

# MK-19 Simulator Player Unit



Through its modular design, the MK-19 Simulator Player Unit provides an interoperable solution that simulates the firing and actual effects of an MK-19 in a MILES environment. It provides the common approach for the Stryker Remote Weapon Station, M113 pintle mount, AAV, Humvee (HMMWV), and ground mount.

## Controller selectable features include the following:

- Four ammo types along with their unique ballistic characteristics
- Accurate time of flight simulation based on range and ammo type selected
- Compensation for super-elevation due to ammo ballistics
- Independently adjustable vehicle and manworn hit profiles
- Integrated detection system for casualty assessment
- Non-line-of-sight GB solution successfully demonstrated at National Training Center (NTC) and Fort Benning
- Consistent laser footprint of 20 meters over the entire effective range
- Uses actual weapon or optical sights
- Easy boresight verification requiring no external devices
- Firing indication to operator
- Firing flash cue visible out to maximum range
- External software re-programmability
- Two lines by 16 characters backlit LCD display
- Membrane switch panel for ease of navigation
- Storage of 1,000 time-tagged events
- 16 most recent events available for immediate review
- Industry standard RS-232 and RS-485 serial ports for future growth
- Industry standard IrDA noncontact upload and download interface
- Audio cue device replicates the sound of the weapon firing



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## For More Information

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