

# ASTT ACTION SPEED TACTICAL TRAINER



A Revolutionary Approach to  
Naval Training - Always Battle  
Ready!

## Action Speed Tactical Trainer

ASTT revolutionizes the training regime for the Naval Fleet by providing a comprehensive, realistic environment for simultaneous training of vessels' operators, evaluators, and command controllers. Backed by 110 concurrent trainees/operators manning simulated operational rooms / workstations that model battlefield exercises While incorporating real-time simulation, ASTT has the ability to emulate the Platforms, Sensors, Weapons and Command Centers of:

- Surface Ships
- Submarines
- Airborne Platforms



ASTT provides visual display (with 3D representations) of the integrated mechanism of various modules including:

- C3I
- Sonar
- Communications Systems
- Radar
- Weapon Systems
- Electronic Countermeasures

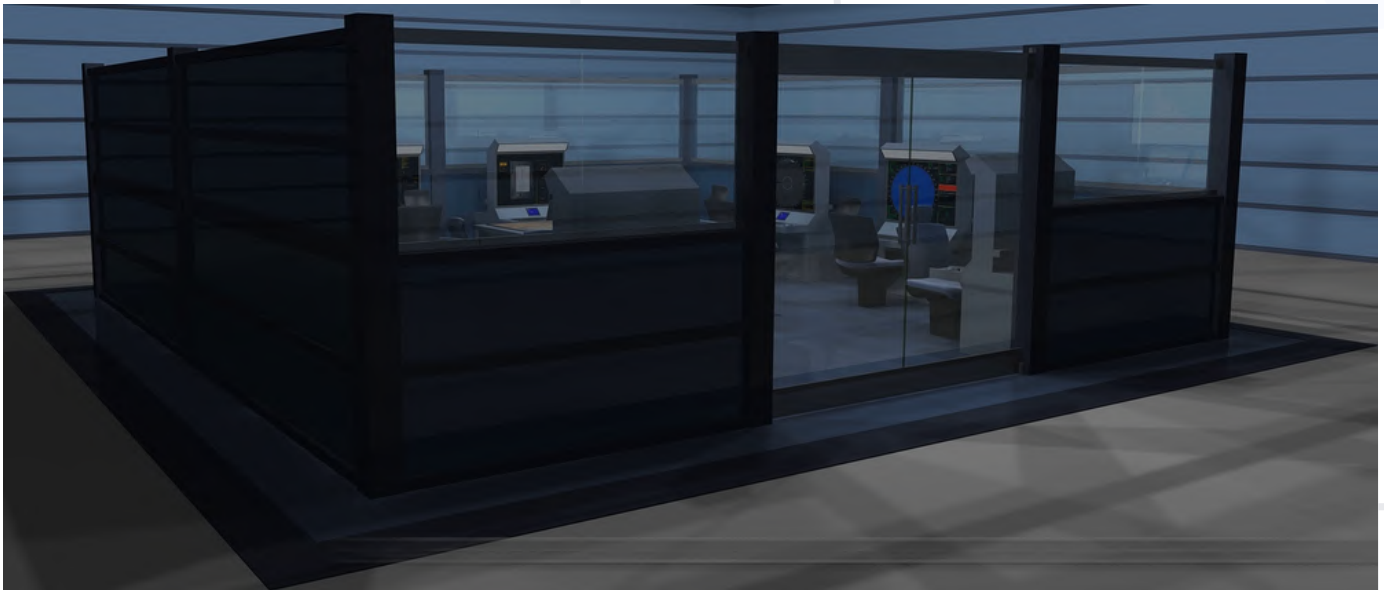
ASTT is not just a simulator; it's a strategic investment in the future capabilities of Naval Forces. With its advanced features, realistic simulations, and integrated modules, ASTT stands as a testament to DCC's commitment to excellence while meeting the training needs of modern naval warfare.

