



# AR MOBILE SIMULATOR (ARMS)



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# EXECUTIVE SUMMARY

Armored Range introduces the **ARMS – Telescoping Container Training System**, a first-of-its-kind **Augmented Reality Portable Simulation Range** that delivers multiple advanced training capabilities within a single, fully transportable containerized facility. ARMS integrates **six linked shooting lanes, sniper and precision marksmanship simulation, VR-enabled free-movement training, and helicopter or vehicle gunnery simulation** into one modular platform, all managed from a **single centralized instructor control station**.

The system utilizes **flush-mounted projection screens on all primary walls**, creating a seamless and immersive virtual environment that supports standing, seated, kneeling, and prone firing positions. The interior can be rapidly reconfigured for VR, judgmental use-of-force training, or digital tactical range applications. **Wide rear access doors** enable expansion, allowing additional shooters or alternative configurations as mission requirements evolve.

Designed for **military, law enforcement, government agencies, and specialized security units**, ARMS is a **fully turnkey solution** that can be deployed to virtually any location, relocated as needed, and operated without permanent infrastructure. Unlike fixed ranges or standalone simulators, ARMS uniquely consolidates **small arms, sniper, VR, and aerial/vehicle gunnery training** into a single portable facility—an industry-first capability not currently available elsewhere in the global market.

By eliminating the need for permanent construction, ARMS reduces capital and lifecycle costs by hundreds of thousands of **DOLLARS** compared to traditional shooting ranges, which often require multi-million-dollar investments. ARMS is ideally suited for academies, training centers, and expeditionary units, and is designed to **complement existing containerized live-fire ranges**, significantly expanding training realism, throughput, and operational flexibility.

## KEY HIGHLIGHTS

- Fully portable, containerized training facility
- Multiple simulators integrated into one system
- Six linked shooting lanes operating on shared screens
- Sniper, VR, and helicopter/vehicle gunnery simulation
- Centralized instructor control station with servers and computers
- Reconfigurable interior with expandable access
- Five-year warranty
- First year of operation and maintenance included
- Optional extended support and spare parts packages
- Complete, all-in-one turnkey solution.

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# MARKET OPPORTUNITY

# KEY FEATURES & BENEFITS

- Across military and law enforcement sectors, training organizations face several persistent challenges:
- Fixed ranges are **expensive, immobile, and slow to build**
- Simulation systems are typically **fragmented**, requiring multiple vendors
- Vehicle and aerial gunnery training is **rarely integrated** with small-arms training
- Deployable or expeditionary units lack **on-site training capability**
- Live-fire training is increasingly restricted by **safety, cost, and regulatory limits**
- Regional Demand Drivers

## Middle East (KSA & GCC)

- Rapid expansion of defense and internal security forces
- Emphasis on **domestic training capability**
- Demand for mobile solutions for remote and temporary bases
- High interest in **advanced simulation and AR technologies**
- **United States**
- Law enforcement modernization
- National Guard and Reserve training constraints
- Growing private and government training contracts
- Budget pressure favoring **multi-use, relocatable systems**

## Market Conclusion

- There is a **clear, unmet demand** for a **single, portable, all-in-one training system** that replaces multiple fixed installations and standalone simulators. ARMS directly fills this gap.

- **Six independent shooting lanes**
  - Live-fire capable (where permitted)
  - Laser / AR simulation
  - Individual or team training
- **Dedicated vehicle / gunnery simulator**
  - Helicopter door-gunner
  - HMMWV / armored vehicle configurations
- **AR & projection-based immersive environment**
- **Scenario-driven software**
  - Urban operations
  - Convoy protection
  - Counter-terrorism
  - Border security
  - Active shooter responses
- **Fully portable & transportable**
  - ISO containerized
  - Road, rail, sea, or air transport
- **Rapid deployment**
  - No permanent construction
  - Minimal site preparation
- **Turnkey system**
  - Hardware, software, training, and support
- **Scalable & modular**
  - Add lanes, containers, or simulators
- **Cost-efficient**
  - Reduces need for multiple training facilities

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# WHY ARMSIS UNIQUE



ARMS represents a new category of containerized training systems by combining multiple advanced simulators into a single, fully integrated and deployable facility. No existing solution offers this level of capability, flexibility, and consolidation in one turnkey platform. The ARMS system integrates **multiple training environments within an expanded dual-container configuration**, including:

1. **Six linked shooting lanes** operating on a shared panoramic screen, supporting all firing positions—standing, seated, kneeling, and prone—with the same training evolution.
2. **A helicopter gunnery simulator**, capable of operating independently or networked with up to three additional shooters for coordinated air-to-ground training scenarios.
3. **A dedicated sniper simulation range**, configurable for single or multiple shooters, featuring precision optics simulation, ballistic realism, and long-range engagement scenarios.
4. **VR / goggle-based free-movement training**, allowing trainees to maneuver naturally within the container space for dynamic and immersive tactical exercises.

The facility features **full-wall projection screens on three sides**, creating a seamless, high-fidelity virtual environment that adapts instantly to different missions and threat profiles. **Wide-opening rear doors** enable rapid expansion, allowing additional shooters to be added or new configurations to be created as operational needs evolve. All simulators and firing lanes are **centrally managed from a single control station**, equipped with dedicated servers and computers for scenario control, performance monitoring, and after-action review. This unified architecture allows ARMS to deliver unmatched training density, operational realism, and flexibility—within a portable, containerized, and fully turnkey solution.

