

ABSTRACT

Simulator and method for simulating a use of a missile

5 A simulator for simulating a use of a missile of an attacking system is proposed.
The simulator comprises: a storage device for storing of a terrain model of the
battle terrain and for storing a number of target object models of target objects; a
sensing unit associated with the attacking system, for sensing and tracking a de-
fined target object of the target objects in the battle terrain; a transmitting unit
10 associated with the attacking system, for transmitting a coded laser signal to the
defined target object, wherein the coded laser signal comprising at least an iden-
tification of the attacking system; a receiving unit associated with the attacking
system, for receiving a response signal transmitted by the defined target object as
a response to the laser signal, the response signal comprising at least a location
15 information and a type information of the defined target object; a providing unit
for providing a target object model stored in the storage device for the defined
target object in dependence on at least the type information of the received re-
sponse signal; and a visual means associated with the missile of the attacking
system, for outputting a current visual representation of the battle terrain by
20 means of the terrain model, the provided target object model and the location in-
formation of the response signal.

(Fig. 1)