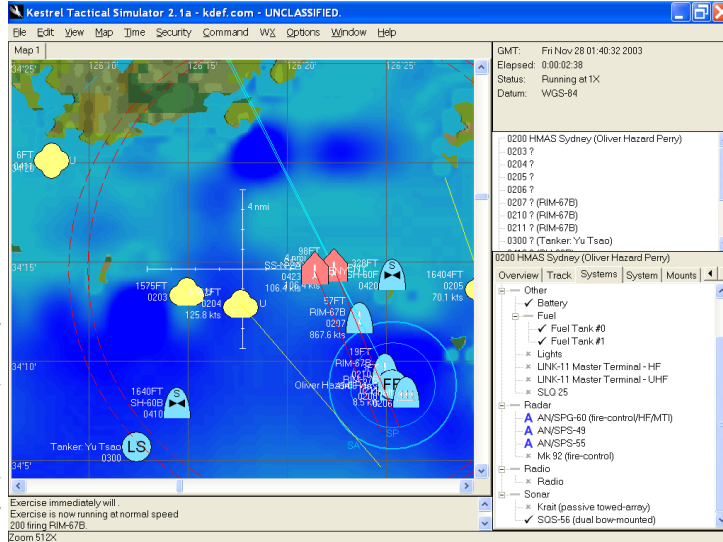


Kestrel Tactical Simulator Maritime

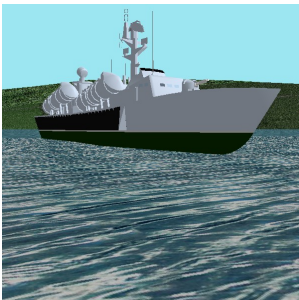
Conduct exercises anywhere in the world, instantly.

Anti-air. Anti-surface.
Anti-submarine.
Escort. Patrol.
Amphibious. Joint.

With KTS' detailed global maps and its versatile platform database, you can create scenarios and simulate exercises anywhere on the planet for a wide variety of possible missions. KTS is a fully integrated PC-based military simulator, with naval forces able to fully interact with land and air forces.

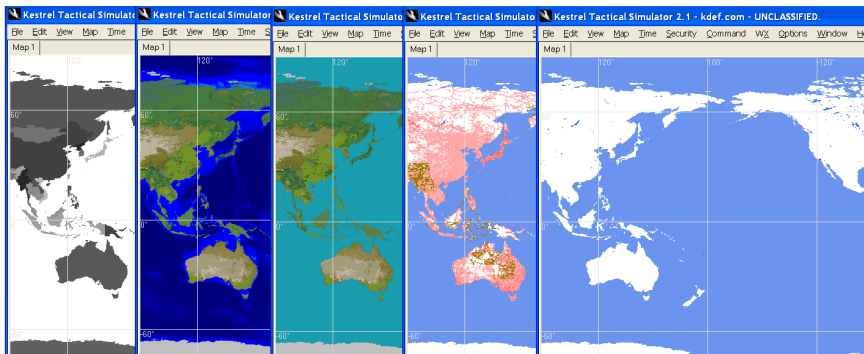


Great for Training and Rehearsal.



KTS runs standalone (on a single PC) or multiplayer (on multiple PCs). Standalone you can create and wargame scenarios, or train against computer-controlled opponents. Multiplayer any number of players, students or instructors can exercise alongside or against each other. KTS can be connected to other compliant military simulators using the Industry-standard DIS connection standard. (KTS also has provision for a later upgrade to HLA, the US mandated standard).

Exercises can be recorded and played-back for After Action Review. You can store these, your own scenarios and platforms in a library to suit your training and planning needs.



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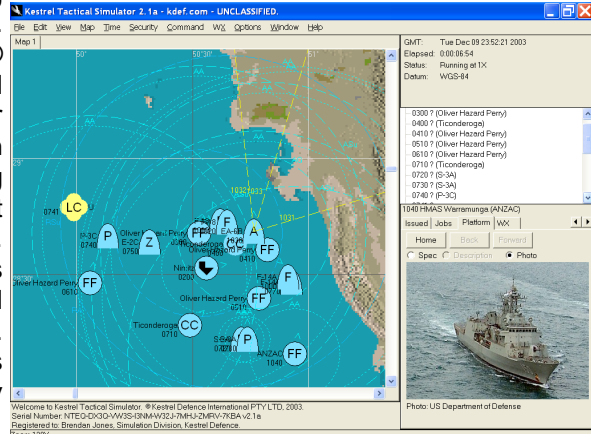
Kestrel Defence
Brisbane, Australia

E-mail: kts@kdef.com
Phone: (07) 3217 5563
Intl: +61 7 3217 5563

Kestrel Tactical Simulator Maritime

Ease-of-use.