# TECHNICAL SPECIFICATIONS

## CONSTRUCTION & ASSEMBLY



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## TELESCOPING CONTAINER CONFIGURATION

The ARMS system employs an advanced **telescoping dual-container design** that combines a **40-foot High Cube container** as the primary structural and systems module with a **40-foot ISO container** that extends and retracts during deployment and transport. In transport mode, the standard-height container fully retracts into the High Cube, forming a single compact ISO-compliant unit suitable for road, sea, and rail transport without special handling requirements.

All critical infrastructure—including **HVAC, power distribution, networking, and control interfaces**—is housed and protected within the High Cube container, ensuring system integrity during movement and storage. Upon arrival at the site, the inner container telescopes outward to expand the usable internal length, instantly increasing the available training area without the need for cranes, foundations, or permanent site preparation. When deployed, both containers align **flush and symmetrically**, creating a continuous, straight-walled interior environment optimized for immersive simulation and training.

**Precision-guided rails and structural tracks** ensure accurate alignment and repeatable deployment, while **adjustable steel support legs** provide rapid leveling and load distribution on uneven terrain. The telescoping architecture allows all internal systems—projection screens, simulators, instructor stations, and weapon interfaces—to remain **pre-installed, aligned, and calibrated**, significantly reducing setup time and enabling immediate operation. External HVAC units mounted on the High Cube provide climate control for the entire expanded structure, with centralized power and control systems simplifying operation and maintenance. This configuration delivers the functional capacity of a fixed training facility while preserving the **mobility, flexibility, and rapid deployability** of a containerized system. It is ideally suited for military, law enforcement, and government users requiring **frequent relocation, fast setup, and a fully turnkey training solution**.



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# ENGINEERING FLOOR PLAN

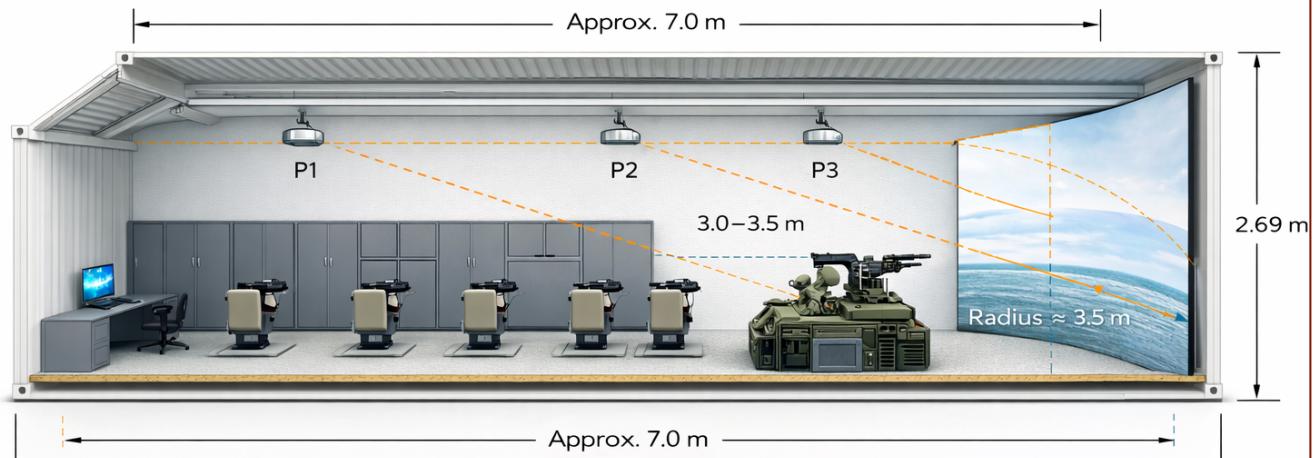


## AR-S — SECTION VIEW

(Ceiling • Projectors • Curved Screen)

■ Approx. 2.69 m HC (High Cube Option)

■ Approx. 2.39 m (Standard)



