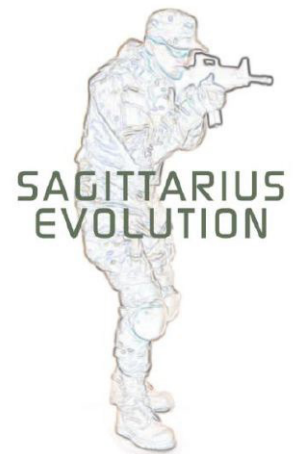


Sagittarius Evolution provides both virtual and live firing training capabilities for individual and unit training. It supports a wide range of training scenarios from basic marksmanship training to advanced situational training. To further enhance its training value the simulation system can be networked with other systems and/or additional modules out of the Sagittarius product line such as Vehicle or Boat Module. All modules can be provided on motion platforms



SMALL ARMS TRAINER

SAGITTARIUS EVOLUTION

Mobile System





SMALL ARMS TRAINER

SAGITTARIUS EVOLUTION

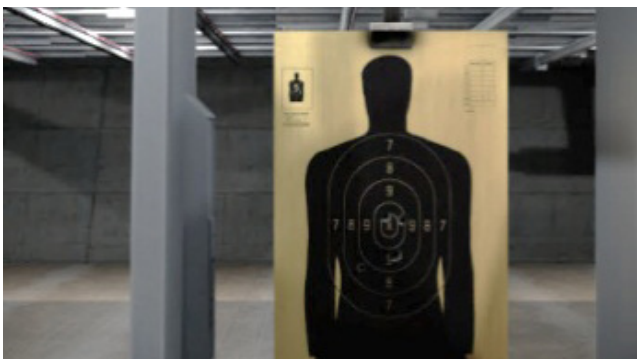
Mobile System

MOBILE SYSTEM

- > Building blocks for a modular system that fits towards the training needs
- > Up to two independent trainees with primary and secondary weapon at the same time
- > Usage of tethered and wireless weapons possible; training in a weapon mix is also supported
- > System ready to train in less than 15 min for tetherless weapons - less than 25 min for tethered weapons
- > Complete system build in MIL-Standard certified boxes
 - Easy de-/mountable rolls
 - Water resistant
 - Shock proven
- > Instructor Operating Station on notebook or tablet PC available
- > Required floor space 4 m x 5 m

SIMULATED WEAPONS

- > Use of original, but disarmed and modified weapons
- > Original weapon handling and weapon effects, like recoil and loading procedure
- > Huge variety of supported weapon types like (but not limited to):
 - Pistols
 - Rifles
 - Machine pistols
 - Machine guns
 - Anti-tank weapons
 - Grenade launchers
- > Dedicated ballistic model per weapon type based on original ballistic tables
- > Use of primary and secondary weapon during exercise execution supported



INSTRUCTOR OPERATING STATION (IOS)

- > Easy selection of exercises based on illustrative pictures and text
- > Live Target Views show the aiming behaviour of each trainee in real time
- > Lane view for each trainee with relevant information (e.g. live target view, weapon status, weapon sensor data, controls for ammunition setting and weapon jamming, training result etc.)
- > Easy adjustment of environmental settings (24 hours day/night cycle, wind, rain, fog, snow, sand) affecting ballistics

SCENARIOS

- > Cutting edge graphics performance due to usage of CryEngine® Image Generator
- > Creation/adaption of exercise content according to shooting doctrine of individual customers
- > Geo-specific/geo-typical/geo-referenced replication of terrain selected by the customer
- > New training concepts using Artificial Intelligence for randomized avatar behaviour:
 - Situational threat
 - Perceived threat
 - Behaviour threat
- > Dynamic trainee-avatar-interaction using trainee's voice as simulation input generating complex scenarios like:
 - Identity check
 - Vehicle inspection
 - Search of houses/flats

MISSION

Military, law enforcement, customs and civil security organisations

