RAIL (35 charac. to line)

NEWS From GEORGIA TECH'S ENGINEERING EXPERIMENT STATION

Atlanta, Georgia 30332

↑ invented by the Radar and Instrumentation Laboratory (RAIL)

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CUEING DEVICE MAY MAKE

WAR GAMES MORE REALISTIC

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ATLANTA, Ga. -- The Army soon may play its war games more realistically, thanks to a ~~Georgia Tech~~ device which simulates the effects of indirect mortar and artillery fire.

The ~~Tech~~ invention (device) mimics the smoke, noise and explosive signature of the impact of indirect fire projectiles, but with none of their destructive effects. It will be used primarily to cue soldiers to incoming rounds during war game maneuvers. Ultimately, the ~~Tech~~ (RAIL) cueing system will allow artillery gunners and forward observers to participate fully in practice maneuvers in which the use of live ammunition is unacceptable.

The cueing device is a small pneumatic cannon which launches harmless rounds and has a range of up to 230 yards. In military field exercises, the cueing devices are placed much closer to battlefield targets than the actual artillery guns. However, a computer would link the guns and cueing devices so they could operate in coordinated fashion.

"In a war game setting, artillery gunners would aim at targets several miles away and fire off blank rounds," explains project director ~~Robert~~ Bob Michelson, ~~of Tech's Engineering Experiment Station~~. "Then a computer would cause the cueing device to deliver a harmless cue at the same spot and time in which the real round would have hit."

When the cue hits ground, it has an impact force corresponding to that of a served tennis ball. Exploding, it resembles a small smoke bomb with an associated flash of light and audible bang. The smoke, however, is nothing but chalk dust and the flash/bang combination has no destructive energy.

(More)

The cue is a foot-long projectile which weighs less than three ounces. It has a rounded, rubberized nosecone and a styrofoam tail section. For this reason, a soldier could sustain a direct impact by the cue without getting hurt.

Tech's Radar and Instrumentation Laboratory RAIL has successfully built and demonstrated the feasibility of a manually-operated version of the artillery fire cueing device for the Army.

The lab is seeking a new contract from the Army to continue this research effort. Tech engineers hope to design and build a computer-controlled prototype with a breech-loading launcher. It would have multiple cue magazines and an extended launch range.