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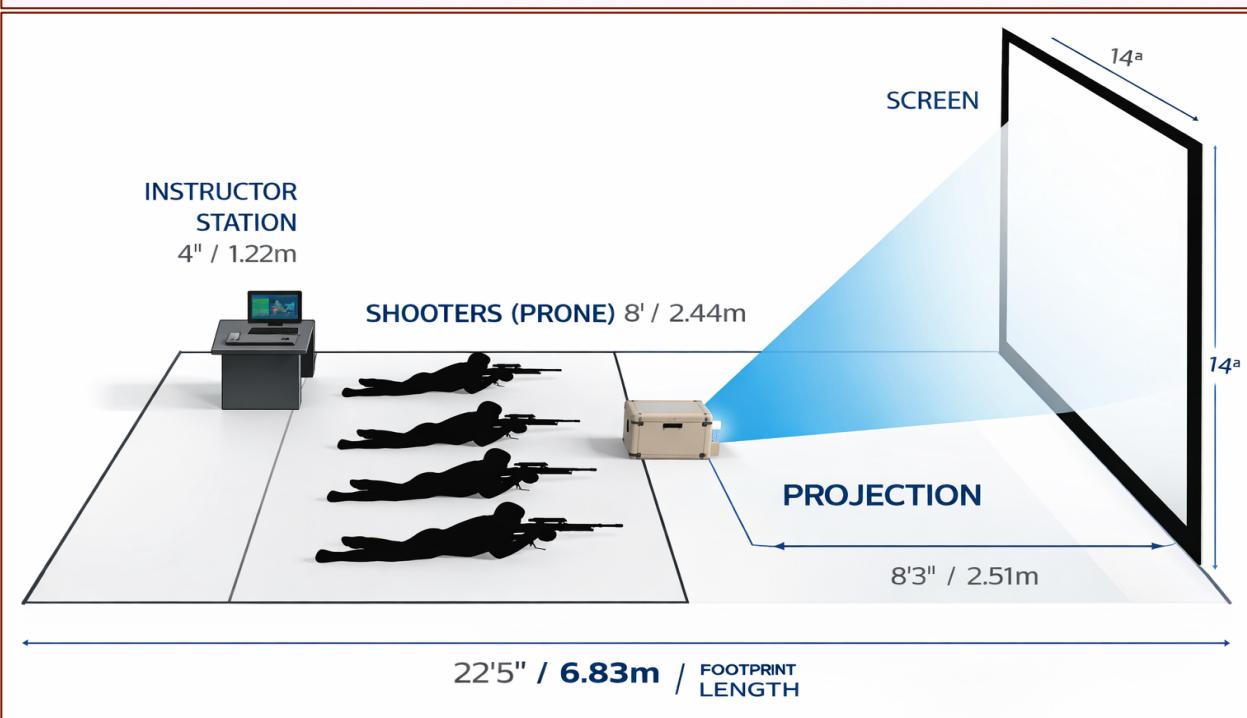
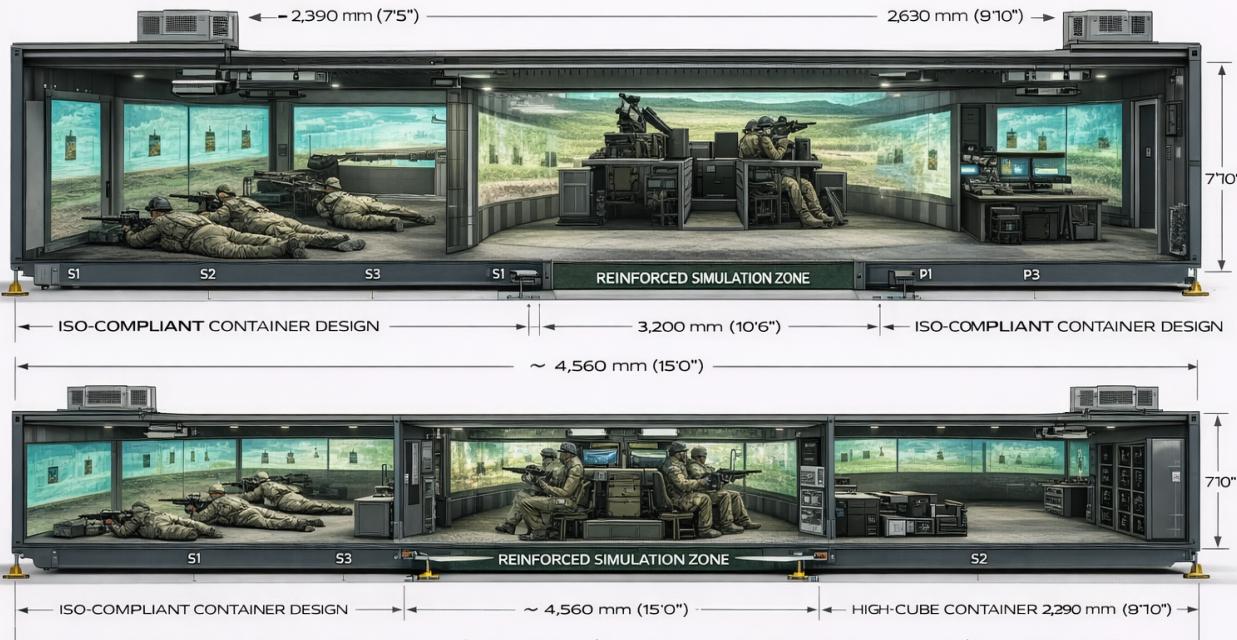
# ARMS— SECTION VIEW

## ARS – SIDE-BY-SIDE CONTAINER TRAINING SYSTEM

### CROSS-SECTION ELEVATION DRAWING

#### 1. Combined Containers (Side-by-Side)

##### OPERATIONS & SHOOTING STATIONS



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# TECHNICAL SPECIFICATION SHEET

## SYSTEM OVERVIEW

The **Augmented Reality – Portable Simulation Range (ARS)** is a fully integrated, telescoping dual-container training system designed to deliver immersive, multi-domain simulation and marksmanship training within a transportable, ISO-compliant platform. The system expands on site to provide a continuous internal training space while maintaining rapid deployability and mobility.

