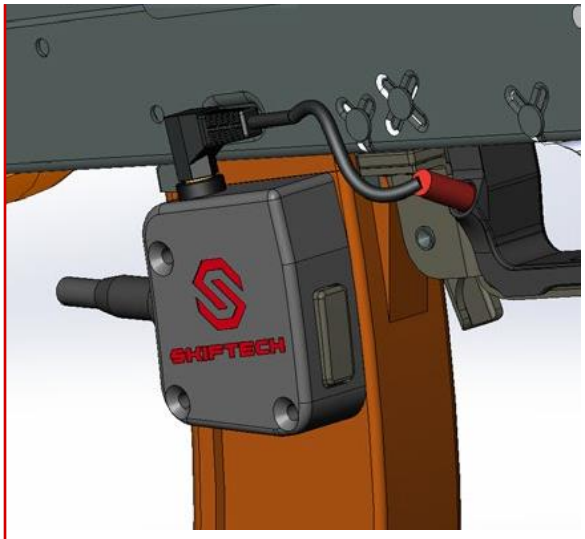
INTERNATIONAL ARMOUR CO.

CATALOG

OF TACTICAL ENGAGEMENT SIMULATION SYSTEMS

SKIFTECH

SKIFTECH is a full-cycle manufacturer of tactical simulators. Every element of thetraining system —from the body and electronics to the software and applications —is created by a team of experts in our own production facility.

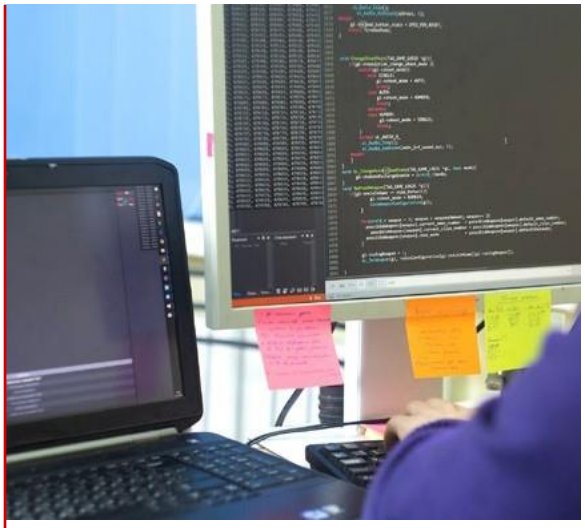


DESIGN BUREAU

The team of designers creates the equipment and selects the best prototypes.

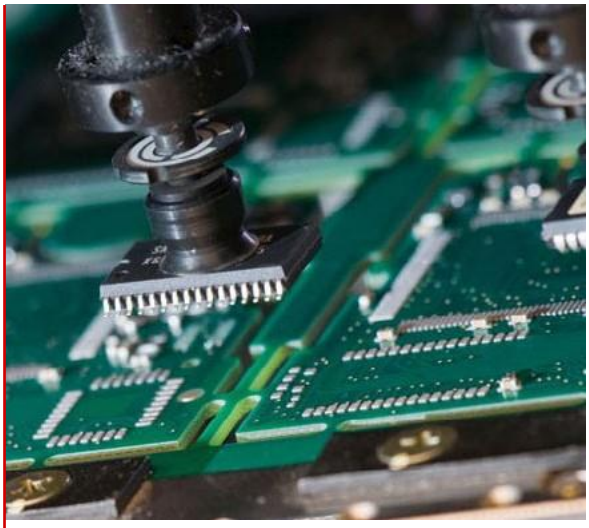
QA DEPARTMENT

The QA department performs multi-step testing of equipment.



DEVELOPMENT TEAM

A team of software developers create software to run the equipment and applications.



PRODUCTION

We produce almost all components from electronics to cases ourselves.

ASSEMBLY DEPARTMENT

Specialists assemble equipment by hand, avoiding defects.

LOGISTICS DEPARTMENT

The logistics department ensures a fast delivery of the equipment all over the world.

FIELD TECHNICIANS

Our team of field service specialists can help you set up your equipment and provide training on how to use it.

TECHNICAL SUPPORT

Our support department can help you solve problems remotely.

TRAINING IS SKIFTECH

1 Maximum efficiency

Each simulator is created according to customer requirements; we take into account armament features and other factors to maximize the effectiveness of training.

SKIFTECH equipment is installed on standard weapons or military equipment, which allows it to conduct exercises in conditions as close to real combatas possible.

2 Cost effective

Simulators reduce the cost of blank cartridges used in tactical training. Our partners save more than $20,000 per company exercise.

Digital transmission technology allows training to take place at any location, without the need for special firing ranges.

3 Detailed statistics

The software records movements, shots and other statistics of the soldiers, reducing the number of instructors controlling the exercises.

Records and statistics of every training session are stored in the application, allowing a detailed analysis of the effectiveness of each soldier and the unit as a whole.

HOW DOES IT WORK?

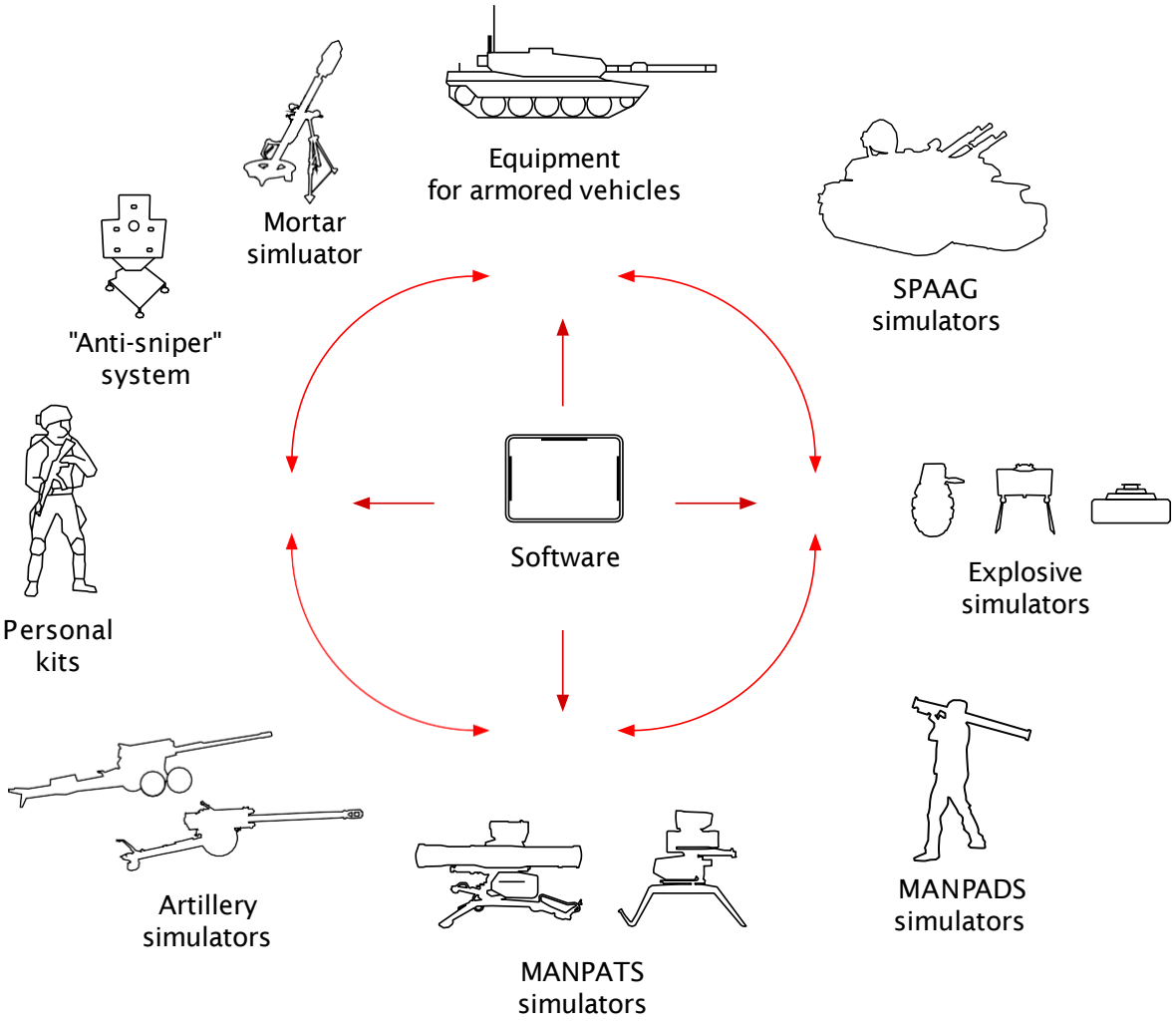
All SKIFTECH training systems are based on digital signal transmission technology. The electronic units are installed on small arms or military equipment for realistic firing imitation. Special sensors are used to fix the conditional defeat of soldiers and armored vehicles.

SKIFTECH ECOSYSTEM

All the equipment for the tactical training of soldiers interacts with each other and can be combined into a single complex for the simultaneous training of representatives of various types of troops.

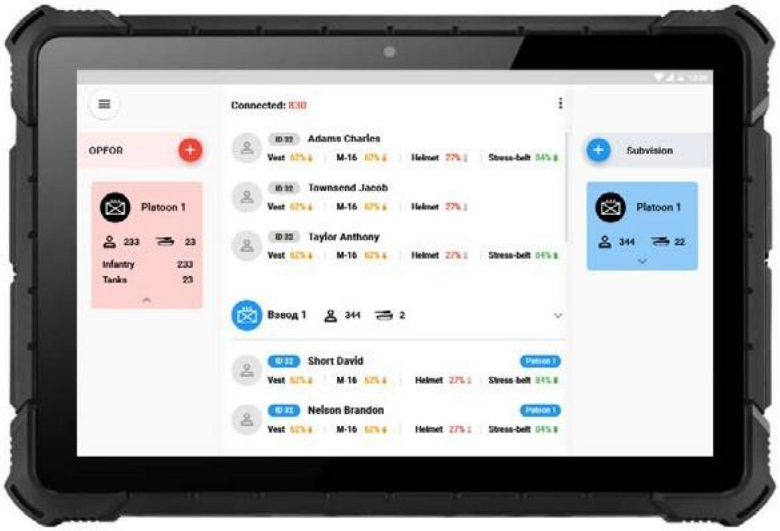
Within the framework of one training scenario, the following types of troops can interact:

1. Infantrymen
2. Snipers
3. Tankmen
4. Artillerymen and mortar squads
5. Military engineers
6. Anti-aircraft gunners
7. And others that can be custom added



SOFTWARE

The tablet that comes together with the simulator has a single piece of software that allows all elements of the training complex to be monitored and configured. A central control room is used to manage large-scale exercises.



UNIT Formation

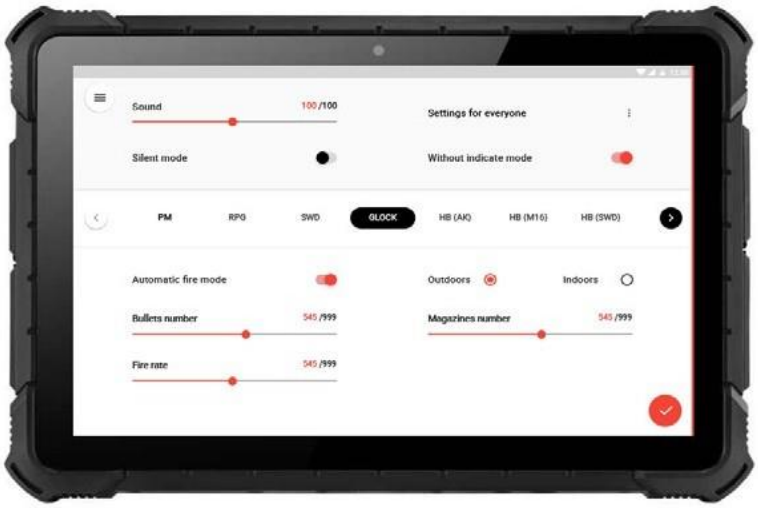
Before the exercise, Unit and OPFOR personnel are formed. The unit includes soldiers, military equipment, UAVs and others.

Displaying movements on the range

During the exercise, you can monitor the movements and actions of fighters and military equipment on the training ground. The map also displays the location of explosive device simulators.

Equipment configuration

The application allows you to set the number of cartridges, magazines, weapon fire rate, conditional damage lethality and other equipment parameters.



Training record review

After the training, you can perform a detailed analysis of each fighter's actions and movements using the timeline window.

Statistics analysis

The statistics table displays the number of shots fired, hits, conditional injuries, and other performance metrics for each soldier or unit as a whole.

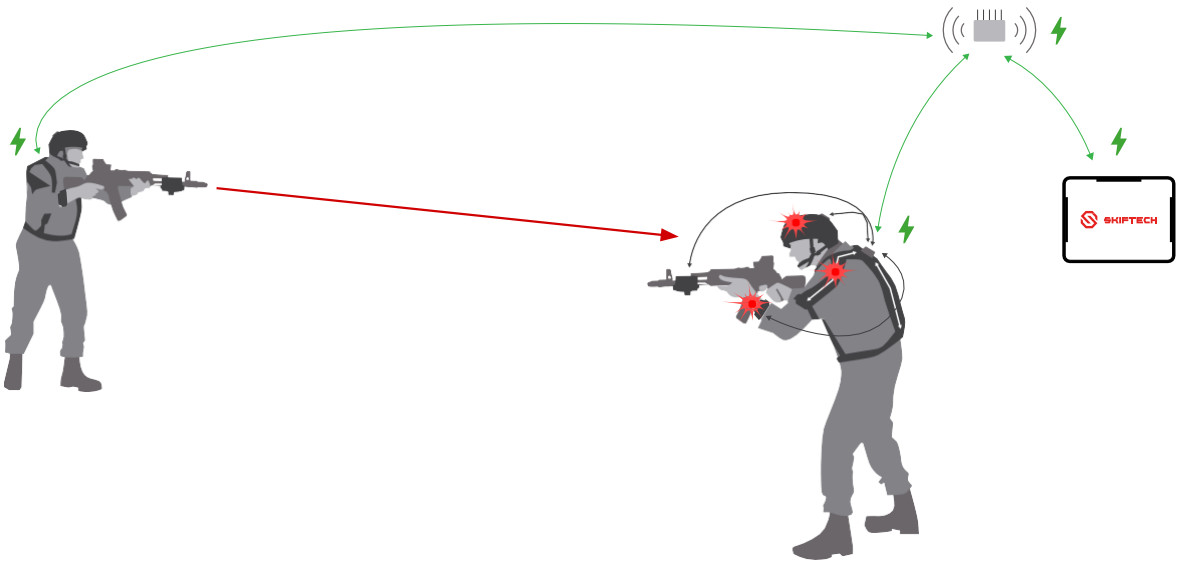
SOLDIER'S PERSONAL KIT

When conducting a training exercise, all fighters use personal kits that include:

1. Tactical helmet cover with hit sensors.
2. Weapon with emitter.
3. Vest with hit sensors.
4. Stress Belt

The operating principle of the personal kit:

1. Before the training, each combatant wears a personal kit.
2. The integrated or hinged emitter simulates the firing of a personal weapon.
3. Sensors on the helmet or vest cover record the hit.
4. Defeats are accompanied by a light indication and a pulse of the stress belt.
5. The software displays information about defeats and other statistics.



