

SPECIAL OPERATIONS FORCES
UTILITY
COMBAT TRAINING
KIT

MISSION
EMULATOR

NATO ATP 3.3.2.2.
JFS ESC AP MOU
UAV/RW
JFO/RO
PILOT
JTAC



SUCK-ME
TO THE HELL AND BACK



WWW.SUCK-ME.FUN



SUCK-ME (Special operations forces Utility Combat training Kit - Mission Emulator). It is a MOBILE TRAINING SYSTEM intended for training JTAC (Joint Terminal Attack Controller) operators of special forces and accompanying five stations.

The system is compatible with the assumptions of NATO ATP 3.3.2.2. (Allied Tactical Publication) and JFS ESC AP MOU (JTAC Memorandum Of Understanding) in the applicable versions.



A D M I N

The system administrator station is intended to create mission scenarios. It also serves as a mission host for other stations. From there, you start the simulation and manage its course in real time and analyze the done saved actions.

J T A C

The JTAC (Joint Terminal Attack Controller) operator station is intended for the operator performing missions according to acquired knowledge and procedures based on the decision of the supported commander.

J F O / R O

The Joint Fire Observer / Remote Observer station is intended for an operator supporting the mission conducted by JTAC on the basis of applicable support procedures in accordance with the scenario established by the Instructor.

P S E U D O P I L O T

The PSEUDO PILOT station is intended for a specialist skilled in CAS (Close Air Support) procedures, acting for JTAC operator in the process of direct air support for tactical operations.

U A V / R W

The Unmanned Aerial Vehicle / Rotary Wing (helicopters) station is intended for a specialist working for JTAC operator in the process of direct air support for tactical and reconnaissance activities.



P O R T A B L E C O M P U T E R S

Dual 23."8 4K Displays in an up-down design integrated into a high performance rugged portable.

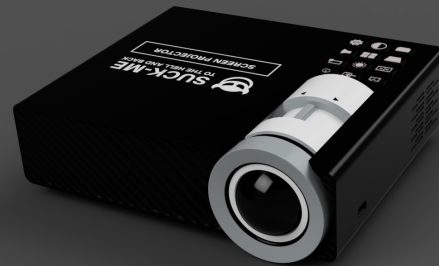


A D D E D D E V I C E S



H O T A S

Two sets Hand On Throttle and Stick.



P R O J E C T O R

The hi quality, 4K screen projector.



G O G G L E

The hi quality virtual reality goggle set.

P S E U D O P I L O T
U A V / R W

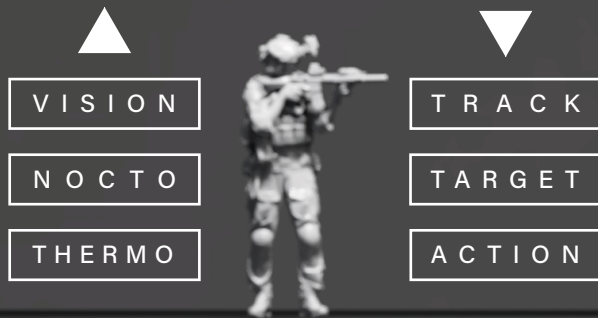
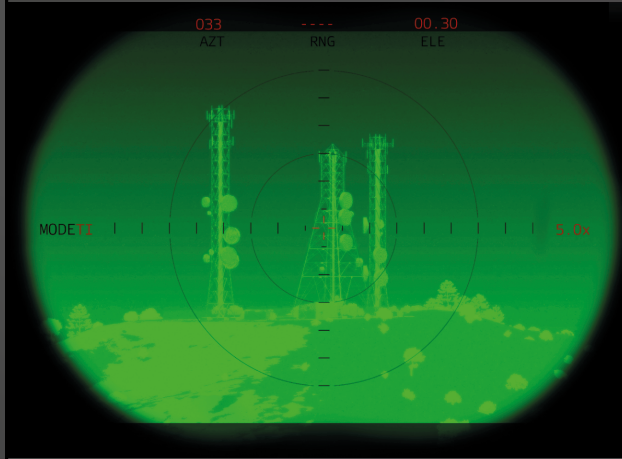
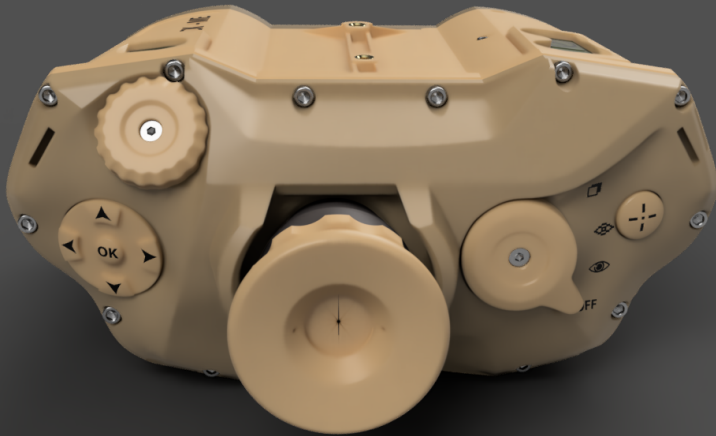
J F O / R O

