

The better is the enemy of the good.

FACT SYSTEMS
PRODUCT OVERVIEW
2024



FACT SYSTEMS™



FACT Systems is the leading system provider for laser duel simulations

FACT SYSTEMS GmbH has everything it needs: The portfolio is designed for training and simulation use by the police, special forces, military and private security forces. The aim is to support trainees in their training right from the start.

We distinguish between three different levels of training:

1. static training on static targets
2. dynamic training on static targets (or vice versa)
3. dynamic training on dynamic targets

FACT SYSTEMS offers maximum flexibility, high precision and ease of use. And all this in combination with an unbeatable price-performance ratio. This and excellent personal service are our ingredients for successful cooperation. As a small, dynamic company, we are always able to react quickly to special customer requests and offer customized solutions developed or adapted together with users.

FACT SYSTEMS knows that our customers' lives ultimately depend on the best training options. This is precisely why the needs of the user always come first.

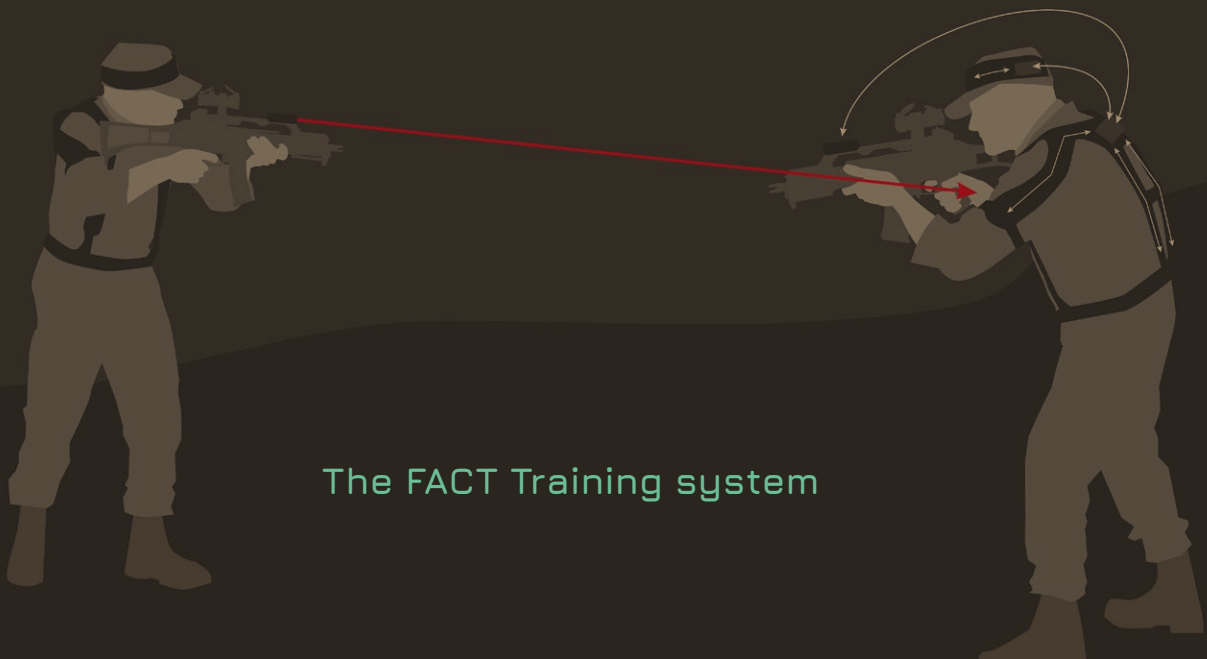
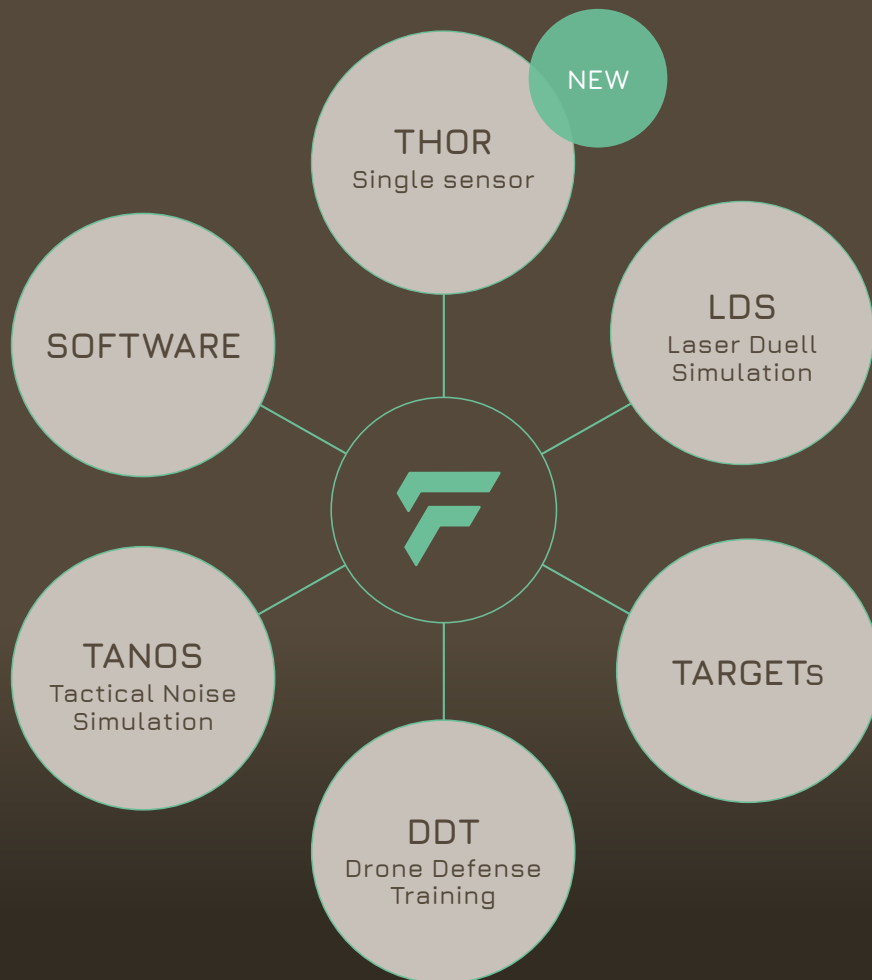
It is precisely with this in mind that we at FACT SYSTEMS have developed our **new THOR product line**. It offers a whole new kind of flexibility to all trainers. We are convinced that THOR represents the **next step in the evolution of laser-based simulators** that our competitors can only copy.

