



Your Strategic Partner for Extending Military Training Capabilities for Armed Forces

# KOZA CONSTRUCTION & DEFENSE INDUSTRY

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## KOZA CONSTRUCTION & DEFENSE INDUSTRY

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**Koza Construction & Defense Industry** has been established in 1991 to develop turnkey projects for the defense industry on international basis.

**Headquarter** is based in Istanbul and supporting regional business activities from the branch offices located in UK & Azerbaijan.

**Team** is made up of highly experienced professionals including architects, engineers, training system experts and ICT technology designers who have proved its capabilities in 00s different projects.

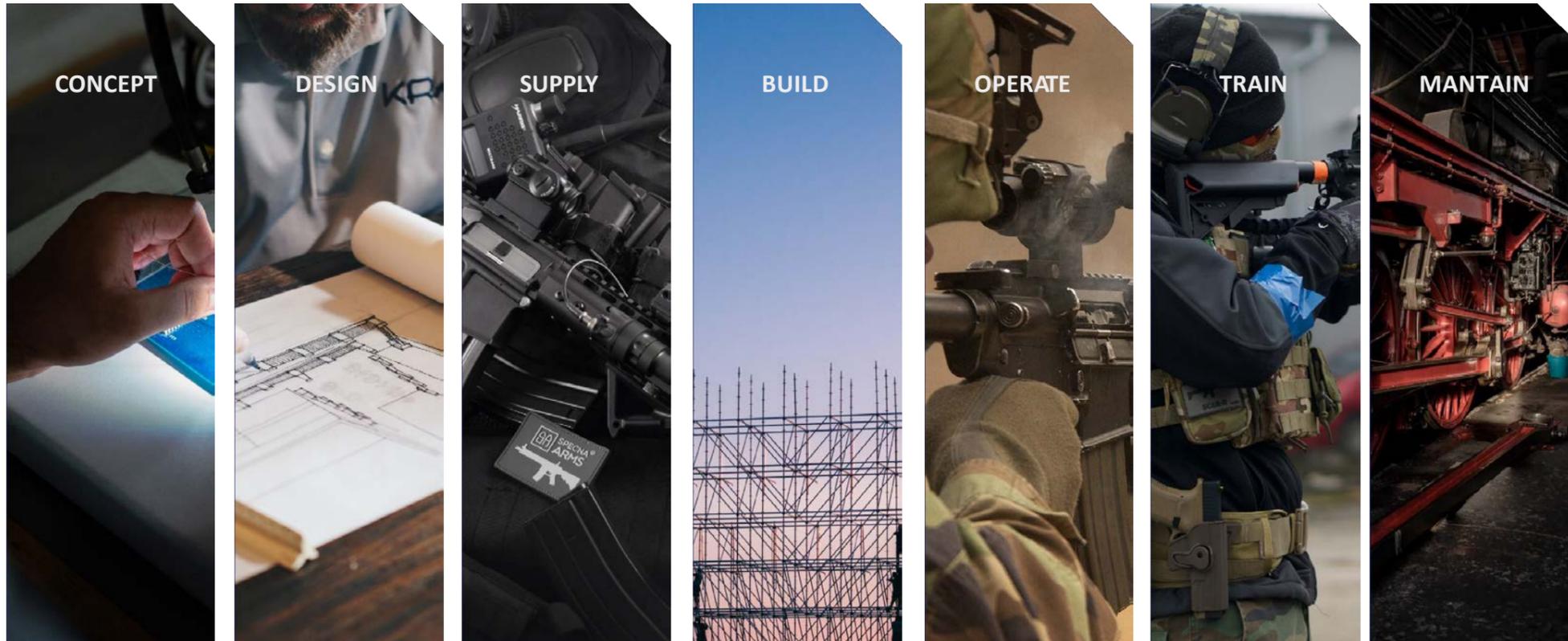
**Aim is:**

- to develop facilities and/or campus for meeting the needs of the defense industry,
- to get advantage of innovative and trending training approaches,
- to design future-proof security and training systems,
- to deliver construction works,
- to apply technology applications as turn-key,
- to provide user trainings, management and maintenance in accordance with international standards .

**Experienced on:**

- Turnkey military training facilities and barracks,
- Indoor & Outdoor Shooting Ranges for Handgun, Rifle, Sniper Rifle and Laser, Interactive Shooting Trainings,
- Urban CQB & CQC Training Centers – bulletless training,
- Shooting and Training Facilities for Tanks & Armored Heavy Duty Vehicles,
- Ballistic Test Ranges for Weapon and Ammunition Tests,
- Container Type Mobile Shooting Ranges,
- Shoot House
- Military Hospitals,
- Mobile Hospitals.

Turnkey Project Execution together with the end-user/client



**JOINT FORCES TRAINING**

- » High-level Combined Arms Training
- » High-level Mechanized and Armoured Unit Training
- » High-level Infantry Training
- » High-level C2 Training



**ELITE FORCES TRAINING**

- » High-level VIP protection training
- » High-level CT training
- » High-level SOF training
- » High-level quick emergency reaction training



**PEACEKEEPING TRAINING**

- » High-level Military Police training
- » High-level quick response training
- » High-level disaster relief training



**ALLIED FORCES JOINT TRAINING**

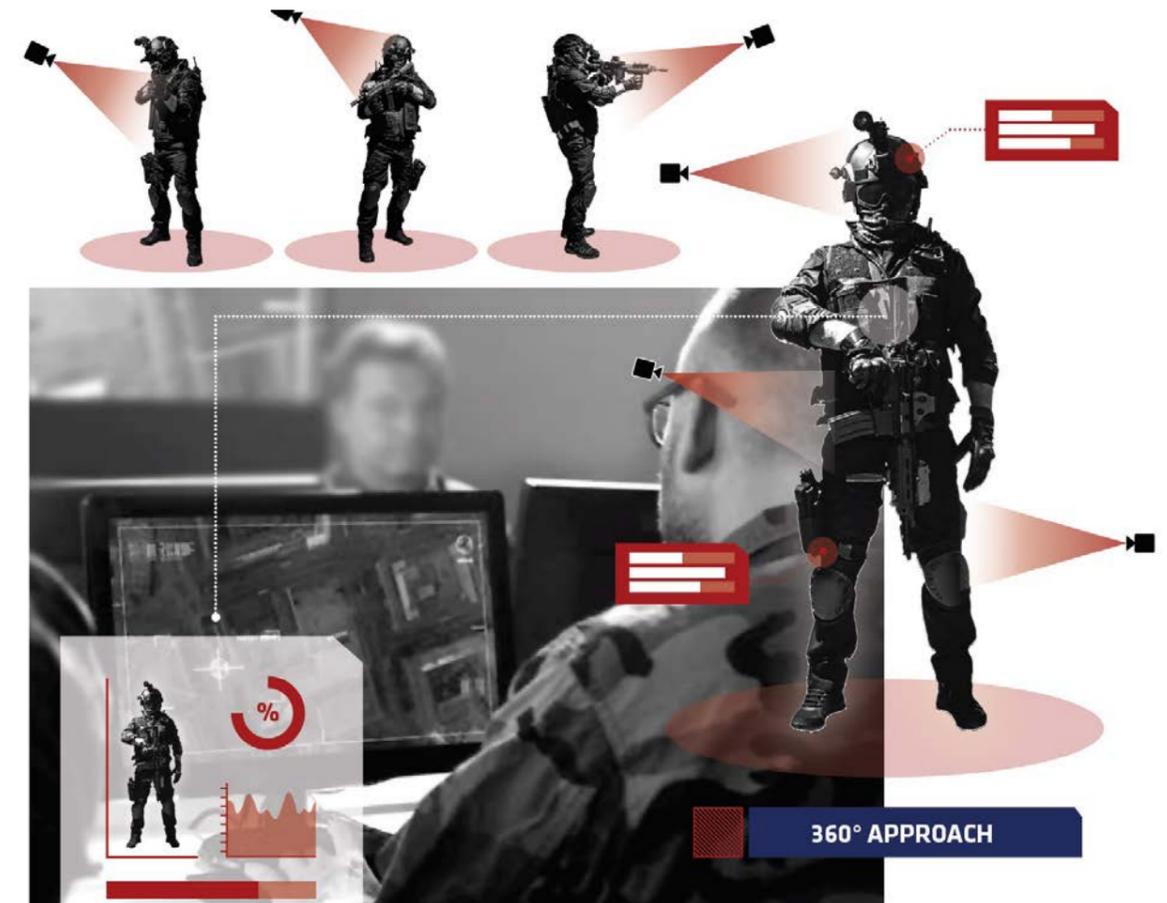
- » High-level Joint Integrated Allied Forces training
- » High-level Combined Arms Allied Forces training
- » High-level Mechanized and Armoured Allied Forces training

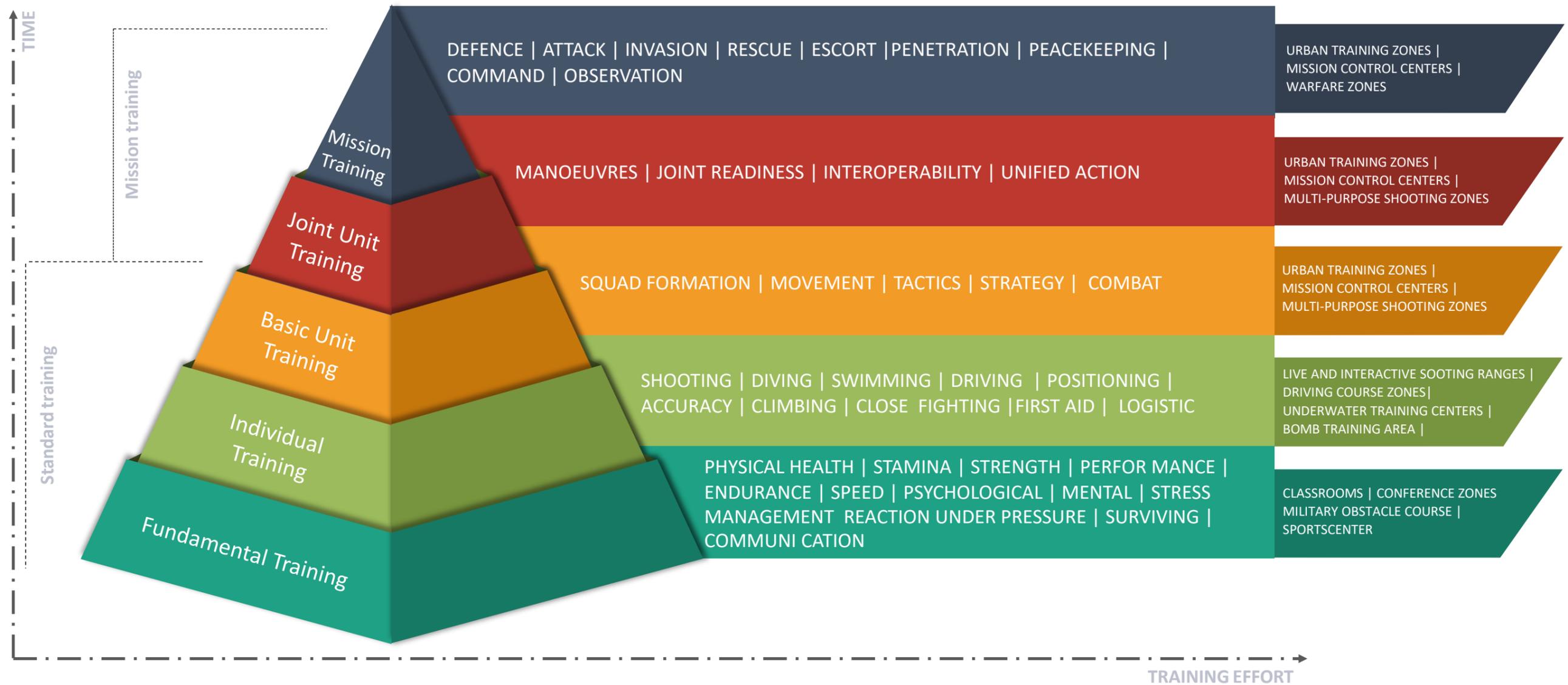
**BUILD, CHALLENGE AND PRESERVE OPERATIONAL CAPABILITY & COMBAT READINESS OF ARMED MEN**

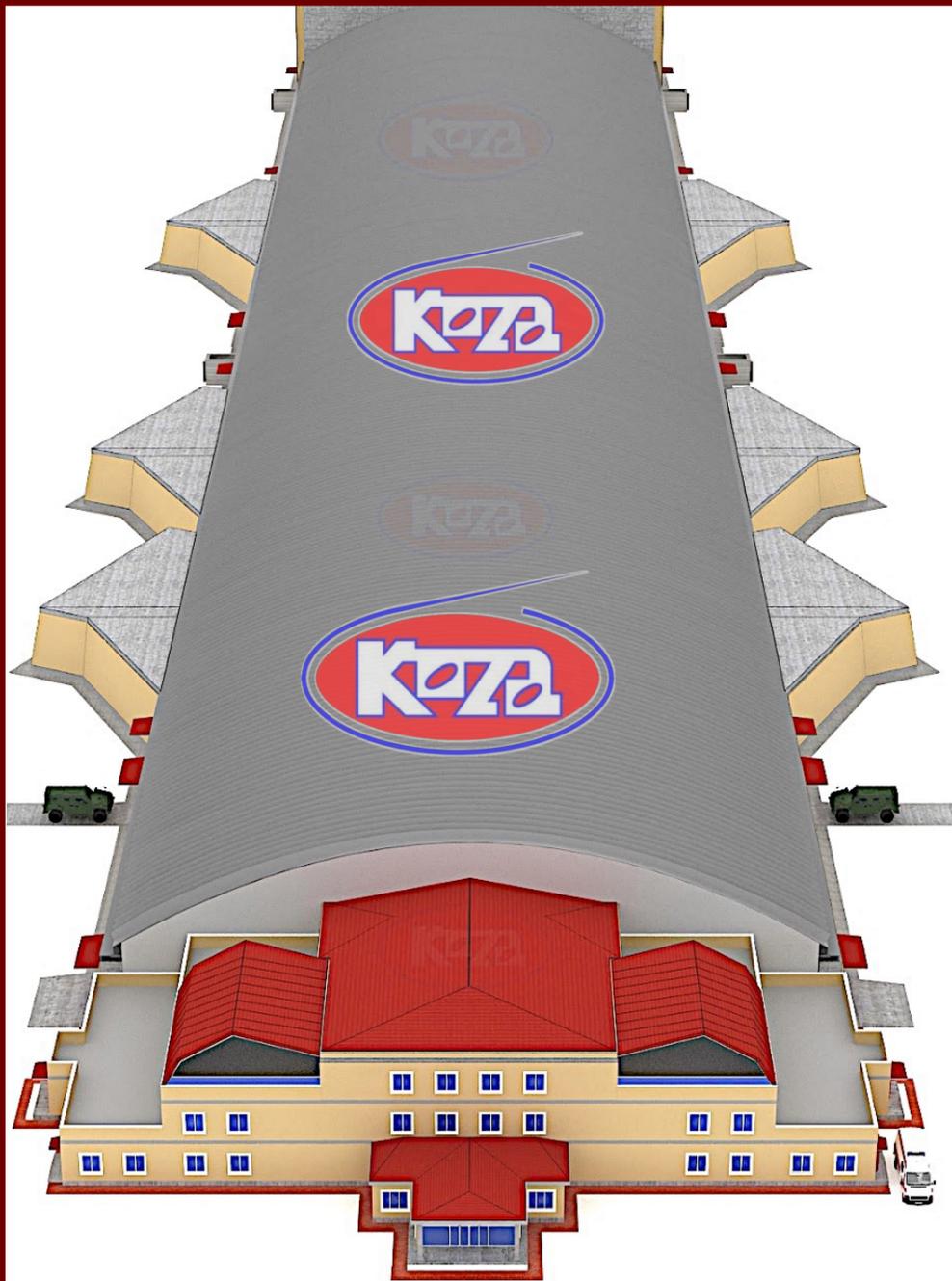
**Success Criteria:** Technology and know-how driven 21st century training environment

**How To Achieve:**

- Proven systems and solutions in various Armies and several NATO excersizes,
- High-level, globally recognized professionals,
- Doctrinal additions,
- tailored training
- Deep know-how transfer.