## CONTAINER ARCHITECTURE

- **Primary Module:**
  - 40-ft High Cube ISO Container
  - Houses all critical infrastructure and control systems
- **Secondary Module:**
  - 40-ft Standard ISO Container
  - Telescopes in/out of the High Cube container
- **Transport Configuration:**
  - Single compact ISO-compliant unit
  - Suitable for road, sea, and rail transport
  - No special permits or handling required

## DEPLOYMENT CONFIGURATION

- Telescoping expansion performed **without cranes or permanent foundations**
- Precision **guided rail and track system** ensures repeatable alignment
- Containers align **flush and symmetrically** when deployed
- Creates a **continuous, straight-walled interior training environment**
- **Adjustable steel support legs** provide leveling and load distribution

## INTERNAL DIMENSIONS (EXPANDED MODE)

- **Total Usable Length:** Approx. 70–80 ft (depending on configuration)

- **Internal Width:** Approx. 2.35 m (ISO internal width)
- **Internal Height:**
  - High Cube: Approx. 2.69 m
  - Standard Container: Approx. 2.39 m

## INTEGRATED TRAINING CAPABILITIES

- Six linked shooting lanes operating on shared panoramic screens
- Sniper and precision marksmanship simulation
- VR / headset-based free-movement training
- Helicopter or vehicle gunnery simulator integration
- Multi-position firing: standing, seated, kneeling, prone
- Flush-mounted screens on three walls for immersive environments
- Expandable rear access doors for additional shooters or configurations

## CONTROL & NETWORKING

- Single **centralized instructor control station**
- Dedicated servers and computer systems
- Network-ready for multi-system integration

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- Real-time monitoring, scoring, and after-action review
- Supports future software and simulator expansion

## ENVIRONMENTAL SYSTEMS

- External HVAC units mounted on High Cube container
- Climate control for both container modules
- Internal acoustic treatment for safe, controlled training
- LED interior lighting optimized for projection and VR use

## ELECTRICAL & POWER

- Centralized power distribution system
- Internal cable management for safety and reliability
- Compatible with shore power and generator operation
- UPS support for critical systems (optional)

## MOBILITY & SETUP

- Rapid deployment and retraction
- Minimal site preparation required
- Systems remain **pre-installed, aligned, and calibrated**
- Reduced setup and teardown time

- Designed for frequent relocation and expeditionary use

## DURABILITY & COMPLIANCE

- ISO container integrity maintained
- Ruggedized structure for harsh environments
- Designed for military, law enforcement, and government use
- Transport-ready with no compromise to internal systems

## SUPPORT & WARRANTY

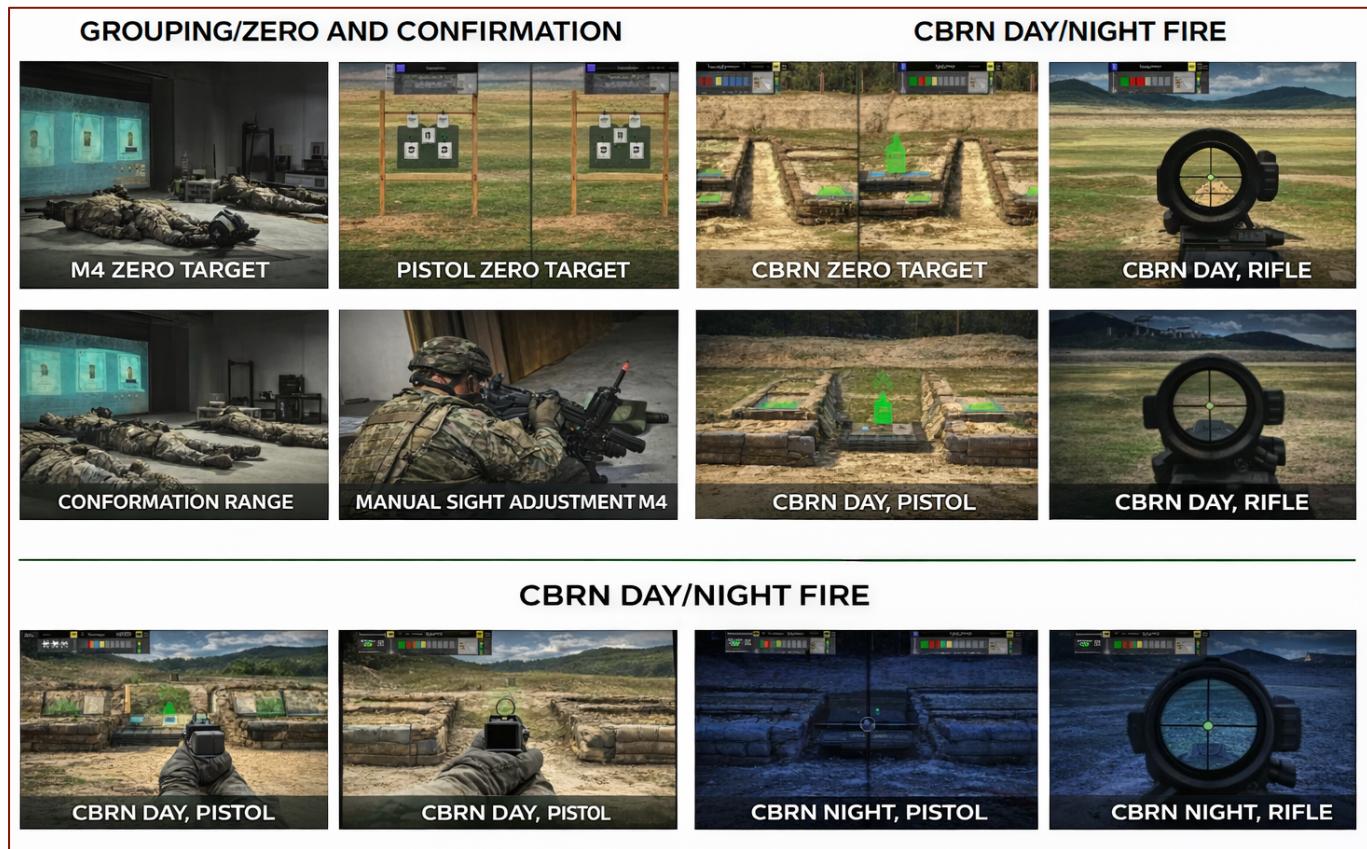
- **Five-year system warranty**
- First year operation & maintenance included
- Optional extended support packages
- Spare parts kits available for simulators, recoil weapons, and computer systems

