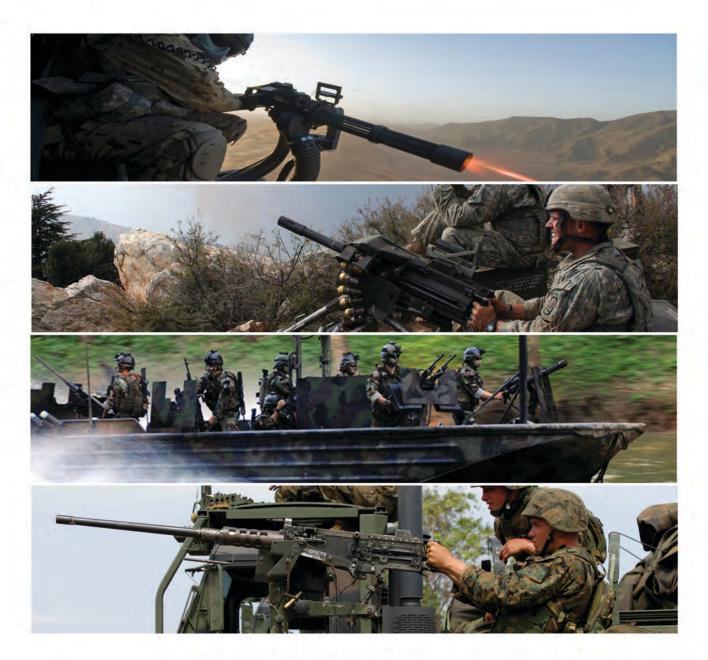
CREW SERVED WEAPON TRAINING SYSTEMS





GUN ACTIVE RECOIL

"Realistic Recoil, Realistic Training"

PRODUCT SHEET



GAR® Crew Served Weapon Training

First All Electric Solution - ACME's Gun Active Recoil (GAR®) Patent Pending

ACME weapon systems feature high fidelity replica weapons with electric recoil that provides a full-force and rate of fire. The difference is that the weapon looks, functions, and feels just like the actual weapon. The ACME system offers simplicity and proven reliability of an all electrical system that plugs right into the wall. No blanks, no pneumatics, no leaks, no compressors. Full-force recoil is true training: the gunner must continually anticipate and adapt to keep the weapon on target. A GAR® single recoil system can mount and recoil M2, Mk-19, M240 or M249 weapons - real or replica. The ACME GAR® difference is more than 500 systems in the field; it's robust, reliable, and proven.

Weapons

- M2 Type (.50 cal)
 - M2HB
 - GAU-18
 - GAU-21
 - XM218
 - M3M
- Mini Gun Type (7.62mm)
 - GAU-2
 - GAU-17
- M240 Type (7.62mm)
 - M240B
 - M240G
 - C6
- M249 Type (5.56mm)
- Grenade Type (40mm)
 - Mk 19
 - Mk 47

Mounts

- MK64
 - M2 Types
 - Mk 19 Types
 - M240s (w/ Adapter)
 - M249s (w/ Adapter)
- MK93
- XM218
- GAU-18
- GAU-21
- Vehicle Mounts
 - Helicopters/Aircraft
 - Watercraft/Ships
 - Ground Vehicle
 - Adjustable Stops
- Varing Rates of Fire
 - e.g. Mk 19 60 RPM
 - e.g. GAU-2 4,000 RPM
 - Variable Rate
 - Selectable Rates

I/O & Features

- Position I/O
- Azimuth Encoder
- Elevation Encoder
- I/O Sensors
 - Trigger Fire
 - Safety/Arming
 - Ammo Present
 - Top Cover Position
 - Charging Handle Position
 - COMM/Lasing Switches
- Look & Feel Factors
 - Muzzle Flash (Visible & IR)
 - Charging Handle Force
 - Bolt Release
 - Windloading (Aero Modeled)
 - Realistic Weight & CG
 - Ammo Feed & Retraction
 - Picatinny Rails/Faux Optics
- Malfunctions
 - Ammo Jam
 - Misfire
 - Runaway
 - Sluggish Fire

Power / Misc

- Standard US & Europe Wall Power
- Ethernet Interface
- GAR® IOS Manager

