

B²MTC

Brigade and Battalion Mission Training Center



Elbit Systems developed the concept of a Brigade and Battalion Mission Training Center (B²MTC) which will enable the delivery of command training for land forces within the context of the Contemporary Operating Environment (COE).

While primarily developed to support Collective Training, Elbit Systems' experience suggests that B²MTC can be used also for Land Warfare experimentation, development of concepts and tactics and mission rehearsal.

Exercises use constructive simulation to train brigades and battalions, in both the planning and execution of specified missions, to develop the criteria for delivering success: command, inform, operate, protect and sustain. The system enables the planning and execution of Combat Support and Combat Service Support tasks.

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The training concept

The B²MTC delivers training at brigade or battalion level for both the planning and execution of mission. It can train three levels of command simultaneously: brigade, battalion and sub-unit (company or platoon/Soldiers). Exercising commanders will be at stations of appropriate fidelity to train and test the cognitive skills required for command in the COE. B²MTC Gateways will bridge between the synthetic COE (including simulated action, voice and video) and C² system, so that exercises are dynamic, synchronized, controlled, and fully recorded. This approach allows higher training effectiveness. Training is more efficient with multiple levels of command trained simultaneously as opposed to a single level of command that is facilitated by subordinate levels. Training is more effective with battle procedure properly practiced through multiple levels of command in both planning and conduct of the current battle.



System Capabilities:

- Situational awareness
- Unit models and behaviours: Land, Air, Air Defence, Artillery, Logistics, Medical, Mechanical, Engineering and more
- Editor capabilities: to support the staff in delivering ongoing updates of entities, weapons, doctrines and more
- Editable exercises and scenarios through friendly-user editors and Graphic User Interface (GUI)
- AAR debrief and smart reports
- Terrain and IG 2D and 3D terrains and maps
- Interoperability with C² systems
- Role player stations (UAS, Artillery, Logistics, Sensors and more)

Key Advantages:

- Exercises train three levels of command simultaneously – the principal headquarters and two subordinate levels
- Exercises embrace the complexity of the COE, utilizing the Decisive Action Training Environment (DATE) doctrine
- The system allows exercise complexity/difficulty to be modulated so that commanders can develop their skills through training to the Threshold Of Failure (TOF)
- The system enables the capture and analysis of exercise play and training data to support the delivery of timely After-Action Review (AAR), training development and the development of tactical doctrine
- A 'smart' reporting mechanism that will enable elements of automated performance analysis



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