

Desktop Tank Gunnery Trainer

Realistic gunner that networks to support full crew training

Science Applications International Corporation (SAIC)'s Desktop Tank Gunnery Trainer is a portable, cost-effective solution for training tank gunners that can be flexibly expanded to train and network full tank crews around the world. The tank trainer system, developed in conjunction with students, provides the actual instrumentation of the M1Abrams Main Battle Tank gunner station in a deployable, low-cost training simulator.

Desktop Tank Gunnery Trainer

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Capabilities

- Delivers a man-portable, low-cost desktop solution for training tank gunners
- Features the actual instrumentation and realistic form, fit, and function of the M1 Abrams Main Battle Tank
- Incorporates all of the knob logic and switch logic required in the proper sequencing to engage the firing of the tank gun
- Includes automated voice commands from tank commander and loader
- Supports sabot, heat-round, HEP, canister (air burst fragmentary), and PELE (insensitive fragmentary) firing rounds
- Provides force feedback to simulate tank recoil when firing rounds
- Integrates “Steel Beasts® Professional” software developed by eSims® Games, LLC for serious tank war gaming technology
- Provides automated scoring and AAR
- Expands for full crew training and networked multiple crew engagements

Delivering the Realism of the Actual Tank in a Portable Simulator

SAIC’s Desktop Tank Gunnery Trainer provides the realistic form, fit and function of a tank gunner station including the cadillac to control the turret motion when engaging a target as well as all of the knob and switch required in the proper sequencing to engage the firing of the tank gun. To enhance the realism of simulated tank training, the trainer system provides force feedback, simulating the actual recoil of the tank when firing rounds and includes automated voice commands from the tank commander and the loader.

Integrating “Steel Beasts®” for Advanced Tank Gaming

The Tank Gunnery Trainer incorporates serious tank gaming technology and scenarios using “Steel Beasts® Professional” software developed by eSims® Games, LLC. The trainer supports sabot, heat-round, high explosive propellant (HEP), canister (air burst fragmentary), and Penetrator with Enhanced Lateral Effect (PELE) (insensitive fragmentary) firing rounds and can be modified to include other types of rounds.

Providing Automated Scoring and After Action Review (AAR)

The Desktop Trainer features automatic scoring on the entire tank range skill set from time of engagement, exposure time, and standard evaluation criteria on tank range, and provides hard copy AAR reports.

Supporting Full and Multiple Crew Training

SAIC’s Desktop Tank Gunnery Trainer can be easily expanded for full crew training with the driver, commander, and loader, and networked for multiple crew engagements in live, virtual, and constructive simulation training. The trainer can also be modified to support multiple domestic and international tank variants.

Ruggedized and man-portable, the Desktop Tank Gunnery Trainer can deliver training in a classroom, after hours, or out in the field to meet various training needs.

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