



DEFAUS 18

**VBS LHD
AMPHIBIOUS
SIMULATION
TRAINER**

PITCHER

BEN MONTGOMERY

7 November 2018



ABSTRACT

The key amphibious personnel on-board the LHD are the LHD Landing Craft (LLC) coxswains, Amphibious Operations Officer and LHD Dock Officer to execute amphibious operations by sea and by air.

The current individual training pipeline for LLC coxswains is 40 days of basic craft handling. The Amphibious Operations Officer who is responsible for the planning and execution of an amphibious operation only receive a one week course prior to joining the LHD. The LHD Dock Officer and personnel who operate within the dock well only receive on the job training.

There is currently no collective or continuation means of training amphibious operations without the deployment of the LHD with Army troop/vehicle support to specific training locations such as Shoalwater Bay in Queensland or Jervis Bay in New South Wales. Exposing personnel and fleet assets to higher at sea risks and utilising fleets assets for training instead of operational deployments.

Virtual Battlespace 3 (VBS3) is a commercial-off-the-shelf, game-based training platform. It provides for a fully interactive, three-dimensional, PC-based simulation environment with large, dynamic terrain areas, hundreds of simulated military and civilian entities and a range of generic and real-world terrain areas. COMTRAIN has placed forward the Ship Zero Training Facility (SZTF) concept. Ship Zero's aim is to create training pipeline efficiency and minimise reliance on operational units for training. The concept seeks to deliver collective and connected training ashore through the use of part-task simulators to large task group simulators.



PROPOSAL AND OUTCOMES

My proposal is to provide Navy with a LHD amphibious simulation tool that can deliver training pipeline efficiencies by taking a holistic capability specific individual and collective training activities. Through VBS3 you can reduce reliance on operational units for training enabling the management and coordination of the delivery of both team and collective training. VBS3 is a commercial-off-the-shelf, game-based training platform. It provides for a fully interactive, three-dimensional, PC-based simulation environment with large, dynamic terrain areas, hundreds of simulated military and civilian entities and a range of generic and real-world terrain areas.

COMTRAIN has placed forward the Ship Zero Training Facility (SZTF) concept. Ship Zero's aim is to create training pipeline efficiency and minimise reliance on operational units for training. The concept seeks to deliver collective and connected training ashore through the use of part-task simulators to large task group simulators. Additionally, a request for funding of two contractors from Blsim to provide face-to-face management and maintenance of the VBS trainer equipment.

Prior to any practical training where you require a major asset, members would be able to develop their understanding of the fundamentals virtually. This could reduce practical training durations or allowing practical training to focus on higher procedures to produce more effective trained personnel. This reduction on the reliance of physical assets would have a direct reduction in maintenance, support personnel and at sea risks. Training Authority – Maritime Warfare and Sea Training Group would see significant benefits to their efficiency in delivering a training capability through VBS3. Fleet units would see a benefit as VBS3 would ensure continuation training is maintained to deliver higher fleet capabilities.