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Rheinmetall at I/TSEC: Leopard 2 and simulation expertise for Canadian tank crew training

Awarded a contract in May 2012 for a total of 18 Leopard Gunnery Skills Trainers (LGSTs) and two Driver Station Simulators (DSSs), Rheinmetall has already successfully commissioned the two DSSs, while six LGST were installed and accepted by the Canadian Army at the end of October 2013. A further six LGST will be commissioned in early December in Edmonton. Another six will be delivered in February 2014 to CFBs in Valcartier and Petawawa.

The contract will then be successfully completed, followed by a contractor logistics support period of two years and further three years as option.

Rheinmetall's Gunnery and Combat Training systems combine the company's Leopard 2 expertise in high-end simulation technology and visualization capabilities with the flexibility of Virtual Battle Space 2 as an integrated image generator.

The LGSTs are indoor, self-contained, standalone systems for training Leopard 2A4 CAN crew commanders, gunners and loaders. The LGSTs will provide a network capability to enable tactical training at platoon level with at least six simulators. Moreover the LGSTs are equipped with a driver station to allow the driver to take part in tactical training.

Importantly, the Driver Station Simulators (DSS) reflect the Canadian Leopard 2A4 configurations. An instructor's console mounted behind the part task trainer allows the instructor to control the trainee's activities in the driver's station. The DSS have been in service since February 2013 and are used to train Canadian Leopard 2A4 drivers to properly operate the vehicle and handle malfunctions.

Technical solutions for the Canadian Army's Leopard Gunnery Skills Trainer and Driver Station Simulators were developed based on Rheinmetall's longstanding experience in designing, building, delivering and supporting Gunnery and Driving Simulators for Leopard 2A4 and other platforms, and feature Rheinmetall's state-of-the-art "TacSi Reloaded" technology. "TacSi Reloaded" brings together the company's full-fledged Computer Generated Forces (CGF) software with superb visualization from commercially available game engine technology.

Visitors to I/ITSEC 2013 can get a closer view of the modern Leopard Gunnery Skills Trainer (LGST) at the Rheinmetall stand.

For more information, please contact:

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