VEST WITH HIT SENSORS

The vest and headband with sensors detect hits from simulated enemy weapons and detonation of simulated explosive devices. The vest has a GPS module which allows tracking the fighters' movements on the range during the training.The vest records defeats to the fighter's body and hands, while the headband records defeats to the head which allows differentiating the damage and assessing more realistically the degree of conditional wounds.

Vest with hit sensors

Shoulder belt vest with hit sensors

The vest features:

1. Hit sensors
2. Control block with GPS
3. Speaker
4. Adjusting straps

TACTICAL HELMET COVERS SKIFTECH

To capture strikes to the head, the vest is used together with a cover for a tactical helmet. These helmet covers were created taking into account the shape and size of the customer's helmets.

Cover include:

1. Control block.
2. Hit sensors

Cover for the standard military helmet

Cover for the tactical helmet for Special Forces

STRESS-BELT

The stress-belt is worn on the fighter's hand and generates an electrical impulse for a physical sensation of being hit. The device is certified and absolutely safe for human health. It is not recommended for people with a cardio-stimulator.

Stress-Belt:

1. It allows to work out conditioned reflexes in the process of training.
2. It allows the fighter to feel that he has received a conditional hit.
3. Muscle contraction when defeated increases the realism of the training
4. Depending on the fighter's physical characteristics, you can choose the power of the electric impulse or set the vibration mode.

MOUNTED UNIT FOR SMALL ARMS

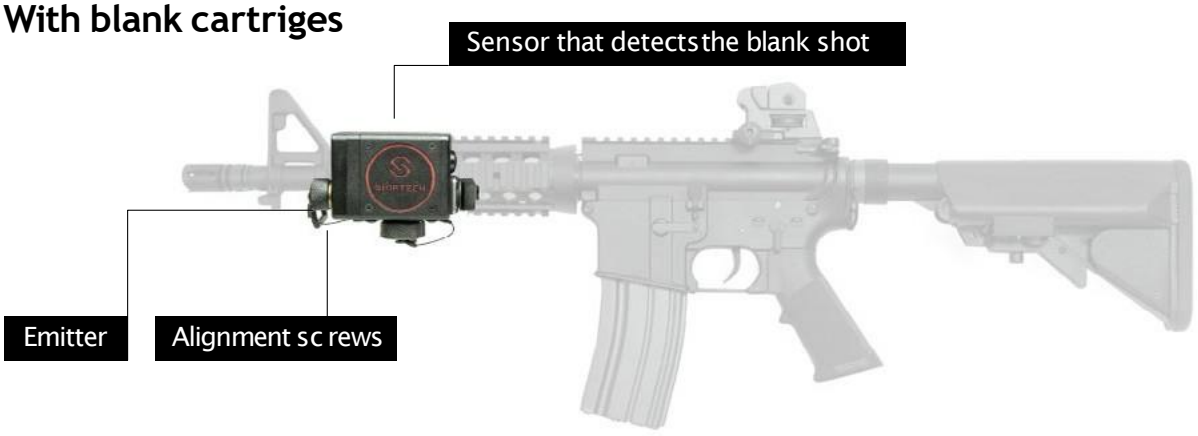
Before the training, the mounted unit is mounted on the fighter's personal weapon to simulate firing. Mounted units can be mounted on any weapon with a Picatinny rail or on the barrel of:

- Assault rifles (M4, AR, AK etc.)
- Machine guns (M249, HK MG, FN etc.)
- Sniper rifles (DSR, Barret, Steyr etc.)

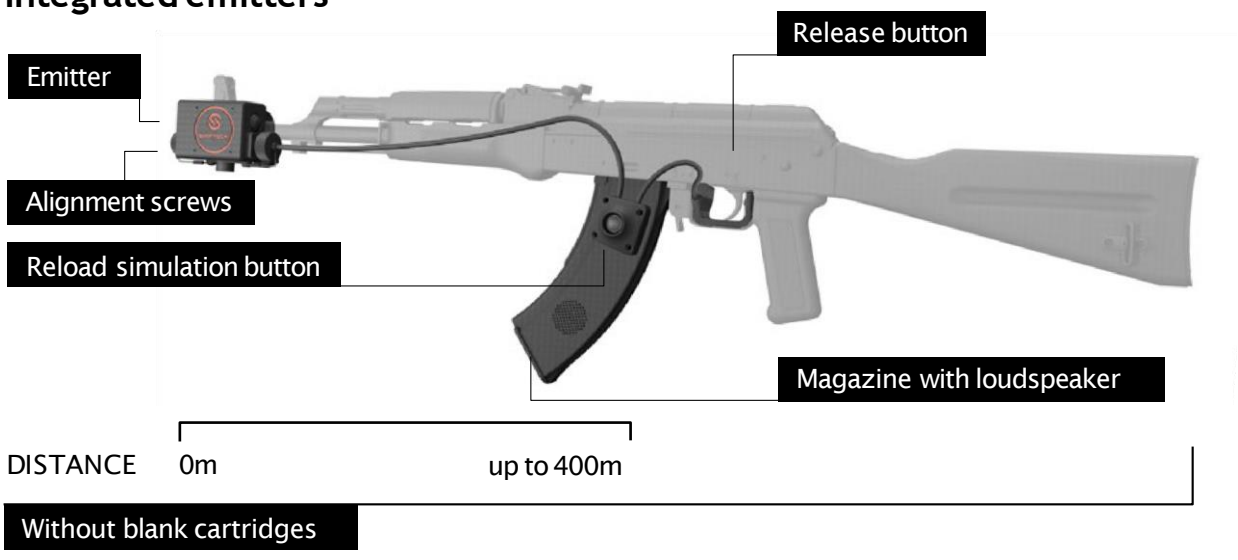
The mounted unit with a transmitter operates in two modes: with blank cartridges or without them. When used with no blank cartridges, the standard magazine and the one that connects to the mounted unit are removed from the gun. When the trigger is pulled, the mounted unit sends laser pulses to the target. The shot is accompanied by an audible indication via a loudspeaker mounted in the magazine.

When used with blank cartridges, the transmitter sends pulses to the target, in sync with the blank shots.

With blank cartriges



Integrated emitters



WEAPONS WITH AN INTEGRATED EMITTER

The electronics unit can be installed in models of any weapon: sidearm, automatic rifle, sniper rifle.

An emitter and all the necessary electronics are installed in the model. The shots are accompanied by a sound indication from the speaker installed in the magazine. The integrated unit, like the mounted unit, is used to practice firing at the manpower of a conventional enemy.

DISTANCE 0m up to 400m

DISTANCE 0м up to 400m

DISTANCE 0м up to 600m

A SIMULATOR OF A PRESSURE-TYPE ANTI-PERSONNEL MINE

The simulator of anti-personnel mine is used for the tactical training of soldiers and military engineers.

The complex consists of:

1. A mine simulator that is activated when you pressed on.
2. Software —displays information about the state of ammunition simulators and the degree of conditional damage received by soldiers.

Operating principle of the PMN-2 mine simulator

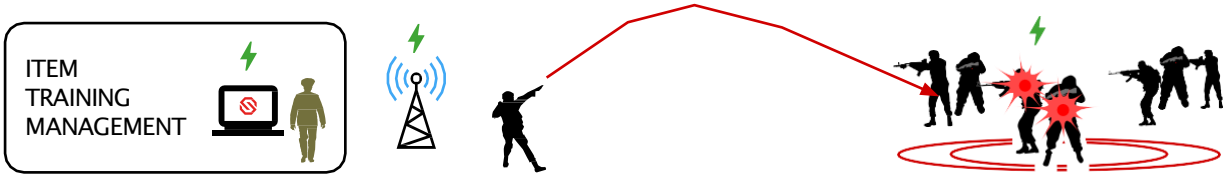
1. On the training ground, mine simulators are set up similar to the combat prototypes.
2. A fighter steps on a mine, which then conditionally detonates and deactivates everyone in the radius of action.
3. The personal kit changes the light indication to notify of deactivation.
4. Conditional mine detonation and other statistics are displayed in the software.

GRENADE SIMULATOR

This device is designed to simulate the operation of an anti-personnel grenade, the impact radius is set according to the customer's specifications. The case of the grenade is made of impact resistant materials to withstand high impact loads.

Operating principle of the grenade simulator

1. The soldier pulls the pin and then throws the grenade simulator.
2. The grenade conditionally explodes and deactivates everyone in the range of impact.
3. Personal kits change the light indication announcing deactivation.
4. Conditional grenade detonation and other statistics are displayed in the software.



THE «MON-50» COMPLEX SIMULATOR

The «MON-50» system is a complex consisting of mock-ups and simulators for soldiers to gain a complete familiarization with the device, and the principle of operation of the explosive device.

The complex simulator consists of:

1. MON-50 model sectionalized.This allows you to get acquainted with the components and the internal structure of the device.
2. MON-50 portable model. Allows you to gain practical skills in preparing, planting, aiming for a single explosive device.
3. MON-50 electronic mine simulator. It is used to train soldiers to use and counteract mines in a battle.
4. 4. A bag for transportation.

1

2

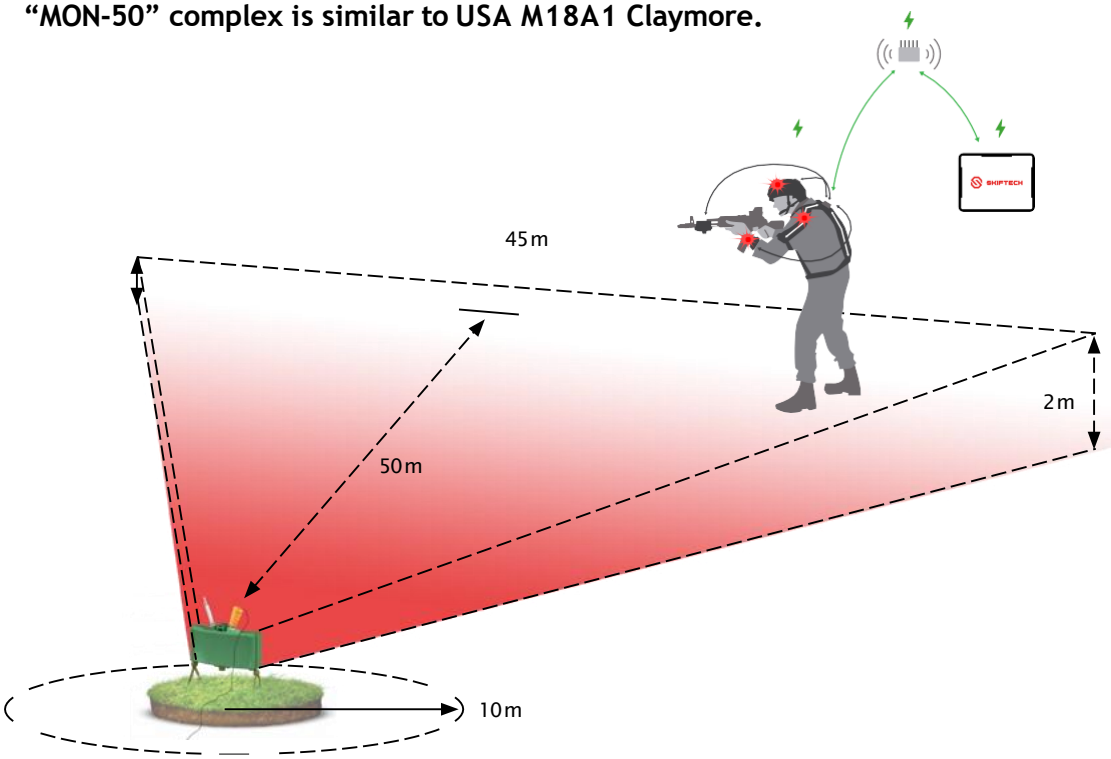
3

4

The principle of operation of the electronic mine simulator:

1. The MON-50 simulator is installed using a bipod or fixed using a clamp.
2. After the installation, aiming and installation of the electric circuit, the soldier moves away from the simulator.
3. The mine is ready for activation by «remote detonation» or clearance when working in the «tripwire» method.
4. After activating the mine, it emits a horizontal laser impulse, with an angle of impact of 54 degrees, at a distance of up to 50 meters, in accordance with the combat prototype. The laser impulse strikes all the personal kits of soldiers located in the affected zone of the mine simulator.

“MON-50” complex is similar to USA M18A1 Claymore.

