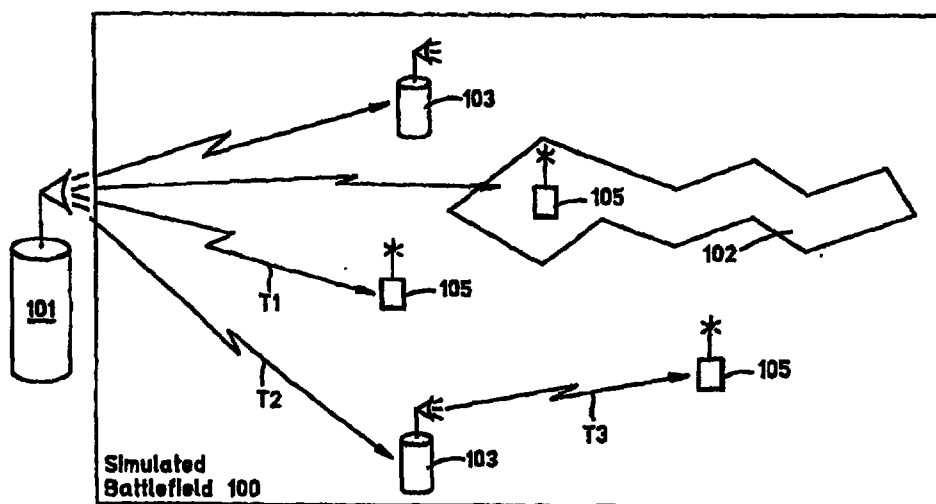


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(54) Title: AREA WEAPONS EFFECT SIMULATION SYSTEM AND METHOD**(57) Abstract**

An area weapons effect simulation system and method that determine the extent of simulated injuries and damage sustained by players (105) such as soldiers and vehicles as a consequence of simulated mines, projectiles, air defenses, and toxic or nuclear clouds in near real time. The system uses a distributed architecture that simulates the effect that area weapons would have on each player in real time or near real time, thus allowing players to determine the consequences of their tactics and actions as a part of a combat training exercise. Player Units are pre-loaded with information which allows them to determine the probability of damage or injury, depending on the type of player, defensive measures taken on the part of the player, and the type of weapon being simulated. Alternatively, such information may be down-loaded to each Player Unit as necessary.