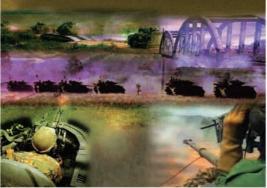
Armoured Gunnery & Tactical Simulator (AGTS)

HIGHLIGHTS

- Roll-in Roll-out Concept: Multi-Vehicle Platform Reconfigurable Training
- Out-of-the-Hatch 360 Degrees Immersive Virtual Environment
- High Resolution Photo-Textured Imagery Terrain
- HLA-Compliant Distributed Training System
- Intelligent Computer Generated Forces
- Force-on-Force Mission Exercise
- Mission Planning and Rehearsal





he Armoured Gunnery & Tactical Simulator (AGTS) is available in various configurations; from single to multiple training stations. Each station replicates actual equipment and out-of-vehicle views. Multiple station configurations allow for a greater variety of exercise configurations including combined or collaborative training and force-on-force training. Forces can be either real (man-in-the-loop) or simulated using our state-of-the-art Computer Generated Forces (CGF).

The AGTS provides armoured crew with the most up-to-date and versatile training system available.









KEY FEATURES

The AGTS covers training levels from individual precision gunnery through to combat team multi-participant exercises and beyond. This advanced system consists of the following primary elements:

Visual System

State-of-the-art Out-of-the-Hatch (OTH) visual system provides high-resolution photo-textured imagery covering a wide field-of-view.

Crew Stations

Replicated vehicle turrets and/or combat station interior, providing the crew trainees with familiar and realistic environments.

Instructor Operating Stations (IOS)

User-friendly and versatile instructor/operator stations provide full control and monitoring of on-going exercises.

CAPABILITIES

- Target prioritisation
- Target type identification
- Day and night operations
- Simulated infantry support
- Individual precision gunnery training
- Single vehicle command training
- Single vehicle crew teamwork training
- Multi-vehicle networked training
- Activation of indirect fire (artillery / air cover)
- Terrain analysis, navigation and trafficability
- Tactical decision-making at various unit command levels
- Crew Assessment

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