Lockheed Martin Awarded $30 Million Contract For Close Combat Tactical Trainer Program

Lockheed Martin Corporation was awarded a $30 million contract for the Fiscal Year 2005 Close Combat Tactical Trainer (CCTT) program. The CCTT is an operational distributed interactive simulation (DIS) system and is part of the Combined Arms Tactical Trainer (CATT) family of virtual trainers.

CCTT is composed of computer-driven combat vehicle simulators and emulator workstations that operate interactively over local and wide area networks. Lockheed Martin supplies the U.S. Army with CCTT equipment to train soldiers in a variety of combat vehicles including M1A1 and M1A2 tanks, Bradley Fighting Vehicle, and HMMWV (HumVees).

Produced in Orlando, Lockheed Martin received the initial CCTT development contract in 1992 and began full-rate production in 1999.

"This contract builds on our past support to CCTT, which consists of designing and building simulators for the Abrams tanks and Bradley fighting vehicles used by the U.S. Army," said Dan Crowley, President of Lockheed Martin Simulation, Training & Support. "This is one of many simulation programs that are directly aiding the warfighter in Afghanistan and Iraq. We also believe that CCTT is providing soldiers realistic training enabling them to adapt more quickly to the combat environment."

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. CCTT components have passed rigorous U.S. Army validation against actual weapon systems, tactical doctrine, and behaviors.

The system allows commanders to train their unit's unique collective tasks in a myriad of virtual environments including day, night, and varying visibility conditions, in conjunction with selectable enemy capability and skill levels.

"CCTT provides real-time, interactive collective task training for units from individual crews to battalion task force levels," said Andre Elias, Lockheed Martin Simulation, Training & Support program director for virtual training solutions. CCTT also adds growth capability to a Brigade Combat Team."

Key features of CCTT include DIS, manned simulation modules with high- fidelity visuals, realistic terrain and entity models, fixed and mobile configurations, intelligent semi-automated forces (SAF), real-time data logging, and after-action-review capabilities.

Headquartered in Bethesda, MD, Lockheed Martin employs about 130,000 people worldwide and is principally engaged in the research, design, development, manufacture and integration of advanced technology systems, products and services.

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