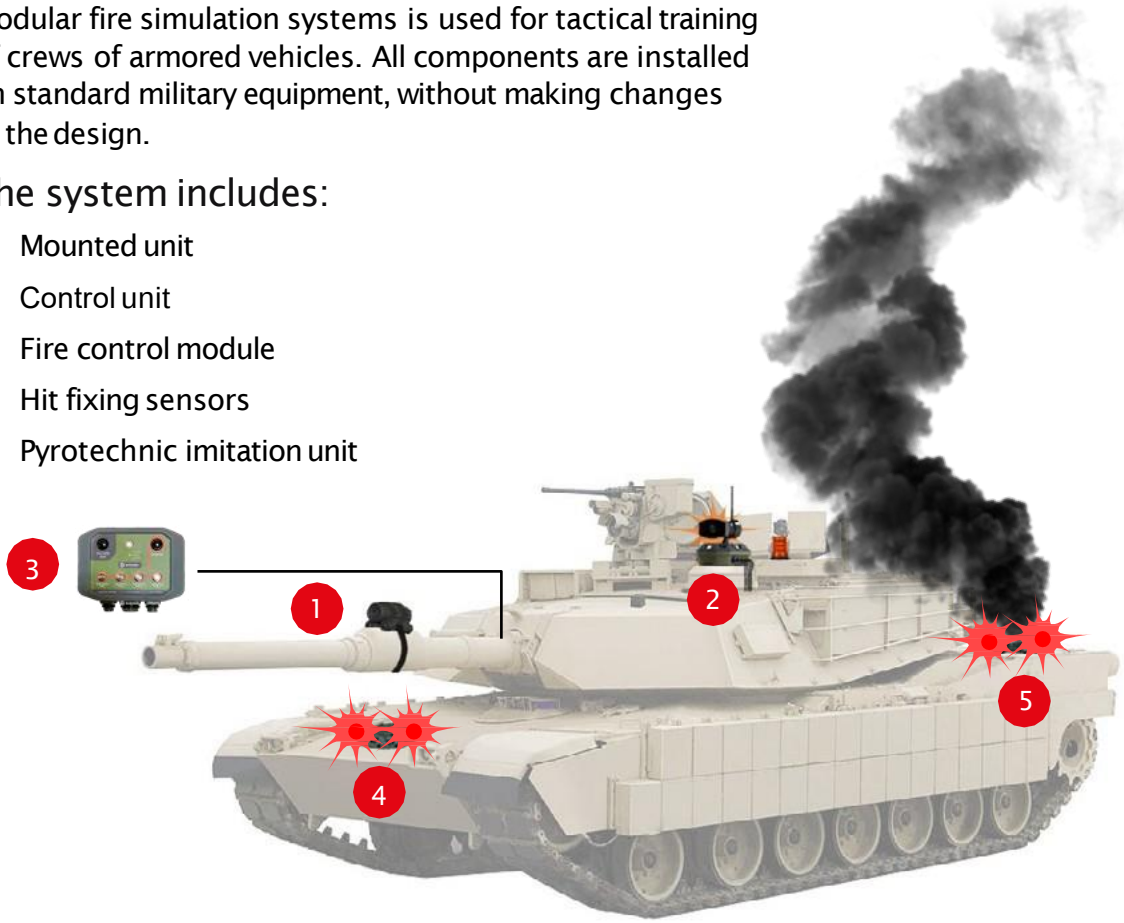


MODULAR FIRE SIMULATION SYSTEM FOR ARMORED VEHICLES

Modular fire simulation systems is used for tactical training of crews of armored vehicles. All components are installed on standard military equipment, without making changes to the design.

The system includes:

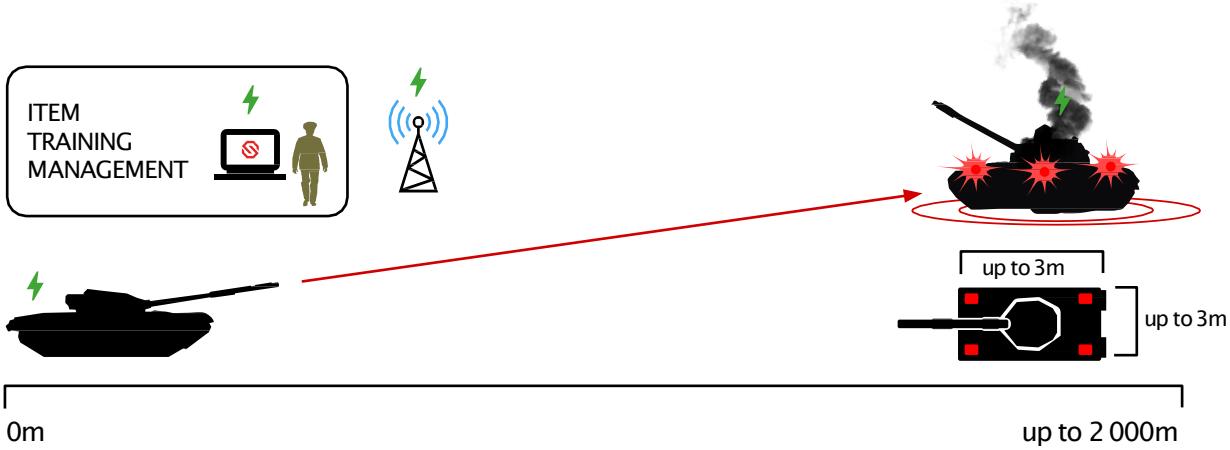
1. Mounted unit
2. Control unit
3. Fire control module
4. Hit fixing sensors
5. Pyrotechnic imitation unit



Modular fire simulation system

Operating principle of the military armament set

1. The equipment kit is installed on the military equipment prior to training.
2. The hinged emitter simulates the firing of a tank's cannon or machine gun.
3. Sensors, installed in the body of the military equipment, record conditional hits.
4. The defeat is accompanied by light and pyrotechnic indications.
5. The software displays information about the defeat and other statistics.



1

Mounted unit

Mounted unit with a laser emitter that simulates firing from a cannon and the machine gun of a tank.

2

Control unit

Control unit is the main module with GPS installed, which allows you to track the movement of armored vehicles. There is also an acoustic speaker for sound simulation of a shot and a hit sensor installed.

3

Fire control module

Fire control module is used to select the type of ammunition and fire control.

4

Hit sensors

Hit sensors record the hits at armored vehicles, and they're are accompanied with a light indication.

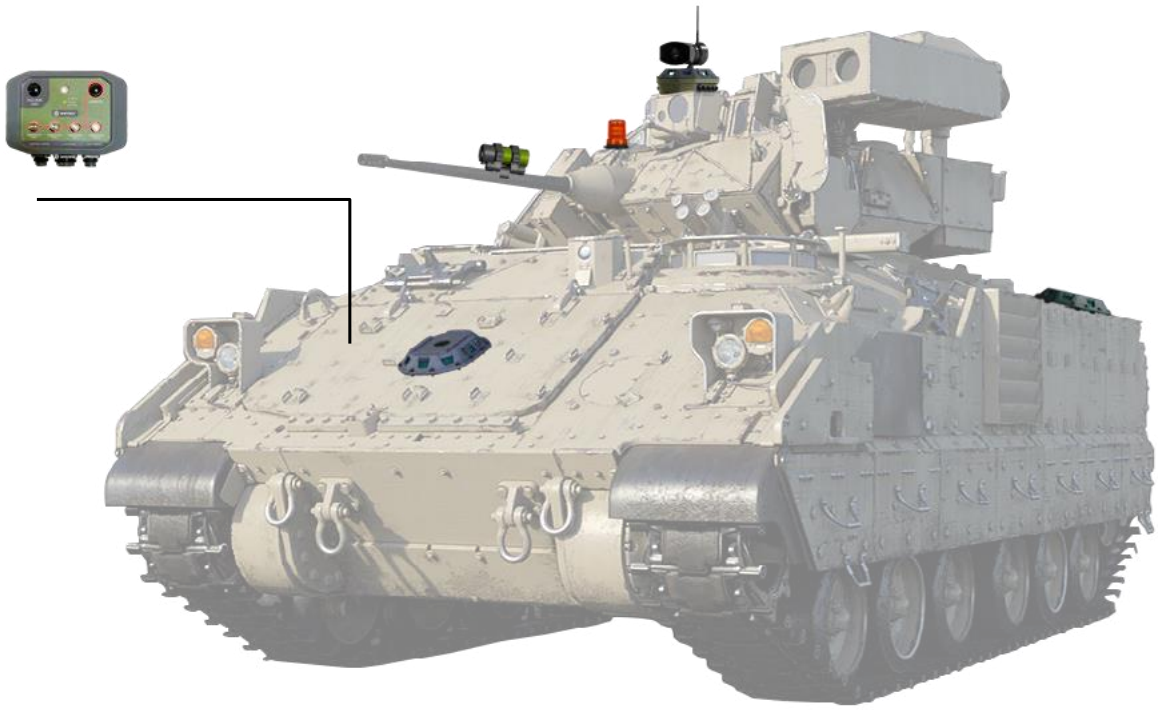
5

Pyrotechnic imitation unit

Pyrotechnic imitation unit is used for pyrotechnic indication of a shot, it creates a smoke indication in cases of conditional damage to armored vehicles.

USING A MODULAR FIRE SIMULATION SYSTEM

SKIFTECH develops and produces equipment sets that can be installed on tanks, armored personnel carriers, infantry and troop combat vehicles, or other units of military equipment, depending on the customer's needs.

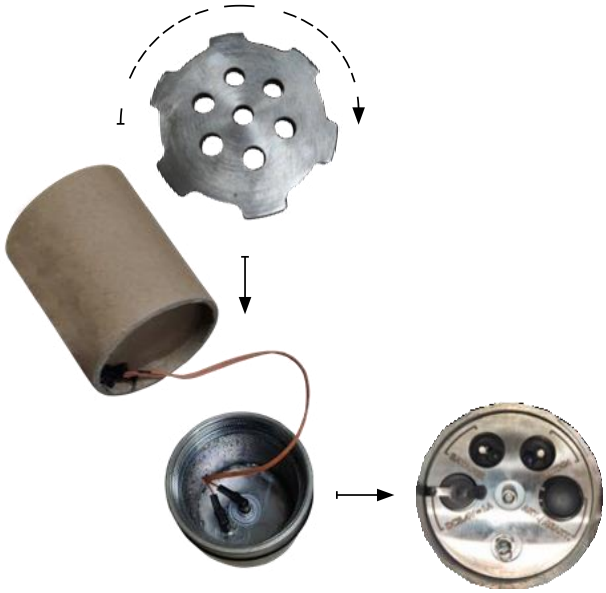


THE TM-62 ANTI-TANK MINE SIMULATOR

The TM-62 anti-tank mine simulator is used for tactical training and for preparing military engineers.

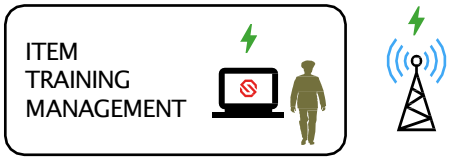
The complex consists of:

1. The TM-62 anti-tank mine simulator is installed in the ground and activated when military equipment comes into contact with it.
2. Software — used to obtain training statistics.



Operating principle of the TM-62 anti-tank mine simulator

1. Mine simulators are installed on the range in a manner similar to that of the combat prototypes.
2. The military equipment runs over the mine, which then deactivates all within its range.
3. The military vehicles activate light and pyrotechnic indications, which notify of deactivation.
4. Conditional mine detonation and other statistics are displayed in the software.

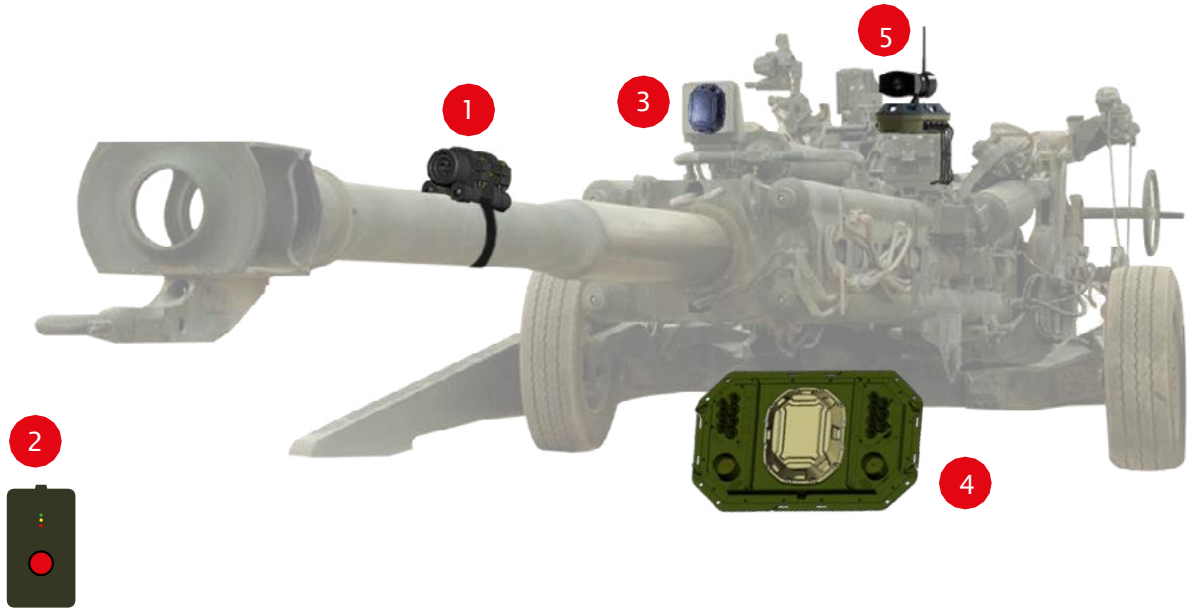


ARTILLERY SIMULATORS

Simulators for practicing exercises to defeat armored vehicles with anti-tank guns and howitzers.

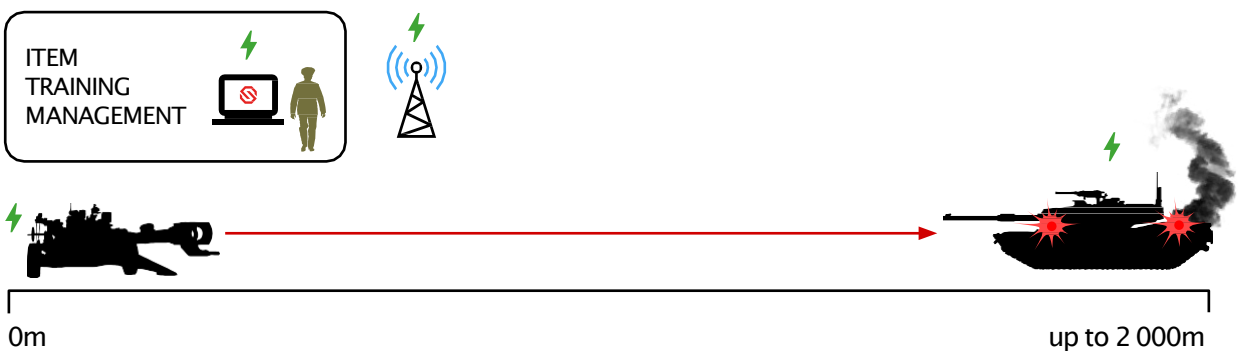
The system consists of:

1. Hinged unit with laser transmitter.
2. Fire control module.
3. Cannon hit sensors.
4. Pyrotechnic simulation unit.
5. Control unit.



Operating principle of artillery simulators

1. The anti-tank gun crew fires a direct aiming shot at the target.
2. The sensors of the military armament set record the conditional hit.
3. When hit, the military equipment triggers light and pyrotechnic indications.
4. Information about shots and other statistics is displayed in the software.

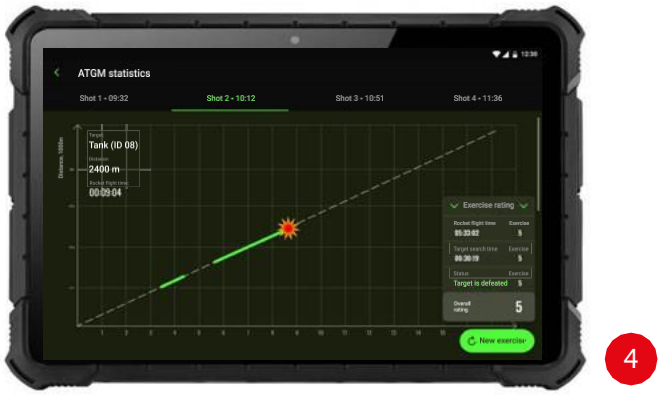


THE ATGM COMPLEX

The training anti-tank missile system is designed to work out guidance and defeating armored vehicles.