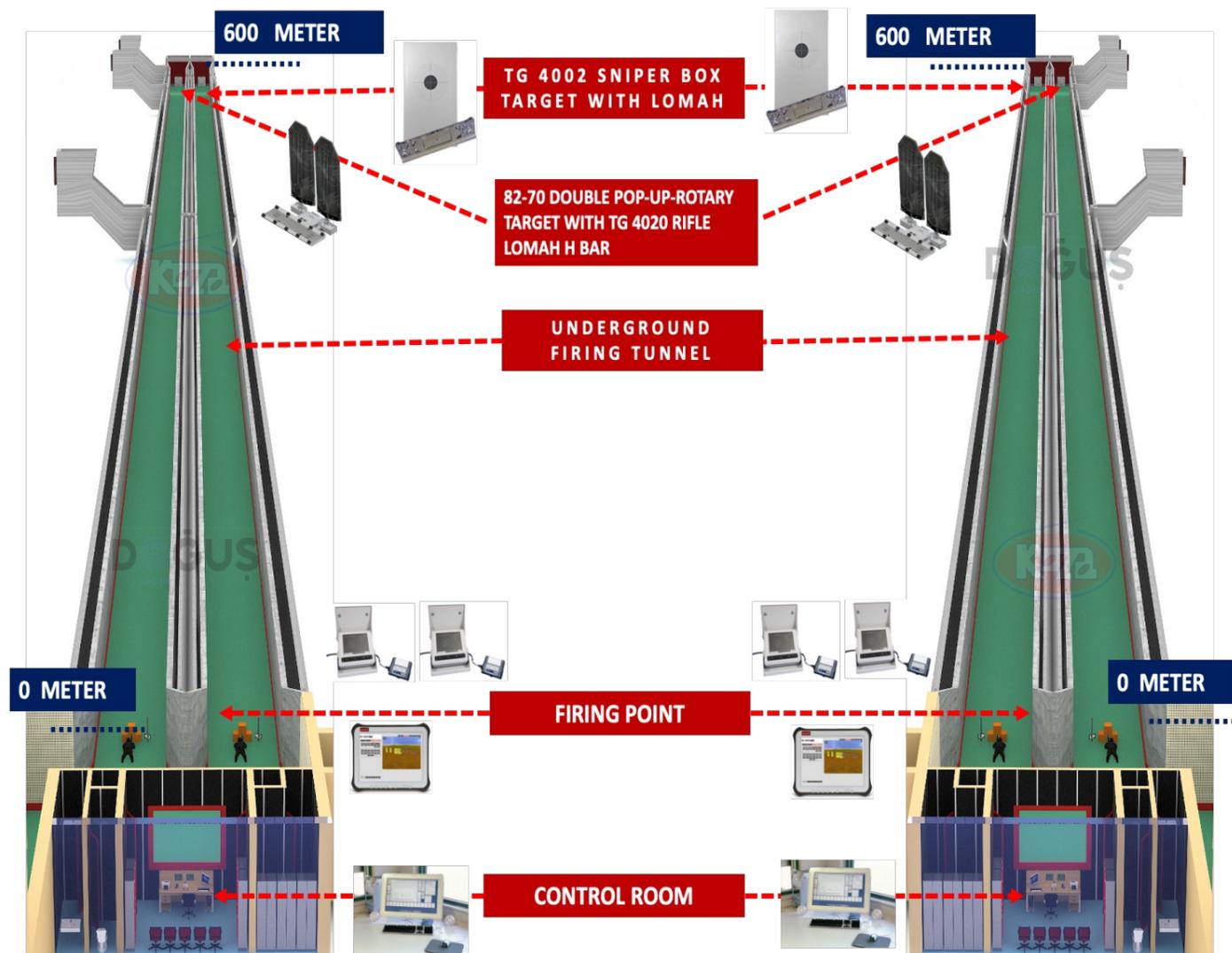
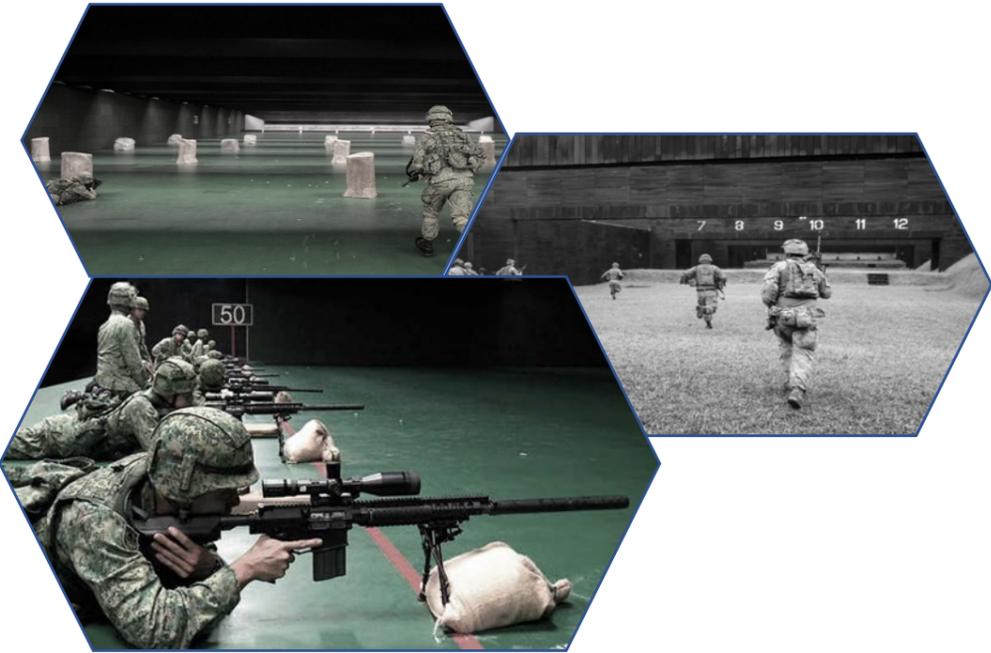
# INDOOR SHOOTING RANGES

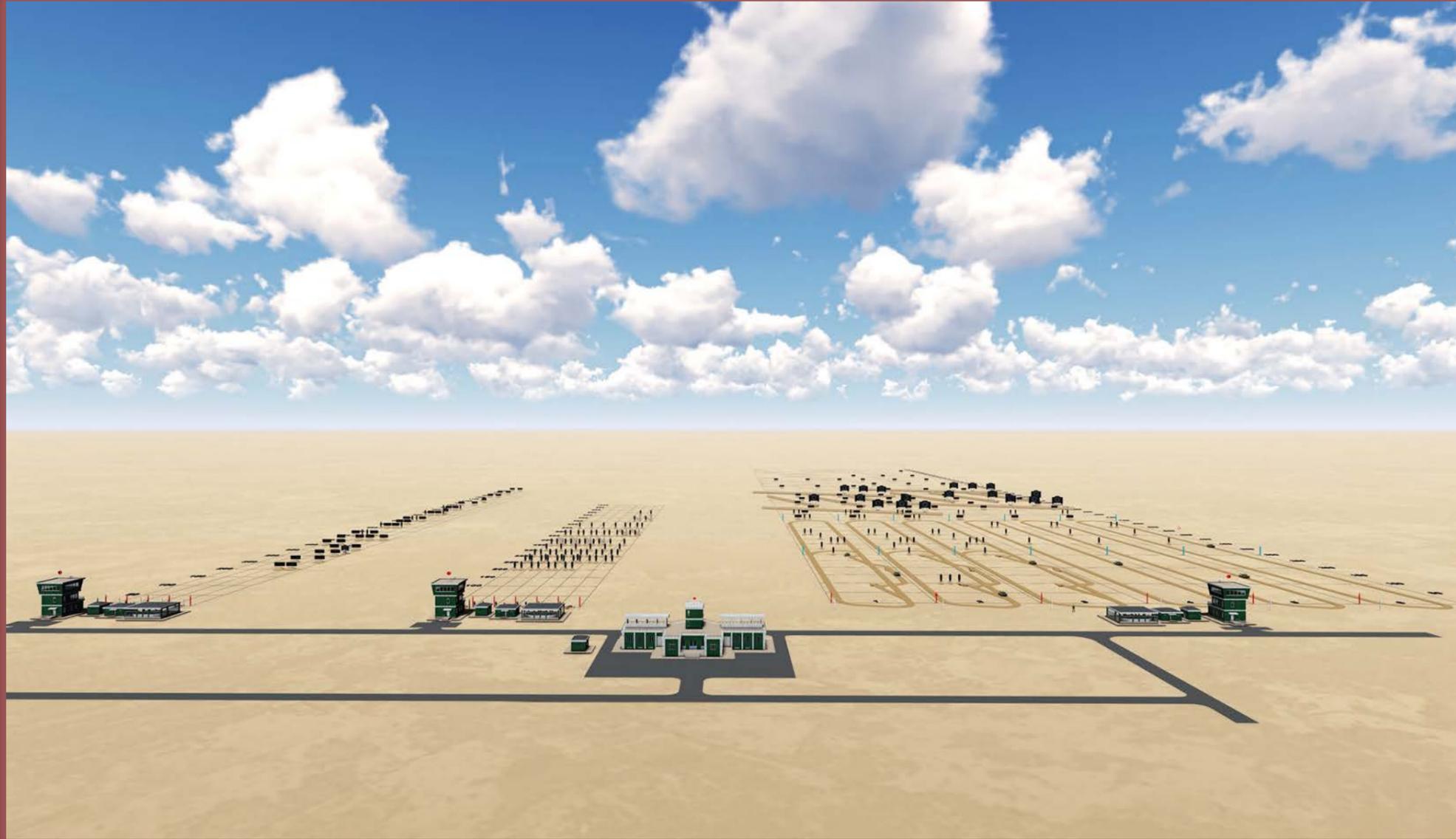


INDOOR SHOOTING RANGES



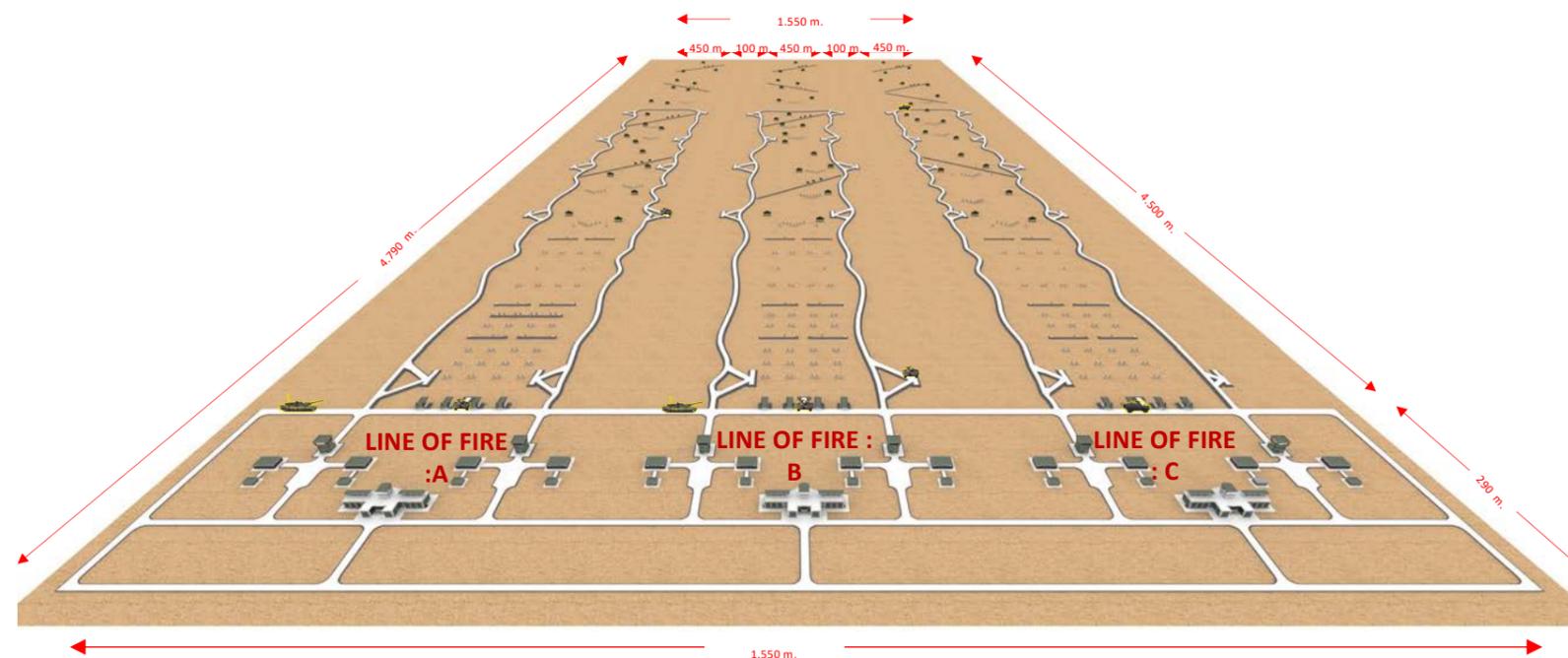
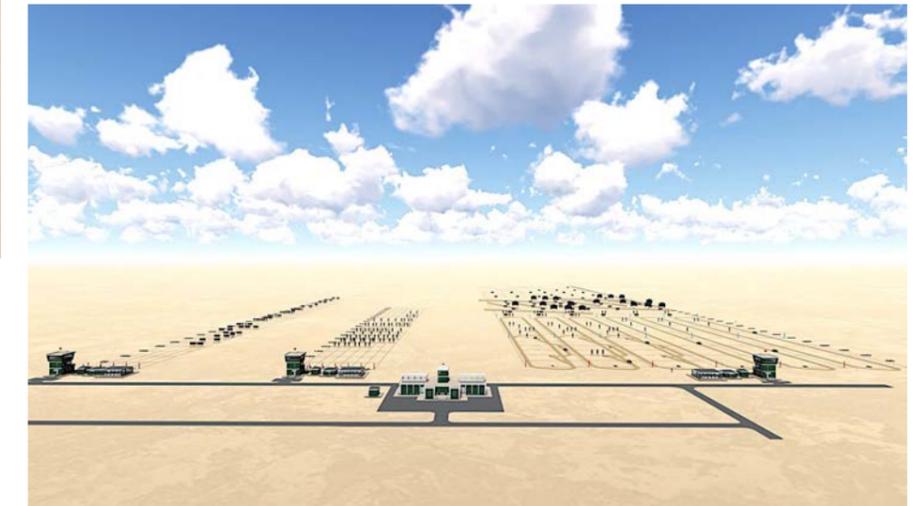
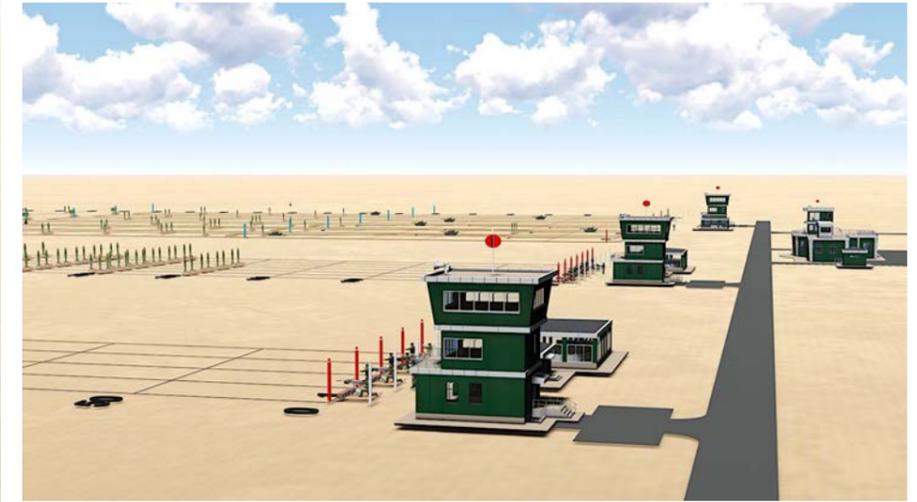
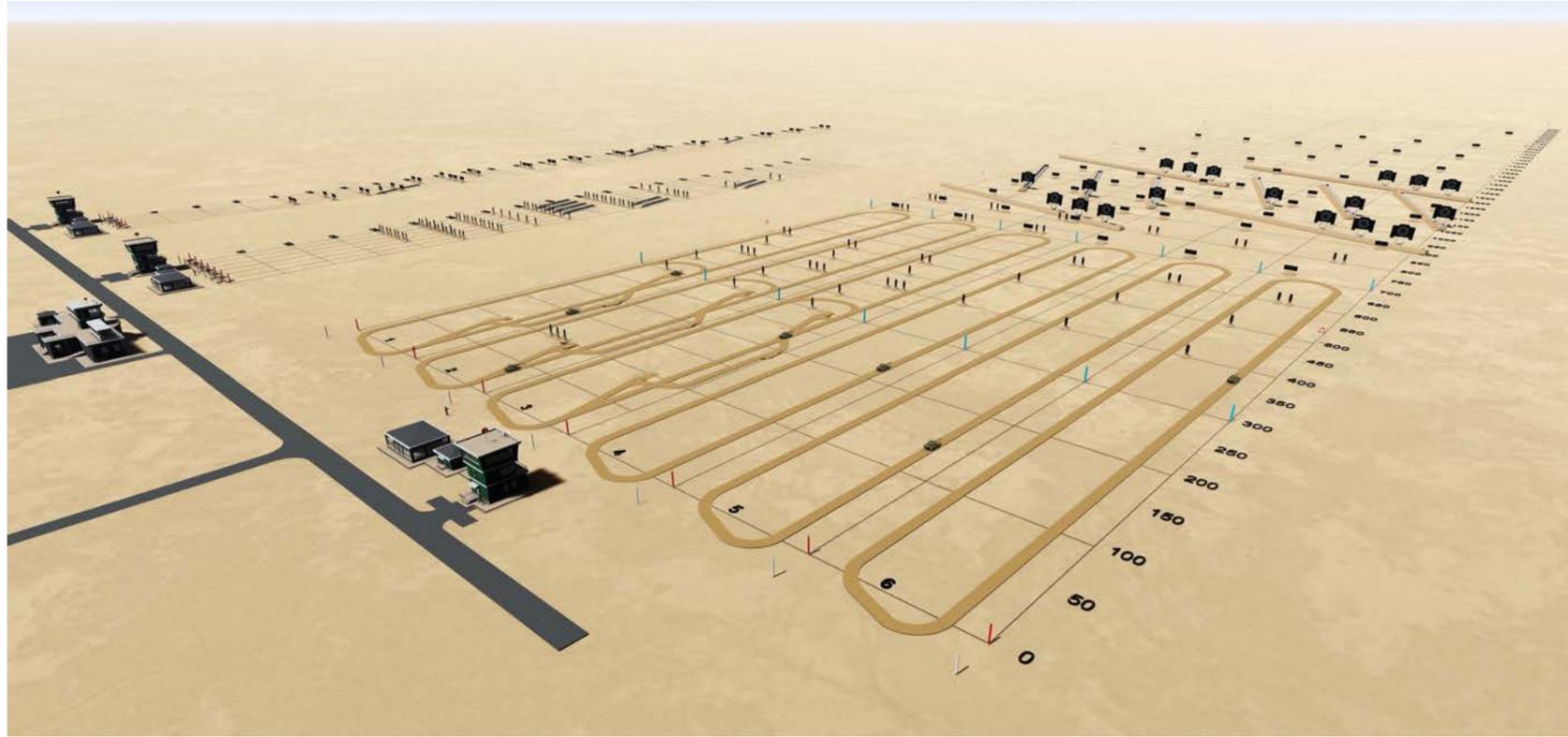
INDOOR SHOOTING RANGES





