ACME’s Gun Active Recoil (GAR®) Gunnery Training Simulation (GTS) is complete gunner training for any air, land, or sea-based machine gunner. GTS includes everything needed for realistic gunnery training in a single, low-cost package.

Train Everything – Practice weapon skills with ultra-realistic replica weapons. Use full-force recoil and windloading forces to train for airborne loads. Insertable malfunctions challenge gunners to recognize and resolve realistic weapon issues. Realistic ballistics and bullet flyout scores gunner effectiveness.

Train Anywhere – Wheeled, modular gunnery platforms that fit through standard office doors. On-board instructor station provides complete control. Entire training in a 12 X 12 footprint.
WEAPON SYSTEM
- Realistic Replica Weapons with sensor suite
- Full-force, electric Gun Active Recoil (GAR®) system - recoil
- Insertable Weapon Malfunctions
- Variable torque Windloading system for airstream loads
- Realistic Air, Sea or Land based vehicle mounts

TRAINER SYSTEM
- Audio, Visual, Tactile systems - projector, displays, speakers, modeling, & controls
- Integral Pull-out Instructor Station
- Elevated modular, wheeled platforms fit through office doors
- Integral electronics with single input power point
  (Standard US or European input power)
- Storage areas, stairs, rails, and cabling included

ENVIRONMENT
- Selectable, intelligent targets - vehicles and personnel
- Multiple environments and custom scenarios
- Instructor controllable or pre-set ownship routes (Air, Land or Sea)
- Day/Night operations
- Custom scenarios available including geo-specific, land or sea targets

INSTRUCTORS
- Control Scenarios, Guns, Ownship, Targets and More
- Set target types, numbers, and resiliency
- Score gunner effectiveness against targets
- Monitor rounds fired, hits, and misses
- Monitor gunner actions and weapon state changes

AIR, SEA OR LAND MACHINE GUN TRAINER
Training for any hard-mount machine gun platform!