

# DMT TRAINING SYSTEMS

## PROGRAMMABLE TRAINING SYSTEMS CATALOG 2026



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# PM TRASYS OVERVIEW

## PROGRAM MANAGER TRAINING SYSTEMS (PM TRASYS)

Located in Orlando, Florida, PM TRASYS is Marine Corps Systems Command's executive agent assigned to manage acquisition and life-cycle support of Marine Corps ground training systems, devices, and training support services. PM TRASYS equips and sustains the Marine Corps with the most capable and cost-effective training systems for current and future expeditionary and crisis response operations. We provide various training products including simulators, mock weapons, range targets, range instrumentation, training technology, research and development, distributed learning capabilities, training observation capabilities, and after-action review systems. This is successfully accomplished by a staff of 180 including Marines, civilians and contractor personnel with professional expertise across the areas of program management, engineering, training facilities engineering, logistics, instructional systems design, procurement, contract management, cost estimation, budget and financial management, live, virtual, constructive integration, and business operations. PM TRASYS also supports customers, fielded training systems, and training support services with TRASYS Liaison Officers (TLOs) located across and outside the United States. At PM TRASYS we understand the Marine Corps' needs and vision. By providing training systems, training environments, and training support and sustainment, we support Marines with their overall mission.



# PROGRAM MANAGER



## **COLONEL WYNNDEE M. YOUNG,**

A native of Oak Harbor, WA, brings a wealth of experience as the Program Manager for Training Systems (PM TRASYS). A graduate of Hampton University with a Bachelor of Science in Accounting, she commissioned in 2002 and since she honed her expertise in logistics and contracting through diverse assignments.

Her career included roles as a Supply Officer in Okinawa, Japan, managing critical equipment transfers, and as the S-4 Officer at Camp Fuji, overseeing logistical support for training units. Transitioning to Parris Island, SC, she served as a Series and Company Commander, followed by a role as Headquarters and Service Battalion's S-4 Officer. After completing the Contracting Officer Course, she served as a Contingency

Contracting Officer with Combat Logistic Regiment 27 and deployed to Afghanistan, managing construction and various contracts in Helmand Province.

Colonel Young further served as a Contracting Advisor at II Marine Expeditionary Force and deployed with the Operational Coordination Center Regional Southwest Security Force Advise and Assist Team as a Supply Officer Advisor to the Afghan Army. After attending Marine Corps Command and Staff College, she directed the III MEF Regional Contracting in Okinawa, leading multinational exercise planning. She then served as Executive Officer, Combat Logistics Battalion 7. In 2018, she deployed to Iraq with Task Force Spartan, managing base operations support integration, including contracted support.

Prior to assuming duty as the Program Manager for PM TRASYS, she shaped Operational Contract Support policy at Headquarters Marine Corps, then supported the Program Manager Wargaming Capability. As Deputy Program Manager for Communication Systems, she managed teams developing critical communication equipment. In April of 2023, Col Young assumed duty as the Program Manager for Wargaming Capability, she spearheaded efforts to enhance wargaming technology. Colonel Young holds a Master of Business Administration and a Master of Science in Military Studies.

# RTS

RANGE TRAINING SYSTEMS



The Product Manager for Range Training Systems (PdM RTS) provides U.S. Marine Corps bases and stations with live Force-on-Force, Force-on-Target tactical engagement training and dynamic capabilities for real time and post mission battle tracking and after action review (AAR). RTS directly impacts tactical training and the commander's ability to meet mandated pre-deployment training requirements, which ultimately affects force readiness. In addition to concentrating on live, interactive simulations and ranges, RTS also provides support to more than 1,400 range training areas (165 are instrumented) across the Marine Corps enterprise - working hand in hand with Naval Facilities Engineering Command on military construction projects on range modernization efforts that require site preparation and simulator buildings that will house our simulators.

# SOFT

## FORCE-ON-FORCE TRAINING SYSTEMS



### **DESCRIPTION**

The Marine Corps Tactical Instrumentation System (MCTIS) provides realistic, non-live fire capabilities to perform Force-on-Force training using personnel devices as part of a suite of tactical engagement capabilities that enhance training around the world and across the range of military operations. The employment of MCTIS provides instant feedback and after-action capabilities which enhances both the realism and effectiveness of Force-on-Force training from small-unit level to large-scale training exercises. In addition to tactical engagement adjudication, MCTIS provides an enhanced AAR capability that can track performance from the unit-level down to the individual user at every point of the training event. MCTIS is broken into increments: Increment 1 is the Personnel variant (MCTIS-P), which provides man-worn detectors, command and control devices, and vehicle base kits; Increment 2 is Combat Vehicles (MCTIS-CV), which adds instrumentation for Amphibious Combat Vehicles and Light Armored Vehicles; Increment 3 is Weapons Surrogates (MCTIS-WS), which will provide supporting weaponry and drone capability to fill out a combat unit's table of equipment; and Increment 4, which captures future requirements, such as the integration of camera feeds into the AAR capability or air-to-ground/ground-to-air interaction.