## OPERATIONAL ADVANTAGES

- Eliminates permanent construction costs
- Provides fixed-facility capability in a mobile platform
- Scalable, modular, and future-proof design
- Turnkey deployment with maximum operational flexibility

# MMTS – MOBILE MARKSMANSHIP TRAINING SIMULATOR

MMTS is a compact, fully portable firearms training simulator designed for individual and crew-level marksmanship training. All core components—including the projector, high-precision hit-detection camera, computer, and software—are integrated into a rugged, shock-resistant rolling case, allowing rapid setup and easy deployment. A single screen can support up to four shooters simultaneously, while the instructor operates the system from a separate control station positioned anywhere in the training area.



## WARRIOR SKILLS TRAINER CONFIGURATION

The Warrior Skills Trainer expands MMTS into a highly realistic combat training system by incorporating **full-recoil electronic weapons**, CO<sub>2</sub>-powered pneumatic recoil, and immersive simulation software. The system can integrate vehicle, helicopter, and maritime platforms, projecting realistic virtual environments for land, air, and coastal operations. Multiple screens can be combined to create a fully immersive virtual range capable of preparing weapon crews for real-world combat scenarios.

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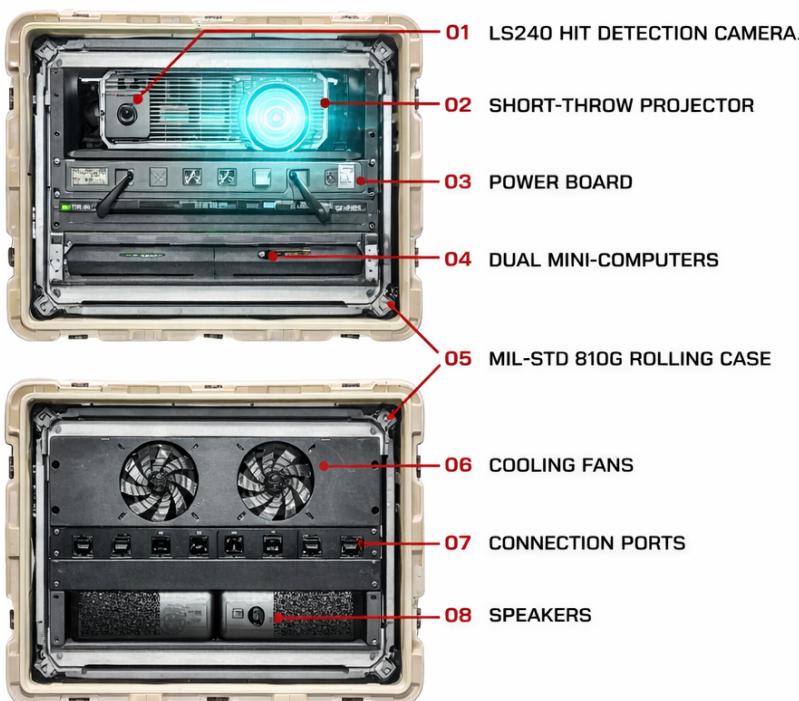
## COURSEWARE OVERVIEW

Laser Shot's courseware provides a wide range of realistic training scenarios, including marksmanship fundamentals, judgment-based use-of-force training, and mission-specific simulations. The **Preliminary Marksmanship Instruction (PMI)** program supports grouping, zeroing, sight adjustment, and qualification in a safe, self-paced virtual environment. Multiple simulators can be networked together to form a high-throughput indoor training facility with immediate feedback and detailed after-action review.

## VIRTUAL BATTLESPACE (VBS) INTEGRATION

MMTS integrates seamlessly with **VBS3 / VBS4**, enabling advanced individual and small-unit tactical training. Users can build custom missions, rehearse operations, and conduct combined-arms or joint training exercises in realistic virtual environments, significantly increasing readiness while reducing training costs.

## MMTS SPECIFICATIONS



### MIL-STD 810G

#### MAN-PORTABLE ROLLING CASE

Length: 34" // 86cm

Width: 24" // 61cm

Height: 18.25" // 46cm

Weight: 120lbs // 54.43kg



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## THE INSIDE CLEAR AND WIDE-OPEN EXTENDED CONTAINERS



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## SIMULATED WEAPONS



## SIMULATED WEAPONS



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## SIMULATED OPTICS



## HELICOPTER GUNNERY SIMULATOR



## SYSTEM FEATURES

The ISM Automatic Weapon System Platform (AWSP) is a high-fidelity automatic weapons training solution designed for rotary- and fixed-wing aircraft gunnery applications. The system delivers

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realistic recoil, firing dynamics, and full sensor-based weapon state monitoring, providing an authentic training experience without live ammunition.

