Sagittarius Evolution provides both virtual and live firing training capabilities for individual and unit training. It supports a wide range of training scenarios from basic marksmanship training to advanced situational training. To further enhance its training value the simulation system can be networked with other systems and/or additional modules out of the Sagittarius product line such as Vehicle or Boat Module. All modules can be provided on motion platforms.
MOBILE SYSTEM
> Building blocks for a modular system that fits towards the training needs
> Up to two independent trainees with primary and secondary weapon at the same time
> Usage of tethered and wireless weapons possible; training in a weapon mix is also supported
> System ready to train in less than 15 min for tetherless weapons – less than 25 min for tethered weapons
> Complete system build in MIL-Standard certified boxes
  - Easy de-/mountable rolls
  - Water resistant
  - Shock proven
> Instructor Operating Station on notebook or tablet PC available
> Required floor space 4 m x 5 m

SIMULATED WEAPONS
> Use of original, but disarmed and modified weapons
> Original weapon handling and weapon effects, like recoil and loading procedure
> Huge variety of supported weapon types like (but not limited to):
  - Pistols
  - Rifles
  - Machine pistols
  - Machine guns
  - Anti-tank weapons
  - Grenade launchers
> Dedicated ballistic model per weapon type based on original ballistic tables
> Use of primary and secondary weapon during exercise execution supported

INSTRUCTOR OPERATING STATION (IOS)
> Easy selection of exercises based on illustrative pictures and text
> Live Target Views show the aiming behaviour of each trainee in real time
> Lane view for each trainee with relevant information (e.g. live target view, weapon status, weapon sensor data, controls for ammunition setting and weapon jamming, training result etc.)
> Easy adjustment of environmental settings (24 hours day/night cycle, wind, rain, fog, snow, sand) affecting ballistics

SCENARIOS
> Cutting edge graphics performance due to usage of CryEngine® Image Generator
> Creation/adaption of exercise content according to shooting doctrine of individual customers
> Geo-specific/geo-typical/geo-referenced replication of terrain selected by the customer
> New training concepts using Artificial Intelligence for randomized avatar behaviour:
  - Situational threat
  - Perceived threat
  - Behaviour threat
> Dynamic trainee-avatar-interaction using trainee’s voice as simulation input generating complex scenarios like:
  - Identity check
  - Vehicle inspection
  - Search of houses/flats

MISSION
Military, law enforcement, customs and civil security organisations