We know you don't want to waste time learning an esoteric user interface, so we've put a lot of thought into making KTS as easy-to-use as possible. KTS uses the familiar Microsoft® Windows, and displays tactical symbols using MIL-STD-2525B or NTDS. Most actions in KTS can be achieved by simple pointing and clicking, but you can still get at the detail when you need to. We're sure you'll agree KTS has the most easy-to-use tactical simulator interface you've seen. KTS is highly-deployable. It is easy to install, running on any Microsoft® Windows PC.



Platforms. KTS' customisable database supports a wide variety of ships, submarines and other sea, air and land platforms, complete with IFF, MAD, radio communications and datalinks. Platforms are modelled down to their individual mounts, systems, and fuel and where appropriate battery usage. Munitions include torpedoes (e.g. *Mk 46*), bombs, mines, missiles (e.g. *Harpoon*, *YJ-8K*, *PL-9*), rockets (e.g. *Hydra 270*) and expendables such as chaff, flares and sonobuoys. You may add your own entries and exchange them with other users.

High-fidelity modelling for realism and accuracy.

Radar. KTS supports all manner of radar systems; sea, air and land search, tracking, fire-control and navigation, including look-down, periscope-search radars and SAR. In modelling radar KTS considers clutter, sea state, LOS (line of sight) and multipath propagation. KTS models the sweeping of the radar beams, down to their scan patterns. ESM and RWR are supported. You can tell when your craft is illuminated by a search beam and then locked by a targeting radar. You can evade an incoming missile by minimising your RCS signature, and using countermeasures such as chaff, flares or decoys. Over 32 weather areas, with different ocean conditions, winds, temperature, pressure and cloud coverage by altitude.

Infrared. Infrared sensors such as IRDS detect targets by their heat. KTS considers factors such as the presence of an exhaust plume from the target vessel, the residual heat in a recently-used engine and the heating of a hull by sunlight and its cooling by a sea breeze. KTS uses its material database used to determine the thermal properties of a target based on its construction materials; rubber for liferafts, wood for trawlers, steel, aluminium, fibreglass and composites.

Affordable, All-in-one.

KTS is competitively priced and fully self-contained.. There are no "optional" extras.

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Kestrel Defence
Brisbane, Australia

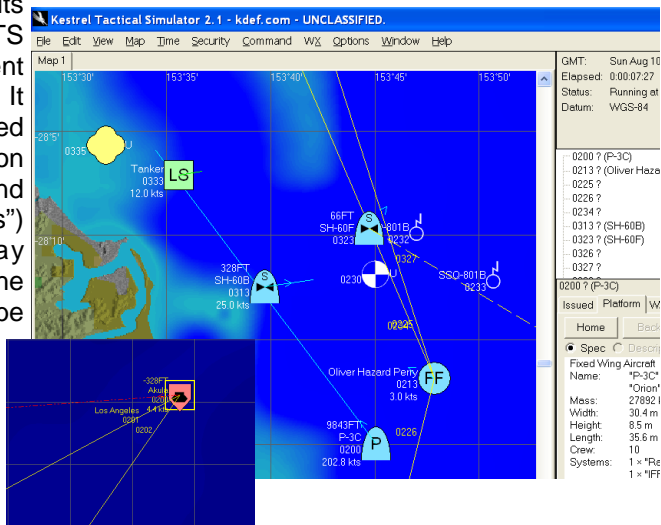
E-mail: kts@kdef.com
Phone: (07) 3217 5563
Intl: +61 7 3217 5563

Kestrel Tactical Simulator Maritime

Optical. Be it a mounted telescopic optical sensor or the human eye, KTS considers weather conditions, target and background colour and illumination (natural light or flares) in determining whether the target can be seen and if so, how well it can be recognised. Over land KTS uses its built-in global maps to determine the camouflage offered by the vegetation type and thickness. KTS considers LOS (line of sight) when appropriate in all sensor models.



Sonar. KTS simulates passive and active sonar detection of ships, submarines and torpedoes. Using its own global bathymetric maps, KTS considers water depth, sediment type and weather conditions. It uses an SSP (sound speed profile) to determine the location of caustics (“hot spots”) and shadow zones (“quiet spots”) where a submarine may approach undetected. Both the SSP and Sound Field can be viewed within the simulator. KTS supports torpedo-mounted sonars; sonobuoy and dipping sonars for aircraft; hull-mounted, VDS and towed-array sonar for ships and submarines.

