





Real world blast and fragmentation hazard simulation

FEATURES

Real world, real time explosive effects without building damage or casualties.

Indicates blast lethality, blast Injury, fragmentation injury and structural damage out to 250m (~820 feet).

Select from 25 military, commercial and home-made explosives.

Select from 100 g to 20 tonnes (~0.22 to 44,000 pounds).

HOW IT WORKS

ExploSim provides a safe emulation of blast effects using radio frequency energy.

HOW IT'S USED

- 1. Position the transmitter and select type and quantity of explosive.
- 2. Distribute receivers.
- 3. Trigger the transmitter.
- 4. Read results on receivers: blast lethality, blast injury, fragmentation injury, structural damage.

The signal penetrates thin materials and is reflected from hard surfaces.

Can simulate multiple IEDs and boobytraps.

Emulation of explosive effects in a 'real time' and 'real world' environment enhances training, operational planning, emergency procedures,

blast assessments and hence safety.

DESIGNED FOR

Bomb Technicians.

EOD Operators.

Search and Assault teams.

Security and Emergency managers.

Security, Safety and Engineering consultants.

First Responders.

Incident Commanders.

Building marshals and wardens.