# IIT

## INFANTRY IMMERSION TRAINER

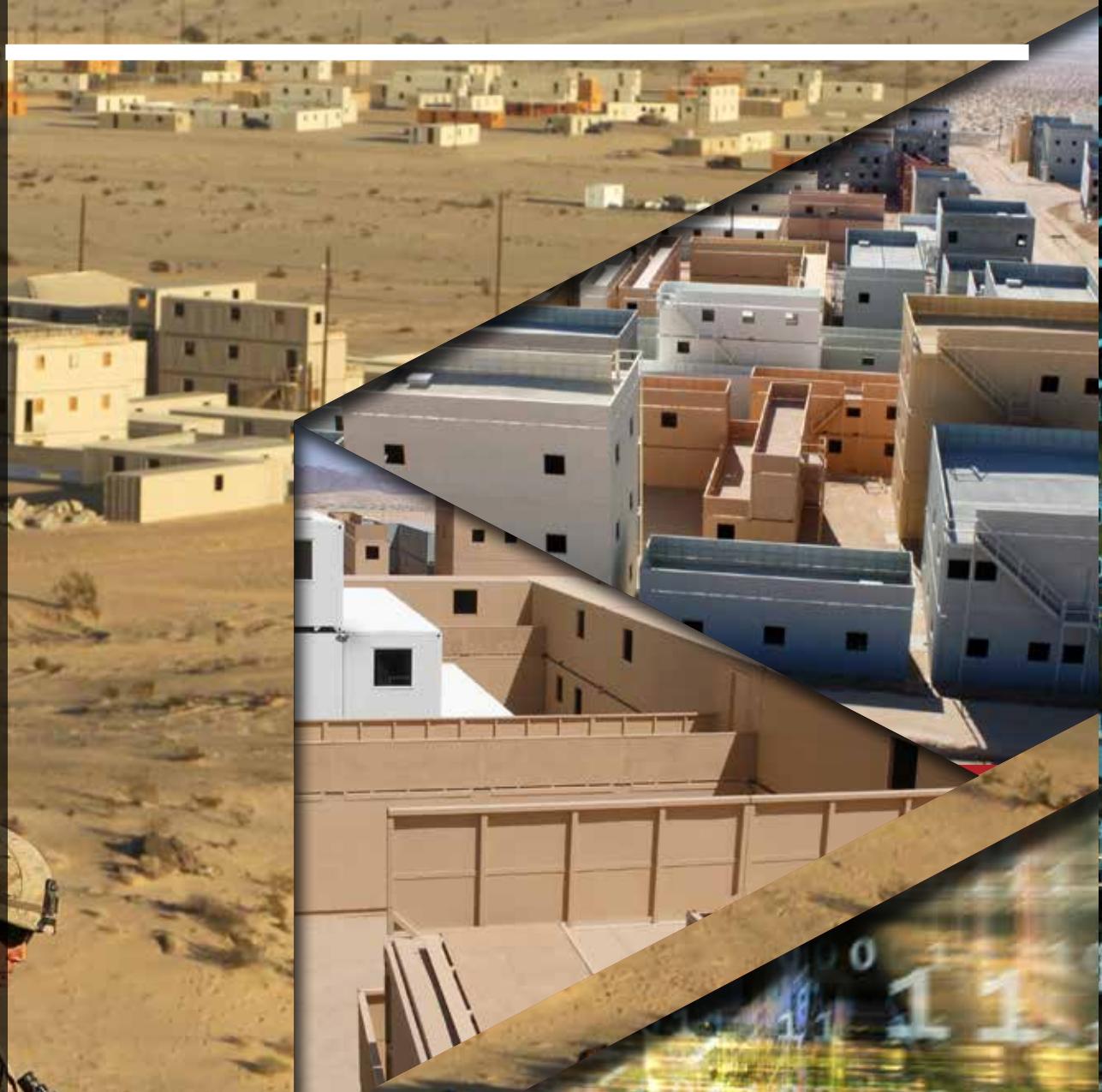


### **DESCRIPTION**

The Infantry Immersion Trainer (IIT) provides Marines with highly realistic, scenario-based training environments that replicate the complexity of modern battlefields. These facilities integrate live role players, atmospheric effects, and advanced simulations to expose Marines to the cultural, linguistic, and tactical challenges they may face in combat. By combining sensory immersion with stress-inducing scenarios, IITs enhance decision-making, adaptability, and small-unit leadership under pressure, directly supporting Marine Corps training requirements for readiness in distributed, multi-domain operations. The IITs are equipped with video and sound capture instrumentation that provide immersive and interactive after-action review capabilities for units to be able to evaluate and improve on their tactics, technique and procedures. Future computer-generated role players will expand training capabilities by enabling scalable, adaptive, and unpredictable interactions. These virtual characters can replicate foreign populations, hostile forces, or neutral actors with high fidelity, providing Marines with an even broader spectrum of human dynamics to prepare them for the rapidly evolving operational environments of the future.

