

ASCOD Ulan Infantry Fighting Vehicle Simulator for the Austrian Army

After the adoption of Steel Beasts Professional by the Austrian Army as a combat procedure and tactical trainer for the Armor branch, in 2011 the decision was made to expand the functionality with a virtual representation of the Ulan Infantry Fighting Vehicle. eSim Games took the responsibility to provide the software for gunnery and crew procedure training within the well-known tactical environment of *Steel Beasts Professional*.



The ASCOD Uland IFV

A central requirement – other than the faithful recreation of the fire control system and the tactical capabilities and limitations of the vehicle – was the ability to combine the training of both Leopard and Ulan crews as well as the dismounted element in common exercises for collective training. No other market-available solution offered better cost-effectiveness at a comparable fidelity level.

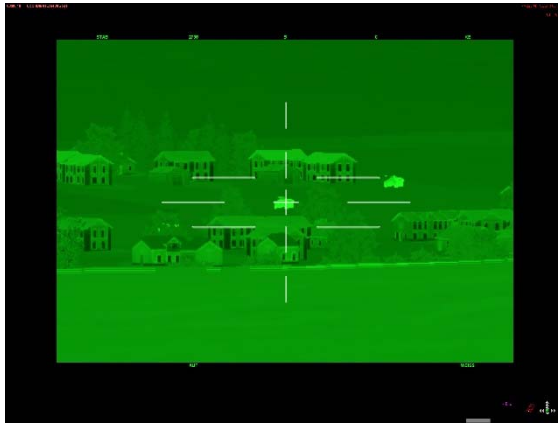
Software development was contracted in late July 2011, with final delivery and successful acceptance in November the same year. In 2017, a refurbishment of the existing containerized Ulan platoon trainer was contracted to eSim Games

and industry partners, so that the platoon trainer could be integrated into the networked Steel Beasts environment to combine two classrooms of 50 desktop trainer stations and the Leopard 2A4 platoon trainer for combat procedures.

This enables the capability for battalion level exercises with integrated high-fidelity training for two platoon crews in an equally high-fidelity tactical context.



Ulan – Vehicle Commander's Interior View

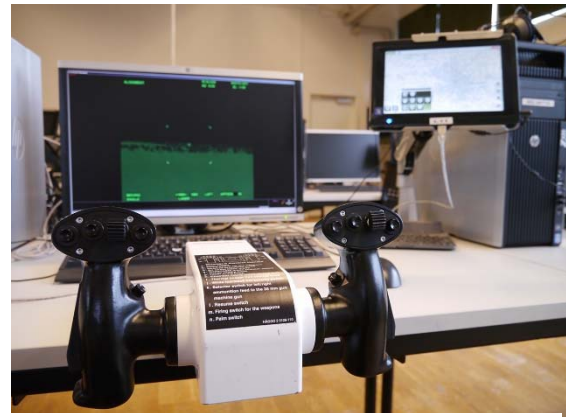


Ulan Gunner's position, Thermal Sight

All elements of the fire control system that have an impact on gunnery and crew procedure training are replicated or approximated with a sufficient degree of fidelity by *Steel Beasts Professional*, including options for the instructor to inject component failures for crew training. But since they can also be the result of combat action, they have a role for the constructive simulation

element that is required for the tactical education at the Combat School in Zwölfaxing.

Crew training stations are equipped with control handle replicas and optional touchscreens to allow crew members to operate different instruments from a single device, if so desired by the customer.



Example of a Control Handle Replica

The After-Action Review module will capture all tactical events and all crucial steps in the gunnery engagement procedure like laser range finder operation, weapons release, and terminal effect/impact localization in the 3D environment. In addition, tabular summaries are generated for each mission for further aggregated statistical analysis of training results, both for the individual crew member as well as the tactical performance of units, or comparative studies of the quality of training among units.

Customer satisfaction is demonstrated by unbroken use of *Steel Beasts Professional* in training at all levels from crew position to battalion commander in the Austrian Army since 2006.



About eSim Games

eSim Games is an independent software developer from Mountain View, California. After debuting the consumer market with the armor simulation *Steel Beasts* in 2000, a strategic pivot was made to cater to the market for military training and simulation by introducing *Steel Beasts Professional*.

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Mr. Hinrichsen served in the German Bundeswehr as an armor officer, and has studied industrial engineering in Hamburg and Albstadt-Sigmaringen. During university he formed the eSim Games team with president of eSim Games, Mr. Alexander H. Delaney.