CLOSE COMBAT TACTICAL TRAINER (CCTT)
Real-Time Collective Training Environment
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Soldiers and Marines must act decisively during combat to accomplish the mission effectively and safely. The Close Combat Tactical Trainer (CCTT) integrates all facets of combat vehicle operations to immerse Warfighters in the scenarios they will face on the battlefield.

The CCTT is the U.S. Army’s first and largest distributed interactive simulation system. Through the CCTT, units train and are validated in tactics, doctrine, weapons systems, mission planning and rehearsals.

Encompassing the Reconfigurable Vehicle Simulator and Reconfigurable Vehicle Tactical Trainer, the CCTT environment provides real-time, collective training to units of any size.

The system includes computer-driven combat vehicle simulators and emulator workstations that operate interactively over local and wide area networks. Through computer workstations, the CCTT adds logistics, artillery, mortar and aviation units to a synthetic battlefield with realistic terrain. Soldiers move, shoot and communicate on this battlefield by operating combat vehicles and employing simulated weapon systems.

Since 1992, Lockheed Martin has developed, delivered and sustained more than 500 systems to Army and Marine Corps installations. CCTT provides an affordable complement to live training, delivering collective training before the unit moves to the live environment.

Features
- Distributed Interactive Simulation compliant
- Realistic, high-fidelity visual system
- Computer-driven simulation modules replicating combat vehicles:
  - Abrams tanks (M1A1, M1A2, M1A2 SEP)
  - Bradley fighting vehicles (M2A2, M2A3)
  - Dismounted infantry
  - Fire support vehicles (FIST-V & BFIST)
  - Armored personnel carrier (M113A3)
  - High mobility, multi-purpose wheeled vehicles
  - Reconfigurable Vehicle Simulator configurable as M998, M1026, M977, M978
- Validated intelligent semi-automated forces
- Validated SINCGARS radio communications (ICOM & ASIP)
- Integrated FBCB2 for situational awareness and mission command
- Interoperable with distributed simulation platforms