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FACT SYSTEMS Team

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EVOLUTION is the continuous progress of knowledge and the replacement of the GOOD by the BETTER.

We are committed to this guiding principle.



The FACT Training system

2.1.

THOR / Single sensor

"One for all" is FACT SYSTEMS' idea behind the development of our THOR system. At its heart is our SINGLE SENSOR, which makes it possible for the first time to cover a wide range of applications with just one product.

With just the smallest of adaptations, it is now possible to simplify the complexity of a laser-based FACT TRAINING SYSTEM to such an extent that our **Single sensor is the perfect solution** for 80 percent of applications.

We at FACT SYSTEMS have listened: in many conversations with special forces users who repeatedly emphasized how important it would be not to be impaired when wearing a sensor vest in their "control panel" – the tactical equipment. And that is not so easy, as police officers and soldiers are increasingly equipped with tactical equipment. The Single sensor was therefore the logical consequence. **We create FACTs with a system:** the smallest dimensions, minimum weight and state-of-the-art swarm technology are our ingredients.

But FACT SYSTEMS go one step further. With the Single sensor, we not only want to replace the sensor vest, it can do much more. Innovative solutions turn the Single Sensor into a helmet unit, a wide variety of firing targets, a drone sensor kit and much more.

This means that THOR can be used differently every day, as FACT SYSTEMS makes complex tasks incredibly simple and unbeatably efficient with this user-friendly solution.

FACT's:

- // minimal form factor for maximum flexibility
- // state-of-the-art swarm technology
(completely wireless)
- // powerful RGB hit LED
- // IR hit LED for scenarios in the dark
- // inductive charging
- // Complete system IP68
- // Optional T-Shock belt compatible
- // all parameters via NFC interface customizable



3.

LDS / Laser Duell Simulation

The FACT Systems Laser Duel Simulator consists of a Body Center Unit (BCU), a Head Unit Helmet and a laser unit (short, medium and long distance). An optional leg unit is also available.

// Head Unit Helmet



// Body Central Unit (BCU)



// Leg Unit Kit (optional)



Weapon laser
// Short and middle distance &
// Medium and long distance



3.1.

LDS / Body Central Unit

The Body Central Unit (BCU) is the heart of the FACT Systems LDS system.

It is in **constant radio communication** with the other components such as the head unit, the leg unit and the laser units. Our **T-Shock system** is integrated into the BCU. The user is alerted to misbehavior by muscle contraction in the event of a hit.