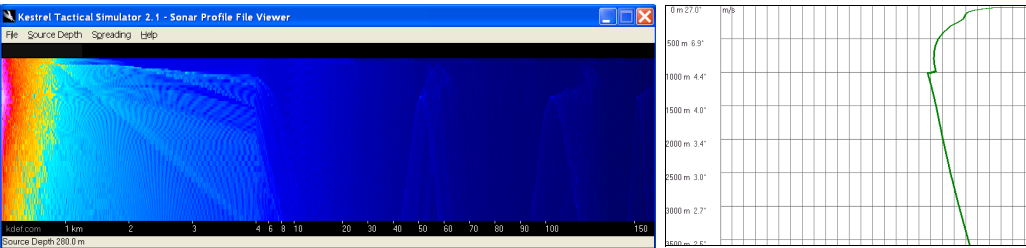


KTS can interoperate with your software, simulators and C4I systems

KTS features KAPI; an open application programming interface. KAPI may be used to integrate KTS with your existing software applications or to plug-in modules written by third-party developers or your own programmers. Get your own simulation system up and running sooner with less expense and less risk! KAPI also allows connection to command, control and targeting systems such as ASMTF/ADFOMS or OTH-Gold.

Want to know more?

For more information or a brochure on specific maritime operations, land or air, please contact Kestrel Defence.



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E-mail: kts@kdef.com
Phone: (07) 3217 5563
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Kestrel Tactical Simulator

Maritime

Specifications.

Product: KTS 2.1

Product Name: Kestrel Tactical Simulator

Description: A Professional Global Military Simulator.

Author and Owner: Kestrel Defence, Brisbane, Australia

Author E-mail: kts@kdef.com

Minimal Configuration: A PC with Microsoft Windows® 98/2000/XP/ME, 266 MHz CPU, 64 Mb RAM, 6 Gb HDD (a smaller HDD may be used if geographic database is shared). 16-bit or better colour display. PC Network card (e.g. Ethernet 10/100, ADSL) required for multiplayer.

Optimal Configuration: As above with 1 GHz+ CPU, 128 Mb+ RAM.

Total instructor and student stations:

No effective limit (Over 65,000).

Concurrent Exercises:

No effective limit (Thousands).

Database: Worldwide. No restriction on area. Resolution: 90 m or finer.

View: Instructor or Student; Blue, Red or Neutral; By force or unit. 2D and 3D.

Entities: Minimal PC configuration comfortably supports hundreds of entities.

Platforms: Over 65,000 platforms, munitions, systems, etc. may be defined including Fixed-wing Aircraft, Helicopters, Ships, Submarines, Missiles, Bombs, Torpedoes, Mines, Rockets, Shells, Grenades, Chaff, Flares, Land vehicles; Tanks, APCs, IFVs, Trucks, Buildings, Bridges, Bunkers, Airports, Harbours,

Installations, Soldiers (including paratroopers), Civilians, Animals, and Sensors/ Systems: Optical/Infrared, Radar, Sonar, Communications, Datalinks, IFF, ESM, RWR, Countermeasures.

CGF: Built-in Scripting Language, or plug-in CGF agents via KAPI.

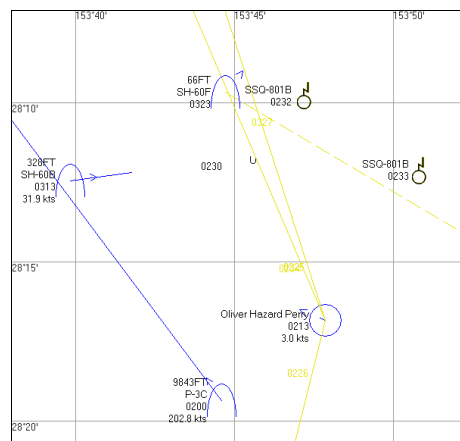
Standards:

Simulator Connectivity: DIS IEEE 1278, with provision for an upgrade to HLA.

Tactical Symbology: MIL-STD-2525B or NTDS.

Geospatial Data: DTED-1 (MIL-PRF-89020A), WGS-84, VPF (MIL-STD-2407), VMAP0 (MIL-V-89039), with provision for an upgrade to DTED-2, additional VMAPs and DNC (Digital Nautical Chart).

Pricing: Contact Kestrel Defence for details. Discounts for multiple purchases.



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Kestrel Defence
Brisbane, Australia

E-mail: kts@kdef.com
Phone: (07) 3217 5563
Intl: +61 7 3217 5563

Made in Australia.

Please contact Kestrel Defence for further information.

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