## OUTDOOR SHOOTING RANGES

# TANK & INFANTRY SHOOTING RANGES



SNIPER SHOOTING RANGES



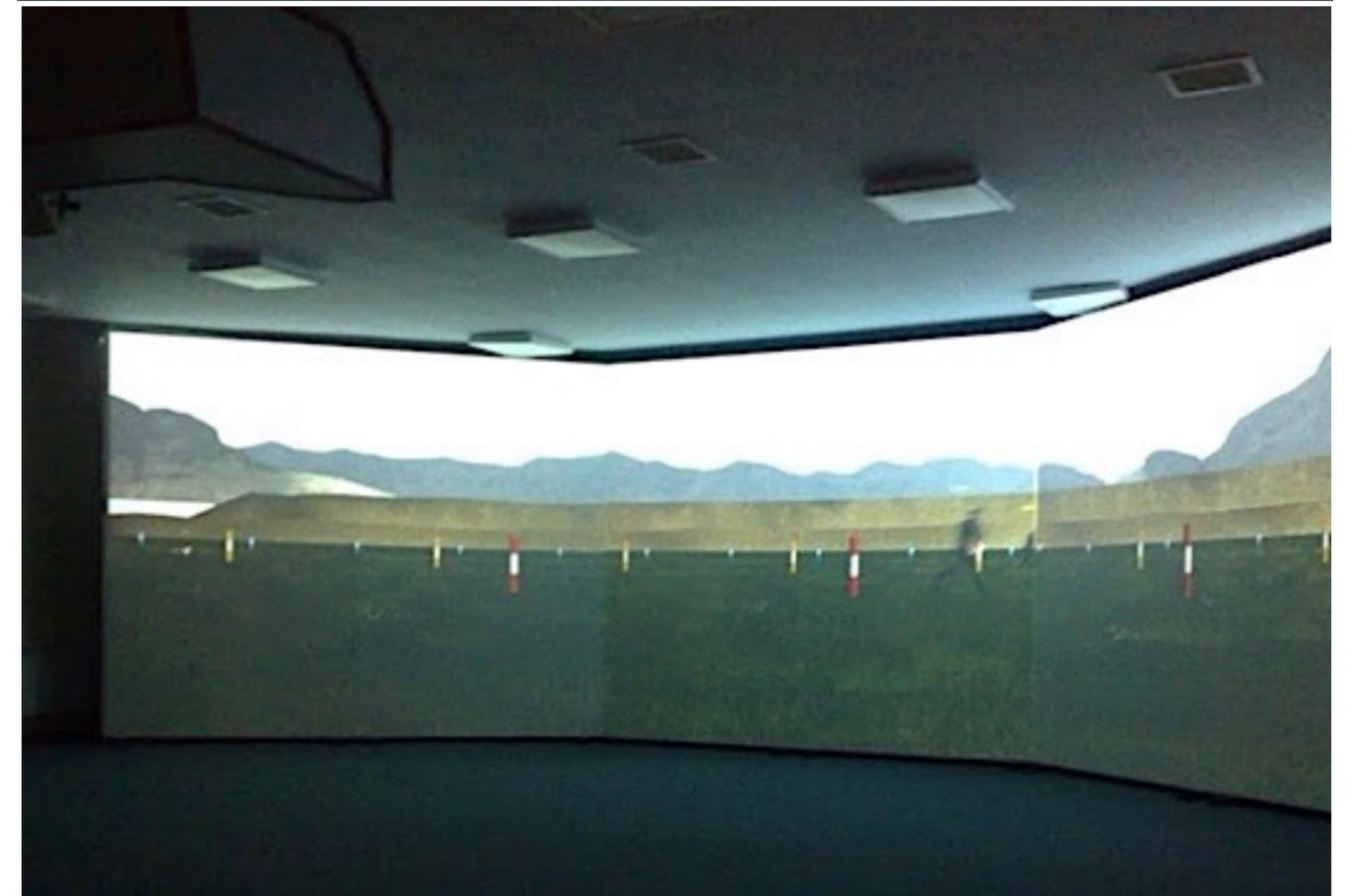
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## LIVE & LASER INTERACTIVE SHOOTING RANGES



LIVE & LASER INTERACTIVE SHOOTING RANGES



7



## SHOOTING HOUSE



KOZA CONSTRUCTION & DEFENSE INDUSTRY

**EASIEST SYSTEM TO INSTALL AND HANDLE**

simple interlocking system  
weight which allow to install without special tools  
allows to install shooting house and dismantle in one day

**BLOCK CONSTRUCTION**

block construction which allows to shoot into connections between blocks  
stable constructions – stabilization base, stable blocks connections, top closure  
no steel plate and construction needed  
perfect bullet catching system  
natural stone infill  
huge reduction of lead in enviroment = less efficient and cheaper ventilation systems required

**MOST MODERN RUBBER STRUCTURE ON THE WORLD**

diameter of hole after bullet pass is around 8% of bullet caliber  
no ricochets - all bullets stays inside block  
shooting angle up to 16 degrees - allows to make safety training in shooting house



SHOOTING HOUSE

-  GR 500  
618 pc
-  CB  
10 pc
-  CB-2F  
30 pc
-  CB-1F  
10 pc



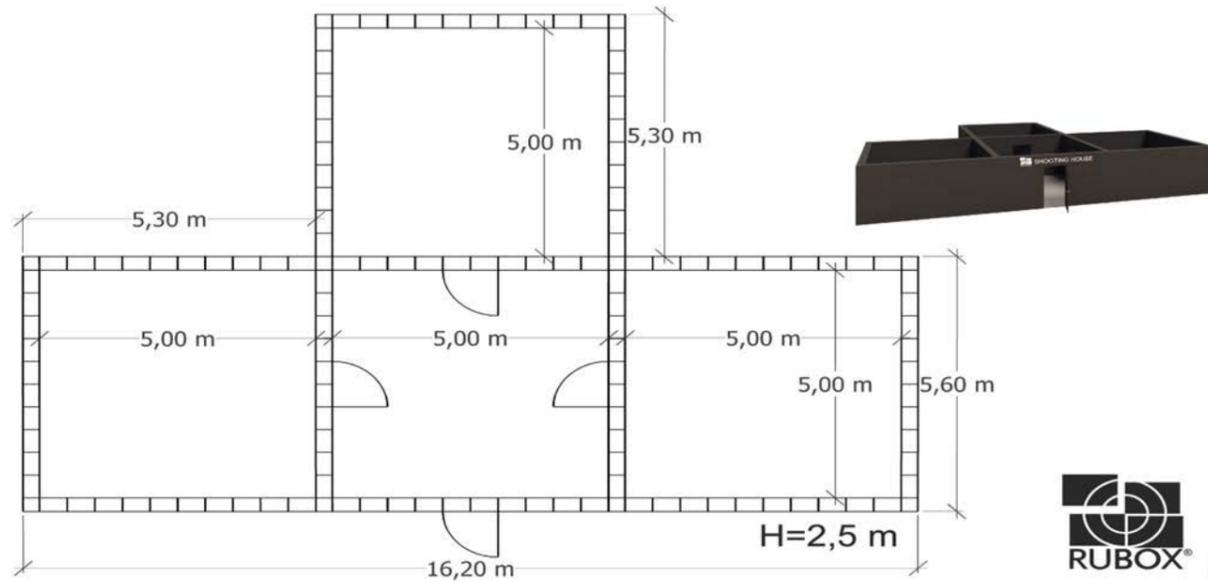
SHOOTING HOUSE

-  GR 500  
1305 pc
-  CB-2F  
50 pc
-  CB-1F  
110 pc
-  CB-2FX  
90 pc



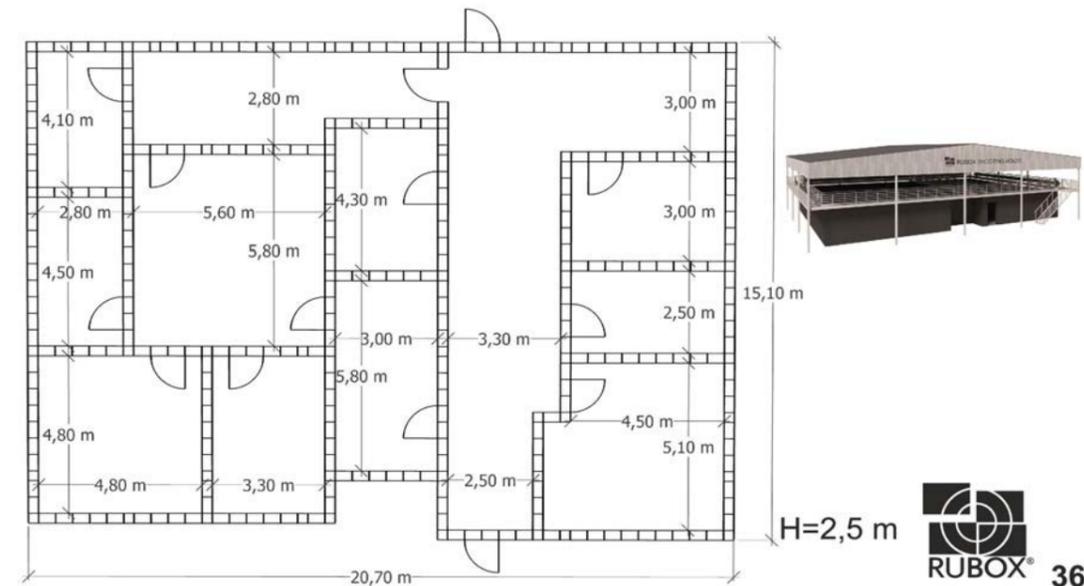
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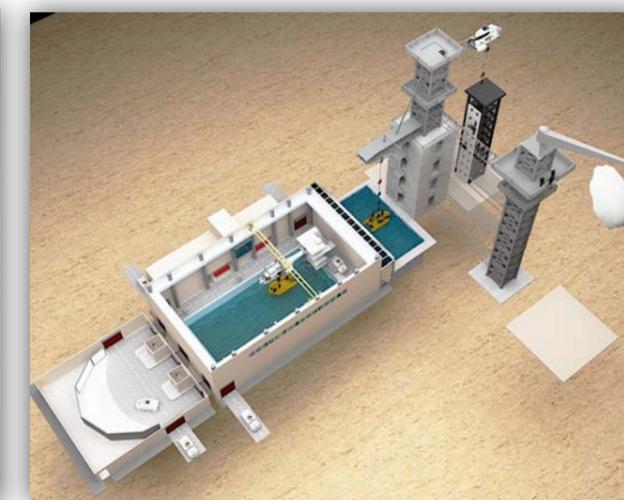
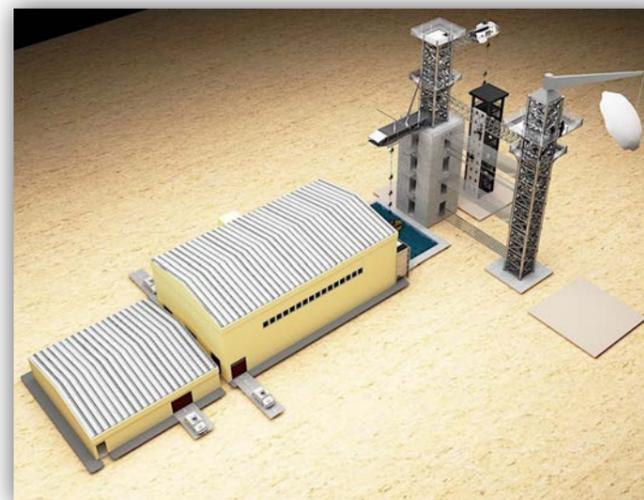
- 1 – MAIN GATE
- 2 – ADMINISTRATIVE BUILDING
- 3 – MESS HALL
- 4 – DORMITORY
- 5 – DORMITORY
- 6 – FIRE STATION
- 7 – POLICLINIC & TRAUMA SIMULATOR
- 8 – GUARDBOUSE BUILDING
- 9 - MOSQUE
  
- 10 – WAREHOUSE
- 11 – GENERATOR
- 12 - WATER STATION
- 13 – PURIFYING BUILDING
- 14 – GATE
- 15 – WATCH TOWER
- 16 – PARKING AREA
- 17 – AMMUNITION DEPOT
- 18 - 50 M – 8 LANE INDOOR SHOOTING RANGE
  
- 19 - 50 M. 12 LANE – 100 M. 5 LINE – 200 M. 5 LINE SEMI OPEN SHOOTING RANGE
- 20 – 300 M. 10 LINE SEMI OPEN SHOOTING RANGE
- 21. - 600 M. 5 LINE OPEN SHOOTING RANGE
- 22 – SHOOT HOUSE
- 23 – CONTROL BUILDING. (UTC)
- 24 – URBANN. TRAINING CENTER
- 25 - LASER ADVANCED COMBAT TRAINING AREA
- 26 – PLAIN-TRAIN-BUS TRAINING AREA
- 27 – MOBILE TRAINING PARKING AREA
  
- 28 – MULTI PURPOSE TRAINING BUILDING
- 29 – INDOOR SPORTS FACILITY
- 30 - SURVEY CLASSROOM
- 31- OBSTACLE COURSE AREA
- 32 – TRAINING & WATCH TOWER
- 33 – ADVANCED DRIVING AREA
- 34 - EXTRACTION ROUTE
- 35 – BOMB TRAINING AREA
- 36 – DOG TRAINING CENTER
- 37 – DOG TRAINING AREA
- 38 – OUTDOOR SPORTS FACILITY
- 39 - CEREMONY AREA
- 40 - HELIPED

## MULTI-PURPOSE TRAINING CENTER POLICE and ARMED FORCES

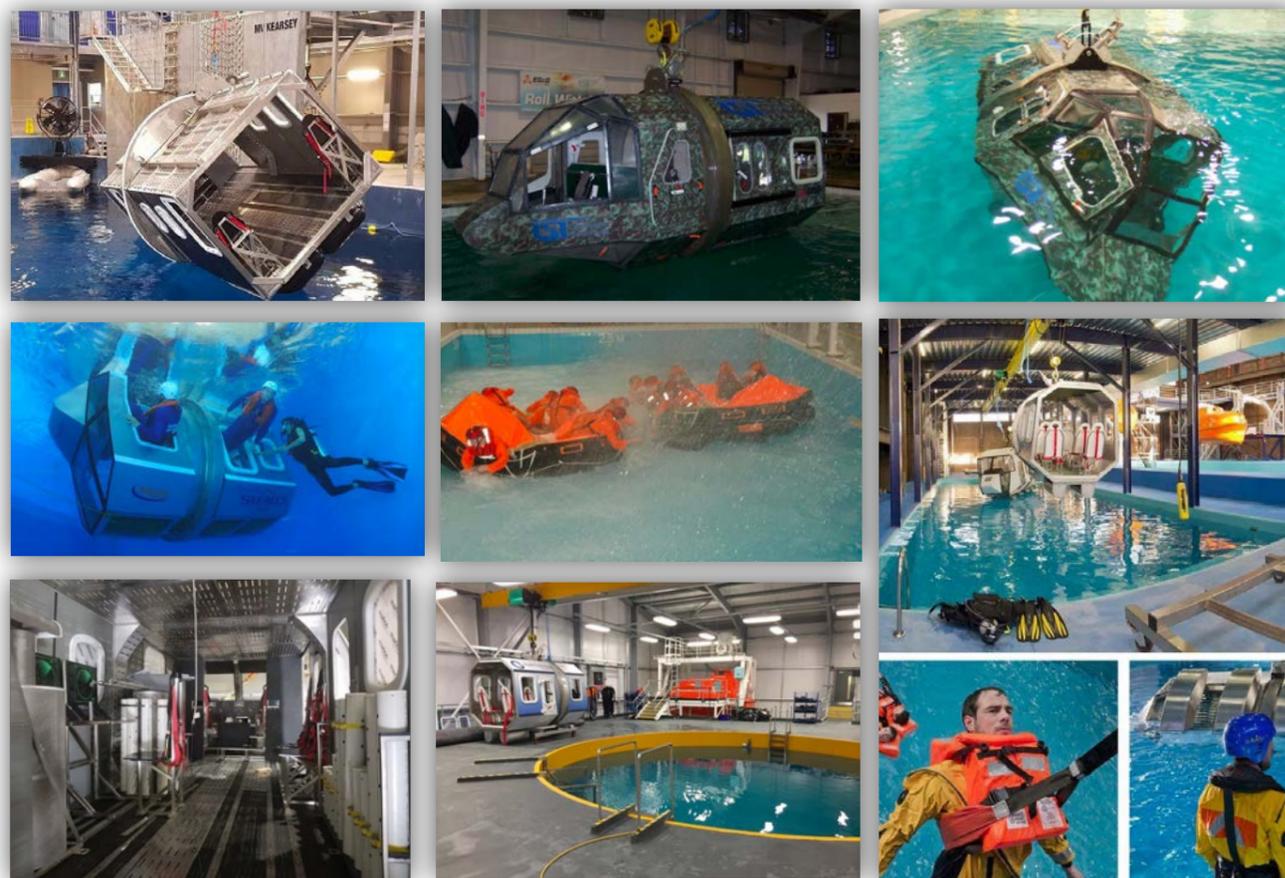
HUET (Helicopter Underwater Escape Training)



