



MÄK CST

The Low Overhead Command and Staff Trainer

Whether you're conducting an exercise, providing academic instruction, or managing a local crisis, simulation plays an important role in command and staff training. Simulation provides the capability to model the situation to provide learning opportunities for the trainees and to simulate the command and control (C2), or Mission Command systems, they use. Simulation helps trainees and instructors plan the battle or crisis, conduct the exercise, and review the outcome.

MÄK CST can be used to simulate a full spectrum of operations training at all levels – from squad leader through brigade commander. Whether you're training for regular or irregular warfare, border and force protection, or civil emergency response, MÄK CST provides realistic scenarios to challenge the trainees so they can hone their decision-making and communication skills.

The Right Tool for the Job

Commanders and staff officers in the field use MÄK CST to practice and teach decision-making skills and processes. It can be used in pre-deployment training and in-between rotations to the simulation center or between major exercises as a training enhancer. It is an excellent part-task trainer to focus training on specific tasks, unit assessment, or to practice battle drills. Instructors in War Colleges and Military Academies can use MÄK CST to teach tactics and the concepts of command and control. It can be used in an academic setting to supplement in-class instruction for current and future commanders and their staffs. MÄK CST is a valuable addition to Simulation Centers to address specific training objectives with lower overhead - quicker setup and less training staff manpower.

MÄK CST can be used to stimulate operational digital C2 Systems. Trainees sit in front of the real software and receive all the same injects as they would in real life. They can also send mission commands to be interpreted and executed by the simulation. The simulation is scalable from one to multiple trainees.

MÄK CST is designed to work in live, constructive, or virtual simulation environments and scale from a single computer to distributed networked simulation systems with sites across the world. MÄK CST can function in a stand-alone mode for training against computer-generated enemies, while multi-player mode supports collaborative battlefield environments with multiple commanders and staff officers. It also allows multiple students in a classroom to practice individually under instructor guidance or on their own time.

The Cost-Effective Solution

MÄK CST accurately replicates the operational decision-making environment to create a realistic, yet easy to use "experiential learning" environment in the most



Why MÄK CST?

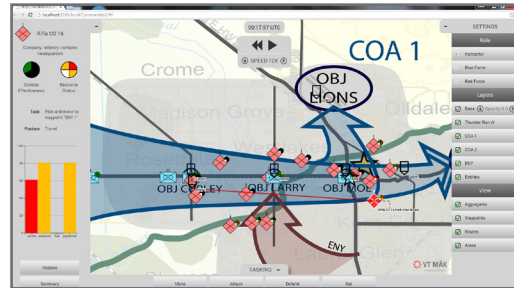
- FULL SPECTRUM OF OPERATIONS SIMULATION
- USE IN A CLASSROOM, SIMULATION CENTER, OR AT HOME STATION
- LOAD YOUR TERRAIN AND MAPS AND RAPIDLY CREATE SCENARIOS THROUGH THE INTUITIVE GUI
- VIEW THE EXERCISE IN 2D AND 3D
- RUN AN AFTER ACTION REVIEW TO ANALYZE WHAT HAPPENED, WHY IT HAPPENED, AND HOW TO IMPROVE
- ADD AN ISR FEED FOR REALISTIC SITUATIONAL AWARENESS
- CUSTOMIZE THE SIMULATION TO REPRESENT YOUR FORCE STRUCTURE AND LOCALIZE THE GUI TO YOUR LANGUAGE
- TRAIN ON YOUR OPERATIONAL C2 SYSTEM

cost effective way. MÄK CST allows you to train for your command and control tactics, techniques, and procedures. It can provide a mock-up of a command center with simulated C2 equipment stimulated with Intel and surveillance from a contextually rich force-on-force simulation environment. It allows you to create scenarios that challenge and inform, that provide mission commanders with decision-making opportunities. It provides an environment where the entire battle staff can learn to visualize the battle-space and make tactical decisions in a time-constrained and information-rich environment.

Capability Gap – Filled

Simulation has become an accepted, routine, and critical method of training a nation's military. Some nations have invested heavily in large simulations. However, there is no "One size fits all" simulation. Software that may be appropriate for a large nation such as the US may be too complex, resource intensive, and unmanageable for many countries.

A low-overhead simulation may address a nation's wargaming/constructive simulation requirements in a manner that is sufficient to support the requirements but much less costly in terms of simulation procurement, training, and sustainment costs. MÄK CST has the user-friendly features of PC-based applications yet provides much of the capability of the larger, more complex simulations.



- Multi-player mode with other friendly players and against other OPFOR players.
- Single player mode that plays against a built-in semi-automated force (SAF), which allows the individual to test and practice military plans and training against a computer enemy.
- Multiple different player sides representing different people/factions in a combat, crisis response, or peace support/peacekeeping operations.
- Can use the same digital terrain as a Geographic Information System (GIS) or a C2 system.
- Can be configured to model any organization and force structure.
- Provides a robust AAR capability.
- Easily translated to end-user's spoken language.

MÄK CST Expertise

MÄK has proven successes with CST customers worldwide for more than 15 years. We have delivered solutions to many countries and understand that each country has their own specific requirements and needs. As a MÄK customer, you will maximize long-term value by using our commercial tools that are sold to end users, government customers, and integrators alike through a network of resellers that can provide local support as required. You will benefit from our world class support and regular product upgrades, just like these MÄK CST customers:

- The US Army Battle Command Battle Laboratory
- US Army PEO-STRI Foreign Military Sales
- US Marine Corps Expeditionary Warfare School at Quantico
- US Marine Corps Tactics & Ops Group at 29 Palms
- US and UK Air Force Air Support Operation Centers (ASOCs)
- Colombia Joint War College Command Staff & Crisis Management Training
- Israel Homeland Security Training Center
- Dutch Army Command and Staff Training
- Dutch Army Ground Based Air Defense System Command Trainer
- Saudi Arabia War Gaming Center of Excellence