The weapon simulation module tracks all critical weapon functions, including trigger input, safety status, bolt and charging handle position, ammunition feed, barrel lock, and sight/laser status. It supports instructor-controlled or local firing, unlimited simulated firing cycles, and realistic bolt release behavior. Instructors can introduce malfunctions such as misfires, jams, runaway weapons, and custom faults to replicate real combat failures. Real-time telemetry—including weapon azimuth, pitch, and ammunition status—is transmitted to the host simulation for accurate ballistic modeling, targeting, and after-action review.

## Technical Specifications

Item	Specification / Description
<b>Weapon Simulation Module</b>	ISM Automatic Weapon System Platform – sensor-based, recoil simulation, host/local firing, malfunction capability, telemetry output [azimuth, pitch, ammo status].
<b>Cockpit / Mount Frame</b>	Custom rotary-wing door-gunner mount / crew-gunner station; aluminum/fiberglass composite structure; camouflage or custom paint finish per MOI specifications.
<b>Motion / Vibration / Cueing (optional)</b>	6-DOF motion platform or vibration / G-cueing seat system, compatible with cockpit and weapon modules; designed for wide-angle visual-display integration.
<b>Instructor Console &amp; Software</b>	Host-controlled interface over Ethernet/UDP; controls scenarios, weapon-status monitoring, malfunction injection, telemetry logging, and AAR (After-Action Review) functionality.
<b>Visual Display Options</b>	Wrap-around screen-based display or VR-headset-based simulation [customer selected]. Projection or display integrated with motion/visual systems per facility design.
<b>Power Environmental Requirements</b>	Export configuration; to be adapted to Kuwait's electrical standard (e.g., 220 V / 50 Hz); cooling/ventilation per installation site requirements.
<b>Footprint (per gunner station)</b>	Approx. <b>3.5 m (length) x 2.5 m (width)</b> – subject to final configuration and optional motion platform / display system integration.
<b>Delivery Manufacturing</b>	Custom build by ISM: full engineering, fabrication, wiring, assembly, system integration; delivery timeline and lead-time to be defined upon configuration confirmation.
<b>Warranty &amp; Support</b>	Standard manufacturing warranty and support package offered by ISM; local support, installation, training, and maintenance services provided by Armored Range.

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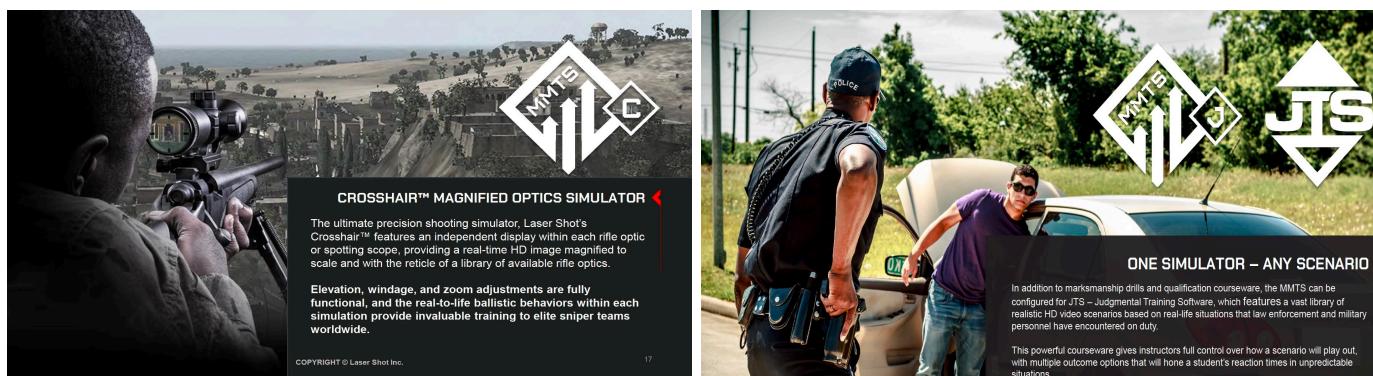
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# SNIPER RIFLE SHOOTING TRAINING WITH CROSSHAIR MAGNIFIED OPTICS SIMULATOR

## Containerized Immersive Weapons & Sniper Simulation Module

This containerized simulation module delivers a fully immersive, multi-domain training environment within a compact, deployable footprint. Utilizing flush-mounted, wrap-around projection screens on all internal walls, the system creates a seamless 360-degree virtual battlefield that supports precision rifle, sniper, and tactical firearms training. Trainees operate from multiple positions—standing, kneeling, or prone—using VR-enabled optics and weapon interfaces that replicate real-world ballistics, wind effects, elevation, and magnification. The modular design enables rapid deployment, scalable trainee configurations, and integration with after-action review systems, making it ideal for military, law enforcement, and specialized security forces seeking advanced, repeatable, and cost-effective live-fire alternative training.