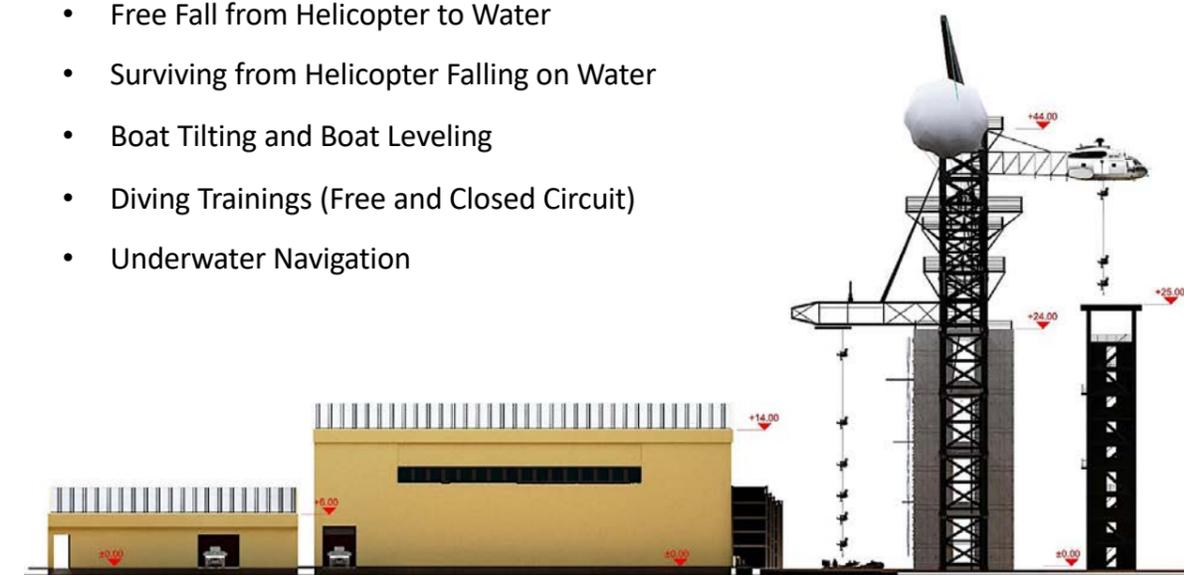
CLIMBING/DIVING/HELICOPTER DROPDOWN OPERATION TOWERS



- Fast Rope Jump From Helicopter
- Rope Climbing to Helicopter
- Free Fall from Helicopter to Water
- Dropping Personnel to Sea and Collecting Them Back
- Swimming and Trust Trainings
- Operation Trainings
- Emergency Exit Trainings
- Falling Boat from Helicopter to Sea
- Free Fall from Helicopter to Water
- Surviving from Helicopter Falling on Water
- Boat Tilting and Boat Leveling
- Diving Trainings (Free and Closed Circuit)
- Underwater Navigation



The most configurable HUET simulator available. The length, width and internal height of the HUET can all be reconfigured to replicate a large number of Helicopters with a high level of fidelity. S70 & S92's, AW139's, EC225's, etc.

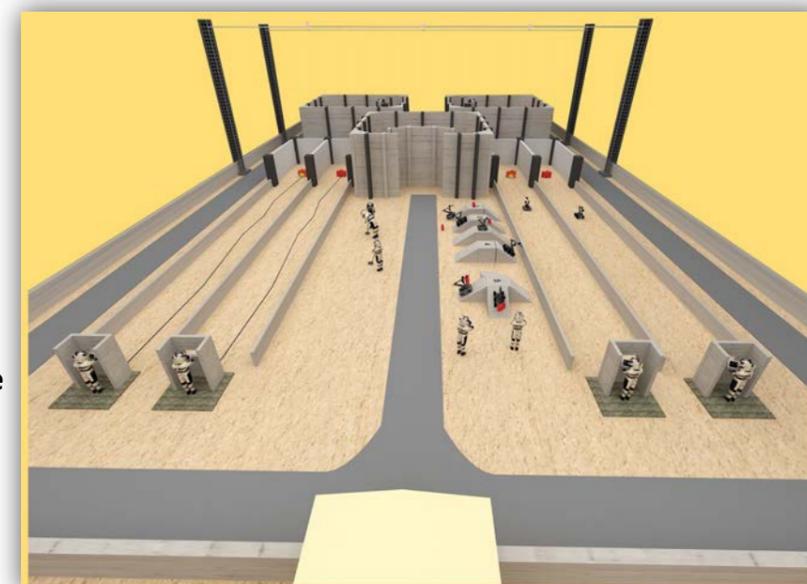
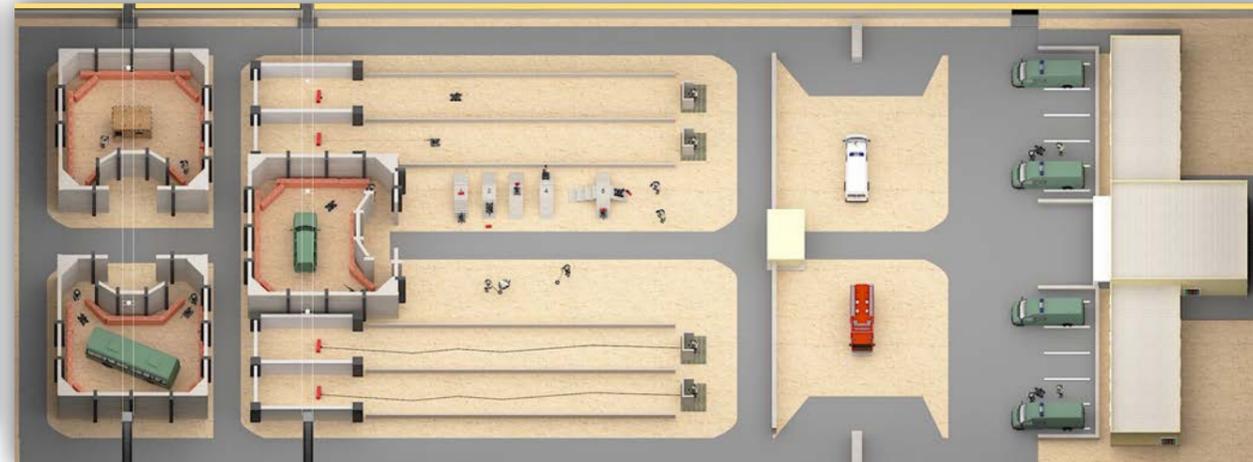


OBSTACLE COURSE AREA



- Physical condition improving activities
- Training for tactical status appropriate passing over obstacles
- Training for passing over obstacles through team cooperation
- Training for using the obstacles as positions
- Fast decision taking and implementing training

EXPLOSIVE TRAINING AREA



**Explosive Ordnance Disposal**  
**Post Bomb Scene Management**  
**Using Remotely Operated Vehicle**  
**Weapons Intelligence**

**Firing**

The differences and applications of high and low explosives, the principles and objectives of explosive trains, explosive power and effects, Standard Operating Procedures when carrying out an explosive demolition operation, the responsibilities of supervisors of personnel carrying out explosive demolition operations, Explosives Health & Safety and First aid in respect of blast injuries, handling and use of explosives competently and confidently, introduction to land service ammunition, introduction to Air Dropped Weapons and Guided Weapons, ammunition and explosives markings, storage and Transportation of explosives, introduction to EOD and IEED, IEOD disposal procedures, danger areas and safety measures

**Search** Identifying terrorist and criminal resources during search operations, search operations in hostile environments, locating and render safe of booby traps, planning and management of operations, overviewing legal responsibilities when conducting High Risk search and security operations, health and safety issues relating to higher level search operations

**Hand Grenade Training**

WIND TUNNEL –PARACHUTE TRAINING

MEDICAL TRAINING



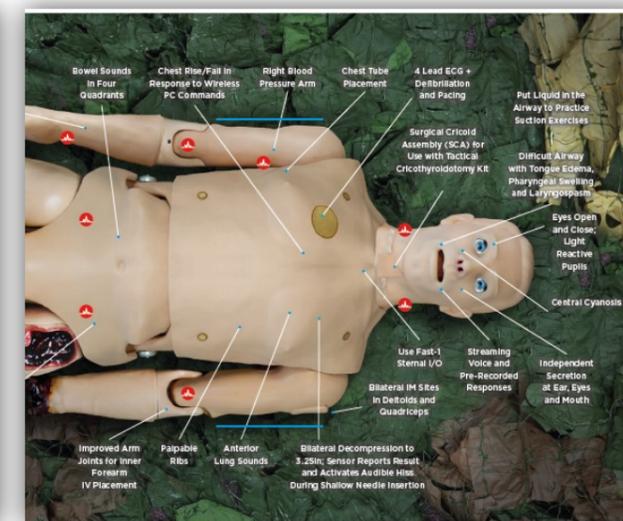
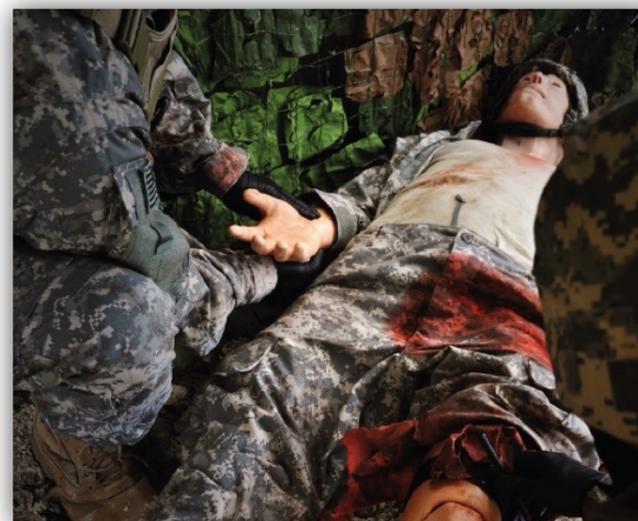
Point of Injury and Emergency Field Care  
 Airway  
 Breathing  
 Circulation  
 Cardiac  
 Gastrointestinal  
 Trauma

Realistic trainings with auto-response settings based on the scenario content and the objectives

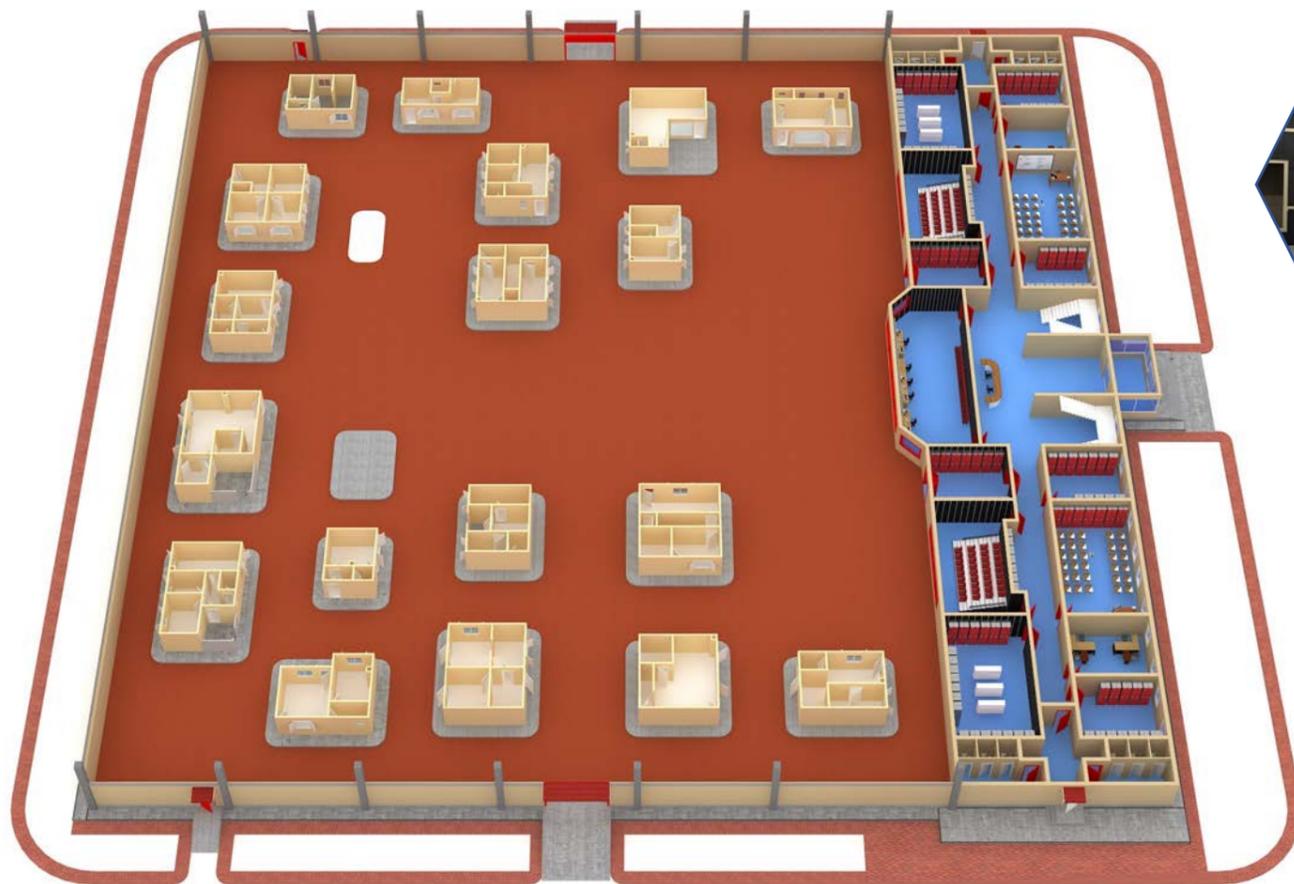


An essential part of each army is a professional paratrooper unit. So far, the training of a highly qualified. paratrooper unit has been a complex, time-consuming and expensive process. The main army challenges are the following:

- quickly and effectively train professional paratroopers who meet contemporary requirements;
- maintain and increase their qualification level;
- create a safe training process that allows cadets to feel confident during the jump;
- achieve the best result at a minimum cost.



URBAN TRAINING SYSTEM

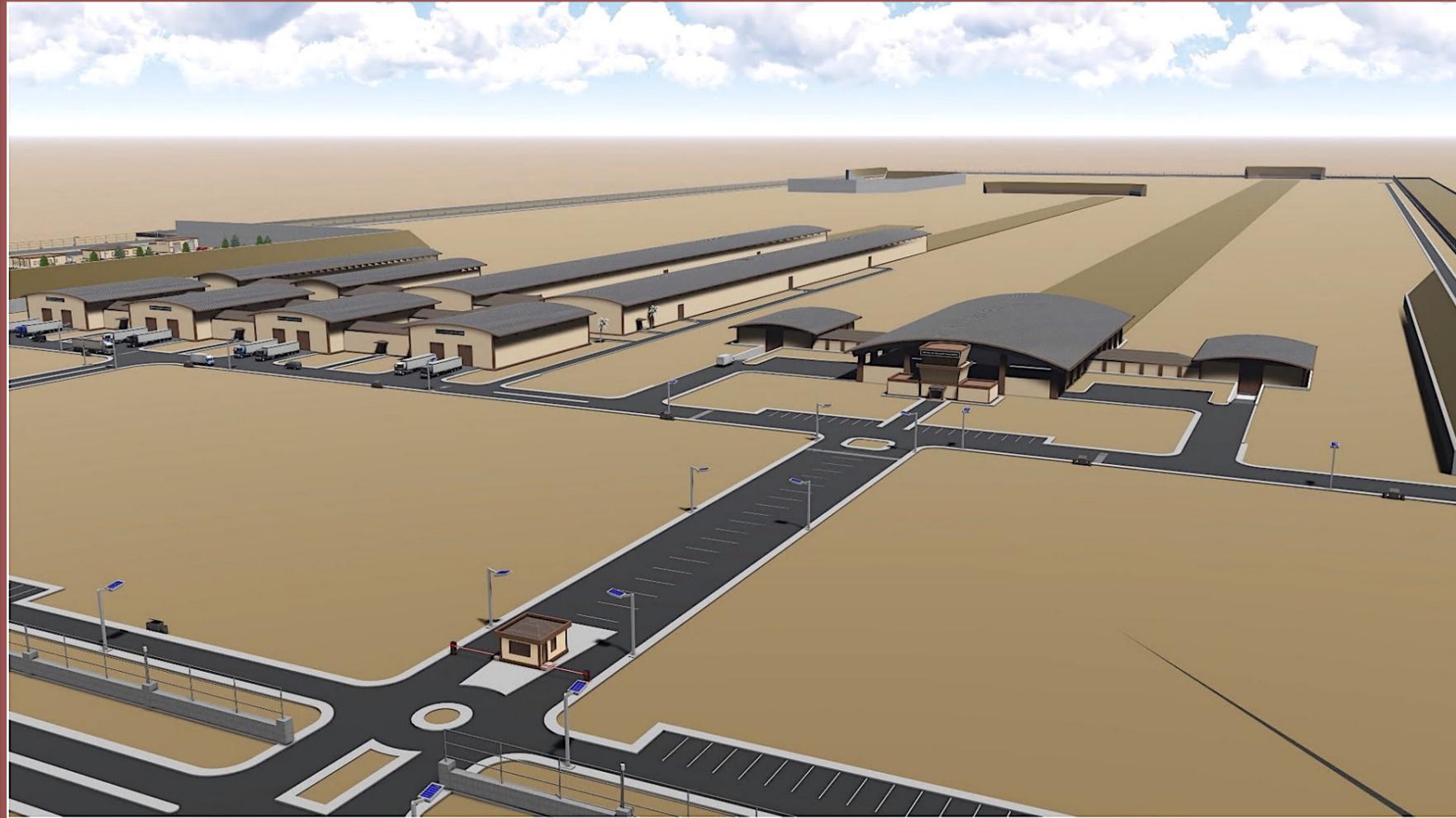


### Indoor Urban Operations Training Center

- » Specially designed for Soldiers to improve their Tactical and Operational Skills by using Laser Activated Combat Training System, in 11 buildings with different designs.