# CTE

## COMBAT TRAINING ENVIRONMENTS



### **DESCRIPTION**

Combat Training Environments incorporates “real-world” conditions, which replicate urban environments commonly encountered within the theater of operation. These training systems include a variety of technologies and configurations to target various training scenarios and objectives supporting a variety of training tasks related to the deployment and maneuver of Marines in urban settings.

These training systems are comprised of non-permanent building structures constructed of various materials configured for training in both live fire and non-live fire environments. The structure, character, density, and features of each system are designed to reflect logical functions that are typical within the settings being replicated (e.g., residential, commercial, industrial, recreation, religious, etc.).

# TVCS

## TACTICAL VIDEO CAPTURE SYSTEM



### DESCRIPTION

The Tactical Video Capture System provides video-based AAR capabilities to support Marine Corps training. TVCS provides these capabilities utilizing a graphical user interface, configurable video-based alarms that combines multiple cameras into a single view. This view captures the Marine's urban warfare tactics and highlights strengths and weaknesses for use during both group and individual AAR evaluation sessions.

# LFTS

LIVE FIRE TRAINING SYSTEMS



## **DESCRIPTION**

The LFTS program will provision individual and crew served weapon ground target systems for 6 newly installed military construction (MILCON) ranges. These ranges are located at the Mason Live-Fire Training Complex located at Marine Corps Base Camp Blaz (MCBCB) in Guam and Range 314C at Marine Corps Base Camp Pendleton in California. These LFTS ranges will assist mission-critical Marine Corps training by enabling realistic, live-fire training scenarios that support marksmanship training from individual to collective tasks. The LFTS supports commanders conduct realistic live fire training and enhances real-time engagements in support of combat readiness.

# EWGIR

## ELECTRONIC WARFARE GROUND INSTRUMENTED RANGES



### **DESCRIPTION**

The EWGIR is an integrated, modular, and scalable training system designed to provide realistic and comprehensive training in the electromagnetic operating environments. The EWGIR system will consist of a suite of hardware and software components that can simulate a wide range of electromagnetic threats and effects as well as sensing and detection capabilities of opposing forces. The EWGIR is intended to be integrated into existing Ground and Military Operations in Urban Terrain (MOUT) Ranges to provide a realistic RF jammed and/or GPS spoofed training environment which will enhance small unit tactics and the ability to engage near-peer adversaries.

# RTAP

## RANGE TRAINING AIDS PORTFOLIO



### **DESCRIPTION**

To maintain realistic live-fire training, the Marine Corps utilizes the Range Training Aids Portfolio (RTAP), which includes atmospherics, battlefield effects simulators, and a wide array of target systems. This portfolio enables comprehensive training, encompassing rifle and pistol qualification, familiarization fire, live fire and maneuver exercises, and escalation of force scenarios, ensuring accurate assessment of Marines' performance. RTAP target systems are physical targets designed and placed throughout a wide array of Marine Corps Range Training Areas to simulate a variety of threats, from individual infantry to armored vehicles and aircraft. These systems are available in numerous configurations to mimic real-world conditions: stationary or moving, armored or non-armored, passive or interactive, destructible or non-destructible, and ground-or air-based.

# TMIT

## TRACKLESS MOBILE INFANTRY TARGET



### **DESCRIPTION**

Trackless Mobile Infantry Targets (TMITs) are semi-autonomous, human-like, live fire robotic targets that provide realistic characteristics of a “thinking” opposing force. TMITs are all terrain, programmable, three-dimensional targets that function as free-roaming (within geo-fenced areas), variable speed/variable acceleration movers that react to fire, and provide auditory and visual feedback. TMITs provide small unit leaders the ability to improve target recognition and discrimination, decision-making, and battlefield shooting proficiency. This training capability revolutionizes the way Marines train by providing tools which enable commanders to develop dynamic, combat-realistic training scenarios to increase unit lethality and the combat effectiveness of the individual Marine.



The Product Manager for Synthetic Training Systems (PdM STS) provides training systems that leverage technology to provide immersive, cost-effective, and more accessible training to echelons from individual Marines through Marine Air-Ground Task Force staffs. The training systems support individual and collective synthetic training needs for occupational requirements, operational planning, and global readiness in an increasingly joint and partnered global security environment. A key focus is the integration of Live, Virtual, and Constructive (LVC) training environments. This LVC approach allows for scalable, tailored exercises that maximize training effectiveness while minimizing real-world resource demands. Ongoing modernization efforts are advancing capabilities to familiarize, qualify, and sustain competency with weapon platforms and command and control tools to enhance training relevance, operational performance, and the overall lethality of the force.