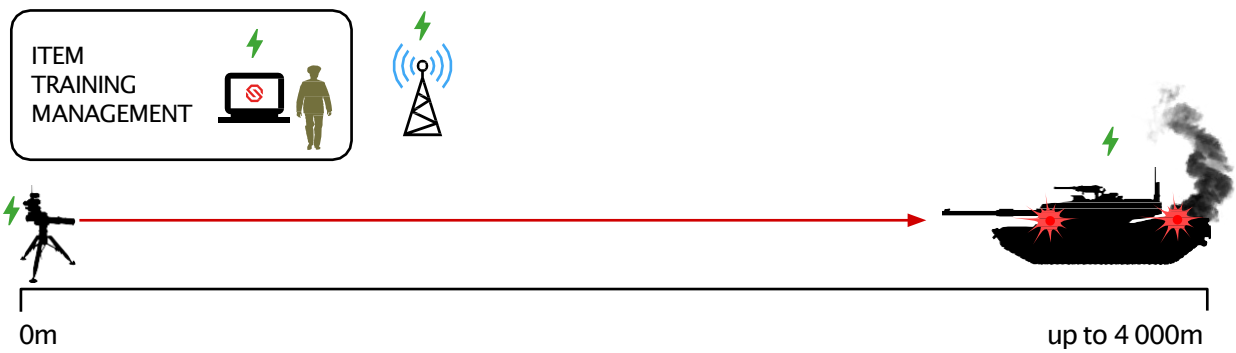
The ATGM complex consists of:

1. A hinged unit with a laser emitter —to simulate a rocket launch.
2. Devices capturing the defeat of anti-tank systems.
3. Control unit —for a conditional rocket launch.
4. Software for calculating and analyzing actions performed by a soldier.



Operating principle of ATGM complex

1. An operator performs a conditional ATGM shot using the SKIFTECH equipment.
2. Sensors of the military armament set record the conditional defeat.
3. When hit, the tank triggers light and pyrotechnic indications.
4. Defects and other statistics are displayed in the software.

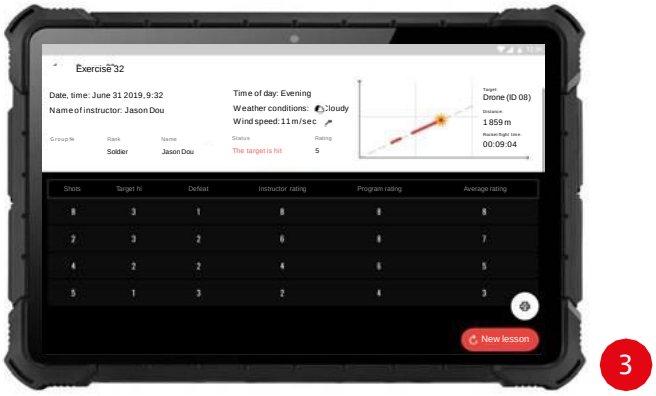


THE MANPADS TRAINING COMPLEX

The man-portable air defense missile system is designed to practice guidance onflying targets.

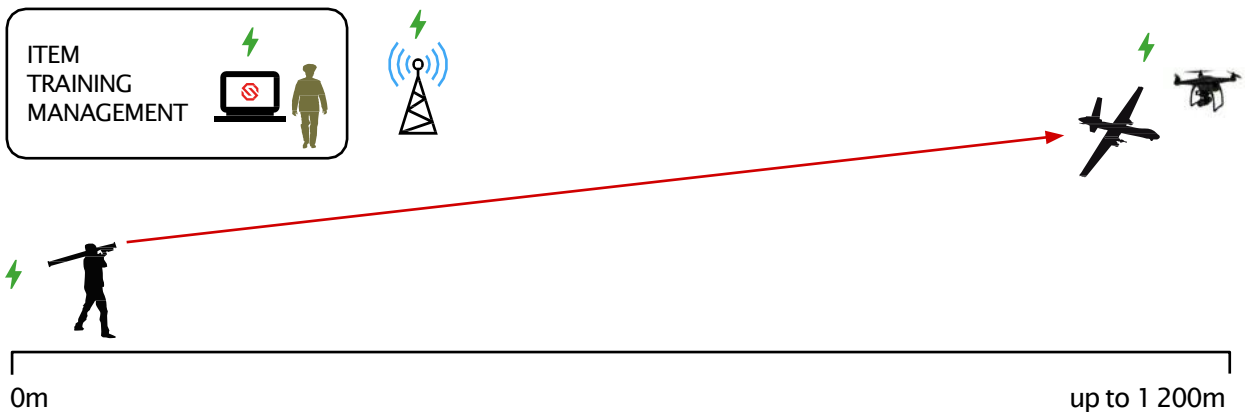
The complex consists of:

1. A hinged or integrated emitter for MANPADS.
2. Unmanned aerial vehicles with devices for capturing conditional damage.
3. The software for selecting training scenarios.



Operating principle of the MANPADS complex

1. The operator targets using the MANPADS with the built-in transmitter.
2. A drone simulating a low-flying target registers a conditional missile launch.
3. The light indication on the UAV's sensors reports a hit.
4. Missile launches and other statistics are displayed in the software.

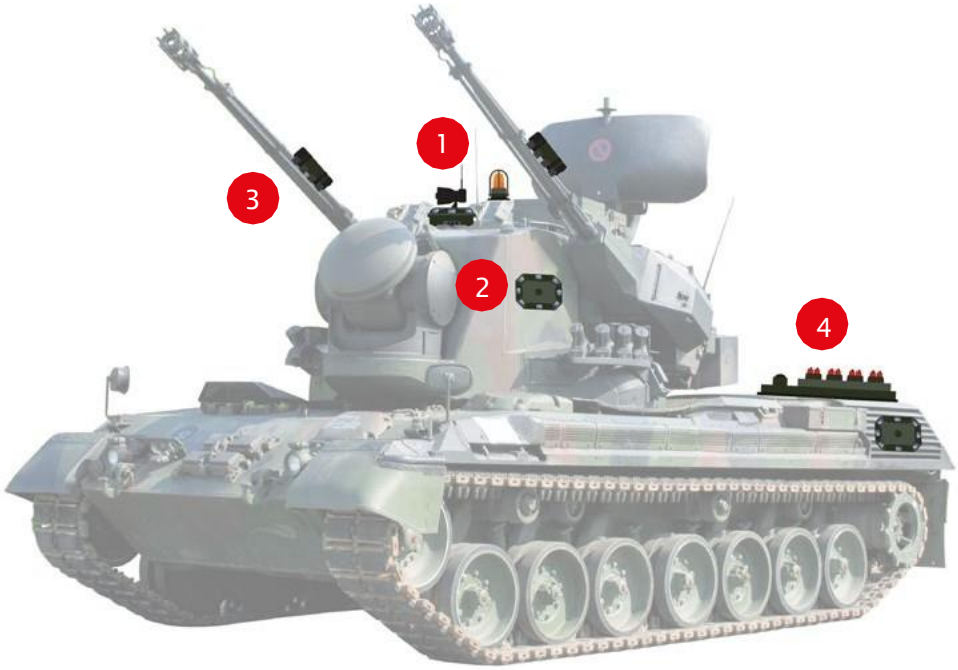


MODULAR FIRE SIMULATION SYSTEM FOR SPAAG

Intended for training of anti-aircraft self-propelled units crews. It allows the practice of directing and engaging air targets.

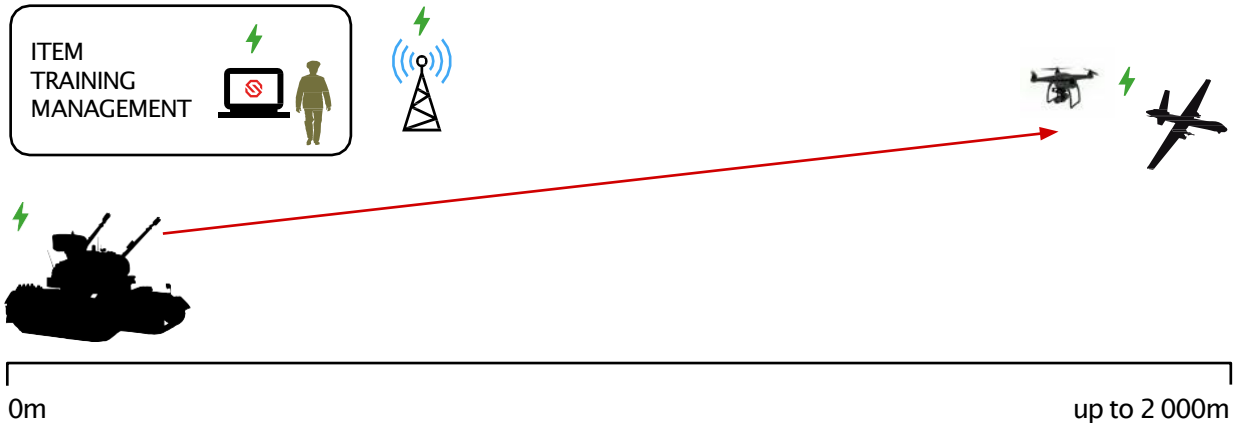
The SPAAG simulation system consists of:

1. Control unit.
2. Hit sensors.
3. Hinged unit for the machine gun.
4. Block of pyrotechnical hit simulation



Operating principle of SPAAG simulator

1. The set of equipment is mounted on a SPAAG, a UAV with sensors takes off over the polygon.
2. The gunner detects a conditional hostile low-flying target, targeting it.
3. The gunner fires on the target, when the UAV is hit, a light indication goes off.
4. The gunner shoots at the target; when the UAV is hit, the light indication is activated.
5. The number of shots, defeats and other statistics are displayed in the software.

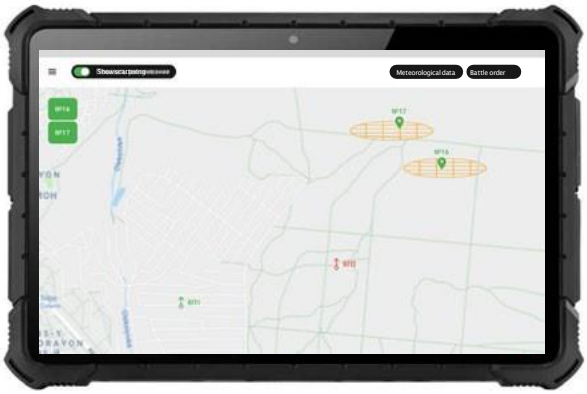


MORTAR SIMULATOR

The mortar simulator is intended for practicing target engagement exercises with the help of a mortar

The system consists of:

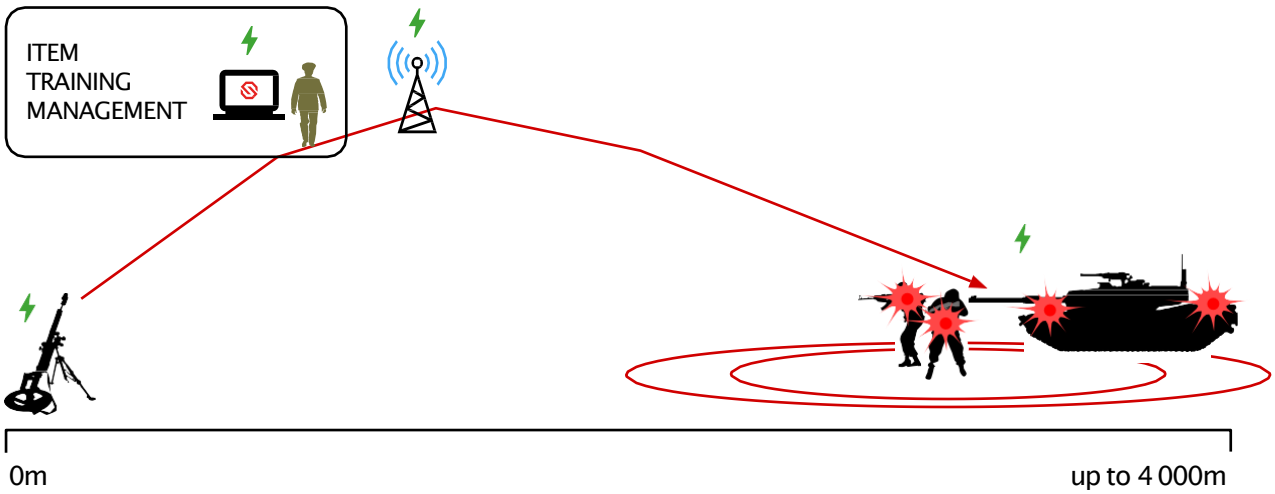
1. Hinged electronics unit — for simulating a mortar shot.
2. Software — for calculating the indicators and the area of impact of the shot.
3. Control panel — for conditional shots.



Operating principle of mortar simulator

How mortar simulators work

1. The mortar simulator shoots from a mortar equipped with the system.
2. The software calculates the sector of the mortar landing.
3. All fighters in the landing sector are conditionally hit.
4. The information about the shot and the hit is displayed in the software.

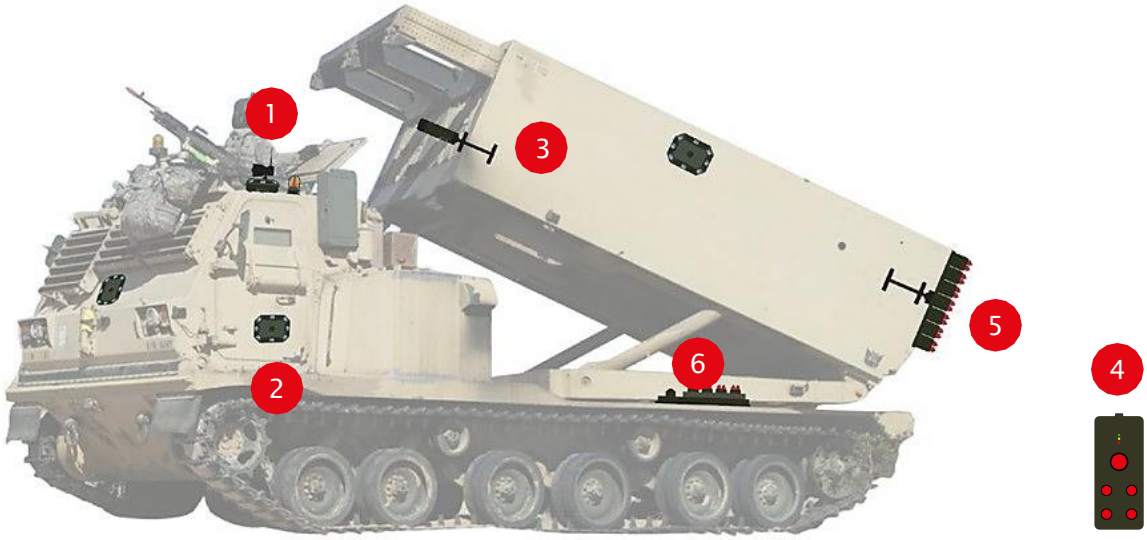


MODULAR FIRE SIMULATION SYSTEM FOR MLRS

It is designed to train crews of multiple launch rocket systems. It allows practicing exercises on selecting a square, pointing and engaging armored and unarmored equipment or enemy manpower.