### Administrative Building

- » Classrooms , briefing & debriefing rooms
- » Administration & Instructor Offices.



## BALLISTIC TEST RANGES

BALLISTIC TEST RANGES

SMIF SAMPLE HOLDER

HF1 Head Form

DRS-1 DOPPLER RADAR SYSTEM

MDTT-2014 MOTOR-DRIVEN TARGET TABLE

VEHICLE MANIPULATOR

GM1 MOVING GUN TABLE

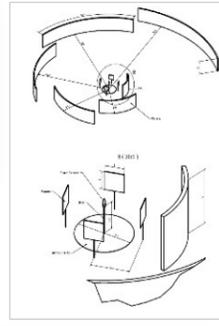
PYAVMS YAW MEASUREMENT SYSTEM +0.60

STZA 30MM FIXED FIRING REST

UZ-2010 UNIVERSAL BALLISTIC BREECH

UZ-2002 UNIVERSAL BALLISTIC BREECH

STZA 25MM FIXED FIRING REST





## LACS – LASER ADVANCED COMBAT SYSTEM

LACS (Laser Advanced Combat System) perks:

- » Covering the whole range of combined arms approach: equipping operators, vehicles and aircraft, simulating area weapon effects through software
- » Use of inventory vehicles in use by the end users
- » Scalable exercises: from individual level to battalion level training
- » Unlimited autonomy: just change battery without losing data
- » Vulnerability models in order to simulate handicap or body/vehicle armor protections or to make some exercises even harder



Armed and unarmed vehicles



Fig. 3 – Example of equipped vehicles

**VEHICLES**

**Components**

- Logic Unit (Android device app)
- Harness (vehicle body sensors module)
- Vehicle Laser Unit (for IFV or heavier vehicles)
- VE2 (double laser emitter)

**Features**

- 868 MHz/BLE IoT communication
- Wi-Fi/LTE/LoRa connection to TOC
- Customizable on the chassis
- Vulnerability/lethality configurable models
- Multiple 9 sensors panels allowing area discrimination
- Audio/visual feedback
- Off-line mode
- Possibility to be integrated with operational weapons systems

**Training application**

- Tactical small units to battalion-sized units
- Motorized units training

Accessories (part 1)



Fig. 4 – Target, tactical shield, IEDs

**TARGETS & IEDs**

**Components**

- Control Unit
- Panel (target)
- Frame (target)
- Remote trigger (MPD)

**Features**

- Modular system
- Vulnerability/lethality configurable models
- Movement detector
- Audio/visual feedback
- 868 MHz/BLE IoT communication
- Wi-Fi/LTE/LoRa comm. to TOC
- Off-line functionalities

**Training application**

- Tactical element training
- Ambush/counter ambush training
- Skills maintenance and evaluation

**SHIELDS**

**Components**

- Control Unit
- Harness

**Features**

- Modular system
- Vulnerability configurable models
- 8 IR sensors allowing point of impact discrimination
- Audio/visual/haptic feedback
- 868 MHz/BT IoT communication
- Wi-Fi/LTE/LoRa comm. to TOC
- Off-line functionalities

**Training application**

- Tactical element training
- CQB training

Accessories (part 2)



Fig. 5 – AT, marksman, civilian, SVIED

TOC - C2 proprietary software

The **Tactical Operation Center (TOC)** is LACS' Combat Training and Analysis Software

EXCON module

- Mission configuration
- Real time data collection
- Indoor/outdoor localization
- AWES injections (Area Weapon Effect Simulation)

AAR module

- Sync data collection
- Smart timeline
- In-depth video analysis
- Tactics review

Stats module

- Organized training data
- Multilevel KPIs
- History records
- Doctrine validation



Mission Preparation



Localization GPS/BLE



EXCON Timeline



AAR Video analysis



AAR KPIs

USPs in a nutshell

Realism

Thanks to engagement precision and wide set of components

Mobility, flexibility & design

Thanks to everywhere use, platform versatility and COTS strategy

Scalable training assessment

From single user to whole units including data collection and training history

Android modular platform

Mostly thanks to modern COTS HW and most recent programming frameworks

Squad weapons

Components

- Double laser emitter
- Aluminium shell
- Picatinny Rail clamp

Features

- Class 1 safety
- Activated by vibration or electronic trigger
- Operational range up to 1500 mt.
- Standard Picatinny Rail mount
- BLE IoT communication
- Off-line functionalities

Training application

- Tactical element training

Civilian & SVIED

Components

- Vest (CPU and torso harness module)
- Halo (head harness module)

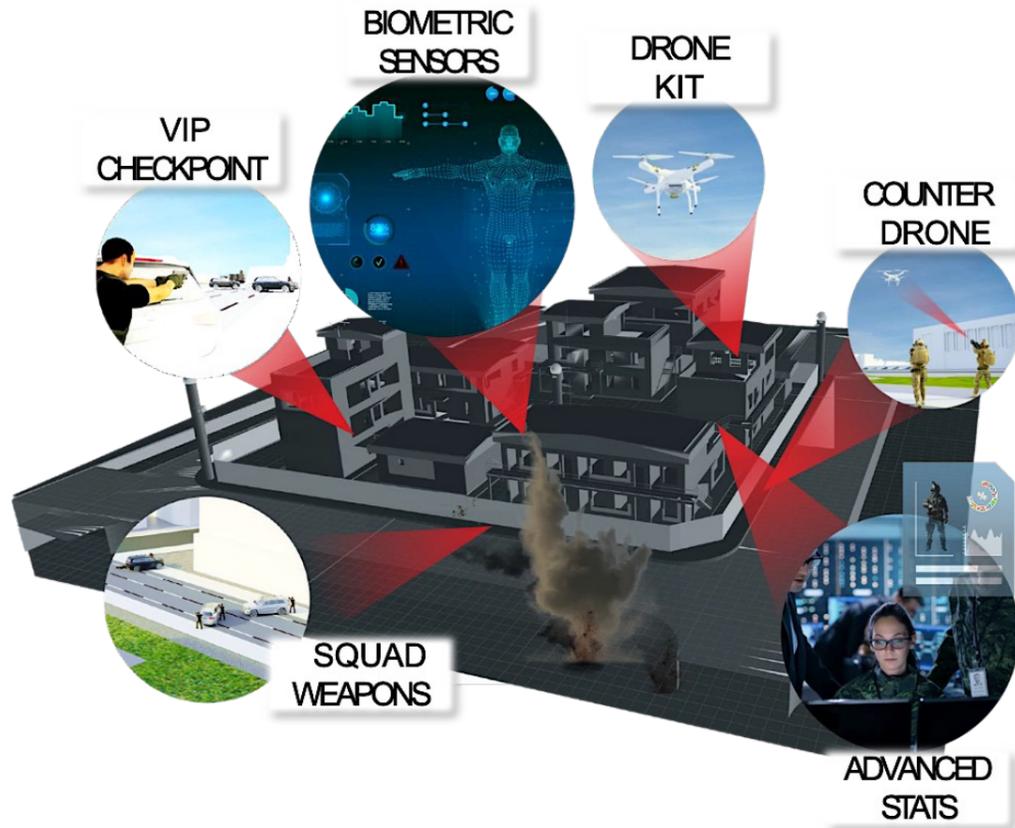
Features

- Integrated system
- Vulnerability configurable models
- Up to 16 IR sensors allowing point of impact discrimination
- Audio/visual/haptic feedback
- Wi-Fi/LTE/LoRa comm. to TOC
- Off-line functionalities

Training application

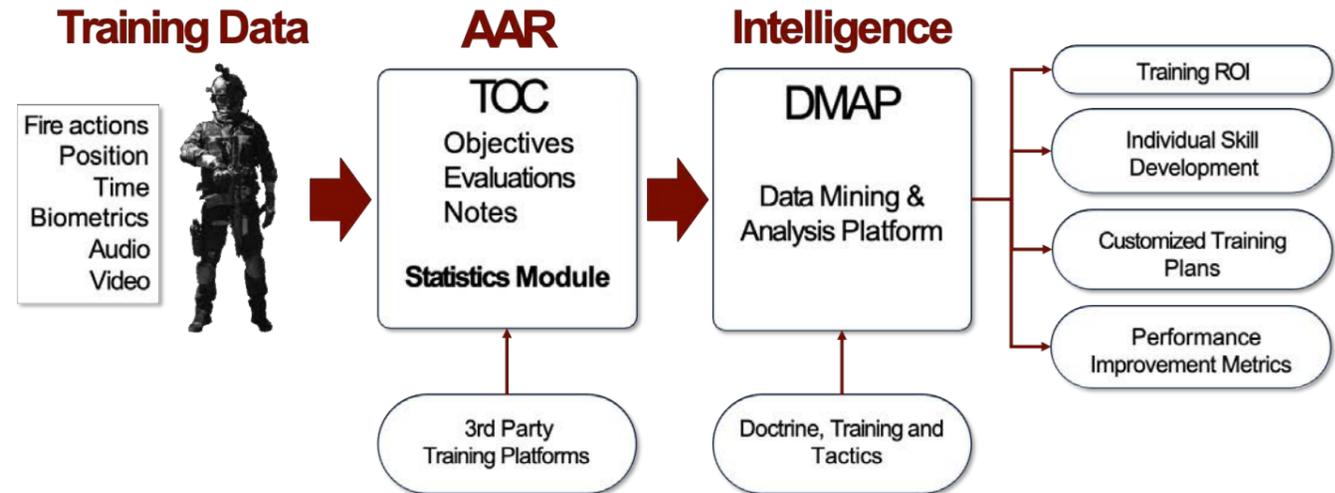
- Injections
- Target discrimination

Further Add-Ons



Training Analysis Process

Unlocking Success through Data Training that Hits the Mark



T&S Today... and Tomorrow

LACS is ready to support already equipped facilities with the following add-ons:

1. Training accessories

- Terrorist drone & counter drone module
- Vehicle kit, convoy and personal security module
- Shoulder -fired and crew- served weapons like RPG, etc.
- Hand grenades

2. Biometric modules

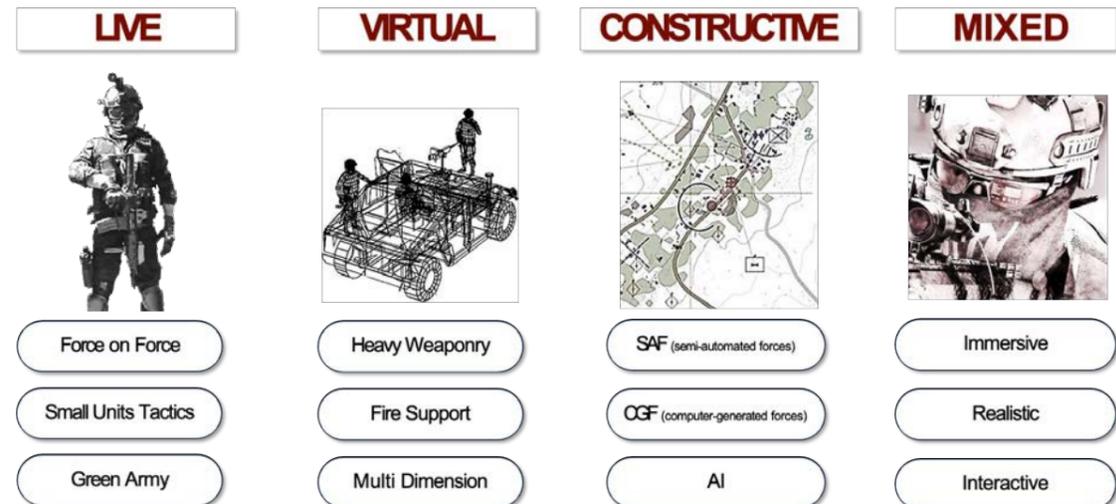
- Heartbeat rate and stress levels
- Capability and attitude evaluation of each operator

3. Advanced stats

- Synchronization and aggregation of all training data
- Definition of precise KPIs based on end user's doctrine

4. Tims integration

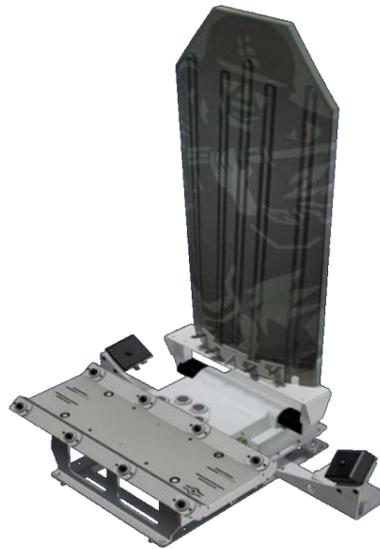
- Comprehensive training scorecard system
- Integration with end-user TIMS (Training Information Management System)





# POLYTRONIC TARGETS & RANGE CONTROL SYSTEMS

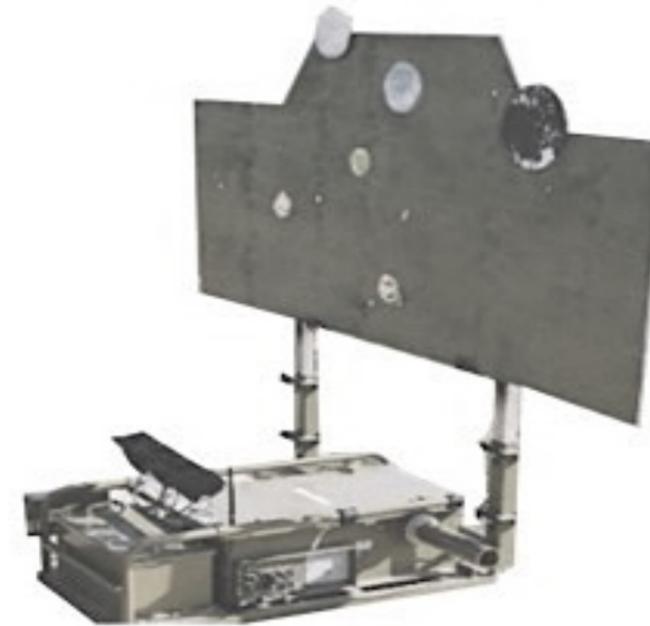
TG 82-70 Pop-up Target



Technical Specifications

<b>TARGET BOARD TYPE</b>	Standard Fig 11, 12 and 15
<b>CONTROL</b>	Wired or wireless
<b>HIT DETECTION</b>	Contact Hit Sensor/LOMAH
<b>HIT SENSITIVITY</b>	Adjustable in 15 levels using Contact Hit Sensor
<b>HIT COUNTING</b>	Up to 1200 rpm
<b>RAISE/LOWER TIME</b>	< 1sec (without wind)
<b>MAX TARGET BOARD WEIGHT (WITH HOLDER)</b>	5kg single, 8kg double, 12 kg triple
<b>COMMUNICATION</b>	Ethernet
<b>OPERATING TEMPERATURE</b>	-25°C to +55°C
<b>ENCLOSURE RATING</b>	IP 67
<b>RELATIVE HUMIDITY</b>	95%
<b>POWER INPUT</b>	Mains 230 VAC or Battery 24 VDC
<b>ANCILARRY CONNECTORS</b>	LOMAH, Rotary Module

TG 82-40 Tank Target



Technical Specifications

<b>TARGET BOARD TYPE</b>	Full Size AFV flank
<b>CONTROL</b>	Wired or wireless
<b>HIT DETECTION</b>	Contact Hit Sensor/LOMAH
<b>HIT SENSITIVITY</b>	Adjustable in 15 levels
<b>COUNTING</b>	Up to 1200 rpm
<b>TARGET RAISE/LOWER TIME</b>	Riase in 9 sec, lower in 6 sec
<b>MAX TARGET BOARD WEIGHT</b>	125 kg
<b>COMMUNICATION</b>	Ethernet
<b>OPERATING TEMPERATURE</b>	-25°C to +55°C
<b>ENCLOSURE RATING</b>	IP 65
<b>RELATIVE HUMIDITY</b>	95%
<b>POWER INPUT</b>	Mains 400 VAC or Battery 24 VDC
<b>ANCILARRY CONNECTORS</b>	LOMAH