# CVTS

COMBAT VEHICLE  
TRAINING SYSTEMS



## DESCRIPTION

Combat Vehicle Training Systems (CVTS) is a high-fidelity computer-based, interactive simulator that provides individual, crew, section and platoon training in precision gunnery and mission tactical skills to the light armored reconnaissance (LAR). CVTS trains Marines in vehicle operation skills, target acquisition and identification, tactical decision-making, maneuvering, and engagement using fire control systems and sighting equipment against mobile and stationary threats in a realistic battlefield environment. The LAR requirements are satisfied by the Light Armored Vehicle-25 (LAV-25) Advanced Gunnery Training Systems (AGTS). The AGTS variants include the relocatable AGTS (RAGTS), mobile AGTS (MAGTS), deployable AGTS (DAGTS). CVTSs are a gate-to-live-fire and used to hone combat skills and improve readiness.

# CCS

## COMBAT CONVOY SIMULATOR



### **DESCRIPTION**

Combat Convoy Simulator is an immersive training environment for convoy operations. CCS provides training for vehicle operators, passengers, and command elements. CCS supports versatile training in vehicle operations, crew-served weapons utilization, supporting arms integration, command and control procedures, and responses to enemy attacks and countermeasures. CCS is an exceptional tool for small unit tactics development, (Tactics, Techniques, Procedures), standard operating procedures rehearsal, and teambuilding.

