

The U.S. Army's Munition Solution for STE LTS



The M67 Frag Sim Grenade (left photo) has all the real components that a soldier interfaces with – Pull Pin, Spoon, & Safety Clip. Foam safety padding (Center photo) surrounds the center core of electronics and the package maintains the correct feel of the real grenade for proper throwing. An employee throws the Sim Grenade and the spoon fly-off is visible (right photo) indicating that the fuse has begun its 3-5 second delay.

Developed specifically for Live Force-on-Force training: Safe, Effective, and Realistic

The Sim Grenade's patent pending technology simulates a real grenade:

- Integrated with STE, MILES and ULEIS systems
- Real components comprise the munition interface
- Determines its exact proximity to human targets within its blast radius upon detonation, regardless of where it was tossed
- Reacts correctly to appropriate protective cover (heavy trees, rugged walls, ditches) versus inadequate cover (bushes, thin walls, vegetation) and does not induce negative training
- Immediately communicates Wound or Kill status to the individual and the training exercise managers (integration required)
- Employed exactly the same as the actual live hand grenade, including the safety clip, pull pin, spoon fly-off, and 4 – 5.5 second fuse delay
- Adheres to the real grenade's effective throwing range
- Padded so as to avoid injury when thrown in training
- Seen and heard when "detonated", by all individuals in the vicinity
- Rugged, reusable, and easily reassembled for more use in training

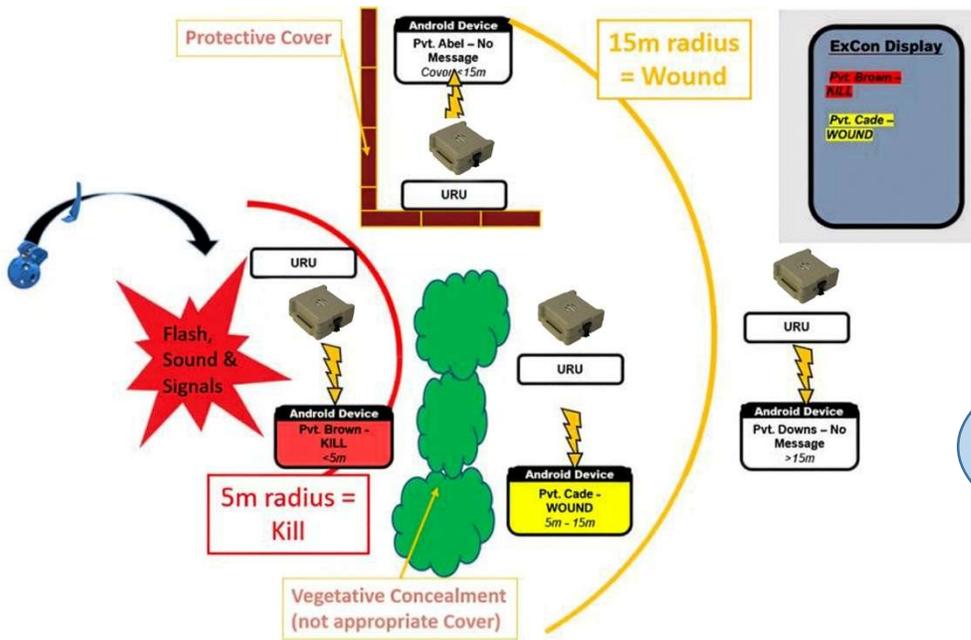


Feedback to soldiers in training:

- * "Flash" - Bright LEDs indicate a detonation
- * "Explosion" sound is a loud series of beeps
- * Proximity determines Kill or Wound message sent immediately to Soldier's feedback system



Sim Grenades effectively reinforce use of proper protective cover and report accurate detonation proximity for Kill or Wound assessment



RECOVERY MODES
 1. auto timer flash/chirp
 2. button press key fob
 3. IOS/tablet button

Easy to integrate into any Live training system:

- Universal Receiver Unit (URU) can be located wherever it is needed – on the soldier’s MILES gear, weapon, or helmet (example at right is helmet mounted)
- Proximity (mm) is instantly calculated by the receiver
- Communication of Proximity – BLE, WIFI, or Zigbee
- Reusable - easy resetting process



Sim M18 Claymore and other Anti-personnel Mines



M18 Claymore

The same patent pending proximity technology is being used for forward blast arc zone and 70m+ effective range, with back-blast area, for the simulated M18 Claymore and MON 50 directional AP mines. Other anti-personnel mines, and FASCAM / Gator delivered mines are also envisioned.



Mon 50

Other uses of Serious Simulations’ proximity technology:

MILES Integration – Serious Simulations directly interfaces the Universal Receiver Unit to MILES detectors. This provides an easy add-on to legacy MILES systems and enables realistic grenade, mine, and back-blast effects to be exercised in live training with no additional infrastructure needed.

Back-blast areas of shoulder fired munitions – by inserting a proximity unit into a simulated Javelin, Carl Gustav, AT4 or other weapons, soldiers in the realistic range of the back-blast area will be “killed” or “wounded”.

Suicide/kamikaze sUAS – Proximity Technology for sUAS enable live FoF drone attacks.