The **Body Central Unit** is like a support frame and adapts perfectly to the body. It can be adjusted in size. The body center unit fits perfectly on tactical Mole vests and can be fixed in place.

FACT's:

- // ergonomic for best wearing comfort
- // Adjustable to the body size
- // Optical/haptic/acoustic hit indicator
- // Activate or deactivate hit LEDs
- // 360-degree hit zone
- // 2 divided hit zones: Upper body and arms
- // 22 sensors and 6 hit LEDs
- // integrated T-Shock Unit
- // Adjustable number of hits that lead to neutralization of the user



3.2.

LDS / Head Unit Helmet

The head unit (helmet) is in constant radio communication with the Body Central Unit.

The head unit detects hits at an angle of 360 degrees. A hit is indicated by the LEDs on the entire body lighting up.

FACT's:

- // adjustable size
- // Hit LEDs can be activated or deactivated
- // 360-degree hit zone
- // adjustable number of hits to neutralize the user
- // 360-degree hit zone
- // 6 sensors and 1 hit LED
- // Wireless connection to the Body Central Unit



3.3.

LDS / Leg Unit Kit (optional)

The Leg Unit extends the user's hit zones. It consists of two (left and right) individual and physically separate components.

The leg units are in constant radio communication with the Body Central Unit. They are attached to the weapon belt, tuck-in belt or trouser belt. Both leg units together form a 360-degree hit field. A hit is indicated by the LEDs on the leg unit lighting up.

FACT's:

- // ergonomic for best wearing comfort
- // Adjustable to the circumference of the thigh
- // Hit LEDs can be activated or deactivated
- // 360-degree hit zone
- // adjustable number of hits required for neutralization
- // 8 sensors and 2 hit LEDs
- // Radio connection to the Body Central Unit

2 HIT LEDs



3.4.

LDS / Short and medium range weapon laser

Thanks to our specially developed infrared laser, we are currently able to offer the most precise system on the market.

The laser can be mounted quickly and easily on all pistols with a Picatinny rail. However, it is also very suitable for medium-range weapons, as it also covers this operational shooting range with a range of over 500 meters.

Of course, our weapon laser is certified as a laser class 1 device and does not require any additional protective equipment, such as that required when using color-coded ammunition.

FACT's:

- // Laser class 1
- // Range over 500 m
- // high precision
- // can be mounted on Picatinny rail
- // works with a wide variety of weapon types
(real firearm, FX, airsoft)



DEVELOPS
AND PRODUCED
IN GERMANY

3.5.

LDS / Medium and long range weapon laser

Thanks to our specially developed infrared laser, we are currently able to offer the most precise system on the market.

The laser can be quickly and easily mounted on all long guns with a Picatinny rail. It works with blank ammunition at real firearms, FX practice ammunition, soft air weapons with CO₂ or electric, and the weapon laser can also be triggered manually to enable the use of blue guns.

Due to the range of up to 1000 m, precision shooters can also be included in an exercise/training.

FACT's:

- // Laser class 1
- // Range over 1000 m
- // high precision
- // can be mounted on Picatinny rail
- // it works with blank ammunition at real rifles
(real firearm, FX, airsoft)

DEVELOPS
AND PRODUCED
IN GERMANY



4.1.