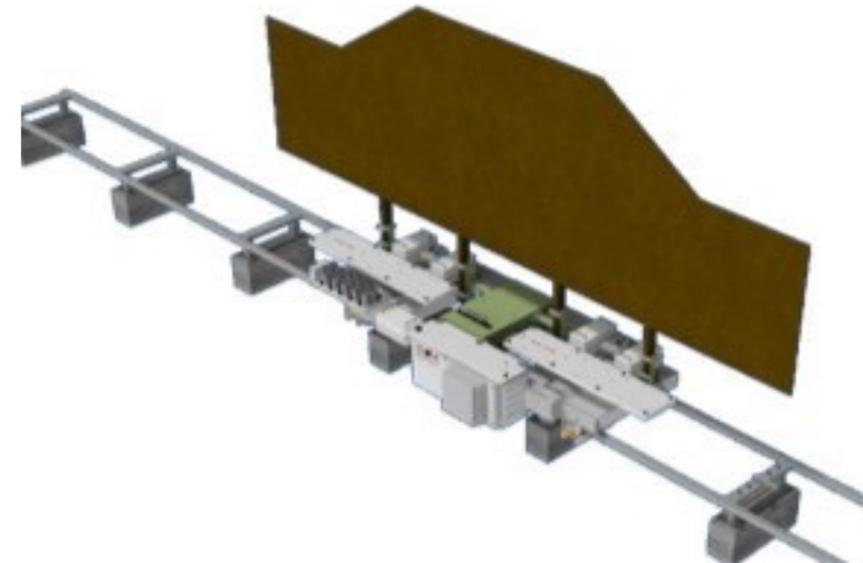
TG 4002 Sniper Box Target



**Technical Specifications**

<b>CALIBER</b>	Sub- and supersonic Typically 5.56 to 12.7mm (including 9mm)
<b>SIZE</b>	0.8 to 2m width (customi- zable)
<b>HIT FREQUENCY</b>	1000 rounds per minute
<b>ACCURACY</b>	2mm at target center in a circle of $\varnothing$ 0.2mm
<b>CONTROL</b>	Wired or wireless
<b>COMMUNICATION</b>	Ethernet
<b>OPERATING TEMPERATURE</b>	-25°C to +55°C
<b>ENCLOSURE RATING</b>	IP67
<b>RELATIVE HUMIDITY</b>	95%
<b>POWER INPUT</b>	12 VDC

TG 300 Moving Tank Target



**Technical Specifications**

<b>MOVING SYSTEM</b>	Self-driven, rail mounted
<b>EXPOSURE MODE</b>	Pop-up
<b>CONTROL</b>	Wireless
<b>RAIL SYSTEM</b>	Fixed installed, track length according to customer specification
<b>RAIL LENGTH</b>	60 to 1000 m
<b>ACCELERATION MAX</b>	1 m/s <sup>2</sup>
<b>SPEED TRACK SYSTEM</b>	10 m/s
<b>COMMUNICATION</b>	Straight
<b>ENCLOSURE RATING</b>	Radio
<b>POWER INPUT</b>	IP65 48 VDC

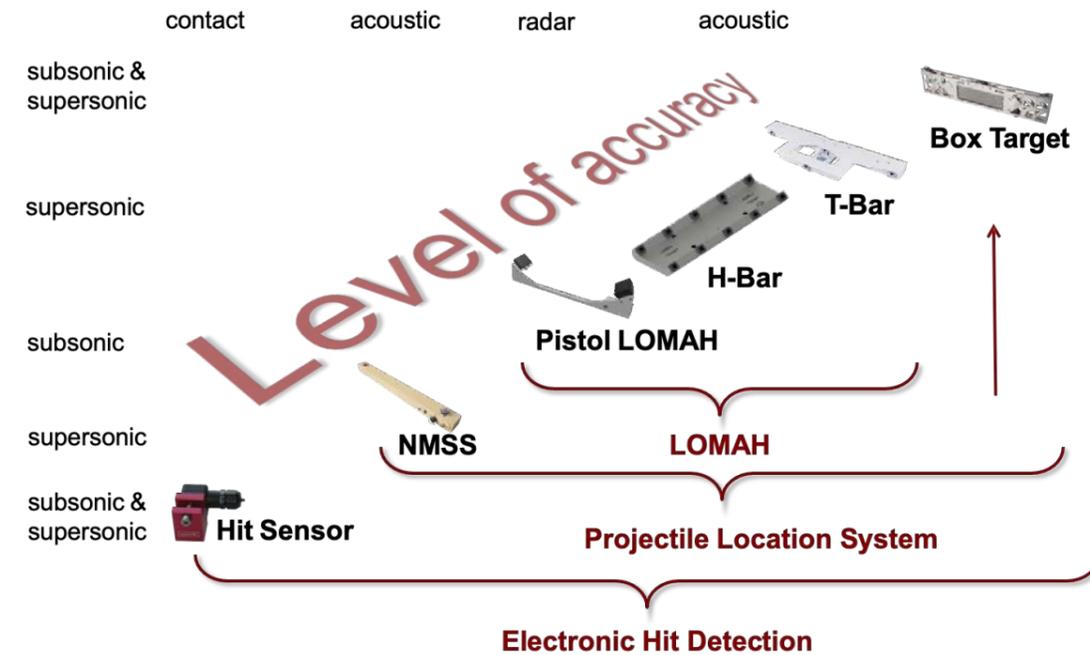
TG 350 Moving Infantry Target



Technical Specifications

<b>MOVING SYSTEM</b>	Tooth belt driven, rail mounted
<b>DRIVE SYSTEM</b>	Towed
<b>EXPOSURE MODE</b>	Slicing and Rotary
<b>CONTROL</b>	Wireless
<b>RAIL SYSTEM</b>	Fixed installed, track length according to customer specification
<b>RAIL LENGTH</b>	6 to 25m
<b>ACCELERATION MAX</b>	2.5 m/s <sup>2</sup>
<b>SPEED TRACK</b>	m/s
<b>SYSTEM</b>	Straight
<b>COMMUNICATION</b>	Wi-Fi to AROS Ethernet to Mover Control Box
<b>ENCLOSURE RATING</b>	IP65 400
<b>POWER INPUT</b>	VAC

Location of miss and hit "rifle lomah" system



# POLYTRONIC TARGETS & RANGE CONTROL SYSTEMS

**AROS TARGET SHAPES & SCORING**

**AROS AFTER ACTION REVIEW**

**AROS INFANTRY & TANK COMBO**

**AROS ENGLISH**

**AROS ARABIC**

The screenshots show various views of the AROS system, including target lists, target shapes (human figures, tanks), and control panels. One screenshot shows a list of targets with columns for ID, Name, Type, and Status. Another shows a target shape with a red cross on the chest. A third shows a target shape with a red cross on the chest and a red cross on the head. A fourth shows a target shape with a red cross on the chest and a red cross on the head, with a table of data to the right. A fifth shows a target shape with a red cross on the chest and a red cross on the head, with a table of data to the right. A sixth shows a target shape with a red cross on the chest and a red cross on the head, with a table of data to the right. A seventh shows a target shape with a red cross on the chest and a red cross on the head, with a table of data to the right. An eighth shows a target shape with a red cross on the chest and a red cross on the head, with a table of data to the right. A ninth shows a target shape with a red cross on the chest and a red cross on the head, with a table of data to the right. A tenth shows a target shape with a red cross on the chest and a red cross on the head, with a table of data to the right. A eleventh shows a target shape with a red cross on the chest and a red cross on the head, with a table of data to the right. A twelfth shows a target shape with a red cross on the chest and a red cross on the head, with a table of data to the right. A thirteenth shows a target shape with a red cross on the chest and a red cross on the head, with a table of data to the right. A fourteenth shows a target shape with a red cross on the chest and a red cross on the head, with a table of data to the right. A fifteenth shows a target shape with a red cross on the chest and a red cross on the head, with a table of data to the right. A sixteenth shows a target shape with a red cross on the chest and a red cross on the head, with a table of data to the right. A seventeenth shows a target shape with a red cross on the chest and a red cross on the head, with a table of data to the right. An eighteenth shows a target shape with a red cross on the chest and a red cross on the head, with a table of data to the right. A nineteenth shows a target shape with a red cross on the chest and a red cross on the head, with a table of data to the right. A twentieth shows a target shape with a red cross on the chest and a red cross on the head, with a table of data to the right.





## TARGET BOARDS

Constructed of our self-healing high density polyethylene, Koza has launched Tall NATO Style Target with graphics.

HDPE construction lasts indefinitely in outdoor environments.

Non-reflective surface reduces glare.



Koza has E-Type Silhouette in a taller version to be able to meet visibility regulations.

Various sizes range from our standard 101cm Silhouette to 152cm in height.

The Tall E-Silhouette offers the opportunity to attach targets to the chest area.



Our F-Type Silhouette complies with all regulations. It consistently outlasts and outperforms other silhouettes on the range by demonstrating shatter-resistance performance

Features flat, non-reflective surface, reducing glare and enhancing visibility.

Made with reinforced rib structure, adding internal strength and rigidity.

Plastic Military Target

We provide many colored targets.



The HHE F-Silhouette is the most advanced silhouette target for the range. Made three times as thick as regular silhouettes, with an improved rib structure, the HHE lasts longer and takes hits better than any other silhouette target available.

Holds up to extreme high temperatures without drooping, warping, or melting.

Scored 100% hit registry in range fire comparison test.

Plastic Military Target





# FIREARMS TRAINING SYSTEMS

## AN INTRODUCTION TO SHOOTHOUSE

ShootHouse provide live-fire and laser-based "Use of Force" simulators, alongside designing, manufacturing and installing shooting ranges and Shoothouse's worldwide.

Our small but dedicated team have decades of experience delivering to Police, Military and civilians across the globe. This enables us to be flexible with your requirements and can offer that personal touch that is specific to your needs. The ShootHouse team will be with you all the way from the initial concept meetings through to installation in your chosen venue and beyond.

ShootHouse was born due to an unwillingness of manufacturers to deliver what the end users actually want and need. We found organisations to be very frustrated by being expected to use pre-developed systems that did not work for their exact needs. We use a highly collaborative approach to dig down deeper to end users' requirements, as we understand that different cultures have very different interpretations of varying situations.

As a result of this, our Viper Training System (VTS) is adaptable to the differing Rules of Engagement around the World.

Available in both laser and live fire, our Viper Training System has the capability to be tailored to be the perfect fit for your organisation. Due to the ever-changing requirements of security organisations, training platforms that are used today must have the capability to adapt and change for tomorrow. Both Police and Military officers become peacekeepers around the world. Each incident is heavily scrutinised and ultimately officers are accountable for their actions.

## VIPER INTERVID

Viper's InterVid software is our judgemental branching video program that allows the end user to not only play scenarios from the extensive supplied library, but also allows instructors to create their own training scenarios with the easy-to-use editor.

Experience tells us that end users require training footage that is relevant to their areas and not scenarios created by other departments in totally different parts of the world.

A huge benefit of the InterVid programme is that scenarios can branch from gun shots, CS Spray, Taser or an instructor key press – thus ensuring that outcomes can always be different.

Officers for both the Police and Military in the 21st Century find themselves in more peace keeping environments. Gone are the days of just firing on full automatic. Each shot they fire is analysed and scrutinised not only internally, but also by the inevitable world journalists that are present at every conflict. With that in mind, it is crucial to their training and development that the scenarios are as close to real-life as possible.

The InterVid interface, as like all of the Viper programmes, is simple to use. It allows the instructor to monitor the student, whilst a look back camera plays an "After Action Review" to not only show if the student shot any rounds, but also show how they take cover etc. The picture in picture play back highlights exactly the student's actions, including verbal command at any given time.



**INTERVID**  
INTERACTIVE VIDEO JUDGMENTAL TRAINER

## VIPER FIREARMS TRAINING SYSTEM

The Viper Training System is a versatile and robust firearms training simulator that provides a means to conduct small arms weapons training using the latest in hardware and software technology.

Viper systems are comprised of a single Windows-based PC, projector, tracking camera and instructor display terminal that allows up to four (4) shooters to train simultaneously on Viper's lane-based virtual firing range courseware. Viper's advanced, error-correcting, network protocol allows each system to be expanded with additional screens and components in order to support more shooters, while still allowing complete command and control of the entire system from the single instructor terminal.

Included with each Viper system are numerous training programs, including a virtual indoor firing range, a 300m known-distance range, judgmental video-based scenario training, and various marksmanship training drills. During each training session, Viper records the actions of every shooter and simulation event in order to provide the instructor with an extensive after-action review. After each training session, the instructor can review every shot/event via an on-screen graphical timeline.

Viper can be used with laser or live munitions and supports all standard less-lethal devices such as gas/pepper-spray and Taser training devices. Additionally, Viper can be configured to use tactical flashlights, remote operator tablets, as well as Viper's exclusive DrawDetect and more.

**VIPER**  
TRAINING SYSTEM

## VIPER QUAL X

The Qual X training programme within the Viper Training System, allows for up to 4 shooters on a single screen. Instructors are able to create different qualification courses.

This allows for targets to be positioned accurately through the use of the instructor editor. Within a matter of seconds, courses can be built with specific distances, lighting conditions and time scales adjusted dependent upon the course setup.

The Qual X programme allows for targets to appear like they're on a monorail – this essentially enables the target to get closer or further away depending on the instructor's decision. Alongside this, the "turning targets" feature places the student in a scenario where they must react accordingly to 'friend' targets, where the student is not required to shoot, or 'foe' targets, where the student is required to shoot.

The beauty of the Qual X programme is that it is fully integrated with an After-Action Review (AAR) feature, meaning that all shots taken by all students are saved within a database. As a result, shooting results can be recorded for later review – similarly, students are able to visually see the shot placement, and this is made easy to view through the shot-by-shot analysis.



**QUAL X**

## VIPER KD RANGE

The "KD Range" (Known Distance Range) is an outdoor range that allows students to shoot out to longer distances. End User targets can be added to allow the realism of shooting on an actual outdoor range.

Using the editor allows instructors to build known qualification shoots, but with the added ability to add weather (such as wind, rain, snow etc) along with the ballistic affect this would have on each round fired. Day or night shooting can be authored easily by the instructors, and as in the QUAL X programme (and all programmes), all results can be viewed and saved to a user database.

The below graphic shows the "instructor view" on the monitor - the instructor can create new courses or edit existing ones at any time. Any targets can be added to match current qualification courses, with up to four targets per screen and a moving target can be authored at any one time. Weather can be added or changed which will allow the student to see the effect on the ballistics.



## VIPER BREACHVR

The BreachVR training program takes shooters through real-time, 3D environments while they engage with shoot/no-shoot targets. Speed, accuracy, and judgment will be tested for each shooter as targets emerge from behind objects or obstacles.

BreachVR comes pre-loaded with various environments, each with several scenario pathways.

Instructors can dynamically change program options such as setting the targets face/exposure time, target speed, shots required per target, enabling/disabling no-shoot targets, and more.



## VIPER MOVERX

The MoverX courseware helps shooters improve accuracy and distance shooting by engaging with moving targets at varying speeds and distances.

Both running human figures and traditional paper targets can be programmed to move from left to right or right to left at varying speeds. Students must lead the target and as the target speed increases so must the lead. Within a few clicks, any specific paper target can be easily added to the system.

In addition to this, the system allows for customised running figures, male/female and different ethnicity's can also be chosen from an ever-increasing library. The backgrounds are currently City, woodland and sand, however, more can be produced and created upon request.

MoverX operates in a single screen format or in a networked mode, whereby several screens are connected together. The true benefit of this particular training programme can be seen in network mode due to the figure covering more distance. This programme and all programmes are compatible with both laser and live-fire systems.



## VIPER FIREARMS TRAINING SYSTEM

Virtual Battlespace 3 (VBS3) is a flexible simulation training solution for scenario training, mission rehearsal and more.

VBS3 expands on its predecessor VBS2 by improving the VBS open architecture, providing faster performance with our multicast system, and introducing a new, more modern looking user interface.

VBS3 was selected by the US Army as its flagship product for its Games for Training program. VBS has become an industry standard in game-based military simulation.

**Learning:** Think. Communicate. Train. Learn. VBS3 is designed to help develop techniques, procedures, and communication and decision-making skills  
**Technology:** Better technology means more options. VBS3 enables better training by allowing users to build larger terrains, involve more participants, and create more complex scenarios

**Development:** Make your own scenarios. Make your own models. VBS3 is a flexible, simulation environment where developers can create an incredible range of training scenarios

**Content:** In the Air, Over Land, On the Sea. VBS3's content is vast and varied. Our content library includes thousands of vehicles, weapons, people and objects

**After Action Review:** Plan. Execute. Assess. Repeat. After Action Review offers a distinct advantage for improving performance in communication, decision-making and teamwork in the battlespace



## VIPER USER DATABASE

In order to organize and track all shooters and their respective training history, administrators can utilize Viper's internal user database system.

Once a user record is created, they will be available to take part in any training session and their activity will be tracked and stored within their own student record. Viper allows administrators to input various information about the user including name, height, weight, class/group ID, nationality, and more. A photograph of the user can also be saved with the user profile if desired.

Optionally, users can be designated with administrator or instructor level status, granting them elevated privileges. A personal login ID/password for each user can also be set, allowing the user(s) to login and conduct training on their own, while preventing unauthorized access to specific areas within the Viper.

Store student records, in excess of 10,000 records.  
Add a profile photo for the user, through a file or webcam  
Ability to set a user's privilege level to administrator, instructor, or user  
Optionally provide and set a user's login ID & password  
Stores all training sessions, for any user, for all courseware  
Add comments/notes to any record, for any user  
Selection/review any training session, for any user  
Print after-action review reports for any user  
Export user records to a USB drive



## VIPER WEAPON MANAGER

The Viper system includes a built-in weapon manager which allows the user to register all their laser-based weapons with the weapon library.

All non-live fire weapons used with the Viper Training system can be registered within the weapon manager. Once a weapon has been registered the user can select the weapon type (pistol, rifle, shotgun, etc.) and a sub-type (Glock 17, Sig Saur P226, AK47, etc.)

During a training session when any of the registered weapons have been fired, Viper will play the proper sound effect as well as pass specific, real-world, ballistics data for the selected weapon to the ballistics engine.

