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Rheinmetall supplies MENA customers with wargaming simulation training system

Two customers in the Middle East / North Africa (MENA) region have contracted with Rheinmetall to supply them with a state-of-the-art wargaming simulation training system. Under this multi-million contract, Rheinmetall's Bremen, Germany-based Simulation and Training business unit will not only provide systems, software and hardware but also provide a full range of support services including role players as well as instructors with a military background.

Rheinmetall’s wargaming simulation training systems will provide the customers with unparalleled possibilities for training high-level personnel, encouraging a mission-oriented, flexible style of command and decision making. Rheinmetall’s spectrum of simulation products can be tailored to the customer’s needs, ranging from individual training systems to highly complex, networked systems for joint and combined operations training.

The wargaming simulation training systems enable joint and combined computer assisted exercises (CAXs) for mission-oriented, pre-deployment training. They can also be used to support certification of multinational headquarters and to conduct capability checks of headquarters for determining operational effectiveness for all types of missions prior to deployment, as well as to assess the command and control capabilities of headquarters for joint and combined operations in a network-enabled warfare environment for the entire mission and intensity spectrum.

Rheinmetall’s solutions are based on its many successful projects in Germany and numerous other countries, and draw on the Group’s highly qualified and experienced support organization. The systems will be expanded to include high-ranking personnel in order to provide comprehensive, high-level on-site resources for operation and support of the system for the required number of exercises.

Starting with proven off-the-shelf elements from previous projects, Rheinmetall will lead and manage the overall customization, integration and testing activities that will culminate in high-quality training systems. They will be used for corps-, division- and brigade- level missions. For battalion- and company-level computer-assisted exercises, the TacSi simulation system will be used to generate a 3D operational environment. A third simulation layer called Virtual Battle Space II will be used to
visualize special operations down to platoon and/or section level. A wide array of sub-models enables extensive exercises involving all components of the military.

Besides computer-assisted exercises at all levels from company to division, Rheinmetall provides the full range of support and training needed to set-up an evaluation and development section. This will enhance the organic capabilities necessary for testing operational plans and reviewing operational scenarios. The section will possess comprehensive knowledge, take part in all CAX activities and employ numerous wargaming tools.

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