# ODS

## USMC OPERATOR-DRIVER SIMULATOR



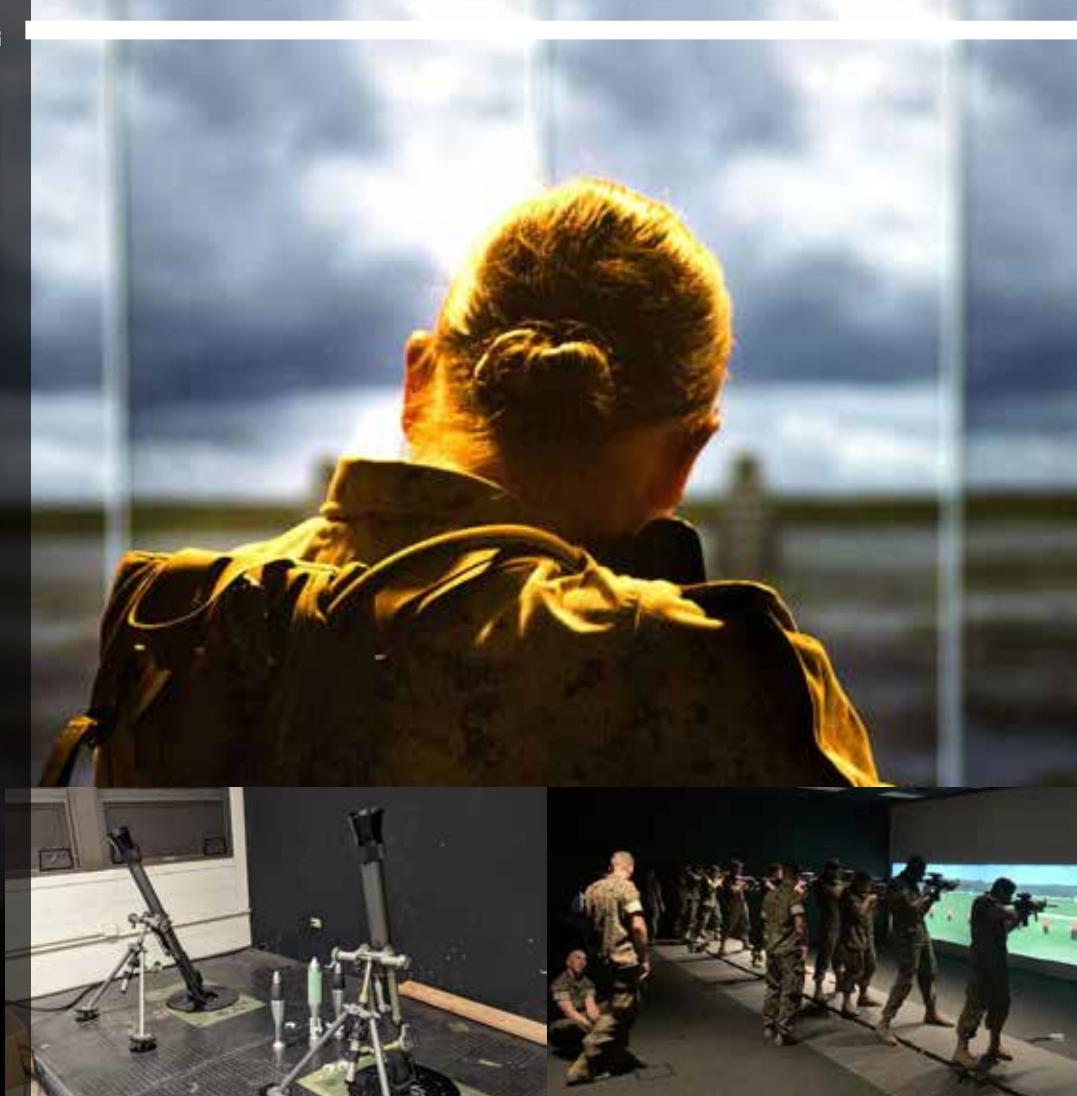
### **DESCRIPTION**

The USMC Operator-Driver Simulator (ODS) complements existing driver courses and training programs, fulfilling USMC licensing requirements, and is reconfigurable to operate and train for USMC tactical wheeled variants. The system is comprised of four major components: a generic tactical vehicle cab with simulated armor panels, interchangeable dash panels, a visual system, and an Instructor Operator Station (IOS).

The ODS provides a realistic training environment that simulates the visual, aural, and haptic cues for the driver of a tactical wheeled vehicle. Additionally, it accurately reproduces the behavior of a vehicle in motion across various road surfaces, passenger and cargo configurations, weather conditions, and stages of daytime and nighttime illumination.

