



Battlefield LIVE

MILITARY TRAINING FACT SHEET

REAL-TIME HIT FEEDBACK now available with our patent-pending S*A*T*R system

*The goal of Battlefield Sports' training weapons system is to be authentic, yet practical. The new S*A*T*R (small arms transmitter receiver) system is designed as a live combat simulation for force-on-force training exercises to provide real-time feedback during simulation, as well as an electronic record of a soldier's performance for after-action reviews.*

High Tech Small Arms Training

CQB infrared training weapons

Battlefield LIVE weapons are not designed to replace individual weapons training. Rather they are intended to help training groups of personnel in large scale engagements for Military Corps, ROTCs, and Police Personnel.

These scenarios are usually run in an outdoor environment, although indoor or close quarters battles, with S*A*T*R's indoor mode, is fully supported. Battlefield Sports' new S*A*T*R (small arms transmitter receiver) system features self-contained training rifles, SAWs, Sub machine guns which can emulate up to 69 different weapons, including the M4, M16, F88 and F89 (M249) squad automatic weapons.

S*A*T*R, using a combination of narrow beam digital infrared data and radio data transfer, enables real-time hit-feedback and other statistics such as shot accuracy percentage without requiring blank munitions or a central computer. When a soldier shoots an enemy, the shooting weapon instantly says "casualty" or "kill confirmed" or "already dead." The enemy's weapon issues a near-miss, wound, or dead sound effect. Depending on the model, the infrared "bullets" shoot more than 1,500 ft (450 meters). Since it is a light based system, the weapons are accurate. S*A*T*R really comes into its own when training for CQB, boarding and infiltration scenarios. It alleviates any safety concerns associated with traditional blank-firing weapons training systems. In addition, the need to procure blank munitions can be a costly exercise.

One of the key features of the system is its ability to disable the weapon the instant a soldier takes a hit causing simulated death or an incapacitating wound. In other systems, soldiers can continue to fire until they notice they are hit and then react by taking their finger off the trigger. With the rate of fire of modern automatic weapons, the time delay with these few seconds can cause unrealistic results (and plenty of disputes). In many cases success of failure in close quarters combat is measured in fractions of a second. It is not unheard of for soldiers in training to attempt to cheat the system. Either by wiping of paint, by shooting after the buzzer has gone off, by tampering with batteries, or even by taping the barrel instead of firing to trigger shots. With the Battlefield Sports' equipment after the weapon is disabled it can only be re-started with a referee key or a referee gun/medic box. Batteries are only accessible via a hex socket (allen key).

Benefits for Military Training

Battlefield Sports' training weapons provide benefits for military training:

- *Actively engages soldiers in the simulation, lifting enthusiasm and therefore attention.*
- *The realistic combat range of the weapons forces the soldiers to spot the enemy to "survive" these ranges are further than other combat simulation systems, such as Simunition.*

BRITISH MARINES & ANZACS

Battlefield Sports has supplied a number of training weapons to the British Royal Marine Commandos. The simulated weapons have met with approval due to their adaptability and robustness. The weapons have been used by marines afloat in CQB, infiltration and boarding action training exercises in specially prepared area aboard the HMS Bulwark.

Battlefield Sports has also been used by the Australian Army for a team-building exercise which saw the Combat Engineers Squadron engage in section versus section simulation then engage a group of Live Play actors in a mission rehearsal type activity.



- The rate of fire, accuracy and range of the training weapons means mistakes like moving across open ground unsupported by effective suppressive fire is appropriately punished. One of the best ways to learn any skill is immediate feedback on success or failure.
- The anti-cheating technology means large scale small arms engagement can be simulated simply.

Inflatable CQB training props

Battlefield Sports’ inflatables are made with two layers which enable the walls to appear flat, like a real wall, rather than ballooning like other inflatables. The smooth surface finish makes cleaning and maintenance quite manageable. The units are designed to withstand the punishment expected in training sessions.

The outer layer is an extra heavy-duty skin which looks authentic, from brick / wallpaper to stone / moss to desert sandstone. The under layer is a rubber internal airbag. The units do not require continuous air-flow, rather they are a sealed unit, like most military dummies. These units have a air safety valve which lets air out of the inflatable if the air pressure becomes too great due to rising temperature causing the air to expand inside..

These inflatables are especially useful if you plan to move your training programs from location to location. These CQB Props are great if training space is tight or for a multi-use area. This is because they can be set up and configured as a maze of rooms, then moved or packed away and stored; therefore leaving the area free for other activities.

In Summary

Battlefield Sports’ training weapons and inflatables are a useful tool for military corps, security and police personnel, and in particular ROTC and cadet corps.



Table 1: System Comparison

| Training System | Suitability | Range | Strengths | Weaknesses |
|--------------------|---|--|---|--|
| Battlefield Sports | All environments | Long (but can be reduced with a software adjustment) | <ul style="list-style-type: none"> * Real-time performance statistics * Simple & accurate * Safe - no need for goggles * Low maintenance * Low cost of ownership: no need for blank munitions, paint balls, or BB pellets * Anti-Cheating Features: Disables fire automatically | <ul style="list-style-type: none"> * No hit location * No physical ammo * Recoil simulated via reddot disruption |
| MILES | All environments | Extreme | <ul style="list-style-type: none"> * Data capture for further analysis * With gas blowback system can simulate recoil * Integrates with other weapons systems | <ul style="list-style-type: none"> * Requires blank munitions * Required appropriate safety protocols * Often unavailable |
| Paintball | Dense terrain with short lines of sight | Short | <ul style="list-style-type: none"> * Leaves mark showing hit location * Readily available | <ul style="list-style-type: none"> * Required purchase of paint pellets * Paintballs wiped off? * Overly effected by wind |
| Airsoft | Dense terrain with short lines of sight | Short | <ul style="list-style-type: none"> * Readily available in most countries * Cheap | <ul style="list-style-type: none"> * Requires buying of BB pellets |
| Simunition | Dense terrain with short lines of sight | Short/Indoor | <ul style="list-style-type: none"> * Simulates real handling by using actual service firearms | <ul style="list-style-type: none"> * Required purchase of FX ammo * Safety issues. |