VIRTUAL SNIPER TRAINER

SNIPER/SDM TRAINING SYSTEM OVERVIEW

The Virtual Sniper Trainer will develop critical sniper skill sets and provide sustainment training in the absence of sniper range facilities, with full ballistic and graphic fidelity. Virtual Sniper Trainer will support any caliber, and use the operator's own weapon during either laser or live fire training. The system incorporates the most advanced ballistics engine to date. It provides optional internal ballistic calculations for ammunition temperature and has the additional capability of providing theaterspecific ballistics data for operational use.

All actions normally required to engage targets—range estimation, scope adjustments, wind and atmospheric conditions—are required to achieve target hits in simulation. Instant target reaction provides real-time feedback and end-of-situation AAR capability.

"The most advanced ballistic engine available."

Supported Skill Sets

- Observation and reporting
- Target detection and discrimination
- Perception and reaction
- ROE and judgement
- Range estimation
- Wind reading
- Ballistic calculation and adjustment for:
  - Range
  - Wind
  - Temperature
  - Barometric pressure
  - Altitude

Graphics and Features

- Drop-in CGI targets
- Real-time, branching video situations
- Ability to read mirage with accurate programmed wind drift
- Bullet trace
- Visual impact cues
- Randomised impact zone based on weapon and ammunition group dispersion
- Hit probability calculation

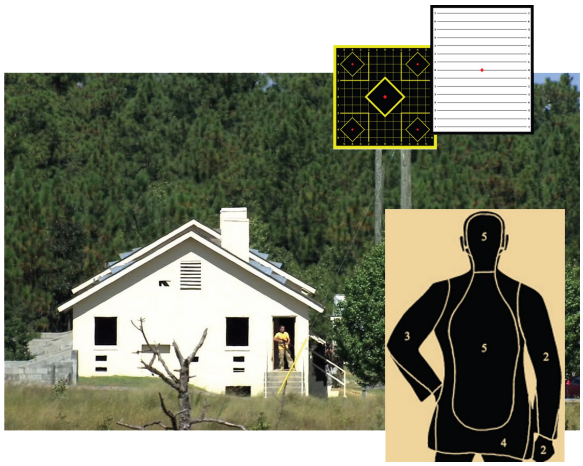
CUBIC™
Enabling a Safer World

- Holdovers
- Hold-offs
- Avoidance of overhead obstacles
- Alternate positions
- Moving targets
- Shooting from moving and airborne platforms
- Hard target interdiction
- Simultaneous engagement drills
- Hostage rescue

Ballistics Engine

A library of current ammunition types are included in the program with a baseline average velocity. For 100% accuracy, bullet BC and recorded muzzle velocity can be entered by the user for any individual weapon and ammunition lot number.

Individual weapon trajectory data can also be entered from the user's logbook from a known distance range. Users can simulate any natural environment including temperature, altitude, and slope, to match the area of operations.



Configuration

- Live fire
- Shooter uses their own unmodified weapon
- 25 metre (82 ft) minimum distance required due to focal length of scope
- Simply installs inside one of our QuickRange® modular shooting ranges or an existing customer facility

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