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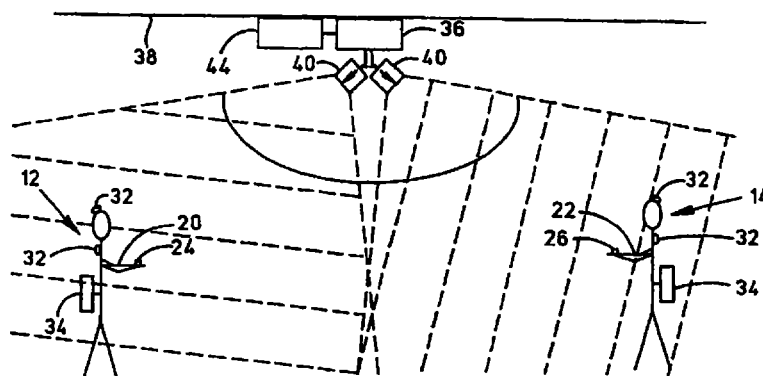
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(14) Title: SYSTEM AND METHOD FOR TRAINING IN MILITARY OPERATIONS IN URBAN TERRAIN



(57) Abstract: A stationary area weapon effects simulator is mounted to the ceiling of a room in a building being assaulted by soldiers equipped with optical detectors and small arms weapons having small arms transmitters (SATs). Area effects weapon codes simulating the detonation of a grenade, bomb, artillery shell or chemical/biological weapon are encoded onto infrared signals emitted by a plurality of LEDs in the weapon effects simulator and these codes are logged in player units (DPCUs) carried by the soldiers. The simulated area weapon effects may be confined to particular angular zones and this zone information may also be encoded onto the infrared emissions. An alternate embodiment utilizes a stationary locator in a room which only emits infrared signals with location information encoded in the same which are logged by the player unit. Area weapon effects and location information may be downloaded from the player units, along with conventional casualty, near miss and time of occurrence data for assessment of tactics and weapons usage accuracy during after action review (AAR) by an instructor. A red rotating beacon may be added to the area weapon effects simulator to indicate the simulated detonation and/or to indicate that a structure such as a bridge has been blown up and can no longer be used. The area weapon effects simulator can be activated by sending an RF command received through a pager, or by manual devices such as an electro-mechanical switch connected to a trip wire.

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