

Grenade Launcher for 40 mm Laser Firing Simulator



The laser firing simulator grenade launcher is mounted inside the 40 mm grenade launcher, used by the Swiss Army. The simulator is suitable for training exercises in open as well as built-up urban terrain. It is used to engage buildings equipped with sensors and effectors, as well as infantry, and vehicles.

Since this simulator uses RUAG 2-way simulation technology, its precision to detect targets is extremely high and reliable. Its unique feature, the RUAG "Target Discrimination System" (TDS), allows the simulator to recognise different targets and ensures the most realistic impact of a weapon simulation.

Before the exercise starts, the grenade launcher simulator is mounted onto the weapon and adjusted with the boresight panel. The number of shots and the effect of the ammunition is programmed into the corresponding simulation cartridge. After the loading process is completed, the grenade simulator surveys all visible targets and is ready to be fired. By pulling the grenade launcher's firing trigger, a simulated pyrotechnical shot is discharged and the simulator sends a laser code toward the target. The buildings (equipped with sensors and effectors) or infantry under fire, transmit the effect of the exploding ammunition to the nearby participants (offence data transmission) If the gunner is severely injured or otherwise incapacitated, the simulated weapon will be blocked automatically.

Features

- Simulation cartridges, calibre 36 mm, loading of live ammunition impossible
- Pyrotechnical display of the shot with 9 mm blank cartridge
- Target Discrimination System
- Range up to 120 m aiming at infantry or building façades
- Operation like the real weapon
- Internal self test

Technical Specifications

- Laser class 1 (EN 60825-1:2007)
- Wavelength 906 nm and 810 nm
- Range approx. 15 – 120 m.
- Weight 2,500 g
- Dimensions 474 x 78 x 122 mm³
- Battery service life 48 h, 100 shots

Interfaces

- Cosim-Code
- ISN
- Diagnostic interface RS232
- LED
- RFID Antenna