

STRYKER DELTA KIT FOR THE ICV, CV, FSV, RV

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DVC 23-99/1 STRYKER Delta Kit for MCV and MEV (MILES XXI)
DVC 23-99/2 STRIKER Delta Kit for Engineer Squad Vehicle (ESV) (MILES XXI)
DVC 23-99/3 STRIKER Delta Kit for Anti-Tank Guided Missile (ATGM) (MILES XXI)
DVC 23-99/5 STRIKER Delta Kit for NBCRV System (MILES XXI)



DVC 23-99



DVC 23-99/1



DVC 23-99

Training Category/Level Utilized:

Combat Arms/Level 3

Logistic Responsible Command, Service, or Agency:

PEO STRI

Source and Method of Obtaining:

Available through local TSC

Purpose of Trainer:

The device is a component of the Multiple Integrated Laser Engagement System (MILES). MILES XXI is a family of training systems, accurately, and in real time, simulates the effect of direct and indirect fire (artillery, nuclear, or chemical weapons, and mines) as they would affect a vehicle/soldier in combat. This permits realistic combat training without the hazards of live ammunition. MILES XXI provides the capability for two-sided, real-time tactical engagement at unit sizes up to battalion and for realistic casualty assessments.

Firing the weapon simulators is much like firing the actual weapons. However, instead of firing live ammunition, these simulators transmit harmless laser beams. To allow the simulation to be as real as possible, the rifle and machine guns use blank ammunition, and the missiles and main gun use weapon effect simulators to simulate the noise, blast, and smoke of the actual weapons.

Functional Description:

The MILES XXI family employs eye-safe lasers and microelectronics to realistically simulate the firing capabilities of STRYKER Combat vehicles, machine guns, and other direct-fire weapons. Small battery operated laser transmitters, which attach easily to conventional field weapons, allow STRYKER Vehicle Crews to fire coded (to distinguish range and killing power of the specific weapons) invisible laser pulses instead of live ammunition. Receiving detectors, located on opposing troops and vehicles, pick up the laser pulses and instantly provide audio/visual indication of a kill, hit, or near miss. Kill indicators on personnel or vehicles will disable the victim's weapon. The hit and kill probabilities are similar to those achieved when using live ammunition.

Outgoing Direct Fire from the vehicles missile or small arms transmitter is simulated by "firing" coded laser beams from laser transmitters mounted on the front of the vehicle. Each weapon (Missile, M240 and M2 Machine Gun) has a different MILES XXI code. Muzzle flash from the Missile is simulated using ATWESS Charges and Machine Guns use blank ammunition, which is simulated each time a weapon is fired providing weapon signatures. The MILES XXI System simulates the effects of both direct and indirect fire engagements. Direct fire is simulated by receiving coded laser beams "fired" from laser transmitters. Indirect fire (artillery, nuclear, chemical, and mines) is simulated by receiving radio signals transmitted from the Mission Control Station (MCS). When incoming fire is received, the console will determine whether your vehicle sustains a NEAR MISS, HIT, or KILL. The visual message on the console will display MILES Code and Player Identification (PID). The MILES Code is a 2-digit MILES XXI code number used to identify simulated weapons. The PID is a 4-digit number that is a unique Player Identification of the player engaging you. This event information is stored in the console and downloaded after exercises for use in After Action Reviews. The MILES Code and PID accurately show the performance of specific troops and weapons. KILL simulates total disability to your vehicle. In addition to incoming fire, disconnecting or interrupting power to vehicle console will also cause a KILL. Vehicles can sustain 4 types of HIT-FIREPOWER KILL on the weapon simulating damage to the Main Gun, Coax, and Missile. MOVILITY KILL simulates power train, track, wheel or other damage that would keep the vehicle from driving. COMMO KILL simulates loss of radio communications. HIT NO DAMAGE simulates vehicles being engaged, but your vehicle received no damage as a result of the engagement. NEAR MISS means direct or indirect fire was close, but did not hit vehicle.

Physical Information:

The STRYKER Vehicle System Tactical Engagement Simulator System is equipped with a laser transmitter that is fired using normal operating procedures. Special detector belts on the vehicle's exterior sense opposing forces fire. The STRYKER MILES XXI kit consists of 2 transit cases, one is a common kit and the second is a Delta Kit for the different variants of the STRYKER. All will require the common kit and then the Delta kit that supports that variant. The different variants of STRYKER are, Infantry Carrier Vehicle (ICV), Command Vehicle (CV), Fire Support Vehicle (FSV), Reconnaissance Vehicle (RV), Mortar Carrier (MC), Medical Vehicle (MEV), Engineer Support Vehicle (ESV), Anti Tank Guided Missile Vehicle (ATGM), and the Nuclear Biological Chemical Reconnaissance Vehicle (NBCRV). There are 5 different Delta Kits and they support (ICV,CV,FSV,RV), (MC and MEV), (ESV), (ATGM), and (NBCRV).

Equipment Required, Not Supplied:

Battery
Blank Ammunition
Weapon/Vehicle

Special Installation Requirements:

None

Power Requirements:

Lithium Ion

Applicable Publications:

TM number TBD

Reference Publications:

(Information not available)

Training Requirements Supported:

ARTEPs 7-15, 15-55, 71-2

MOSCs 11B, 11Z, 19D, 19E, 19Z