

03 December 2012

More Leopard 2A4 simulators for the Canadian armed forces

In May 2012 the Canadian government awarded Rheinmetall's Simulation and Training business unit a contract to supply the Leopard Gunnery Skills Trainer (LGST) and Driver Station Simulators (DSS) under the Canadian Leopard 2A4 Simulators and Trainers programme. In addition to the initial eleven + two simulators, seven more LGSTs have now been ordered, plus optional loader stations. The simulators will be used to train Canadian troops in operation and tactics of the Leo 2A4 CAN, which has recently been introduced into the Canadian Army.

Under this contract, the Leopard Gunnery Skills Trainers will be delivered in the second half of 2013. This Gunnery and Combat Training system combines Rheinmetall's expertise in the Leopard 2 with high-end simulation technology and visualization capabilities and flexibility from VBS2.

Both Driver Station Simulators (DSS) are slated for delivery in the first quarter of 2013.

The simulators will be located in

- Gagetown (6 LGST and 1 DSS)
- Edmonton (6 LGST and 1 DSS)
- Valcartier (3 LGST)
- Petawawa (3 LGST)

The LGSTs are indoor, self-contained, standalone systems for training Leopard 2A4 CAN crew commanders, gunners and loaders. The LGSTs will provide a network capability to enable tactical training at platoon level with at least six simulators. Moreover the LGSTs are equipped with a driver station to allow the driver to take part in tactical training.

Importantly, the Driver Station Simulator (DSS) will reflect the Canadian Leopard 2A4 configurations. An instructor's console mounted behind the part task trainer will allow the instructor to control the trainee's activities in the driver's station. The DSS will be used to train Canadian Leopard 2A4 drivers to properly operate the vehicle and handle malfunctions.

Technical solutions for the Canadian Army's Leopard Gunnery Skills Trainer and Driver Station Simulators have been developed based on Rheinmetall's longstanding

experience in designing, building, delivering and supporting Gunnery and Driving Simulators for Leopard 2A4 and other platforms, and feature Rheinmetall's state-of-the-art "TacSi Reloaded" technology. "TacSi Reloaded" brings together the company's full-fledged Computer Generated Forces (CGF) software with superb visualization from commercially available game engine technology.

For more information, please contact:

Oliver Hoffmann
Head of Public Relations
Rheinmetall AG
Tel.: +49-(0)211-473 4748
oliver.hoffmann@rheinmetall.com

