

A person is seen from the side, focused on a large-scale simulation workstation. The workstation features a large, illuminated map on a light table, which is the central focus of the operator's attention. The map displays a terrain with various colored regions and a circular boundary. The workstation is equipped with multiple monitors and control panels, and is situated in a dimly lit room with other similar workstations visible in the background. The overall atmosphere is one of concentration and technical precision.

AFOS

ARTILLERY FORWARD OBSERVER SIMULATOR

AFOS

AFOS is developed to elevate the skills of observers to a superior level by providing an environment in which they can practice coordinating, planning, and executing fire support activities.

GENERAL FEATURES

- ▶ Realistic training environment with image and sound effects
- ▶ Use of artillery weapon systems with various diameters & round/fuse combinations, and observe their effects on the target
- ▶ Scenarios with static and moving targets on various land views

BENEFITS

- ▶ Saving ammunitions and time
- ▶ Enabling observers to be rapid and practical
- ▶ Achieving a superior level on observers firing techniques by learning;
 - Target fixing
 - Fire request
 - Organization & Management of firing

TECHNICAL FEATURES

- ▶ Realistic 3D Battlefield Simulation
- ▶ Geo-Specific, Geo-typical or Generic Terrain Databases
- ▶ High resolution satellite images and elevation data
- ▶ Terrain generation & update
- ▶ Weapons and Targets Simulation
- ▶ Instructor controlled scenarios/battlefields/trainee viewpoints
- ▶ Full weather effects
- ▶ All weapon types, including mortars and howitzers (All varieties of weapons and munitions can be simulated using range tables or advanced ballistic models)
- ▶ All munition types, including smoke, illumination, etc.
- ▶ NATO and Soviet weapons and artillery techniques compatible
- ▶ User-friendly interface, easy and flexible creating and editing training scenarios (Drag&Drop)