## TRANSPORTATION



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# PROPOSED SYSTEM CONFIGURATION & OPTIONS



## 1. FIXED POSITIONS (STAND OR BENCH SETTING)



## 2. SNIPER CONFIGURATION

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### 3. FREE MOVEMENT VR SIMULATION WITH GOOGLES



### 4. HELICOPTER GUNNER WITH GROUND TROOP AND SINGLE USE



### 5. OPEN BACK DOORS FOR FULL 360 VIEW

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## OVERALL SYSTEM GEOMETRY

### 1. COMBINED CONTAINERS (SIDE-BY-SIDE / WIDTH EXPANSION)

The two 40-ft containers are deployed **parallel and adjacent**, creating a widened training hall rather than an extended length. This configuration maximizes lateral space for multi-lane firing, central simulation, and free movement.

Item	Dimension
<b>Total system width (combined)</b>	<b>4,560 mm (2 × 2,280 mm)</b>
<b>Internal usable width (combined)</b>	~4,400 mm (after wall linings)
<b>Internal usable length (common)</b>	~11,900 mm
<b>Internal height (HC + Std)</b>	2,690 mm / 2,390 mm

#### Container #1 – Simulation Hall (Right Module)

- 40' High Cube ISO Container
- Internal Length: 11,900 mm
- Internal Width: 2,280 mm
- Internal Height: 2,690 mm

#### Container #2 – Operations & Shooting Stations (Left Module)

- 40' Standard ISO Container
- Internal Length: 11,900 mm
- Internal Width: 2,280 mm
- Internal Height: 2,390 mm

When deployed, both containers align flush, forming a **single continuous interior width of ~4.56 m.**

#### 3. Floor Plan – Transverse (Width-Based) Layout

#### A. Entrance & Preparation Zone (Shared Front Area)

Item	Dimension
<b>Entrance door width</b>	900 mm
<b>Entrance vestibule depth</b>	1,200 mm
<b>Weapon-safe handling zone</b>	1,200 × 2,280 mm

Location: Front end of Container #2, with direct lateral access to both modules

#### B. Shooting Stations Zone (S1–S6) – Width-Oriented

##### Station Geometry (each)

Parameter	Dimension
<b>Station width</b>	900 mm
<b>Station depth</b>	1,500 mm
<b>Shooter rear clearance</b>	600 mm
<b>Total station depth</b>	2,100 mm

##### Station Arrangement

- Stations distributed **laterally across both containers**
- Three stations per container, aligned on a common firing line

##### Spacing

- Center-to-center spacing: **1,000 mm**
- Clearance between stations: **100 mm**

#### C. Central Simulation / Vehicle Zone (Between Containers)

Item	Dimension
<b>Expanded zone width (combined)</b>	<b>4,560 mm</b>
<b>Zone depth</b>	3,200 mm
<b>Reinforced floor area</b>	3,200 × 4,560 mm

##### Purpose

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- Helicopter gunnery simulator
- Vehicle / HUMVEE gunnery simulator
- Dual-operator seated or standing systems

This zone occupies the **centerline between both containers**, benefiting from full combined width and increased ceiling height from the High Cube module.

#### D. Control / Computer Station

Item	Dimension
<b>Desk width</b>	1,600 mm
<b>Desk depth</b>	700 mm
<b>Rear clearance</b>	800 mm
<b>Total footprint</b>	1,600 × 1,500 mm

#### Location

- Along the **outer wall of Container #2**
- Positioned for direct line-of-sight across both containers

#### E. Weapons Storage Cabinets

Item	Dimension
<b>Cabinet width (each)</b>	600 mm
<b>Cabinet depth</b>	500 mm
<b>Cabinet height</b>	2,000 mm
<b>Quantity</b>	6 units
<b>Total wall length</b>	3,600 mm

#### Location

- Along the **interface wall between Container #2 and Container #1**
- Centralized for access from all training zones

#### 4. Simulation Hall (Container #1 – Right Module)

##### Curved Projection Screens (Multi-Wall)

Parameter	Dimension
Screen width (each chord)	2,200 mm

Parameter	Dimension
Screen height	2,400 mm
Radius of curvature	3,500 mm
Offset from floor	150 mm
Screens are installed <b>front and side</b> , forming a wrap-around visual environment across the expanded width.	

##### Projector Positions (Ceiling Mounted)

###### Projector X-Position Y-Position Z-Height

P1	1,800 mm	1,140 mm	2,500 mm
P2	3,800 mm	1,140 mm	2,500 mm
P3	5,800 mm	1,140 mm	2,500 mm

- Short-throw, edge-blended
- Mounted on vibration-isolated rails

##### Exit Door (Rear – Simulation Hall)

Item	Dimension
Door width	900 mm
Door height	2,100 mm

Clearance zone 1,200 mm depth

#### 5. Safety & Circulation Clearances

Requirement	Dimension
Main aisle width	900 mm minimum
Emergency egress width	900 mm
Shooter rear safety zone	600 mm minimum
Ceiling clearance under projectors	2,200 mm

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## ARMS PROJECT SUMMARY

The ARMS(Augmented Reality Simulation) system is a first-of-its-kind, fully integrated, containerized training solution that combines multiple advanced simulation capabilities within a single, deployable platform. Designed for military, law enforcement, and government security forces, ARMS delivers comprehensive live, virtual, and constructive (LVC) training without the need for permanent infrastructure.