# Key Features



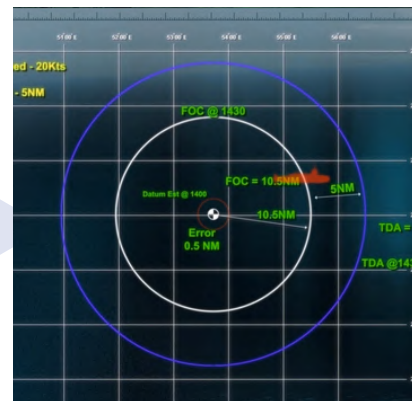
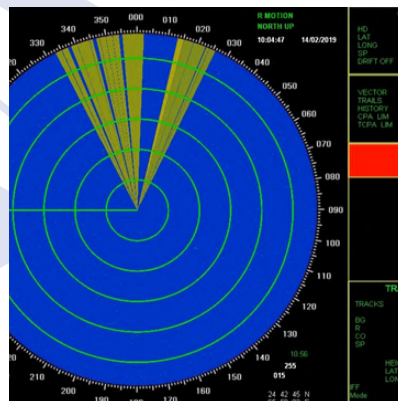
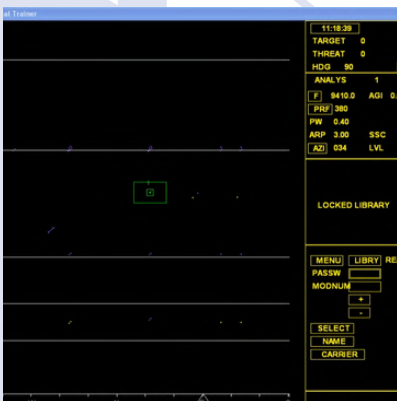
## Multi-Platform Simulation

ASTT models battlefield exercises with OPS room crew of 12 vessels with around 110 trainees/operators/commanders. The trainer emulates platforms, sensors, weapons, and command centers of surface ships, submarines, and airborne platforms, supporting real-time simulation.



## Integrated Modules

ASTT integrates various modules including Sonar, Radar, Electronic Countermeasures, C3I, and Communications, with realistic rendering of RF waveform propagation (proprietary RF propagation engine). And under water acoustics propagation engine) providing a holistic training experience.



## Realistic Environments

ASTT boasts simulated realistic environments for terrain, seabed, weather, and other scenario customizations, ensuring a dynamic and challenging training experience.

## AI Enemy Integration

AI generated Battlefield scenarios with AI enemies, adding an extra layer of realism to training exercises. ASTT adapts to different game types, including:

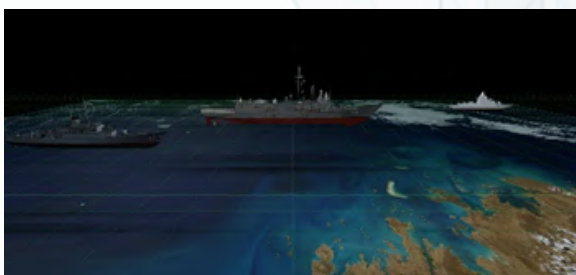
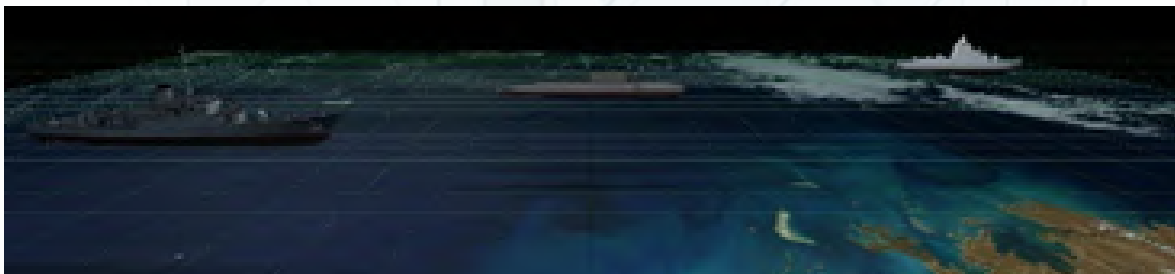
- Surface Ships
- Submarines
- Airborne Platforms

## Reduction in Costs

ASTT is not just a cost-cutting exercise; it is a value addition to the training regime of the Naval Forces. Enjoy reduced machine wear and tear, minimized fuel wastage, and overall enhanced crew efficiencies.

## State-of-the-Art Simulation

ASTT incorporates physical and mathematical modeling of sensors and weapons, atmospheric and oceanic environmental conditions, and supports 3D scenario generation for an immersive training experience.



## System Features

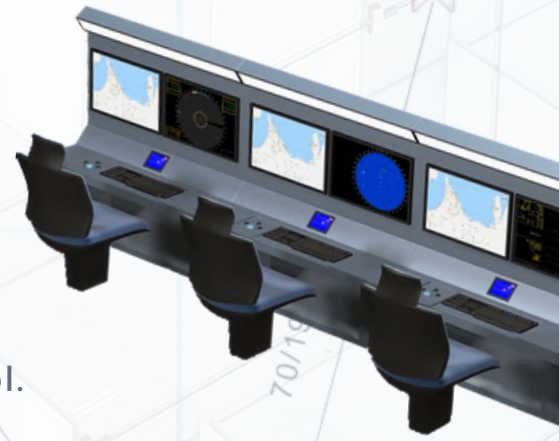
- Threat Evaluation.
- Anti-Submarine Warfare (ASW) Full Operational Capability (FOC) & Tactical Data Application (TDA).
- Electronic Support Measures (ESM), Electronic Countermeasure (ECM), Jamming, CHAFF, EPM, Identification Friend or Foe (IFF).
- User Defined Extendable Libraries and Scenario Generation Interactive Facility.
- Realistic simulation of all surfaces including Sub Surface and Air Platforms.
- Extensive Debrief facilities including After Action Review (AAR) system.