J T A C

M O S K I T O T I



SAFRAN
PRODUCER OF SYMULATING DEVICE



O P T I C A L S I M U L A T O R

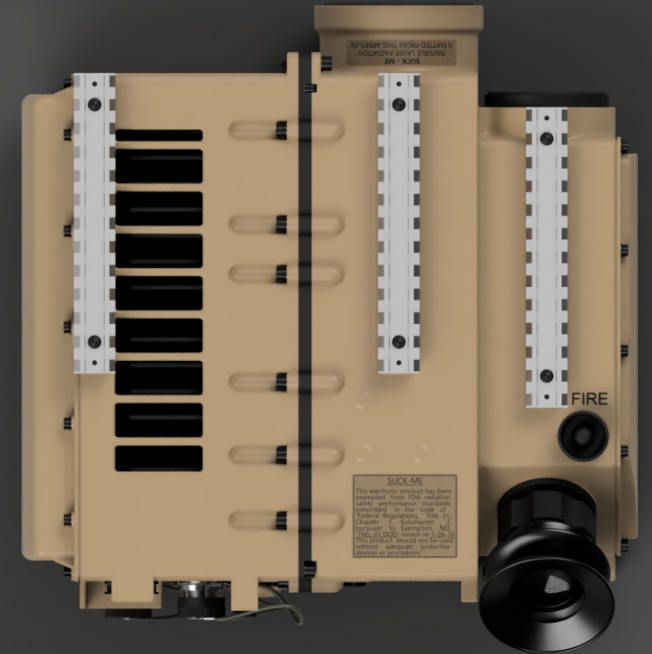
The device can by a reproduction of any optical device. The simulator receives simulated images in any format (natural vision, noctovision, thermal vision) in real time. The device is live tracked (rotation and position) and shows a synthetic image.

Examples are; GLTD (Ground Laser Target Designator) and MOSKITO TI (thermal imaging rangefinder).

G L T D



NORTHROP GRUMMAN
PRODUCER OF SYMULATING DEVICE





MORTAR TRACKER



M O R T A R T R A C K E R

The device is an attachment for mortars. It is ready to be integrated with the simulation environment and function as a light mortar with the ability to fire both indirect and direct fire using all available in the reality of the types of mortar grenades (fragmentation, smoke, incendiary, illuminating). The device tracks the world rotation of a mortar.

P L A Y

S E T

F I R E

The system can work in "game mode", where the target position is randomized. The training participant has to set a mortar in the best time.

M O U N T

T R A C K E R



The device divides to two parts:
MOUNT - the mortar adapter (e.g. 60mm).
TRACKER - the digital, wireless device.



SUCK-ME

TO THE HELL AND BACK

RADIO VIDEO STREAMER



R A D I O V I D E O S T R E A M E R

- | | | | | |
|-----------------|-----------------------|-----------|---|---|
| H . 2 6 1 | D I G I T A L | L | S | C |
| H . 2 6 4 | A N A L O G | B A N D S | | |
| M P E G - 2 / 4 | W A V E F O R M | | | |
| N T S C / P A L | C O D E C / C O L O R | | | |

The device captures an image from the simulation environment (or other imaging source) and allows it to be wirelessly transmitted directly to ROVER (Remotely Operated Video Enhanced Receiver). In reality video transmission is fed from airborne platform like F-16 or Hermes.

The image is transmitted in a standard supported by most ROVER receivers, regardless of its manufacturer (digital and analog), model or software version. It allows you to receive a signal at a distance of at least 50 m (with no interference).

L3 ROVER



PRODUCER OF TESTED DEVICE

TAC EYE 2.0



PRODUCER OF TESTED DEVICE

RECEIVED VIDEO



Above is shown the real test image on L3 ROVER and TAC EYE 2.0. It was tested with a DIGITAL radio stream, using H.264 codec in HD resolution.





V B S 4 A T A K

SUCK-ME's simulation is built on the NATO standardized VBS4 (Virtual BattleSpace 4) environment. The system has implemented the DIS (Distributed Interactive Simulations) standard. This solution allows to connect SUCK-ME with other simulations (thru DIS). The simulations can be combined via internet.