ARMS integrates linked small-arms shooting lanes, sniper and precision marksmanship simulation, VR-enabled free-movement training, and helicopter or vehicle gunnery simulation into one modular container system controlled from a centralized instructor station. Flush-mounted projection surfaces create an immersive 360-degree virtual environment supporting standing, kneeling, seated, and prone firing positions. When not configured for live simulation, the space can be rapidly reconfigured for VR, judgmental training, or digital tactical range applications.

The system is fully turnkey, transportable, and scalable, allowing rapid deployment, relocation, and phased capability expansion. ARMS supports single or multi-user training, instructor-controlled scenarios, after-action review, and localized content development. By consolidating multiple training domains into one mobile platform, ARMS significantly reduces infrastructure costs while maximizing realism, flexibility, and operational readiness.

# BILL OF QUANTITIES (BOQ)

**Project:** ARMS– Augmented Reality Simulation System

**Configuration:** Dual Telescopic Containers (High Cube + Standard ISO)

**Unit:** 1 Complete Turnkey System

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## 1. CONTAINER SYSTEM & STRUCTURAL WORKS

Item	Description	Unit Qty
1.1	Primary <b>High Cube ISO Container</b> , modified for training use	Unit 1
1.2	Secondary <b>Standard ISO Container</b> , telescopic expansion module	Unit 1
1.3	Heavy-duty telescopic rail, slide, and locking system	Set 1
1.4	Structural reinforcement (floor, walls, roof – both containers)	Lot 1
1.5	Weatherproof, light-tight expansion seals	Set 1
1.6	Interior flooring (anti-slip, range-rated)	Lot 1
1.7	Acoustic and vibration treatment	Lot 1

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## 2. DOORS, ACCESS & SAFETY

Item	Description	Unit Qty
2.1	Side access door – High Cube container (reinforced)	Unit 1
2.2	Side access door – Standard container (reinforced)	Unit 1
2.3	Large rear access door (full-width equipment & personnel access)	Unit 1
2.4	Door safety interlocks & emergency release system	Set 1
2.5	Emergency exit signage & lighting	Set 1

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## 3. ENVIRONMENTAL & UTILITIES

Item	Description	Unit Qty
3.1	HVAC system (dual-container distribution)	Set 1
3.2	Power distribution panels & load balancing	Set 1

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Item	Description	Unit Qty
3.3	Internal lighting (training / maintenance modes)	Set 1
3.4	Fire detection & suppression system	Set 1
3.5	Grounding & electrical safety system	Set 1

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## 4. SHOOTING LANES & RANGE INFRASTRUCTURE

Item	Description	Unit Qty
4.1	Digital shooting lanes (linked)	Lane 6
4.2	Ballistic backstop & safety wall systems	Lot 1
4.3	Target tracking & hit-detection system	Set 1
4.4	Range control & safety management system	Set 1

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## 5. WEAPON & GUNNERY SIMULATION SYSTEMS

Item	Description	Unit Qty
5.1	Automatic Weapon Simulation Platform (AWSP)	Set 1
5.2	Sensor-based weapon modules (full weapon state monitoring)	Set 1
5.3	Recoil & firing dynamics simulation system	Set 1
5.4	Helicopter / vehicle gunnery simulation module	Set 1
5.5	Sniper / precision marksmanship simulation module	Set 1
5.6	Weapon mounts & interface hardware	Set 1

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## 6. VR & FREE-MOVEMENT TRAINING

Item	Description	Unit	Qty
6.1	VR headsets (tethered or wireless)	Unit	4
6.2	VR tracking & free-movement system	Set	1
6.3	Judgmental / decision-making training software	License	1
6.4	Weapon-to-VR integration interface	Set	1

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## 7. VISUAL & PROJECTION SYSTEMS

Item	Description	Unit Qty
7.1	High-resolution projectors	Unit 4-6
7.2	Flush-mounted projection surfaces (multi-wall)	Lot 1
7.3	Image blending & warping system	Set 1
7.4	Visual rendering & processing server	Unit 1

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## 8. INSTRUCTOR & CONTROL SYSTEMS

Item	Description	Unit	Qty
8.1	Instructor Operating Station (IOS)	Set	1
8.2	Scenario control & mission management software	License	1
8.3	Weapon telemetry & performance analytics	License	1
8.4	After Action Review (AAR) system	Set	1

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## 9. NETWORKING & IT INFRASTRUCTURE

Item	Description	Unit Qty
9.1	Internal Ethernet network & switches	Lot 1
9.2	Server rack & UPS	Set 1
9.3	Cabling, EMI protection & grounding	Lot 1
9.4	External networking interface (optional)	Set 1

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## 10. SOFTWARE, SCENARIOS & LOCALIZATION

Item	Description	Unit	Qty
10.1	Core ARMS simulation software	License	1
10.2	Standard scenario library	Lot	1
10.3	Custom scenarios (urban, desert, maritime, convoy, night ops)	Lot	1
10.4	Arabic / English user interface localization	Lot	1

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## 11. TRAINING, TESTING & SUPPORT

Item	Description	Unit Qty
11.1	System integration & factory acceptance testing (FAT)	Lot 1
11.2	On-site installation & commissioning	Lot 1
11.3	Operator & instructor training (5 days)	Lot 1
11.4	Technical & maintenance documentation	Lot 1
11.5	Warranty & technical support (12 months)	Lot 1

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