# ISMT

## INDOOR SIMULATED MARKSMANSHIP TRAINER

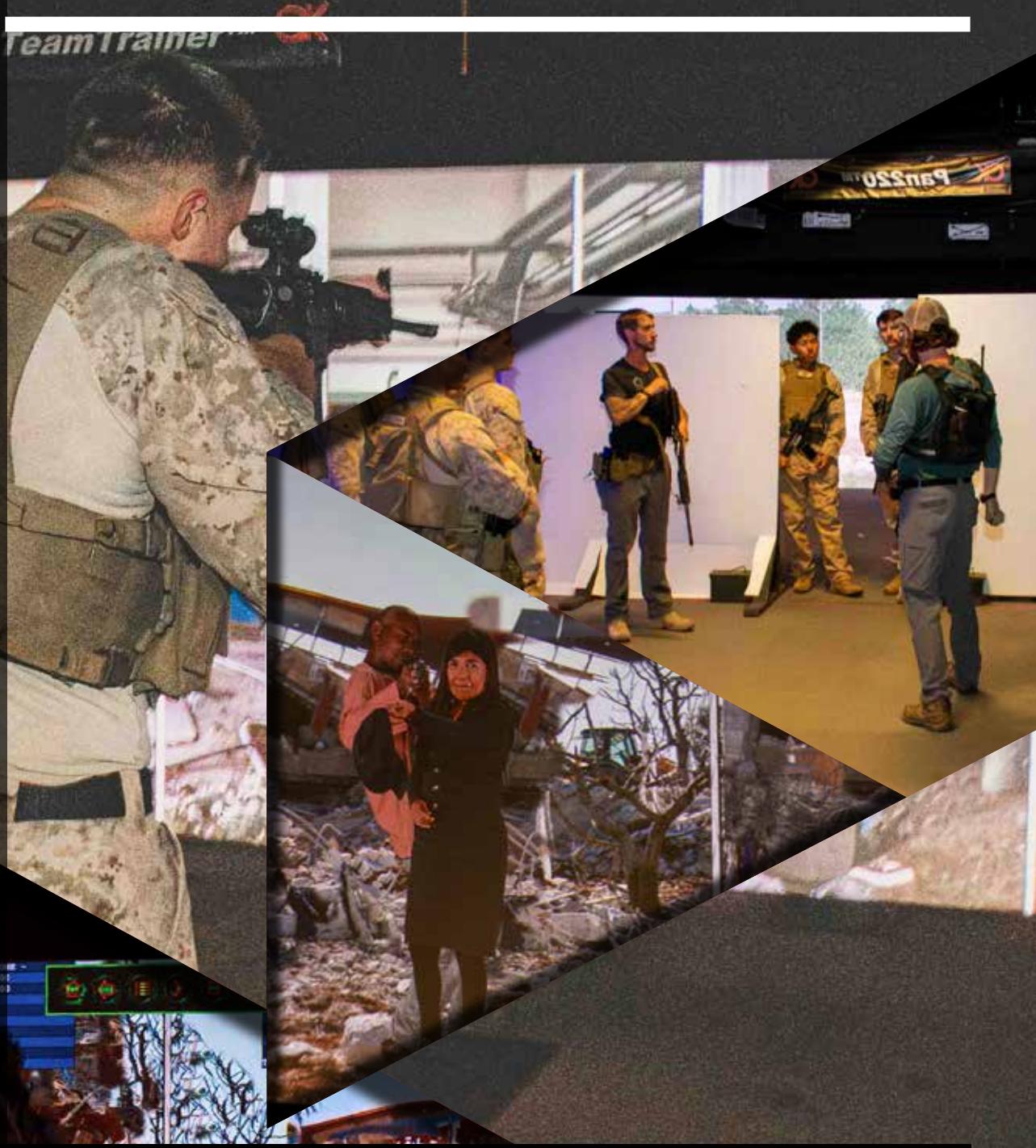


### **DESCRIPTION**

The Indoor Simulated Marksmanship Trainer uses simulation to instill and sustain Marines and Sailors in marksmanship fundamentals, crew served weapons employment, call for fire and tactical decision-making. A standalone ISMT can support up to five firing points while simulating known and unknown target distances or eight assigned weapons while executing tactical scenarios within Virtual Battlespace (VBS). When three ISMTs are networked together to form an Infantry Squad Trainer (IST), the system can support up to 15 firing points while simulating known and unknown targets, or up to 24 assigned weapons while executing tactical scenarios within VBS. Marksmanship fundamentals are instilled and sustained through simulated qualification tables of fire which provide real time and after action review feedback of the shooter's line of sight, point of aim, and trigger pull for the entire engagement. ISMT can simulate advanced marksmanship techniques like night marksmanship.

# ASALT

## ADVANCED SMALL ARMS LETHALITY TRAINER



### **DESCRIPTION**

Advanced Small Arms Lethality Trainer provides an enhanced simulated capability that directly supports infantry Marines' weapons proficiency training to include updated scoring for basic/advanced marksmanship and team/squad drills. ASALT provides detailed feedback that measures overall human performance to include shot lethality. ASALT allows Marines to increase their cognitive decision-making and confidence in a dynamic environment - multiple targets, limited exposure targets, moving targets, and shooting on the move. ASALT enhances live-fire performance, combat readiness, and overall lethality of the force.

# WTS

WARFIGHTER TRAINING SUPPORT