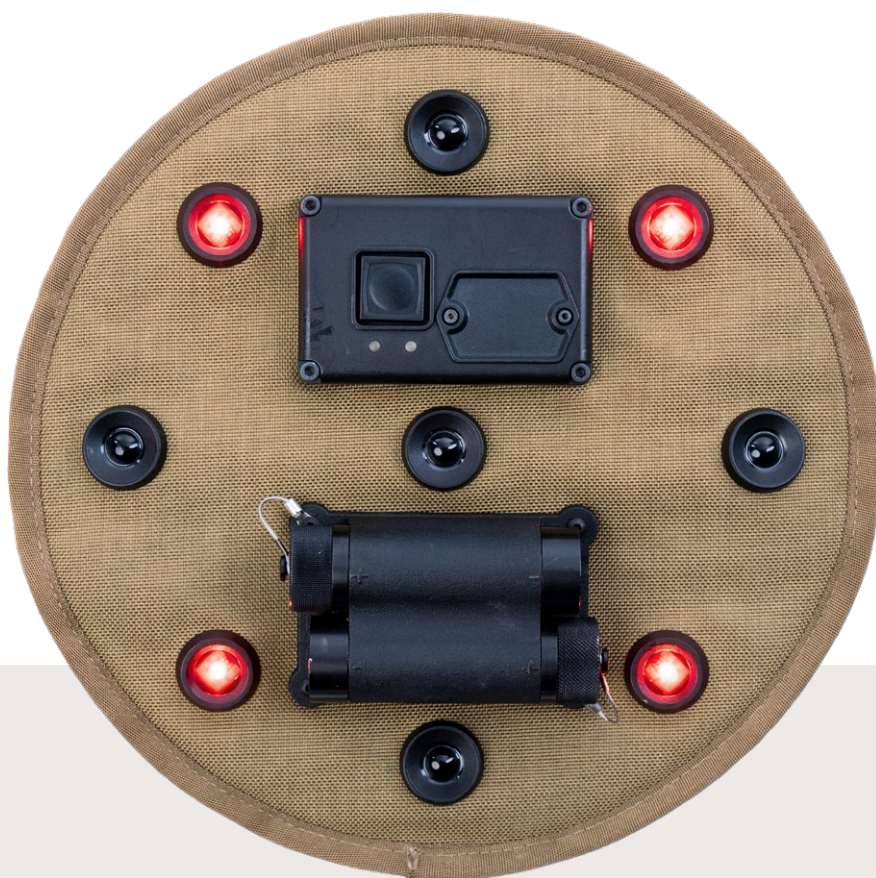
TARGET / The Multipurpose

Our compact target can be used in a variety of ways. Sometimes as a hit zone in a CQB system, sometimes attached to a vehicle or another object.

It has a standard Velcro closure on the entire back.

FACT's:

- // optical hit display
- // adjustable number of hits,
that lead to neutralization
- // 5 sensors and 4 Hit LEDs



4.2.

TARGET / IPSC

Our IPSC target has 2 hit zones, an inner and an outer one. This means that lethal and non-lethal hits can be displayed and evaluated directly.

FACT's:

- // optical hit display
- // adjustable number of hits that lead to neutralization
- // 11 sensors and 7 Hit LEDs
- // 2 Hit zones (inner zone, outer zone)



4.3.

TARGET / The Wall

The Wall Target is a roll-up target that enables fast and efficient basic shooting training. The Wall target has 3 programmes:

Programme 1: Target shooting Multiple shots

Each hit is indicated by a single LED (different colours). Up to 3 exactly identical hits in the same place are clearly visible to the shooter.

Programme 2: Target shooting single shot

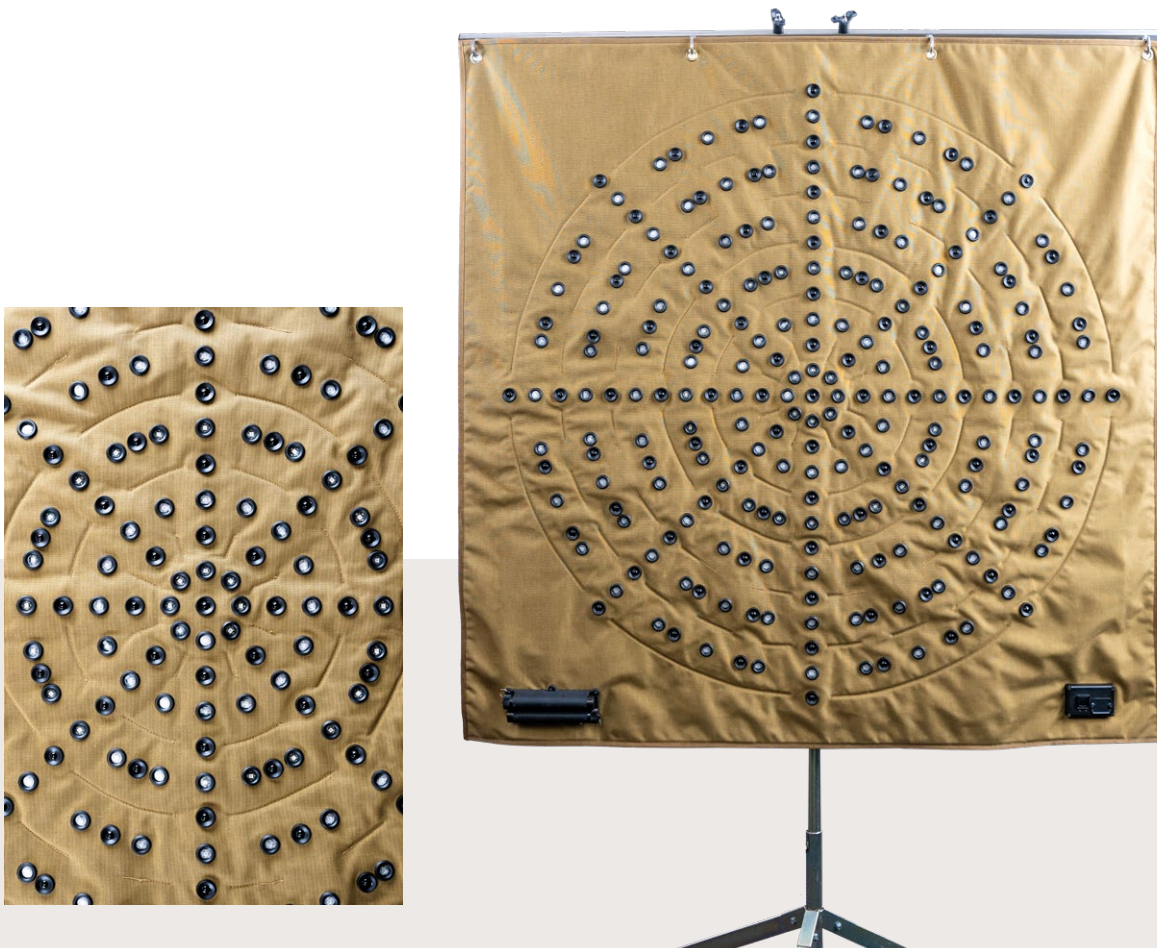
The hit is indicated by a green LED. The target circle is displayed in red.