Assign all system weapons to real-world weapon types  
Uses real-world weapon characteristics for assigned weapons  
Ability to add new weapon types & sub-types not in database  
All assigned weapons play authentic sounds for weapon type  
Manager allows the assigning of multiple weapons to individual users  
Instructor controlled, software/simulated weapon failures



## VIPER TARGET EDITOR

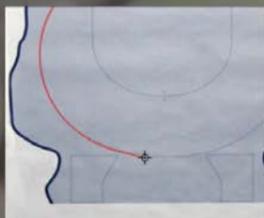
The built-in target manager and editor allow users to import their own targets images into the Viper target library.

The target editor accepts all standard image formats and once imported users can adjust various attributes such as whether the target is a shoot or no-shoot, set scoring values, and more.

Users can also specify the real-world size of the target by entering the width and height into the target attributes panel. Supplying the real-world size of each target will ensure that the targets are presented to the shooter, in true to life form.

Once the target image is imported, scoring zones can be created by outlining the designated area of the zone. A positive or negative score can then be assigned.

Additionally, users can assign a required "shoot order" for each zone requiring the target zones to be shot in a specific order or receive a penalty during the training session.



## AFTER ACTION REVIEW

After each training session has been concluded, the instructor can review the performance of every shooter with advanced level control and data analysis.

With each training session, Viper records every single shot, for every shooter, and saves this data in the shooter's personal database profile. During AAR the instructor can examine every shot, and event, in great detail using the on-screen graphical time-line.

The instructor can pause, rewind, replay, or manually scroll through the timeline. In addition to capturing and storing every shot during a session, the Viper AAR system also records every event that occurs including the following data points:

- Display each shot & shot grouping
- Display hits, misses, & score
- Time of shot & split time
- Time of weapon draw & holster
- Time of stage or scenario start/stop
- Time of target exposure begin/end





## RECOIL KITS

Unique "tubeless" recoil system provides automatic recoil for automatic and semi-automatic handguns and gives to the user the realistic feel of live firing. The recoil system can be used with wide variety of simulators as well as for basic weaponry training.

Instead of traditional tubes of pressurised air the system incorporates liquid CO2 reservoirs, located in the weapons magazine. It gives to the user freedom of movement, thus significantly widening the area of its use compared to conventional systems.

Another advantage of the system is that it can be installed on real unmodified weapons. The modifications do not affect the weapons handling parameters. If needed, the weapons can be converted back for live firing just in few minutes. By using gas instead of live ammunition a large number of simulated rounds can be fired for a minimal cost

- The system can be used by not only Military and Law Enforcement but beginning shooters as well
- The magazines can be refilled in seconds and reloading of the weapons is carried out in exactly the same way as in real life.
- The shot count is at least equal to the magazine cartridge capacity but in most cases exceeds it by factor of two or three.

**Presently the "tubeless" recoil imitation is available for the G36, BERYL, T81, SWD, M14, M16, M4, AK4, AK47, Galil ARM / SAR, Uzi, PM 84/98 automatic rifles and for the machine gun MG3, PKM, UKM2000 and RPD. Recoil imitation is also available for SIG SAUER, Heckler & Koch, Glock, FN, Beretta, TT and CZ pistol models. We have also recoil simulators for Sako TRG, TOR and BOR sniper rifles.**

**Additional weapon models for tubeless recoil can be adapted on customer request.**



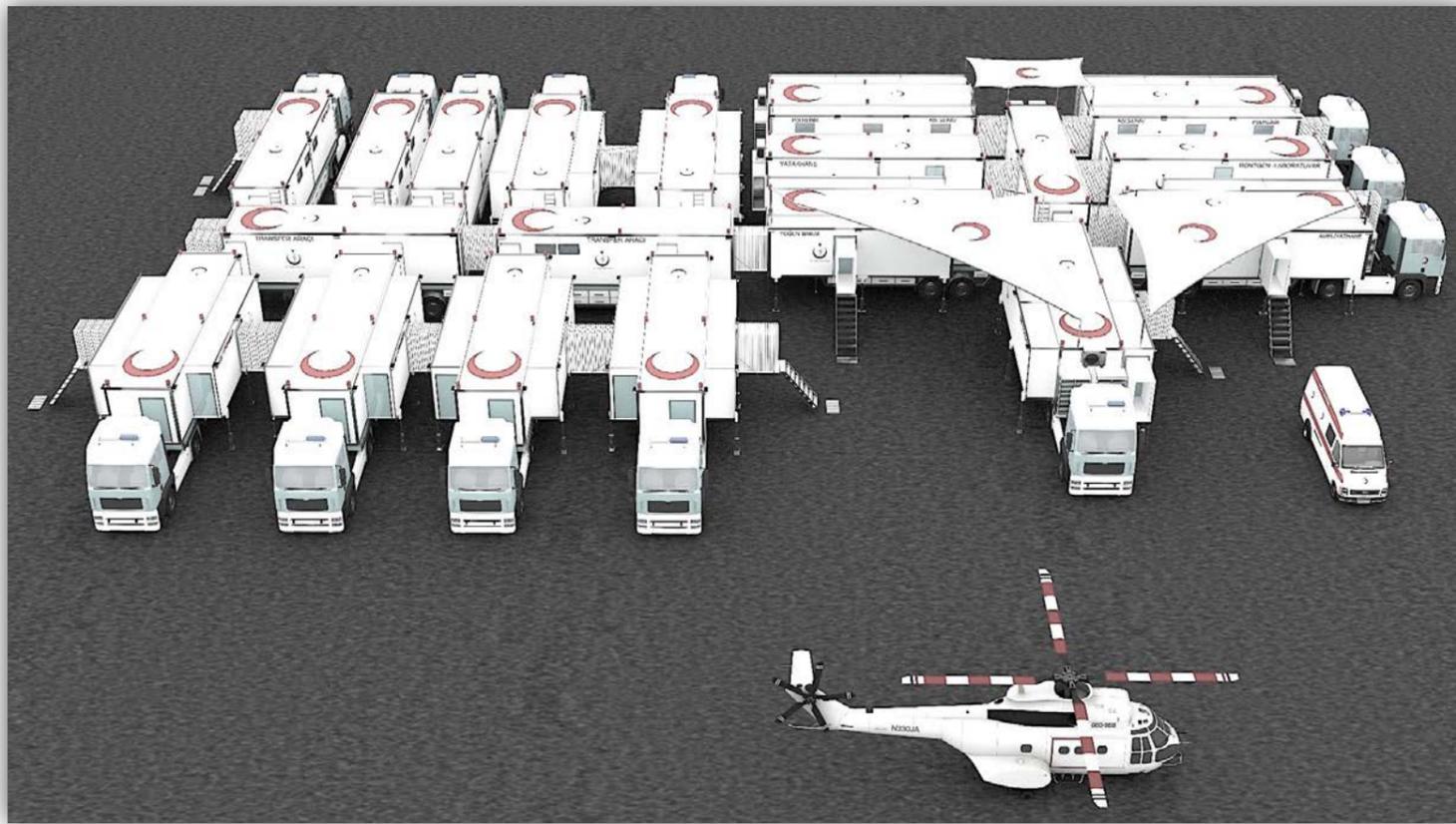
# MOBILE CENTERS

**MOBILE MILITARY / POLICE  
HEADQUARTERS**

**MOBILE HOSPITAL**

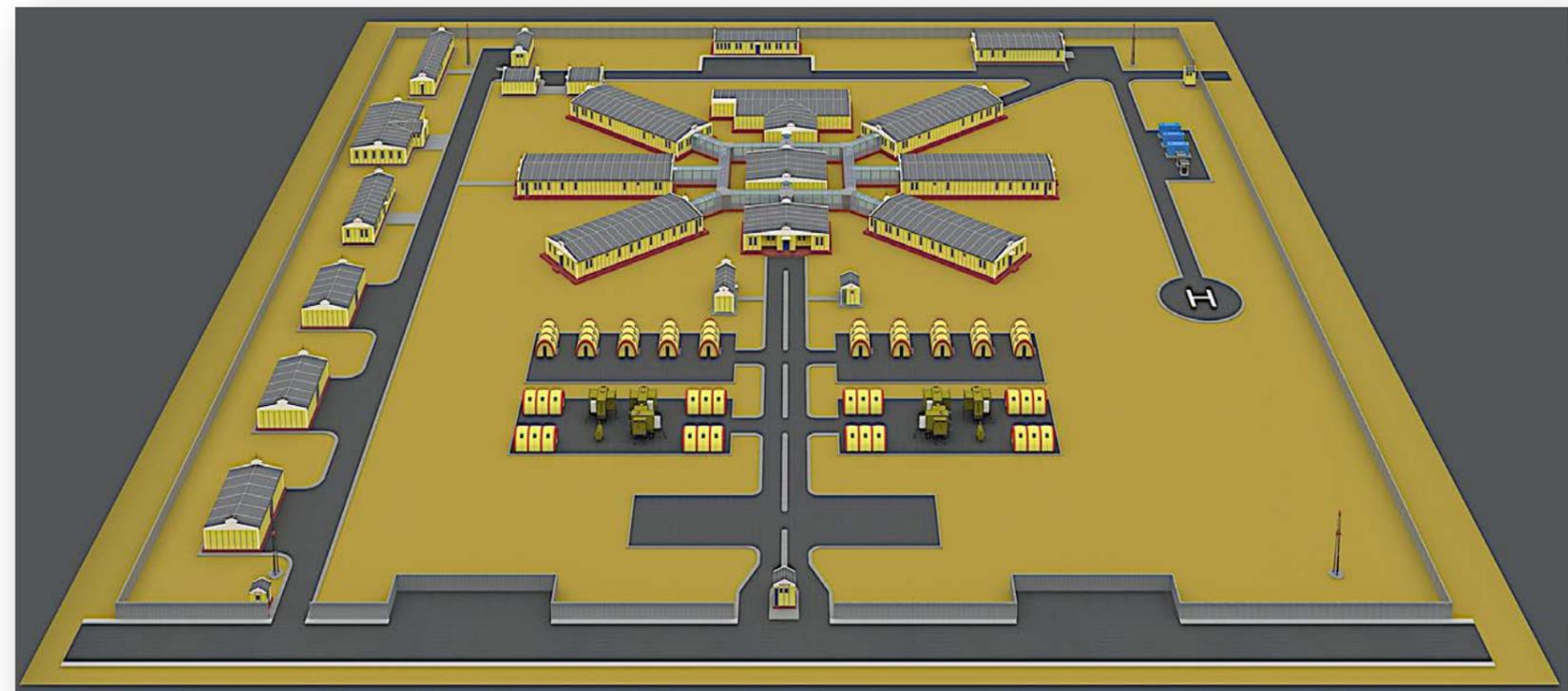
**MOBILE SHOOTING RANGES**

## MOBILE HOSPITAL

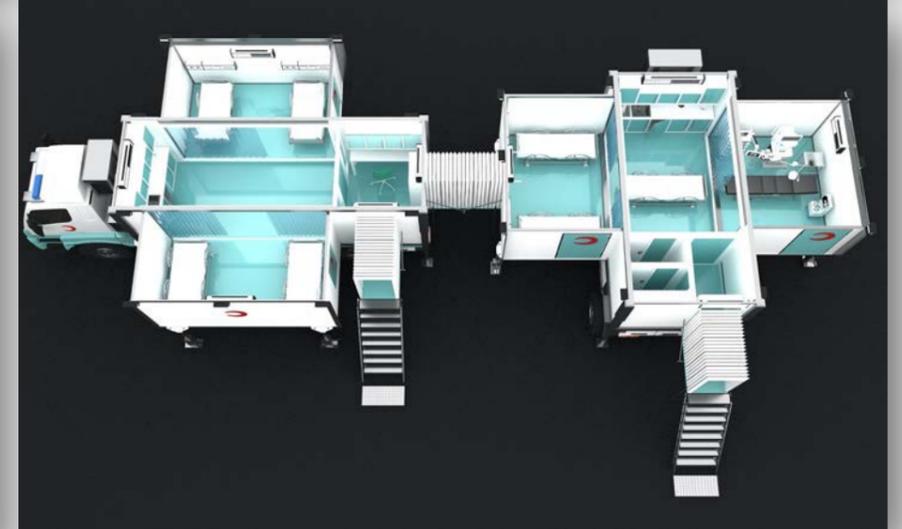


**FULLY EQUIPPED MOBILE HEALTH UNITS** providing logistics support, consisting of **AMBULANCE – PERSONNEL TRANSPORTATION – DORMITORY – DINING HALL – KITCHEN** units, intending the provision of **UNINTERRUPTED HEALTH SERVICE.**

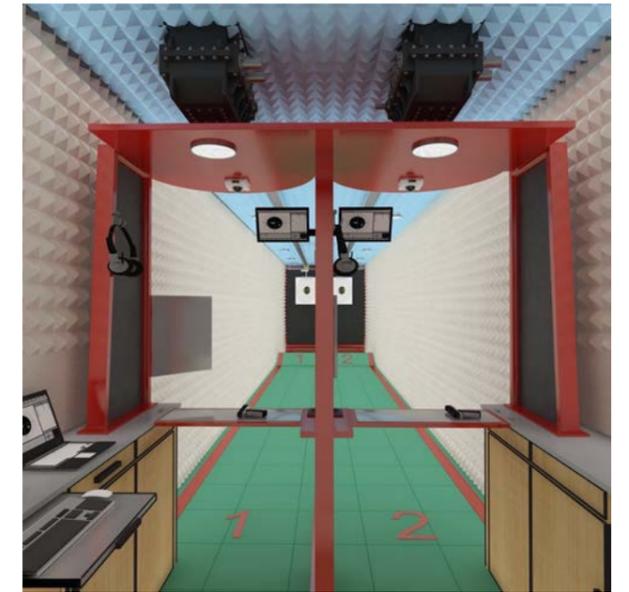
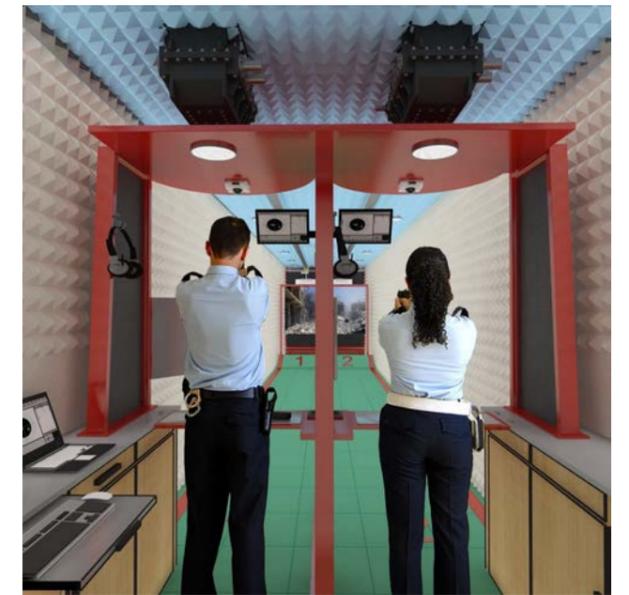
- AT RURAL SETTLEMENTS AND HAMLET AREAS DISTANT TO CITY CENTERS
- AT LOCATIONS WHERE THE POLICE FORCES NEED
- AT BORDER AREAS
- AT REFUGEE SETTLEMENTS
- AT EMERGENCY CASES
- AT LARGE SCALE ACCIDENTS (MINE, TRAFFIC, TRAIN ETC. ACCIDENTS)