The Product Manager for Warfighter Training Support (PdM WTS) provides a geographically aligned mechanism for PM TRASYS to conduct contract surveillance and increase awareness of regional resources, relationships, and Marine Corps priorities linked to fielding and sustaining training systems. Emphasizing the warfighter-focused mission of PM TRASYS, WTS awards and manages contract actions which enable globally deployed Marines to take advantage of training systems supported by contracted logistics partners, software sustainment, knowledge-based service support, and other range training products and services that enable mission readiness.

# UET

UNDERWATER  
EGRESS TRAINER



## **DESCRIPTION**

The Underwater Egress Trainer (UET) program consists of classroom instruction and familiarization of the training methodology – knowledge-based training followed by performance-based training in the “dunker” devices.

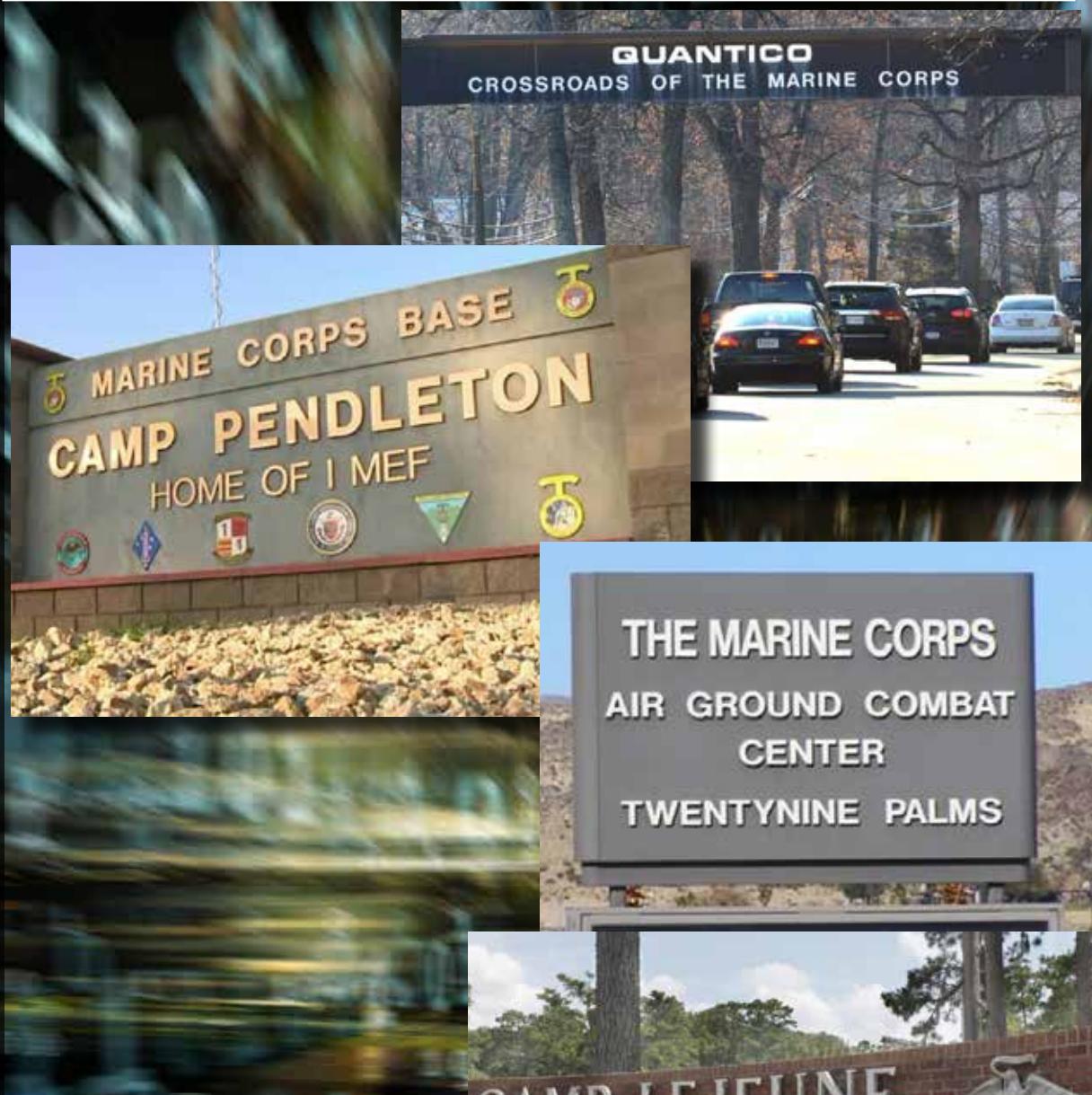
The Modular Amphibious Egress Trainer (MAET) uses a generic fuselage section representing rotary aircraft, amphibious vehicles, cockpits, and cabin emergency escape exits. The MAET trainer acts as a “dunker,” which functions closely to the general characteristics of a ‘ditched’ aircraft. During a training exercise, the MAET is lowered into a pool, and turned up to a 180-degree rotation on its longitudinal axis. MAET lifting systems (hoists and gantries) provide, at a minimum, a two-speed rate of descent retract. Students can practice under-water egress from the MAET in the upright position (zero-degree rotation), an inverted position (180-degree rotation), or in any position between zero and 180 degrees. Current systems are able to simulate CH-46, CH-53, and MV-22 configurations and are adaptable to future platforms.

