



Ghost Fire Systems

The Challenge

- Enable weapon simulation at any time without blanks, NLTA, large costly facilities or complex training systems
- Accelerate force generation in times of conflict and national mobilisation
- Reduce carbon waste and contribute to Defence Net Zero whilst improving capability
- Reduce the fourth largest sustainment expense

The Weapon Effects Simulator (WES) is a training device that attaches to any weapon and uses electronics to replicate weapon effects, whilst providing analytic data to the user to improve their weapon handling and employment of the weapon system.



Weapon Effects Simulator

Value Proposition

Logistics Free



No ammunition required.
Simulate thousands of rounds using in-service batteries

No Governance



No range briefs, no weapons cleaning, no range cleaning.
Coverts time in governance to training time

Train Anywhere



No casings. No blast. No damage.
Train day and night without disrupting neighbours

Track Performance



Data as a Fundamental Input to Capability.
Measure soldier combat behaviours, skills, and speed

Cost Effective



Less expenditure on blank ammunition.
Supplements dry or blank fire in the training continuum

Applications

Regular Forces

Enhance in-barracks training when blanks aren't available and improve realism of every training event, no matter how small

Reservist Forces

Enable Reserve Forces to use weapon effects on their weekly parade nights without time-costly range governance

Regional Forces

Where blanks are limited in regional units due to logistical challenges, enable realistic training regardless of unit locations

Pacific Forces

When training partner forces in countries that don't have access to blanks, the WES can be transported with no restriction

