The one asymmetric advantage the Army retains over its adversaries is the training of its Soldiers and development of combat leaders. STE is critical to ensure this continues.

Current virtual trainers developed the most lethal combined arms maneuver force seen in 2003.

Modernization pause to focus on the counter-insurgency fight

Seize the opportunity to update Army virtual training systems:
- Holistic platform (STE IS)
- Incorporate 3D terrain
- Feature truly combined arms maneuver to train future combat leaders
- Converge training and operational capabilities

STE will discover, deliver, and converge the Army’s first holistic training capability to train Soldiers and develop combat leaders.

STE Information System (STE-IS) - (Network Enabled)
Training Simulation Software TSS, Training Management Tools (TMT), One World Terrain (OWT)

Affordable
Trainability
Realistic
Convergent

SIVT (w/IVAS) & SVT

Next Gen Constructive

LTS

RVCT (Ground & Air)

STE Information System (STE IS)
Reconfigurable Virtual Collective Trainer (RVCT)
Soldier Virtual Trainer (SVT)
Life Training Strategy (LTS)

STE LoE:
Squad Immersive Virtual Training (SIVT)
STE Information System (STE IS)
Reconfigurable Virtual Collective Trainer (RVTC)
Soldier Virtual Trainer (SVT)
Life Training Strategy (LTS)

2018-2020 Building the Team
- STE CFT est. as part of AFC
- Rapid acceleration of STE efforts

2021-2024 Delivering Capability
- SIVT synchronized delivery with IVAS, First Unit Issue in FY22 and “ruggedize” to First Unit Issue FY23
- STE IS and RVCT CO capability User Test 4QFY22, IOC in FY23 providing BN capability
- SVT user test FY23 informed by SIVT and IVAS, fielding WSD, JFO and UoF capability
- LTS LRIP begins in FY23

2024-2028 Enabling the Force
- Recon
- War Game
- Rehearse
- AAR

Unconstrained
Convergent

Unconstrained
Realistic

Unconstrained
Trainable

Unconstrained
Affordable

Convergent
Trainable
Realistic

Affordable
Trainable
Realistic

Discover
Deliver
Converge

MDO

Way-Point

Recon
War Game
Rehearse
AAR

MDO Capable Force