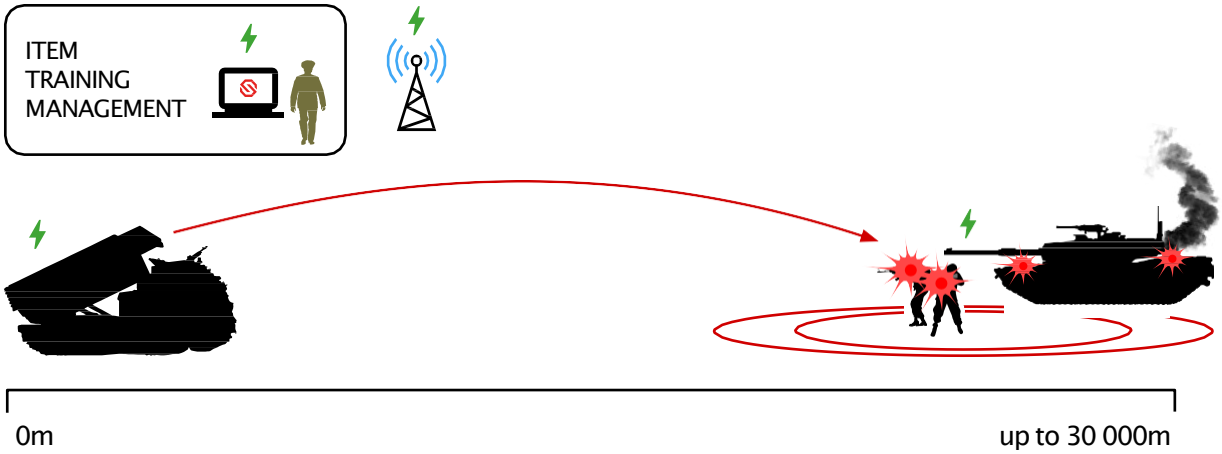
The MLRS simulation system consists of:

1. Control Unit.
2. Hit sensors.
3. Hinged electronics unit.
4. Control panel.
5. Block of pyrotechnic imitation shots.
6. Block of pyrotechnical simulation of the hit.



Operating principle of the MLRS simulator

1. The gunner selects the firing square, the MLRS opens conventional fire.
2. The software calculates the engagement sector.
3. All fighters and equipment in the firing sector receive conditional hits.
4. Information about shots and hits is displayed in the software.



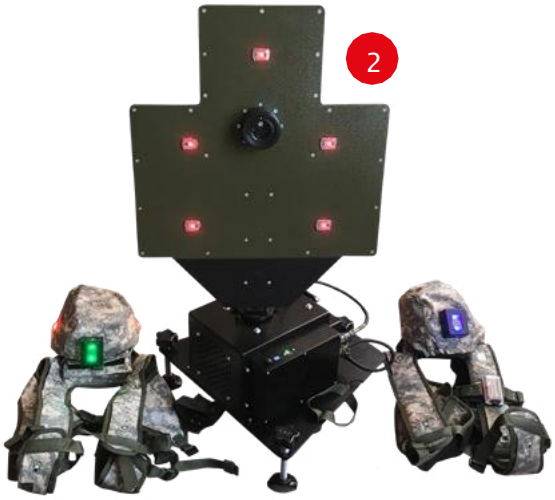
ANTI-SNIPER COMPLEX

The Anti-Sniper training system is designed to form and develop sniper's skills in finding and destroying enemy snipers.

The Anti-Sniper complex consists of:

1. Soldier's personal kit SKIFTECH (the vest, cover for the helmet with hit sensors, sniper rifle with a laser emitter).
2. «Sniper-Opponent» targets with hot sensors and laser emitters which are used to engage enemy snipers.
3. Software for setting up the training software and manual or automatic control of the targets.

1



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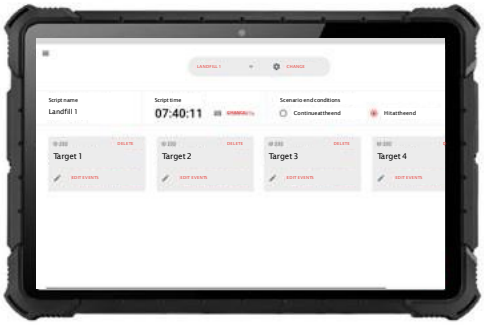
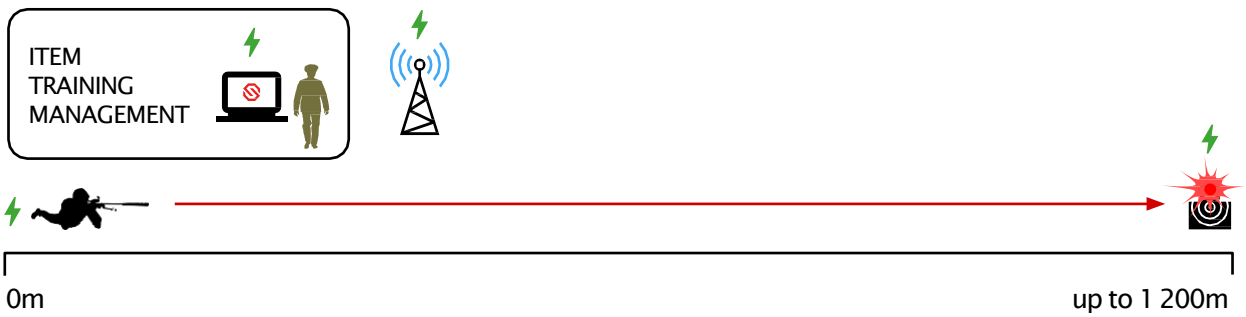


Operating principle of Anti-Sniper

1. The range is equipped with targets, which wrap around and conduct a deliberate shelling of the sectors.
2. The sniper identifies the target and approaches it, using natural and artificial concealment.
3. Approaching the defeat radius, the combatant engages the target with the sniper's rifle.
4. The information about the engagement and other statistics are displayed in the software.

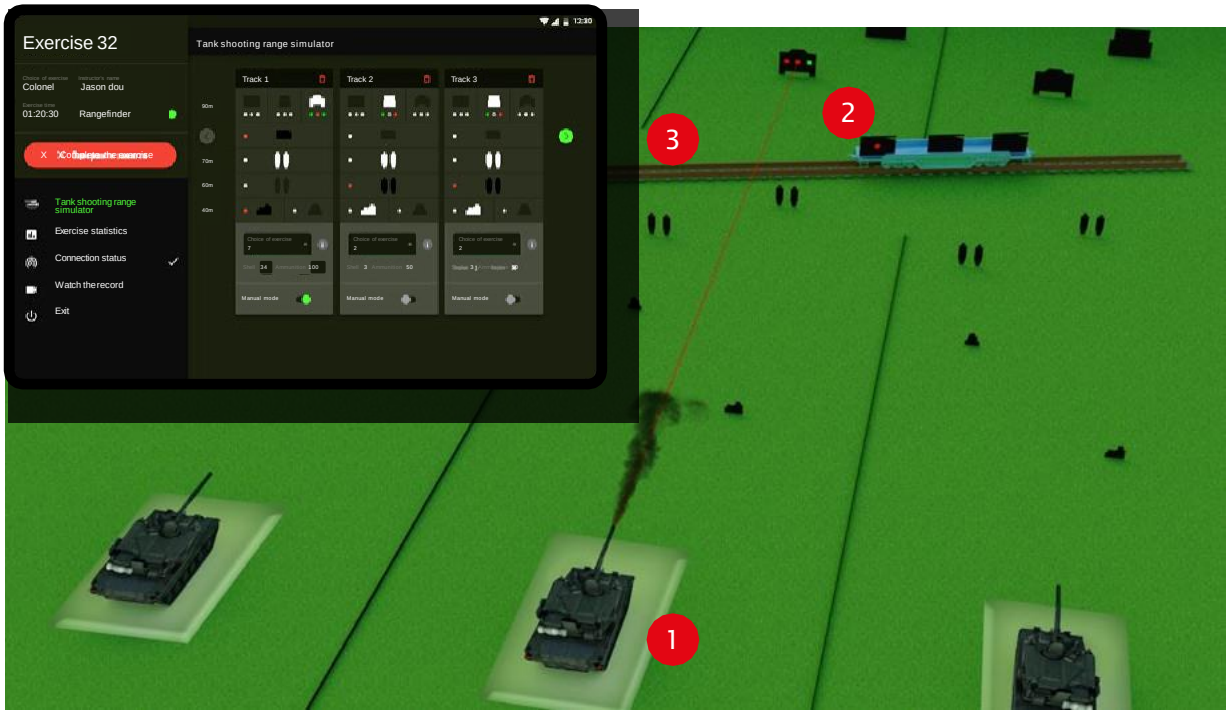


TANK SHOOTING RANGE SYSTEM

The Tank Shooting Range system is designed for training exercises on hitting equipment and manpower with tank cannon and machine gun.

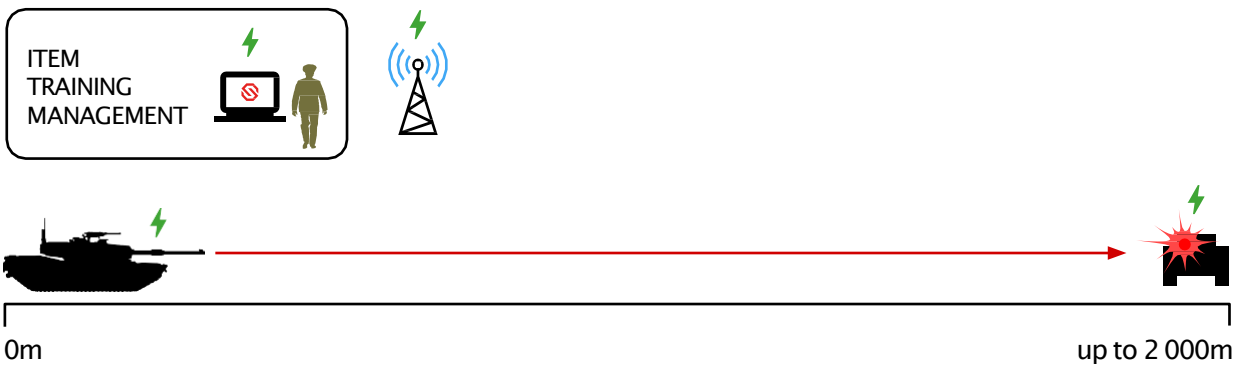
The system consists of:

1. Armament set of military equipment
2. Set of targets simulating enemy armored vehicles and manpower.
3. Software to activate targets for different training scenarios.



Operating principle of the TANK SHOOTING RANGE SYSTEM

1. The instructor launches the scenario, the targets start to rise according to the preset algorithm.
2. The gunner detects the target and hits it with a cannon or machine gun.
3. Once the target is hit, it goes down and the next one is activated according to the scenario.
4. The software allows you to track the target hit rate and other information about the training.

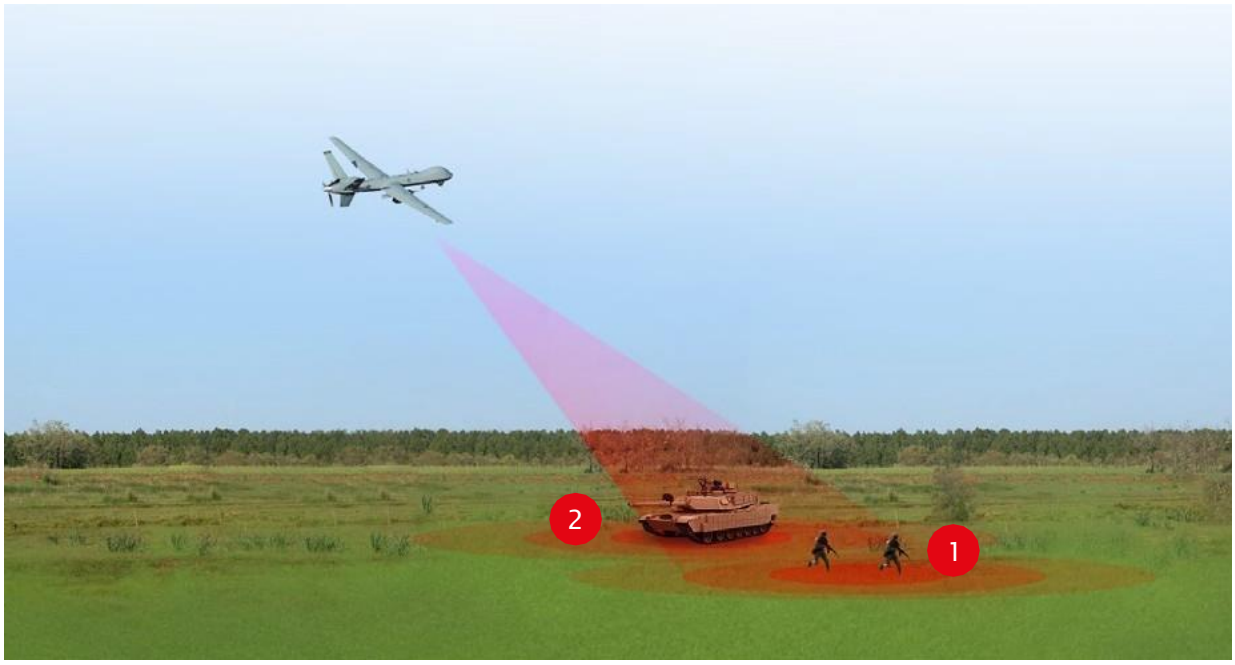


AIRSTRIKE SYSTEM

A system that allows you to simulate an air strike on enemy positions.