The Submerged Vehicle Egress Trainer (SVET) has the same modular core and rotational capabilities as the MAET but dedicated for ground vehicle simulation. It is equipped with modules for the High Mobility Multi-Purpose Wheeled Vehicle (HMMWV) and a generic amphibious track platform. The SVET will be replaced with the Multi-Use Egress Trainer (MUET) in the future to simulate egress from the Amphibious Combat Vehicle (ACV) and Joint Light Tactical Vehicle (JLTV).

The Shallow Water Egress Trainer (SWET) is an individual seat-type device used prior to and in conjunction with MAET and SVET. It is used to introduce water submersion and the proper use of current supplemental emergency breathing devices such as the intermediate passenger helicopter aircrew breathing device and survival egress air.

# TLO TRASYS LIAISON OFFICER

PdM WTS manages a network of forward-positioned personnel who represent PM TRASYS at major Marine Corps installations across the globe. Training Liaison Officers (TLOs) provide on-site representation for the program office to ensure training programs remain supported throughout their acquisition lifecycle. Key responsibilities of TLOs include program management support, logistics coordination, contract surveillance, key stakeholder engagement, incident management, and a wide array of risk-related reporting criteria.



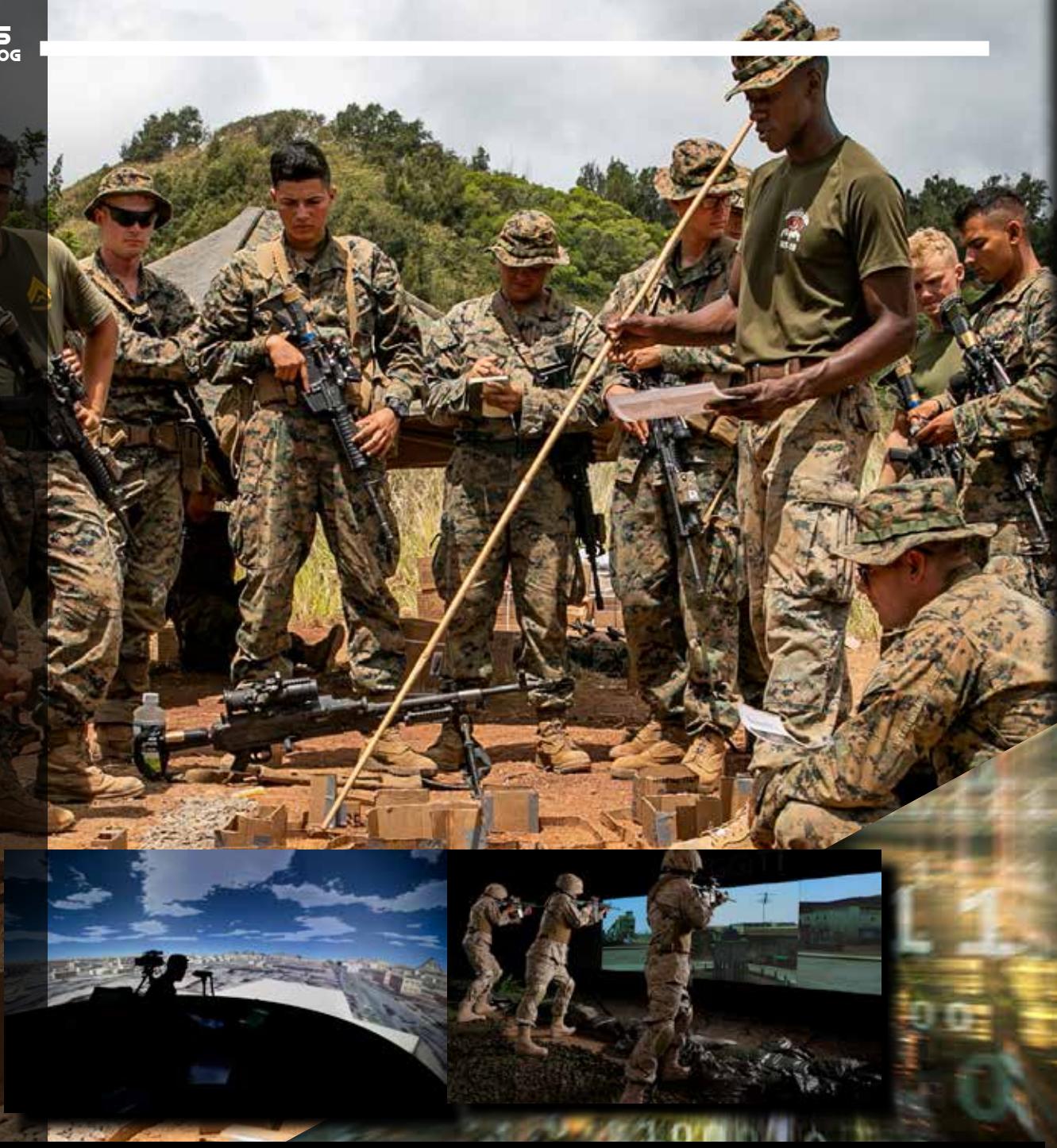
# ELECTRONICS AND COMMUNICATIONS SERVICES & SUPPORT



## **DESCRIPTION**

PdM WTS manages Electronics and Communications Services & Support for PM TRASYS through its homegrown Electronics and Communications Services (ECS) Multiple Award Contract (MAC) and cooperative use of other agencies' contract vehicles. PdM WTS personnel coordinates with other product management teams to ensure best-possible contract support is obtained for a wide array of digital training needs, to include post deployment software support, software modifications, and cybersecurity support.

# KNOWLEDGE-BASED SERVICES SUPPORT



## DESCRIPTION

PdM WTS manages Knowledge-Based Services Support for PM TRASYS through its homegrown Marine Air-Ground Task Force Training Systems Support (MTSS) Multiple Award Contract (MAC) and cooperative use of other agencies' contract vehicles. PdM WTS coordinates with customers to ensure best-possible contract support is obtained for a wide array of training needs which require application of detailed technical knowledge. PdM WTS specializes in managing contracts that bring high-quality military training to life through warfighter interaction with training technologies, programs of instruction, quality instruction, and other training resources offered by contracted support.

# CONTRACTED OPERATIONS AND LOGISTICS SUPPORT



## DESCRIPTION

PdM WTS manages Contracted Operations and Logistics Support for PM TRASYS through its homegrown Equipment Relates Services - Systems (ERS-S) Multiple Award Contract (MAC), regionally aligned Ground Training Systems Support (GTSS) contracts, and cooperative use of other agencies' contract vehicles. PdM WTS coordinates with customers to ensure best-possible contract support is obtained for a wide array of operations, maintenance, logistics, and other training needs. PdM WTS specializes in managing contracts that maintain training ranges and provide training simulator operations support that promote operational realism, training readiness, and warfighters' training safety.

# ROLEPLAYER SUPPORT



## **DESCRIPTION**

PM TRASYS also centrally manages the Knowledge-Based Service (KBS) that allows the Marine Corps to employ human role players as training aids for home station training, Infantry Immersion Trainers (IITs) and other Subject Matter Expert (SME) interactions across the globe. These role players are contracted to act as foreign language specialists, civilians, insurgents, terrorists, and other personnel which are likely to be encountered in the applicable theater of operations. Role players are provided to amplify operational realism during training evolutions that prepare individual and collective training audiences for less-familiar cultural, political, and tactical environments where the U.S. Marine Corps will be deployed.



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