Powered by
TITAN™ VANGUARD

VIRTUAL SNIPER TRAINER

As Used By
Australian **Special Forces**
Australian **Army School of Infantry**

VIRTUAL
Simulation Systems

Contact VSS for custom simulation development at:
sales@visim.net
www.visim.net, www.virtualsimulationsystems.com

- ▪ *Instantly turns scoped weapons into Virtual Training Devices*
- ▪ *Integrated VR Binoculars and custom JTAC devices*

TRAINING CAPABILITIES

Engagement of realistic moving targets

Adjustments to fall of shot

Rapid re-engagements

Sniper team engagement patter

Missed target drills

Mil-dot holds on linear targets

Battlefield Commentary

Information Gathering

Aerial fire support

Coordination of offensive fires

Overwatch

Bounce back engagements within a wide arc

Please contact VSS for custom solutions tailored to your needs, including full JTAC Simulation

Target indications

Rules of engagement and legal scenario training

Emergency close air support

Judging distance exercises

Target description exercises

Target building breakdown

Panoramic Sketching

Spot coding of enemy and friendly forces routes

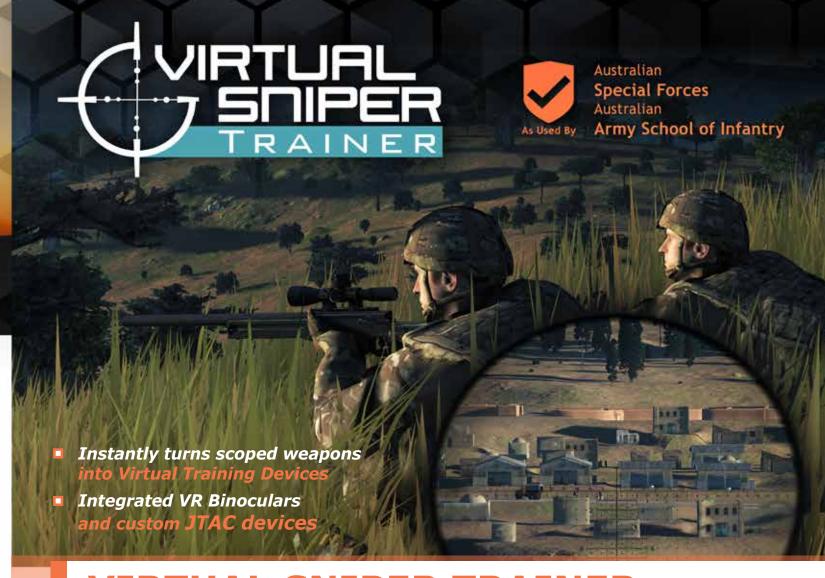**Coordinated shooting using networked MK1 systems**

Loophole shooting

Target recognition

Collective trainer enabling command and control at the section level

Observation Post Logging and Reporting

VIRTUAL SNIPER TRAINER

The VSS MK2 Sniper Trainer is a revolutionary new system that turns any scoped weapon into a Sniper simulator. MK2 presents a complete COTS training package for snipers and spotters, with a projection dome, virtual devices, and integrated software.

MK2 supports 2-man sniper teams by combining detachable Virtual Reality hardware optics with high-fidelity computer simulation, offering a complete training solution that **can simply clip onto a field weapon or replica gun**.

VST setup pictured

Trainees can use their own Field Weapons or VSS can supply Replica Weapons

VIRTUAL
SIMULATION SYSTEMS

Overview

Unique to the VST, virtual sniper training can now be conducted with a soldier's own field weapon.

This facilitates ultra-realistic training, with inconsistencies such as trigger pressure and weapon weight distribution entirely eliminated.

The compact VST unit is attached to the front of the existing scope on a genuine service weapon and within minutes the trainee can be shooting within the virtual world.

Trainees look through the VST as they would a normal scope and see a magnified viewpoint of the virtual environment. The weapon is tracked in 3-dimensional space and shots taken with the physical weapon are translated into the software.

Using COTS Titan Vanguard simulation software with accurately modeled environmental and ballistic effects, allows training in dynamic scenarios and in any real-world location, with full Scenario Debrief (AAR) capability.

Train Like You Fight
VST lets trainees use their own field weapons in virtual training

VST Inert Rounds allow authentic firing procedures such as reload bolt action without the need for live blanks. Scope adjustment (elevation, windage) is available directly on the VST unit.

VST can function as a stand-alone training system, either deployable or fixed, and is augmented by innovations such as our VR Binoculars/Spotter Scopes and Modular Projection Domes.

The VST provides a cost effective solution to meet comprehensive sniper training needs, from moving-target marksmanship to procedural exercises.

Expandable to full JTAC training environment with various Simulated Devices

Above/Below: VST in action

VR Binoculars

The VSS Virtual Reality Range Finding Vector 21 Binoculars combine authentic replica hardware with state of the art virtual simulation technology. High definition optics are incorporated into a rugged body to deliver to the user a high fidelity virtual image driven by COTS simulation software.

These VR Binoculars are tracked in 3-dimensional space and replicated in the virtual world so trainees can act as they would in real life. **Features laser range finding function for both range and azimuth.**

Benefits from Virtual Training

☐ Savings of thousands of dollars in equipment, personnel and consumable resources

☐ Vastly reduced time for exercise setup

☐ Wide range of scenarios that are normally impractical to simulate

☐ Train in complex, dynamic environments

VST Simulation Platforms

Ground-based setup with or without spotter position

Seaborne vessels or Land vehicles, e.g. convoy operations

Airborne sniping platforms, including integration with the VSS Complete Aircrew Training System (CATS)