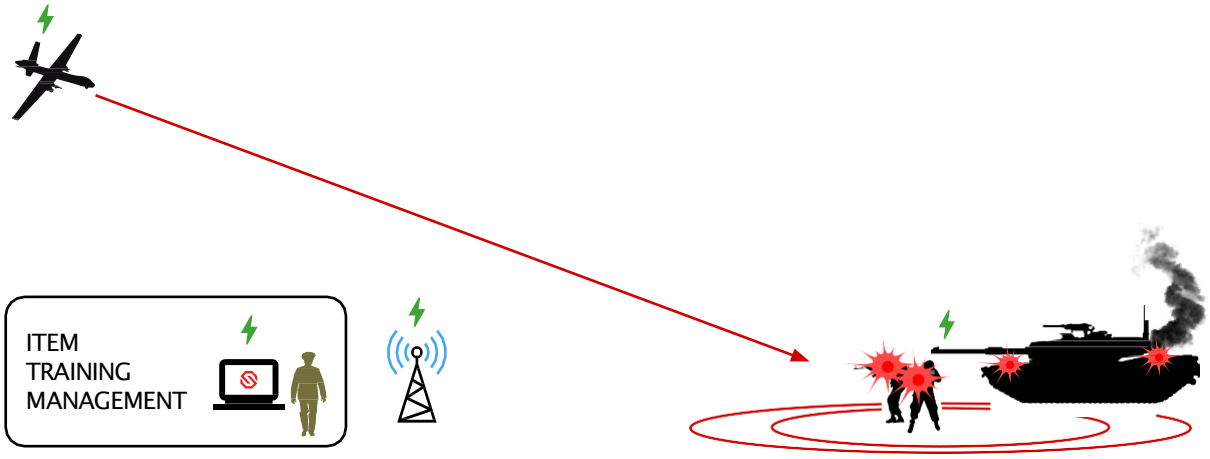
The Air Strike system consists of:

1. Personal fighter kits.
2. Armament of military equipment.
3. Tablet with software.



Operating principle of the AIRSTRIKE SYSTEM

1. The commander chooses the type of weapon and the area to be targeted by the conditional air strike.
2. The software calculates strike time, area and type of impact.
3. The strike conditionally affects both manpower and military equipment in the area.



INTEGRATED EMITTER FOR ANTITANK GRENADE LAUNCHERS

A integrated emitter for practicing hitting armored vehicles with a anti-tank grenade launcher. During the training, the soldier learns to aim at a target, algorithm of actions before a shot, to fire and hit armored vehicles with a grenade launcher.

HINGED UNIT FOR THE AUTOMATIC GRENADE LAUNCHER

The hinged unit for the automatic grenade launcher is used for training soldiers to defeat enemy manpower and firepower with the automatic grenade launcher. The hinged unit is mounted on the standard grenade launcher.

ARMORED VEHICLE DEFEAT DETECTION DEVICE

Devices are used for fixation and indication of conditional armored vehicles (light, sound, pyrotechnic). Mounted on standard military equipment without making changes to the design. The sensors detect shots fired from the hinged units for grenade launchers.

SARMAT SHOOT HOUSE

The Sarmat shoot house is a modern solution aimed at creating a training complex for preparation and training of special operations and infantry fighters

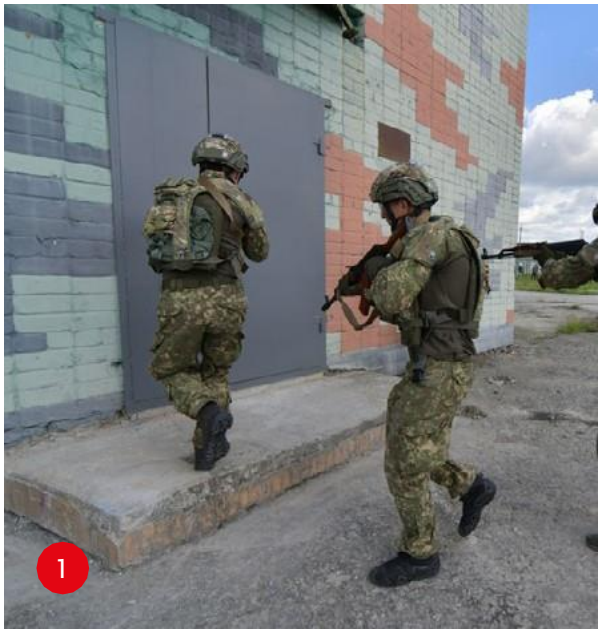
The shoot house allows to:

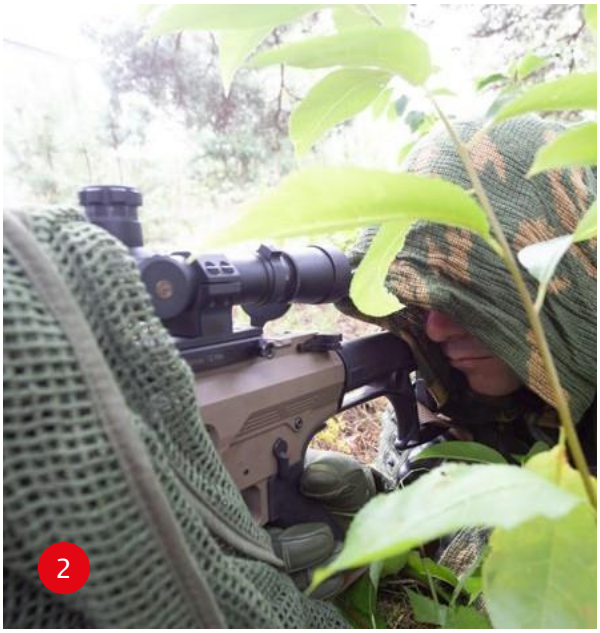
1. Carry out a full cycle of special operations training of different levels of complexity both indoors and outdoors.
2. Learn how to counter different hostile targets (shooters, snipers, UAVs, mines).
3. Realistically simulate combat using psycho-physiological stimulants.
4. Track the actions of fighters in real time using personal and stationary cameras.
5. Obtain full statistics of fighters' actions and their effectiveness, with the ability to further analyze and provide objective evaluation.

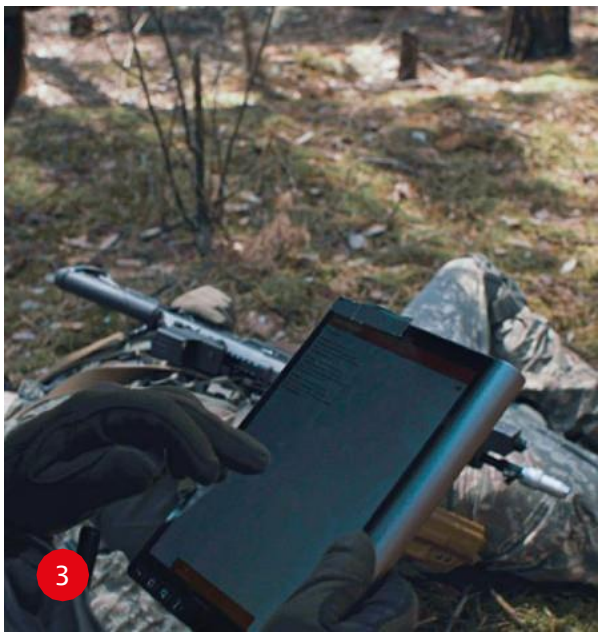
WHO TRAINS ON THE BASIS OF THE SHOOT HOUSE?

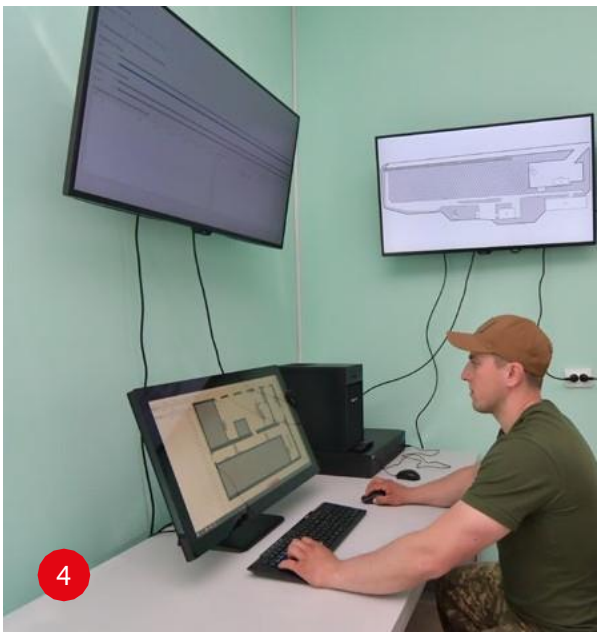
The complex can be used to train both special operations and infantry soldiers.

1. Assault teams learn how to properly storm and clear a building from terrorists, as well as to liberate hostages.
2. Snipers practice detecting and deactivating enemy snipers and conducting fire support during an assault.
3. Paramedics learn how to provide first aid in the stressful conditions of real combat.
4. The command staff learns how to manage a group during a special operation.





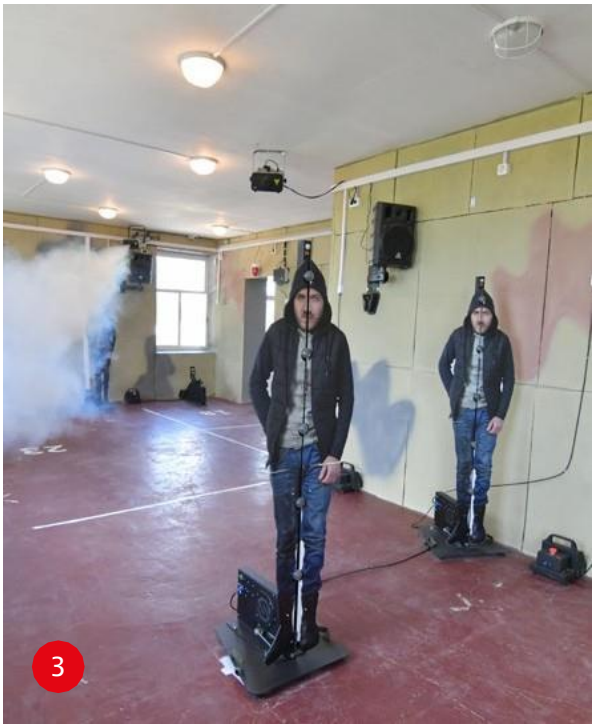




*The photos were taken in an operational shoot house based on a military unit.

COMPONENTS OF THE SHOOT HOUSE

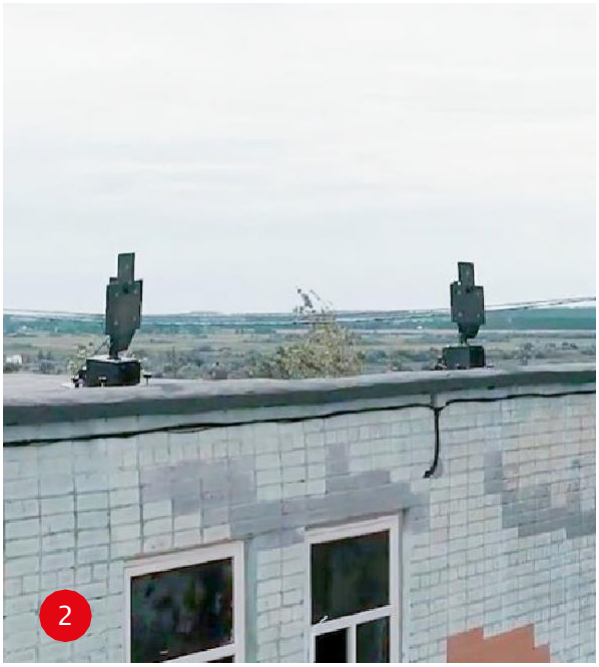
1. Personal fighter kits.
2. Building for practicing scenarios.
3. Terrorist simulation equipment.
4. Set of modular mobile shelters.

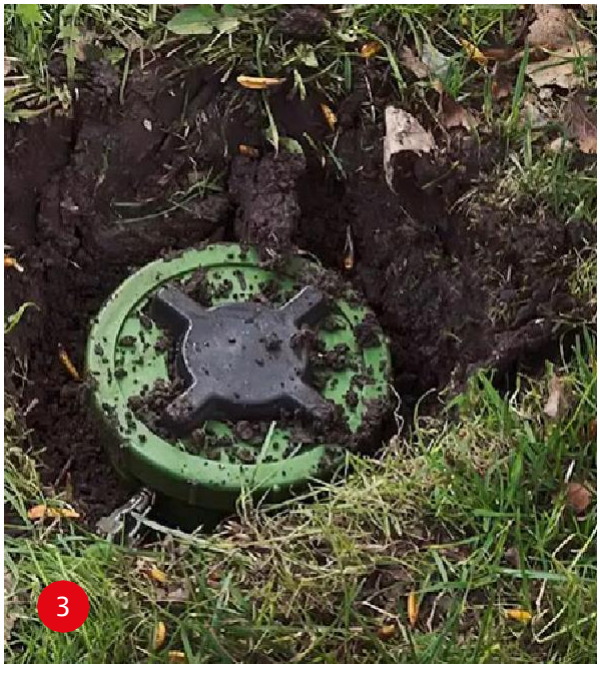


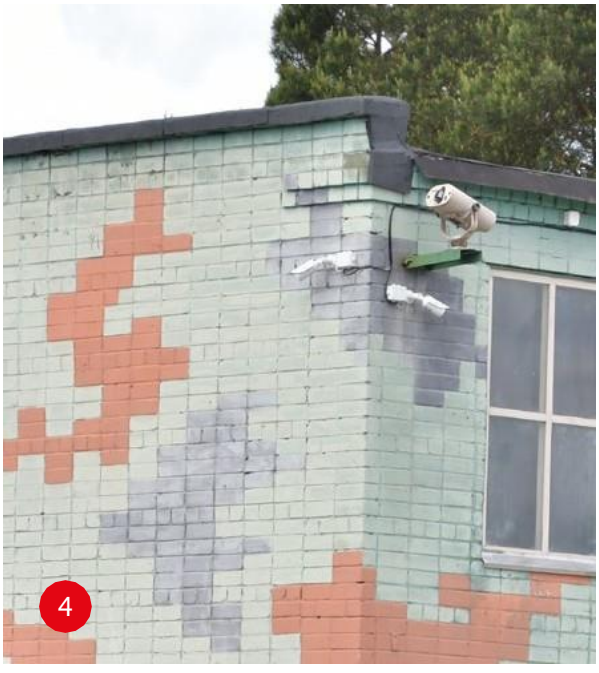
*The photos were taken in an operational shoot house based on a military unit.

