, SMAW, M203, MP5, SRAW/Predator, shotgun, and mortars. Marines fire laser fitted infantry weapon simulators engaging target sets projected on a large screen display employing three-dimensional graphics simulation technology.

Operational Impact

The ISMT-E will replace the current video-based ISMT system at selected units. The current ISMT system has four firing positions with the Infantry Squad Trainer (IST) (the expanded version of the ISMT) providing 12 firing positions. The ISMT-E will add a fifth firing position and the IST-E will accommodate up to 15 shooters. These systems present trainees with target sets in a variety of realistic scenarios that exercise marksmanship and weapons skills, small unit proficiency, and shoot/no shoot judgment. Forward Observer (FO) spotting and firing with night vision devices can also be performed. ISMT-E will enable individual Marines and small units to train in a distributed interactive simulation (DIS)/high level architecture (HLA) environment by providing the ability to interface with other ground training simulators and systems such as the Combat Vehicle Appended Trainer (CVAT).

Program Status

ISMT-E will be procured in FY01.

<i>Procurement Profile:</i>	<i>FY01</i>	<i>FY02</i>
Quantity: ISMT-E	22	TBD
IST-E	25	TBD

Developer/Manufacturer

TBD