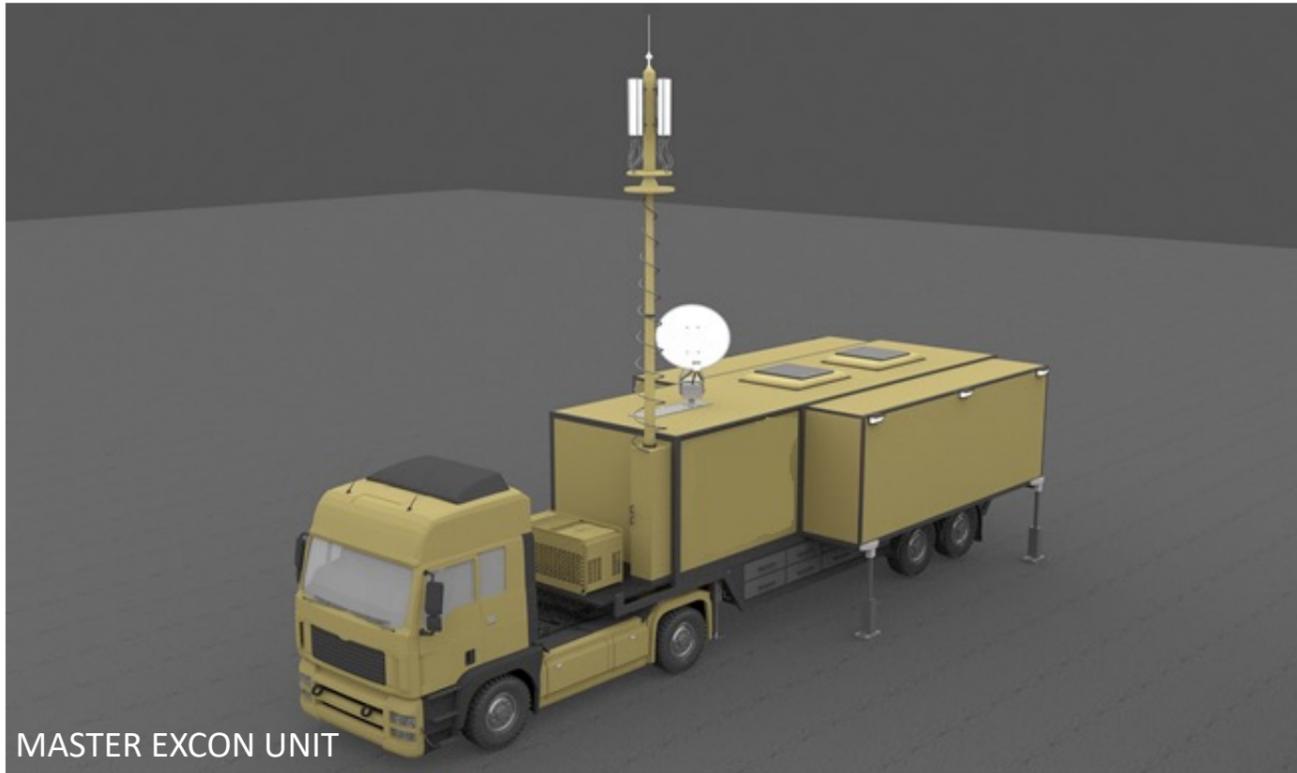
MOBILE HOSPITAL



MOBILE SHOOTING RANGES







MASTER EXCON UNIT



SUPPORT UNITS



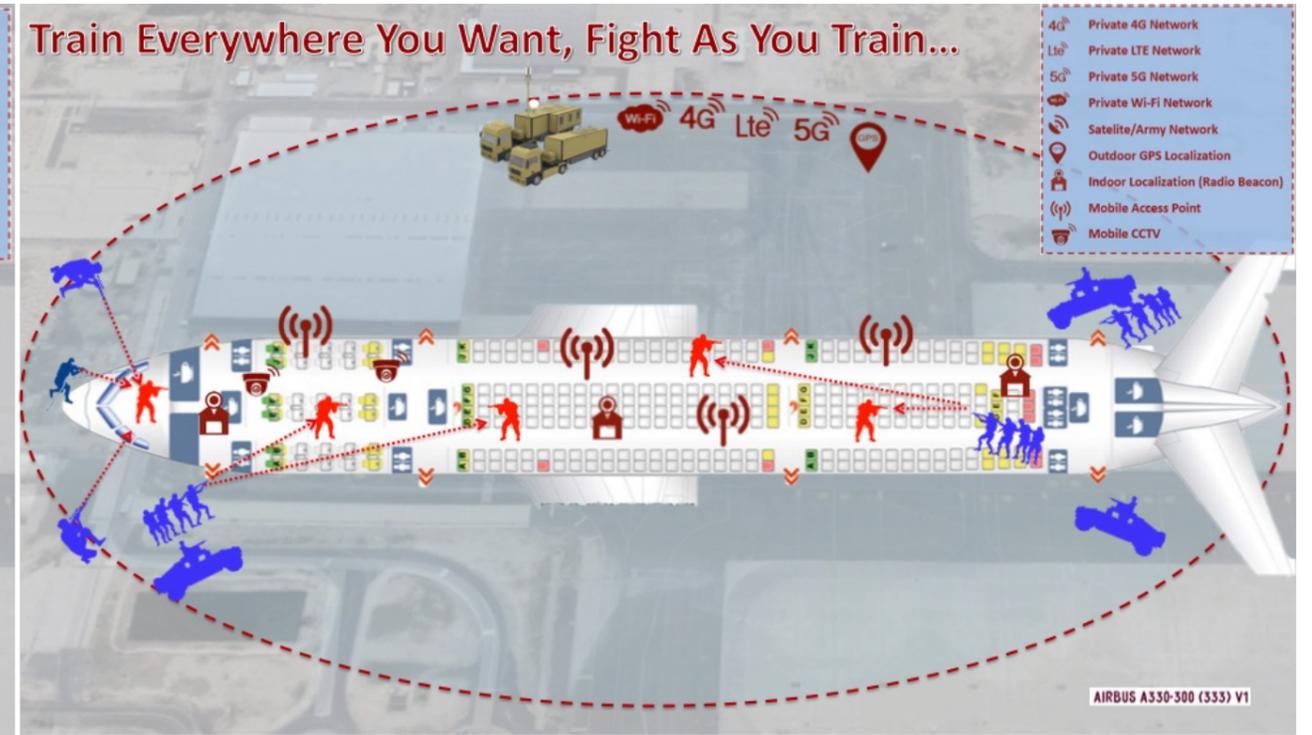
Hostage Rescue Training - Aircraft

Bomb Threat Management - Aircraft

Train Everywhere You Want, Fight As You Train...



Train Everywhere You Want, Fight As You Train...



VIP Escort and Protection Training

Bomb Threat Training - Stadium

Train Everywhere You Want, Fight As You Train...



Train Everywhere You Want, Fight As You Train...





KOZA CONSTRUCTION  
&  
DEFENSE INDUSTRY

SOME OF OUR REFERENCES



# REFERENCES

COUNTRY : AZERBAIJAN

AUTHORITY : SPECIAL STATE PROTECTION SERVICE

SCOPE OF THE PROJECT : MILITARY TRAINING CENTER



- \* ENTRANCE CONTROL BUILDING
- \* HEADQUARTERS BUILDING
- \* TRAINING BUILDING
- \* CEREMONY AREA
- \* DINING HALL
- \* OFFICERS'S DORMITORY
- \* SOLDIER'S DORMITORY

- \* LIVE & LASER INTERACTIVE SHOOTING RANGE
- \* 100 M SEMI - OPEN SHOOTING RANGE
- \* 500 M SNIPER SHOOTING RANGE
- \* OBSTACLE COURSE
- \* MULTI-PURPOSE TRAINING TOWER
- \* BOMB OF NARCOTIC TRAINING AREA
- \* ADVANCE DRIVING



COUNTRY : AZERBAIJAN

AUTHORITY : SPECIAL STATE PROTECTION SERVICE

SCOPE OF THE PROJECT : MILITARY TRAINING CENTER



# REFERENCES

COUNTRY : AZERBAIJAN

AUTHORITY : SPECIAL STATE PROTECTION SERVICE

SCOPE OF THE PROJECT : MILITARY TRAINING CENTER



COUNTRY : AZERBAIJAN

AUTHORITY : MINISTRY OF DEFENSE

SCOPE OF THE PROJECT : NATO MOBILE HEADQUARTERS



HEADQUARTERS OF MILITARY ABD TRAINING FACILITY AT NATO STANDARDS

A total number of **414 modules** comprising the building of battalion headquarters.

- Training buildings.
- Classrooms.
- Dormitories.
- Cooking area.
- Dining hall.
- WC-showers and treatment systems.
- Electrical Centers.
- Complete furnished.

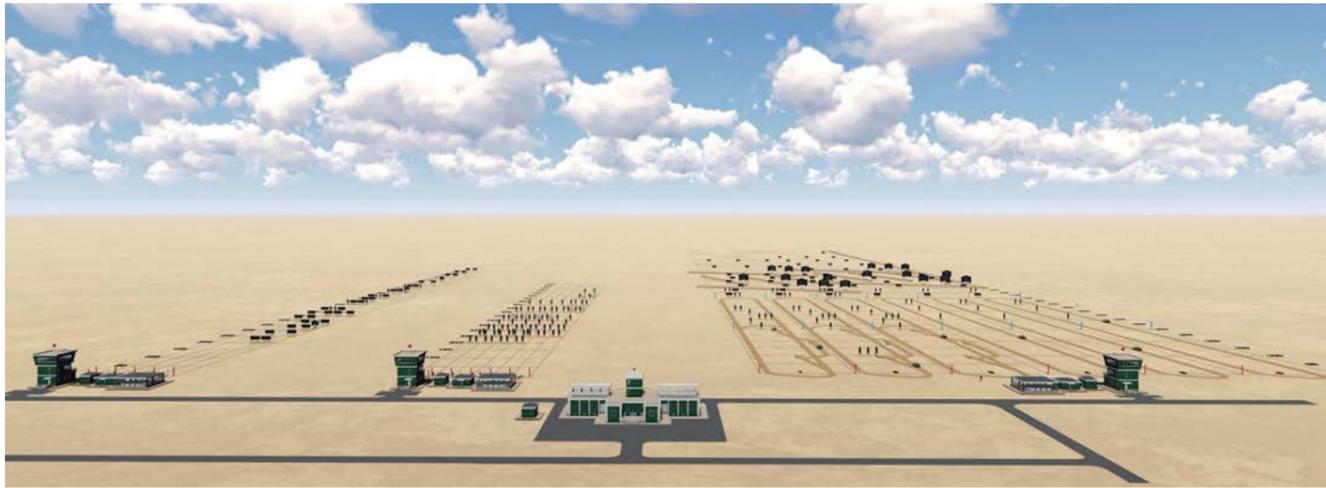


# REFERENCES

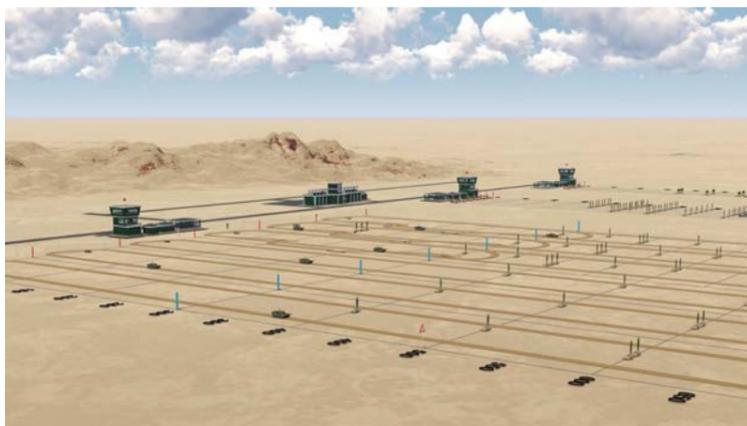
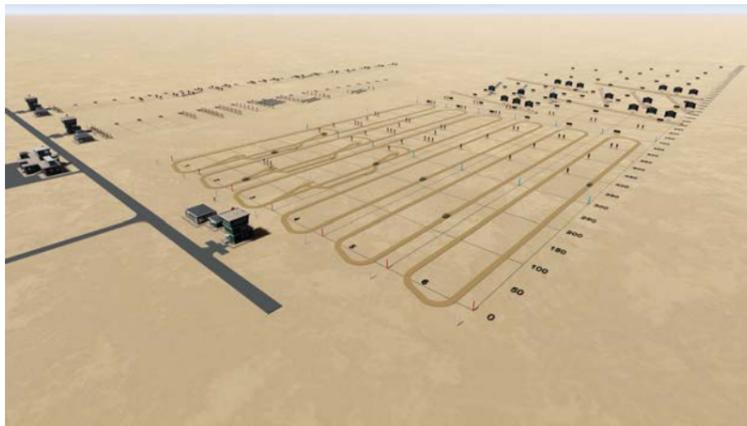
COUNTRY : AZERBAIJAN

AUTHORITY : MINISTRY OF DEFENSE

SCOPE OF THE PROJECT : LIGHT/HEAVY WEAPONS AND TANK SHOOTING TRAINING CENTER



- Main control tower and watching tribune for president
- 143 units of pop-up infantry targets, 91 units of pop-up tank targets
- Control tower
- Classrooms
- Generator building



COUNTRY : AZERBAIJAN

AUTHORITY : MINISTRY OF TAXES

SCOPE OF THE PROJECT : SHOOTING RANGE



## REFERENCES

COUNTRY : AZERBAIJAN

AUTHORITY : MINISTRY OF DEFENSE INDUSTRY

SCOPE OF THE PROJECT : BALLISTIC TEST RANGE



COUNTRY : AZERBAIJAN

AUTHORITY : MINISTRY OF DEFENSE INDUSTRY

SCOPE OF THE PROJECT : BALLISTIC TEST RANGE



### Republic of Azerbaijan Ministry of Defence Industry

Azerbaijan, AZ1141, Baku, Matbuat ave., 40 Tel/Faks: (+99412) 539 24 53; 510 63 47

No 10.3/1897

"31" 10 2016

TO WHOM IT MAY CONCERN

"Koza İnşaat ve Savunma Sanayi Ticaret Ltd" company has successfully constructed high-quality polygons based on international standards, in the enterprises of the Ministry of Defence Industry of Azerbaijan Republic for testing of weapons with different calibres and their ammunitions. Moreover, the Ministry highly appreciate the current relations and is interested for strengthening perspective cooperation with above mentioned company.

Sincerely,  
Deputy Minister



Yahya Musayev



KOZA CONSTRUCTION & DEFENSE INDUSTRY

REFERENCES

COUNTRY : TURKMENISTAN

AUTHORITY : ASGHABAT POLICE ACADEMY

SCOPE OF THE PROJECT : SHOOTING RANGE



COUNTRY : TURKMENISTAN

AUTHORITY : ASGHABAT POLICE ACADEMY

SCOPE OF THE PROJECT : SHOOTING RANGE



# REFERENCES

COUNTRY : TURKMENISTAN

AUTHORITY : MINISTRY OF INTERIOR

SCOPE OF THE PROJECT : SHOOTING RANGE



COUNTRY : TÜRKİYE

AUTHORITY : MINISTRY OF INTERIOR

SCOPE OF THE PROJECT : SHOOTING RANGE



KOZA CONSTRUCTION & DEFENSE INDUSTRY

## REFERENCES

COUNTRY : TURKIYE

AUTHORITY : MINISTRY OF INTERIOR

SCOPE OF THE PROJECT : SHOOTING RANGE



COUNTRY : QATAR

AUTHORITY : QATAR ARMED FORCE

SCOPE OF THE PROJECT : PROJECT DESIGN OF TRAINING CENTER FOR JOINT SPECIAL FORCES  
TURNKEY 50 meter INDOOR SHOOTING RANGE - LIVE / LASER INTERACTIVE SHOOTING RANGE



- 50 M. INDOOR SHOOTING RANGE
- URBAN TRAINING CENTER
- BOMB TRAINING AREA
- MULTI PURPOSE TRAINING CENTER
- CARGO SHIP FOR ANTI-TERROR TRAINING AREA
- OBSTACLE COURSE AREA
- POLYCLINIC & TRAUMA SIMULATOR
- DIVING TOWER
- ZODIAC PANTOON
- SOLDIER BARRACK
- LABORER BARRACK
- MESS HALL
- WAREHOUSE
- MOSQUE
- PURIFYING BUILDING
- INDOOR SPORTS FACILITY
- GUARDHOUSE BUILDING

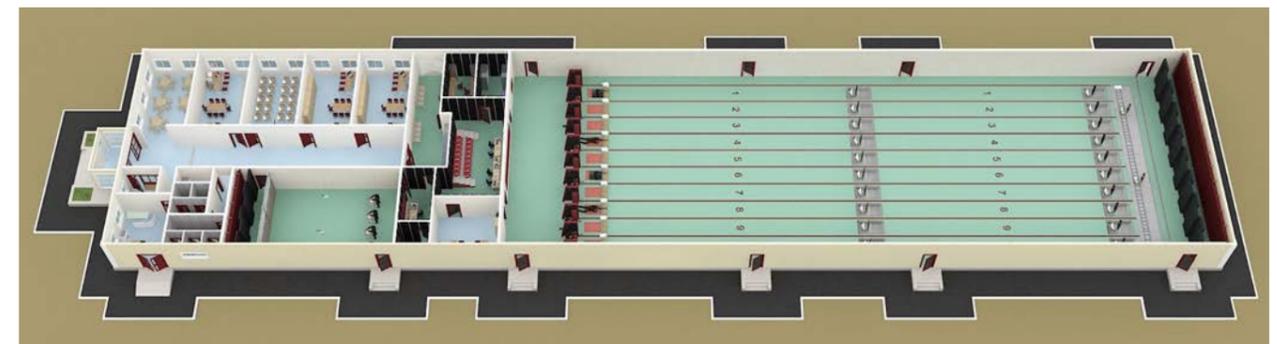
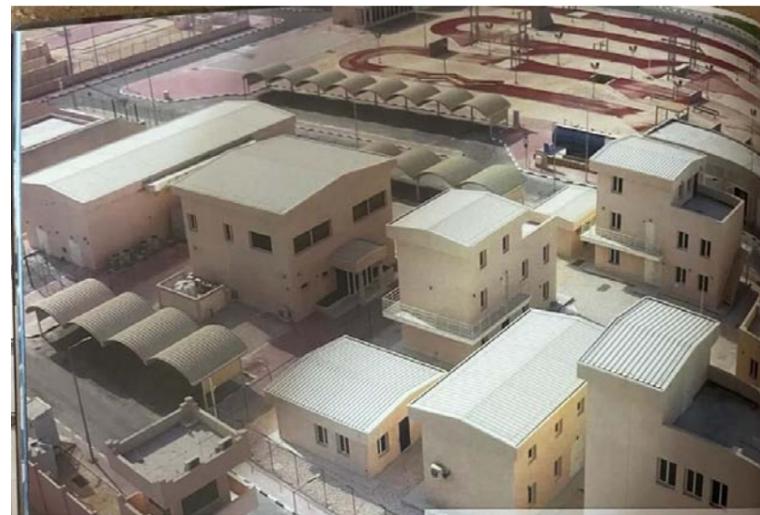


# REFERENCES

COUNTRY : QATAR

AUTHORITY : QATAR ARMED FORCE

SCOPE OF THE PROJECT : PROJECT DESIGN OF TRAINING CENTER FOR JOINT SPECIAL FORCES  
TURNKEY 50 meter INDOOR SHOOTING RANGE - LIVE / LASER INTERACTIVE SHOOTING RANGE



THANK YOU

Engagement  
& Precision



On-Field  
Realism



Extreme  
Usability



Flexibility  
Fits all needs



Specialization



After Action  
Management



“ - You can only fight the way you practice... ”

Miyamoto Musashi  
The Book of Five Rings – 1645



KOZA CONSTRUCTION & DEFENSE INDUSTRY