OUTDOOR EQUIPMENT

1. Repeater system —to maintain communication between the equipment and the Training Control Center.
2. Sniper target —it simulates the actions of enemy snipers, teaches snipers to conduct fire support from a long distance.
3. Pressure mine simulators —the operating principle and impact radius of the simulators is as close as possible to the combat prototype.
4. Outdoor cameras allow tracking the actions of fighters during the outdoor phase of the special operation.



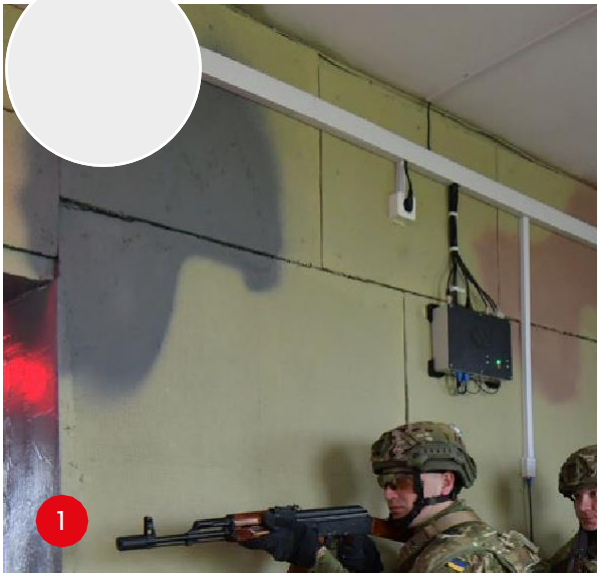




*The photos were taken in an operational shoot house based on a military unit.

CONTROL OF FIGHTERS' ACTIONS

1. Movement tracking system
   To track the movement of fighters in all rooms of the premises, special sensors are installed to record the location of personal kits.
2. Communication
   To send statistics and other data from the personal kits to the control room, a network equipment system is installed inside the building.
3. Video cameras
   Cameras are installed inside the complex, allowing you to monitor the fighters' actions in real time, and detect errors on training records.
4. Open door sensor
   Fighters must check every room, the sensor records a check of each door.

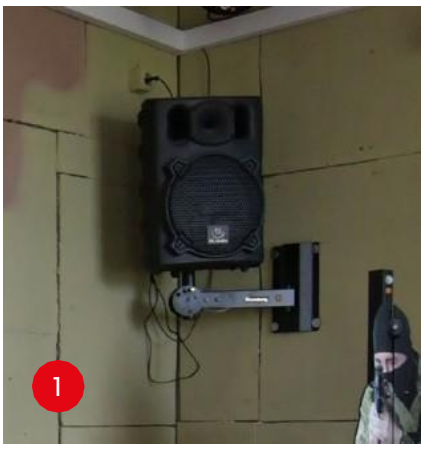


*The photos were taken in an operational shoot house based on a military unit.

TERRORIST AND HOSTAGE SIMULATORS

Electronic devices simulate the actions of armed terrorists and hostages, allowing to conduct the training without fighters performing the OPFOR role.

1. Controlled audio system
   Speakers play different sounds, simulating terrorist conversations, hostage cries and other effects.
2. Terrorist targets
   They mimic the actions and fire of an armed enemy, as well as hitfighters.
   To deactivate the targets, the fighters need to defeat them with shots.
3. Hostage targets
   Targets simulate the actions of hostages and are used to train fighters to identify hostile and civilian targets.
4. Grenade simulator.
   It affects all fighters within its range. The shape, principle of operation, radius and engagement angle of the grenade simulator are as close as possible tothose of the combat prototype.
5. Catapult for grenades
   The electronic catapult throws the grenade simulators in the set direction.



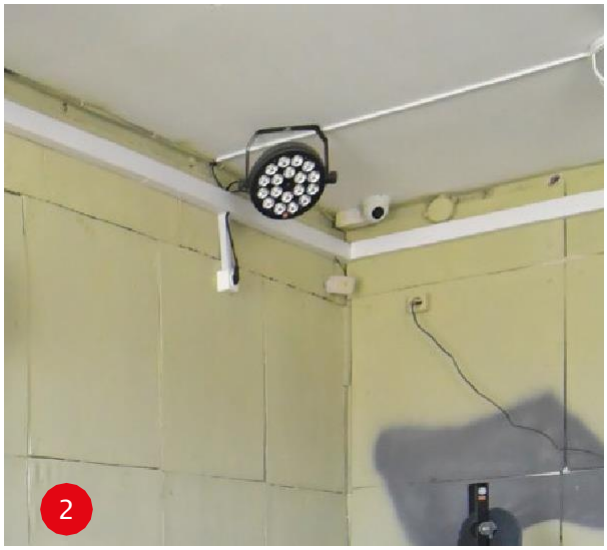
*The photos were taken in an operational shoot house based on a military unit.

CREATING STRESS FACTORS

The stress-creating system prepares fighters for special operations inextremely difficult conditions, as close to real combat as possible.

1. Smoke machines
   It simulates the action of smoke grenades, fire, or smoke in a room.
2. Controlled Flash device
   It creates flashes that simulate gunshots and explosions of light grenades.
3. Emergency lighting
   It creates a more challenging environment for fighters, preparing them for operations under emergency lighting conditions.
4. Pyrotechnics unit
   It simulates explosions of explosive devices, shots fired by enemies, as well as creates additional stress factor forfighters.

1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*The photos were taken in an operational shoot house based on a military unit.

SKIFTECH VR

A comprehensive simulator based on virtual reality technology for tactical training of representatives of different types and branches of the armed forces.

The SKIFTECH VR system allows you to:

1. Conduct personal or group training of fighters.
2. Practice firing against other people.
3. Simulate the actions of opponents by means of artificial intelligence.
4. Create special scenarios according to the level of fighters' training.
5. Practice special operations scenarios in different locations, such as: a school, an office, a nuclear power plant.

PERSONAL VR KIT

The personal VR kit includes:

1. Virtual reality headset.
   The headset allows the fighter to see other fighters and their actions, as well as military equipment, the virtual location and other items used for training.
2. Hinged VR unit
   The hinged VR unit is mounted on fighters' personal weapon to interact with virtual location objects and affect hostile targets, which can vary depending on the type of training and scenario conditions.
3. Stress-Belt
   When a fighter sustains conditional damage, the Dzhmil stress belt delivers a short electrical impulse to the fighter's body. The physical sensation of each defeat enhances the the realism of virtual combat and allows for psychological training of fighters.

*The photos were taken in an active shoot house facility based at a military unit.

PROCEDURE OF THE SKIFTECH VR TRAINING

VR ON

VR OFF

*The photos were taken in an active shoot house facility based at a military unit.

TRAINING SCENARIOS

Special operations with hostages

A training using artificial intelligence to simulate hostage behavior and different types of hostile targets.

CQB

Practicing special operations scenarios in captured premises in a confined CQB space.

Team skill development assignment

A scenario in which commanders can exhibit and improve their skills in planning combat tactics and team management during a special operation.

All scenarios can be simulated in different virtual locations:

1. A school.
2. A nuclear power plant.
3. An urbanized area and others, depending on the customer's requirements.

TRAINING CONTROL CENTER

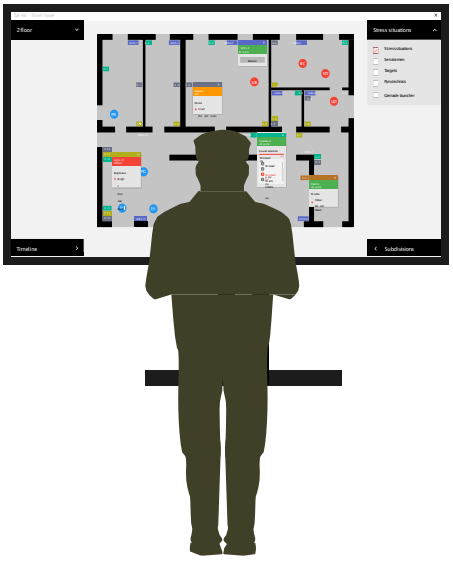
The central control point is a separate area for managing SKIFTECH systems.

The Training Control Center allows you to:

1. Track and manage the activities of various units and arms.
2. Set up training systems, and prepare them for training.
3. Track the actions and movements of units and soldiers across the training ground in real-time.
4. Evaluate both the effectiveness of the unit in general and individually.
5. Store training statistics for further analysis.

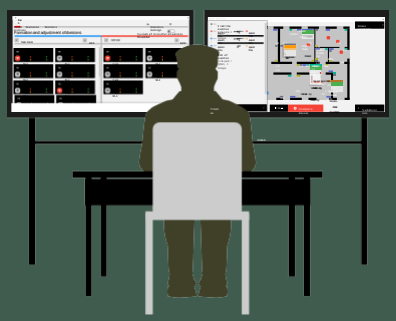
The Training Control Center includes:

1. The training manager's control panel. A large overview panel that allows you to display any part of the map on demand, increase or decrease the display scale, and display the necessary statistics on demand.
2. The workplace of the operator-administrator of tactical exercises allows the operator to show the necessary information about the state of training. The operator displays information on the viewing panel as needed.
3. The operator is directly subordinate to the leader of the training and urgently performs the necessary actions for him
4. The workplace of chief of the tactical training is intended for unit commanders. Such as artillery batteries, infantry companies, reconnaissance platoon, OPFOR, etc. At the workspace, the commander sees only the information related to his subordinate unit.
5. All of the training data is saved on the server, with the possibility of further viewing and analysis.



Training supervisor control panel

Workplace of the tactical exercise operator-administrator

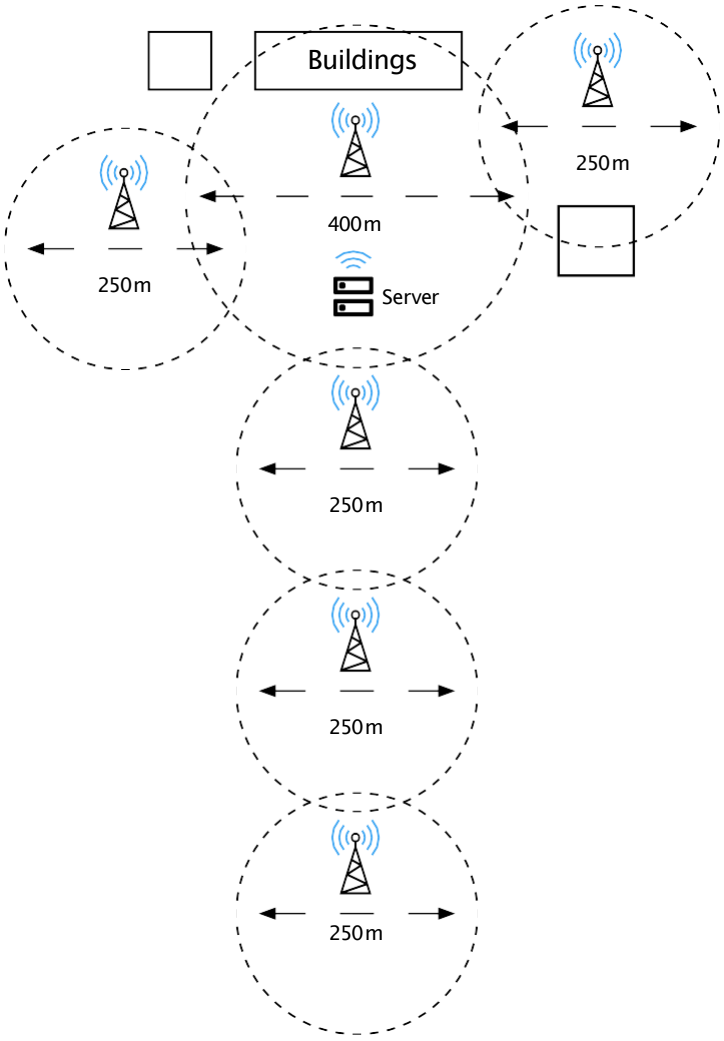


Workplace of the tactical exercise supervisor (OPFOR)

REPEATER KIT FOR WIRELESS RANGE COVERAGE

A repeater system is used to create the coverage needed for SKIFTECH equipment to communicate with the software installed on the tablet or in thecontrol center. The MESH system creates coverage of up to 500 meters (the area can be increased by adding more repeaters).

Example of use at the police training ground



«ORION» NETWORK

The ORION system is used to create the coverage necessary for the interaction of SKIFTECH equipment with the software installed on the tablet. The main unit of the ORION system is placed on a telescopic tower at a height of 10 meters.

TECHNICAL SPECIFICATIONS

	ORION	Repeater set
Coverage area of one tower	27 km²	0,2 km²
Simultaneous quantity of military equipment	Up to 2000 units	Up to 200 units
Distance between towers	2-3 km	200-400 m
Autonomous operation	Over 48 hours	Up to 8 hours
Time of network preparation	up to 1 hour (It is enough to install one equipment on one telescopic tower)	3-6 hours (It is necessary to prepare a large number of towers)

*The coverage area can be increased by using several towers.
**Can be increased by custom order.

CHARGER C20

It is designed to charge up to 20 devices at the same time. The connectors of all devices are unified for convenience.

CASE

Designed for transportation of components of training systems. It allows you to comfortably conduct training exercises in a new location. The case is made of impact-resistant material.

TABLET

A tablet with installed software for operating SKIF equipment.

REMOTE CONTROL

It is used for basic setting of the equipment when no tablet is available.

ALIGNMENT CASE

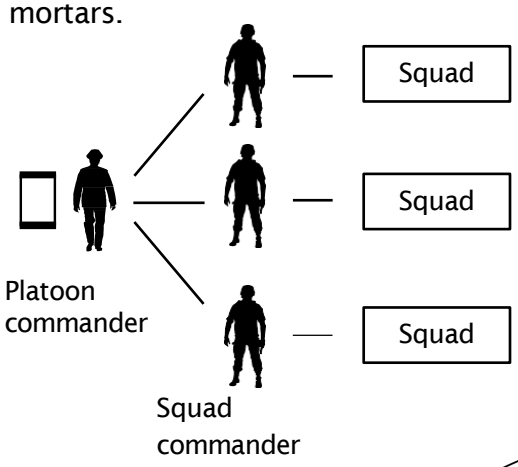
The device is in the form of a case used to quickly and conveniently sight hingedunits on firearms prior to training. The case allows for both indoor and field alignment.

