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DESUG – Rheinmetall’s gunnery and combat simulation for armoured fighting vehicle crews

“Train as you fight – fight as you train!” has become a standard motto of the modern military and a major factor in successful battlefield outcomes. Comprehensive gunnery and combat training thus form a prime focus of mission preparation. More and more often, the world’s armed forces are employing simulators prior to live fire exercises and full-scale manoeuvres as well as for practising operating sequences or testing new tactics.

This led Rheinmetall’s Bremen, Germany-based Simulation and Training business unit to develop its DESUG gunnery and combat simulator, which will be on show at Rheinmetall’s stand at IDEX 2013 in Abu Dhabi. A generic medium-fidelity simulator, it is designed (among other things) for training the crews of main battle tanks or infantry fighting vehicles. The commander’s and gunner’s workstations feature original components such as control handles and operator interfaces, but are also equipped with replica interactive touch panels. This enables personnel to practise complex operational sequences in a highly realistic environment, without necessarily having to use the original equipment. Linked via standard interfaces, the original equipment and configurable touch panels permit rapid switching between different simulated vehicles.

DESUG, whose simulator core contains the Rheinmetall TacSi simulations system, can also be used as a tactical simulator. This enables even greater expansion of the system’s operational capabilities.

Simulation and training technology from Rheinmetall Defence: where virtual reality and the real world converge

The Rheinmetall Group builds fighting compartments that meet every required level of realism, from low-fidelity computer workstations to high-fidelity replica fighting compartments with 360° panoramic external projection. The simulators can be transported, loaded and unloaded, containerized or permanently installed in buildings. Rheinmetall offers complete turnkey solutions, including delivery and construction of all necessary infrastructure.

For over 35 years, Rheinmetall has been supplying the world's armies, navies and air forces with simulation and training systems, steadily working to fine-tune and perfect them. With over 2,000 systems in operation worldwide, the Group offers a comprehensive portfolio of products ranging from low-cost computer-supported training systems to state-of-the-art full mission simulators for surface combatants, submarines, aircraft and ground systems.

Building on its tremendous experience and extensive expertise, Rheinmetall Defence effectively bridges the gap between virtual reality and the real world, providing cutting edge training solutions that make sure personnel are optimally prepared for their next mission.

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