Programme 3: Reaction shooting

The target creates segments on its own. While the segment is lit up it can be shot at.

FACT's:

- // Shooting target with many possibilities
- // Optical hit display
- // 3 program



5.

DDT / Drone Defense Training

Training to shoot down a drone quickly and accurately is invaluable in the event of a drone attack.

With our **Drone Defense Simulation System (DDSS)**, you can perfect this crucial defense technique, ensuring immediate and decisive action when fast response times are critical.

Our Drone Defense Simulation System (DDSS) combines advanced precision laser technology with any commercially available drone to provide you with practical skills to control your airspace. Our system provides you with a practical and easy-to-use training tool to master the critical task of immediate drone interception.

FACT's:

- // 180° hit zone (expandable to 360° hit zone)
- // Compatible with any drone
- // all-day operating time



6.1.

TANOS / AR15 Training weapon

The TANOS AR15 training weapon simulates a shot both acoustically (bang) and optically (muzzle flash). All manipulations on the weapon are identical to those of a real weapon. The digital magazines can be programmed via near-field communication.

The TANOS AR15 training weapon is operated with gas (MAPP gas) and is therefore virtually cost-neutral. TANOS AR15 is perfectly matched to our system—it can also be supplied with an integrated laser. It can be combined with other training systems and can also be used autonomously.

FACT's:

- // all manipulations like a real gun
- // sounds like a real shot
- // smart Mag (digital magazine)
- // other gun models in planning and on customer request



6.2.

TANOS / Ammo Box - M2 Browning .50

The TANOS Ammo Box simulates a shot acoustically (bang). The shot is fired via a manual trigger that is attached directly to the trigger of the weapon.

The TANOS Ammo Box is used for weapon systems in .50 caliber (or similar). It is operated with gas (MAPP gas) and is therefore almost cost-neutral. The TANOS Ammo Box is perfectly matched to our system, but can also be combined with other training systems or used independently.

FACT's:

- // sounds like a real shot
- // Muzzle flash (optional)
- // can be combined with all common MILES systems



6.3.

TANOS / IED-Simulator

The TANOS IED simulator is a gas-powered noise simulation device. The sound simulation device is used to generate an explosion effect. It is triggered by cable or radio control.

Various triggering devices such as dead man's switches etc. are available.

FACT's:

// huge explosion simulation with approx. 150 dB



7.

Software

The evaluation works with a terminal device (tablet, laptop) with installed evaluation software and a base station. The base station is a command and control unit and is in radio communication with the systems. It receives the live data of all events (hits, neutralizations, number of shots fired, friendly fire, etc.) during a training session, displays them and evaluates them. The data is displayed directly on the tablet and/or screen. The base station also enables a standard AAR ("After Action Review") with individual assessment of individuals and groups/formations.

The products from all FACT product families are also fully functional without the command and control unit.

FACT's:

- // all data is monitored and displayed live
- // Notification of own and opponent hits/
Neutralizations
- // All events can be saved
- // Evaluation and logging of individuals, groups etc
- // detailed and individual settings for personal
equipment personal equipment "penetrating power"
(caliber) and "body protection" (level)

TABLET WITH
EVALUATION
SOFTWARE
Appearance of
the end device
may vary



Would you like to see and test the products in action?

Please contact us for further
information.

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