We also offer integrating SUCK-ME with the CoT (Cursor-on-Target) standard. It makes it possible to use ATAK (Android Team Awareness Kit) with SUCK-ME. Now You can train with tools used in real missions.

We can also build the solution for other usage of LVC (Live Virtual Constructive) solutions. Enjoy!



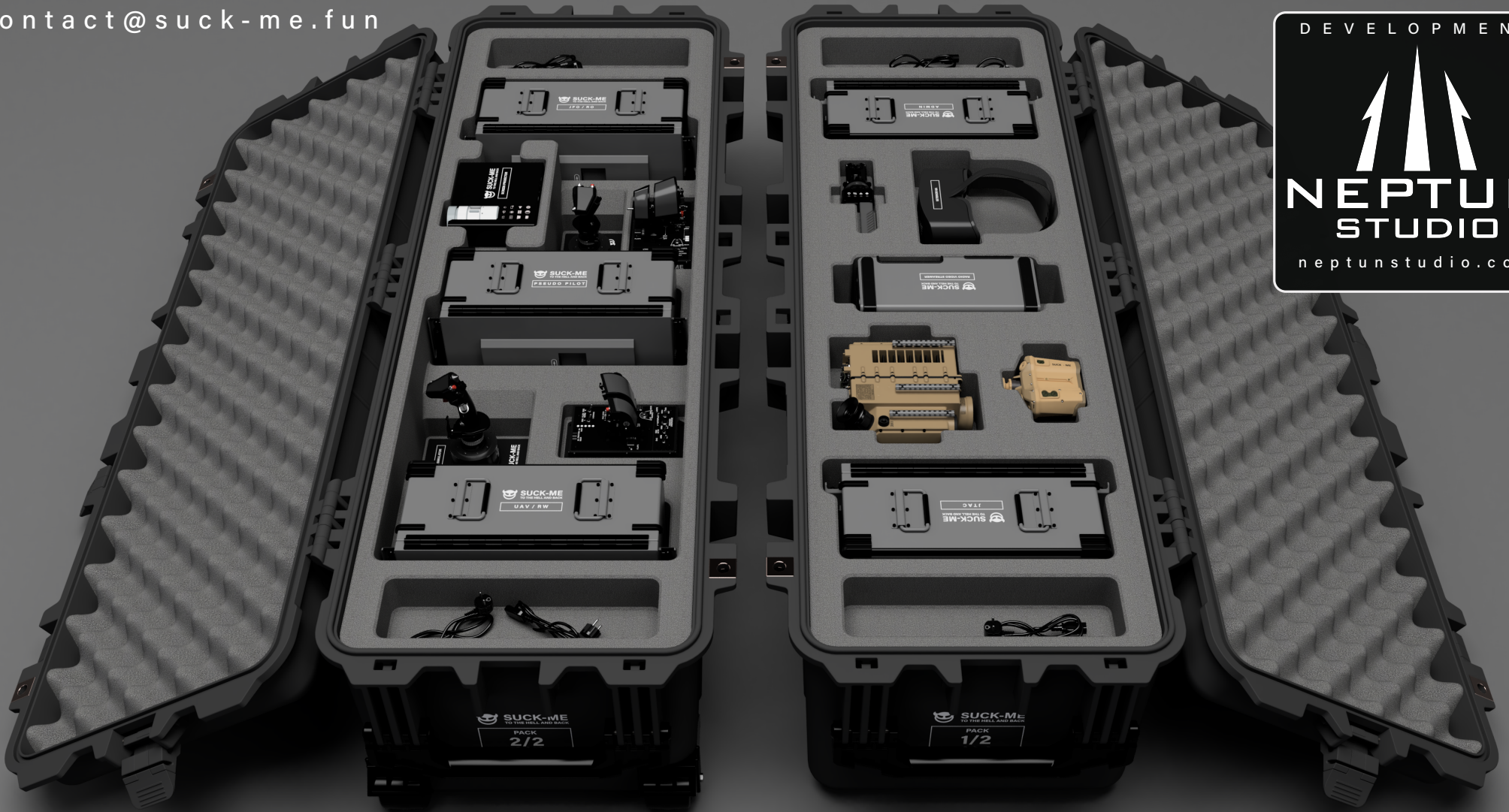
O T H E R
U S A G E

If necessary SUCK-ME can be used in different ways. For example; planning a real mission and real time mission management. The high performance of computers is at your service.





contact@suck-me.fun



DEVELOPMENT



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