The future of cost-efficient sniper training has arrived

- **Instantly turns scoped weapons into Virtual training devices**
- **Integrated VR Binoculars and Spotter Scopes**

**MK1 Sniper/FO Simulator**

The Marksman MK1 is a revolutionary new system that turns any scoped weapon into a Sniper/Forward Observer simulator.

Combining detachable Virtual Reality hardware optics with high-fidelity COTS computer simulation, the MK1 offers a complete training solution that can simply clip onto a field weapon.

MK1 setup pictured (trainee uses own field weapon, or VSS can supply replica weapons)
Unique to the MK1, virtual sniper training can now be conducted with a soldier’s own field weapon. This facilitates ultra-realistic training, with inconsistencies such as trigger pressure and weapon weight distribution entirely eliminated.

The compact MK1 unit is attached to the front of the existing scope on a genuine service weapon and within minutes the trainee can be shooting within the virtual world.

Trainees look through the MK1 as they would a normal scope and see an accurately magnified viewpoint of the virtual environment. The weapon is tracked in 3-dimensional space and shots taken with the physical weapon are translated into the software.

Using COTS simulation software such as VBS2, with accurately modeled environmental and ballistic effects, allows training in dynamic scenarios and in any real-world location.

Special MK1 Inert Rounds allow authentic firing procedures such as reload bolt action without the need for live blanks. Full scope adjustment (elevation, windage) is available.

MK1 can function as a stand-alone training system, either deployable or fixed, or be augmented by innovations such as our VR Binoculars/Spotter Scopes and Modular Projection Domes.

The MK1 provides a cost effective solution to meet comprehensive sniper training needs, from moving-target marksmanship to procedural exercises.

Expandable to full JTAC training environment with GPS & Lasing Devices.
The VSS Virtual Reality Range Finding Vector 21 Binoculars combine authentic replica hardware with state of the art virtual simulation technology. High definition optics are incorporated into a rugged body to deliver to the user a high fidelity virtual image driven by COTS simulation software such as VBS2.

These VR Binoculars are tracked in 3-dimensional space so that physical movement is replicated in the virtual world and trainees act as they would in real life. Features laser range finding function in VBS2 and allows lasing of targets for Close Air Support.

Benefits from Virtual Training
- Savings of thousands of dollars in equipment, personnel and consumables
- Vastly reduced time for exercise setup
- Wide range of scenarios that are normally impractical to simulate
- Train in complex, dynamic environments

MK1 Simulation Platforms
- Ground-based setup with or without spotter position or JTAC accoutrements
- Seaborne vessels or Land vehicles, e.g. convoy operations
- Airborne platforms, including integration with Helicopter crew training systems designed by VSS

VSS VR Binoculars integrated with MK1 setup
Training Capabilities

“The simulation system has proven to be a great advantage to sniper and reconnaissance training with additional potential benefits to Direct Fire Support Weapons.”

VSS has worked closely with Australian Defence Force personnel in development of the MK1. In using the MK1 system, the ADF have identified the following as being among its range of use and capabilities:

- Engagement of realistic moving targets
- Adjustments to fall of shot
- Rapid re-engagements
- Sniper team engagement pattern
- Missed target drills
- Mil-dot holds on linear targets

Battlefield Commentary
Information Gathering
Aerial fire support
Coordination of offensive fires
Overwatch
Bounce back engagements within a wide arc
Target indications
Rules of engagement and legal scenario training
Emergency close air support
Judging distance exercises
Target description exercises
Target building breakdown
Panoramic Sketching
Spot coding of enemy and friendly forces routes
Coordinated shooting using networked MK1 systems
Loophole shooting
Target recognition
Collective trainer enabling command and control at the section level
Observation Post Logging and Reporting

Please contact us for custom solutions tailored to your needs