## Technical Specifications

- IEEE Distributed Simulations Standard (HLA).
- Commercially Available Off the Shelf (COTS) Hardware.
- Voice Communication – Multiple Channels, Platform Intercom, Instructor to Cubicle.
- Multipurpose Configurable Consoles – Configure as any sensor or equipment.

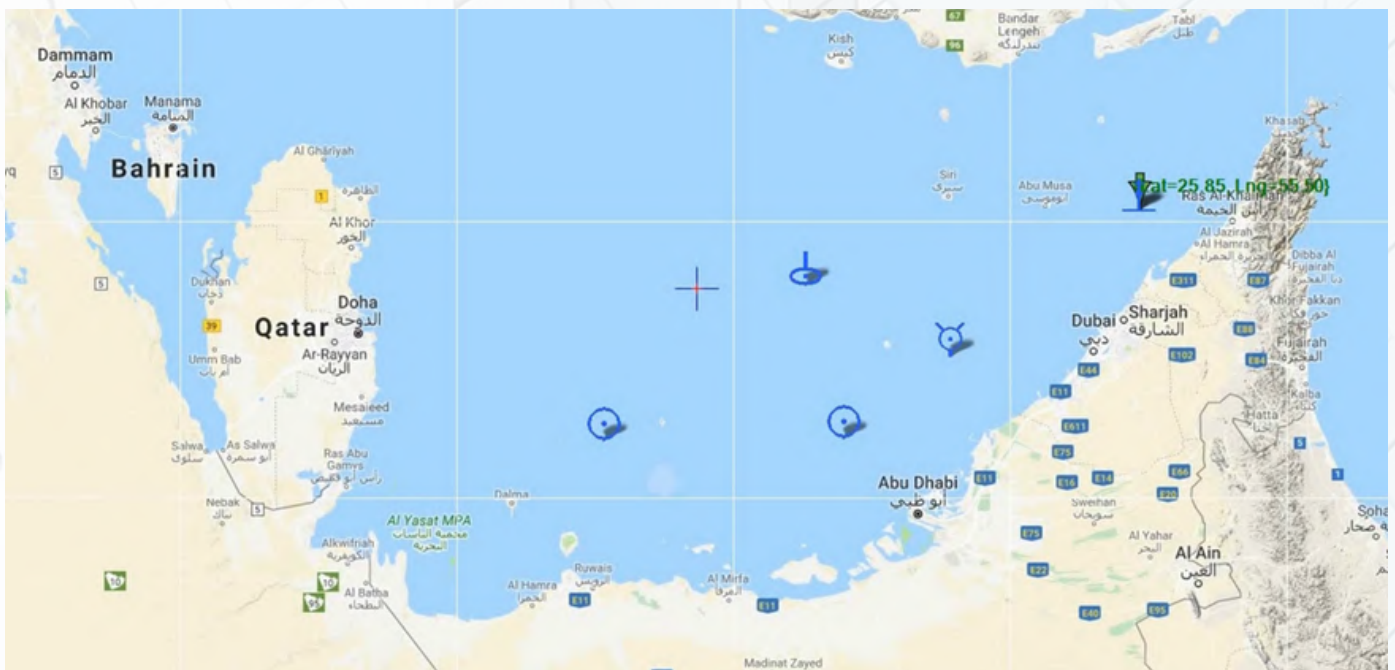
## Instructor Support



- Scenario Creation.
- Library Creation.
- Exercise Control.
- AAR System.
- Exercise Execution and Control.
- Support Features - Vectors (Blue/Orange Reference Points), Range/Bearings, Trails.
- Sensors - SONAR, RADAR, Electro-Optronics (EO), Magnetic Anomaly Detector (MAD), & SAD.

## User-Friendly Controls

ASTT supports Game Pause/Resume, Increase/Decrease Game Speed, Exercise Recording and Replay for Debrief, Bookmarks, up to 16x Replay Speed, Jump to Time, Statistical Analysis Reports, Salvos Fired, and Hits.





**DCC LLC**  
**DUBAI, U.A.E**

**[www.dccme.ai](http://www.dccme.ai)**  
**[info@dccme.ai](mailto:info@dccme.ai)**  
**+971 4 269 3935**