

# Intelligence and Electronic Warfare Tactical Proficiency Trainer (IEWTPT)



*IEWTPT provides training environments from commanders to individual ISR system operators.*

The IEWTPT is the U.S. Army's latest simulation system supporting Intelligence, Surveillance and Reconnaissance (ISR) training from the Warfighting Commander and his Battle Staff to the military ISR Analyst and Intelligence System Operator. Tactical Military Intelligence (MI) units need a means to simulate an opposing force on their "Go-to-War" vehicles and provide the Soldiers operating the ISR systems with a realistic picture of the battlefield. Using this realistic picture, MI Soldiers can conduct analysis, write and file reports, change tasking of the sensor vehicle, and do any of the tasks that could be accomplished on an ISR system receiving real world data.

When integrated into a large-scale exercise driven by a constructive simulation, the MI Soldier provides man-in-the-loop analysis to the Intelligence Battle Staff, which in turn results in increased realism for the training audience. The IEWTPT system completes the interaction between battle command staff and the Intelligence Warfighting function.

IEWTPT replicates the interdependent processes and stresses encountered in wartime and provides opportunities for the commander to develop and manage intelligence requirements.

IEWTPT drives Intelligence Soldiers and systems to answer operational needs and support staff/unit sustainment training.

## IEWTPT Enables Embedded Training

IEWTPT also trains the Commander by stimulating the ground stations with simulated Signals Intelligence (SIGINT), Human Intelligence (HUMINT), Imagery Intelligence (IMINT), and Measurement and Signature Intelligence (MASINT). The collection manager is able to task various sensors and collectors in order to meet the Commander's objectives for his intelligence assets. The Intelligence Battlestaff can conduct realistic intelligence fusion and analysis using reports from the Soldier/Analyst. Commanders can make decisions based on realistic intelligence products prepared by their staff and not intelligence products developed by computer simulations.



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## System Interfaces

IEWPT consists of a constructive simulation driver—Corps Battle Simulation/Joint Conflict and Tactical Simulation/Tactical Simulation (CBS/JCATS/TACSIM)—, the Technical Control Cell (TCC), and Ground Station emulators known as Target Signature Arrays (TSA). The TSAs are either embedded training devices or “strap-on” training devices, which provide a realistic intelligence picture to the actual ground stations.

Ground stations that will be stimulated by the IEWTPT TCC include:

- JSTARS Common Ground Station (CGS)
- Tactical UV Ground Control Station
- GUARDRAIL Common Sensor (GRCS) Integrated Processing Facility (IPF)
- PROPHET (Ground, Control)
- Tactical Exploitation System (TES) and Distributed TES (DTES)
- Distributed Common Ground System – Army (DCGS-A)
- Aerial Common Sensor (ACS)
- Counterintelligence (CI) Human Intelligence (HUMINT) Automation Tool Set (CHATS)
- Future Combat System (FCS)
  - Distributed Common Ground System (DCGS)
  - Unmanned Ground Sensors (UGS)

## Benefits

- Realistic Training for the Warfighting Commander and the Battle Staff
- Ability to exercise the Intelligence Warfighting Function
- Cost-effective, realistic training for Military Intelligence Analysts
- Training for Analysts on “Go to War” systems
- Effective employment training for Military Intelligence staffs
- Realistic intelligence products used for battle staff training
- Complete training from Analyst to commander

## Capabilities

- Observable, credible linkages of ISR & information systems and concepts to operational outcomes
- Enhanced data reflects the changing operational environment and accurately stimulates ISR capabilities
- Models the wide spectrum of threats with an increased emphasis on asymmetric
- Decision tools to support mission rehearsals
- Multi-INT Data Fusion
- Data/information presentation in decision making
- Sensor visibility and dynamic asset tasking
- Modeling and Simulation (M&S) to support training, embedded in systems supporting mission rehearsal, wargaming and concept development

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**GENERAL DYNAMICS**  
C4 Systems

12001 Research Parkway • Suite 500, Orlando, FL 32826  
Phone: 866-244-2377 • Website: [www.gdc4s.com/iewtpt](http://www.gdc4s.com/iewtpt)

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