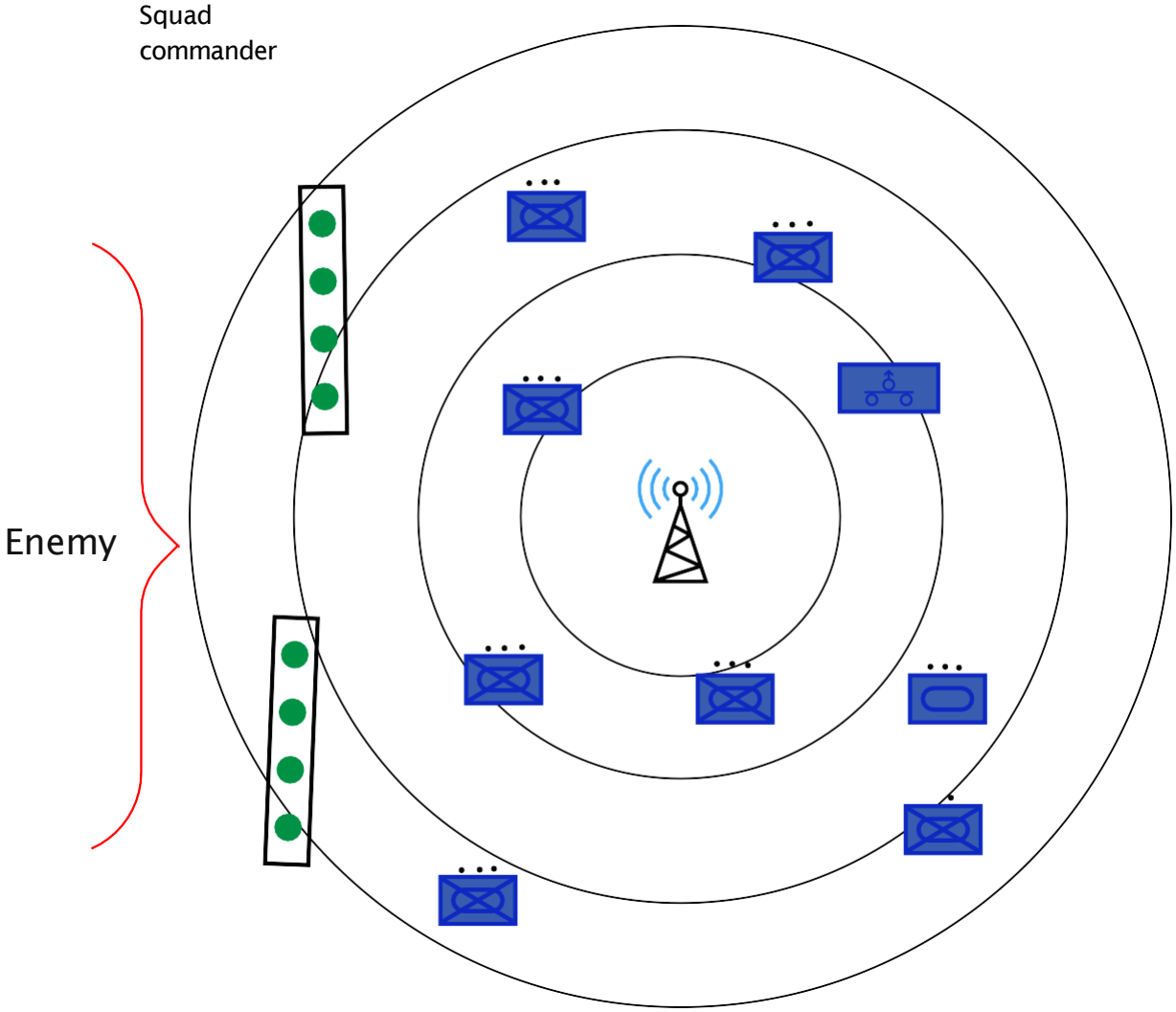
MECHANIZED PLATOON

A tablet with installed SKIFTECH software allows the instructor to track GPS navigation and statistical data, within the platoon class unit. The SKIFTECH hinged units for small arms (assault rifles, sniper rifles, machine guns).

SKIFTECH hinged units for military equipment (APC, AFV, IFV, Tank) by the number of weapons.

For more complete immersion into the training combat scenario and for a more efficient training process , it is also possible to supply laser simulators that simulate the work of attached units (fire support, air defense, etc.) such as MANPADs, self-propelled artillery, mortars.



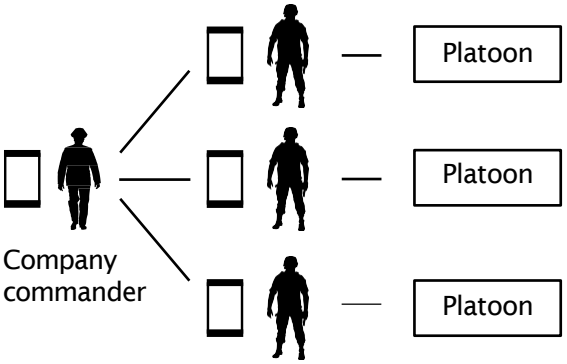


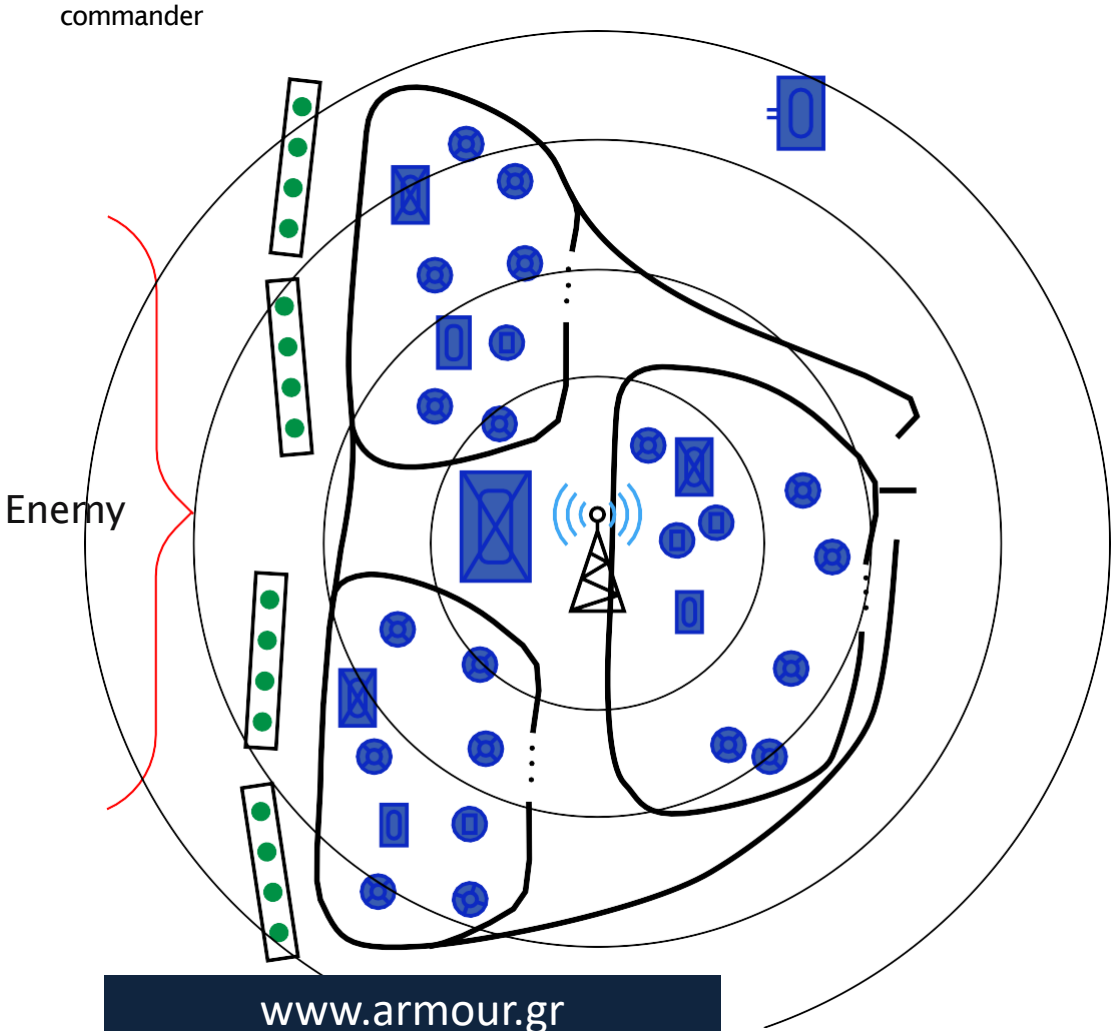
MECHANIZED COMPANY

4 tablets with installed SKIFTECH software allows instructors to track GPS navigation metrics and statistics within the company class unit.

One is used for the instructor personnel of the company commander rank, and three — for the instructor personnel of the platoon commander rank. SKIFTECH hinged units for small arms (assault rifles, sniper rifles, machine guns).

SKIFTECH hinged units for military equipment (APC, AFV, IFV, Tank) by the number of weapons. For a more complete immersion into a combat training scenario andto increase the effectiveness of the training process, laser simulators can also be supplied to simulate the work of attached units (fire support, air defense, etc.) such as MANPADs, self-propelled artillery, mortars.





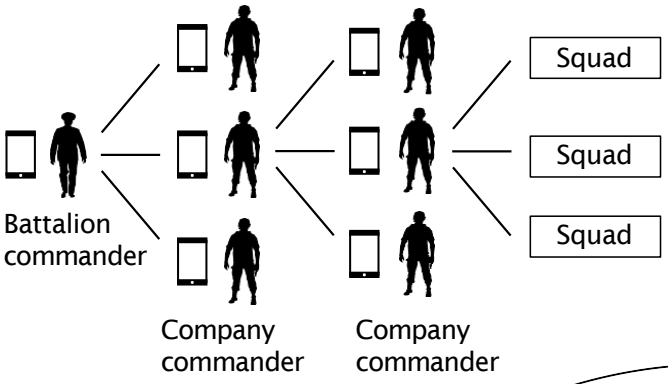
MECHANIZED BATTALION

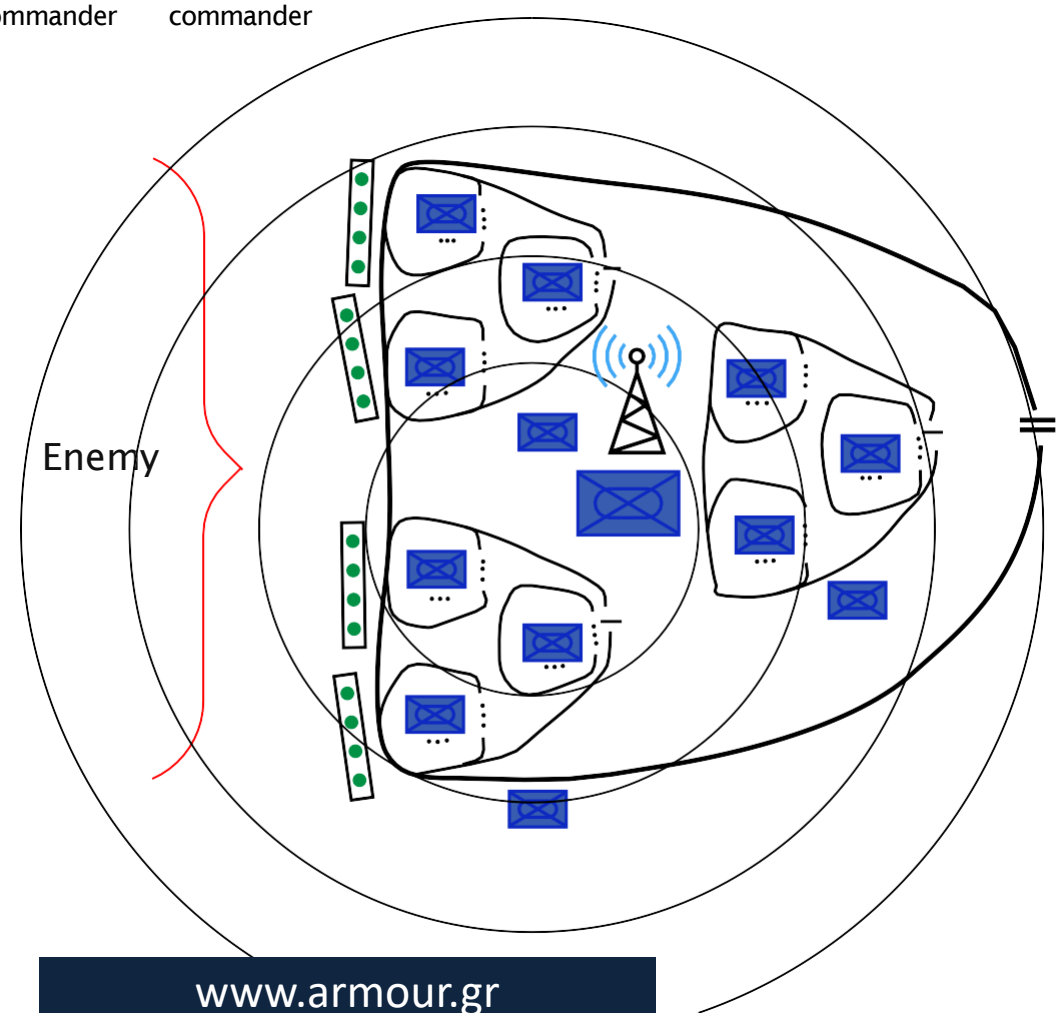
To obtain and monitor GPS navigation and statistical data within the platoon class unit, a tablet with SKIFTECH software installed is supplied in the amount of thirteen (13) pieces.

One is for the instructor personnel of the battalion commander rank, three are for the instructor personnel of the company commander rank, and nine - for instructor personnel of the platoon commander rank.SKIFTECH hinged units for small arms (assault rifles, sniper rifles, machine guns).

SKIFTECH hinged units for military equipment (APC, AFV, IFV, Tank) by the number of weapons.

For a more complete immersion into a combat training scenario and to increase the effectiveness of the training process, laser simulators can also be supplied to simulate the work of attached units (fire support, air defense, etc.) such as MANPADs, self-propelled artillery, mortars.





WORKING PROCEDURE

Armed Forces of Ukraine

1. Terms of Reference.
2. Possibility of access to weapons to the object under development.
3. Payment for performance.
4. Feedback on equipment performance.

Manufacturer SKIFTECH

1. Approval of Terms of Reference (ToR).
2. Approval of prototype.
3. Product delivery.
4. Instructor training.
5. Technical support of the project.

PRESENCE IN THE TROOPS AND POSSIBILITY OF DEVELOPMENT

	Accessibility in the troops	Term of development	Term of production
Weapon	+	1 month	1-2 months
Modular fire simulation system	+	2-3 months	2-3 months
Mortar	+	2-3 months	1-3 months
MANPATS	+	1-2 months	1-2 months
MANPADS	+	2-3 months	1-2 months
Aviation	-	2-4 months	2-3 months
VR	+	2-4 months	1-2 months
MON-50	+	1-2 months	1-2 months
TM-62	+	1-2 months	1-2 months
Artillery	+	1-2 months	1-2 months