

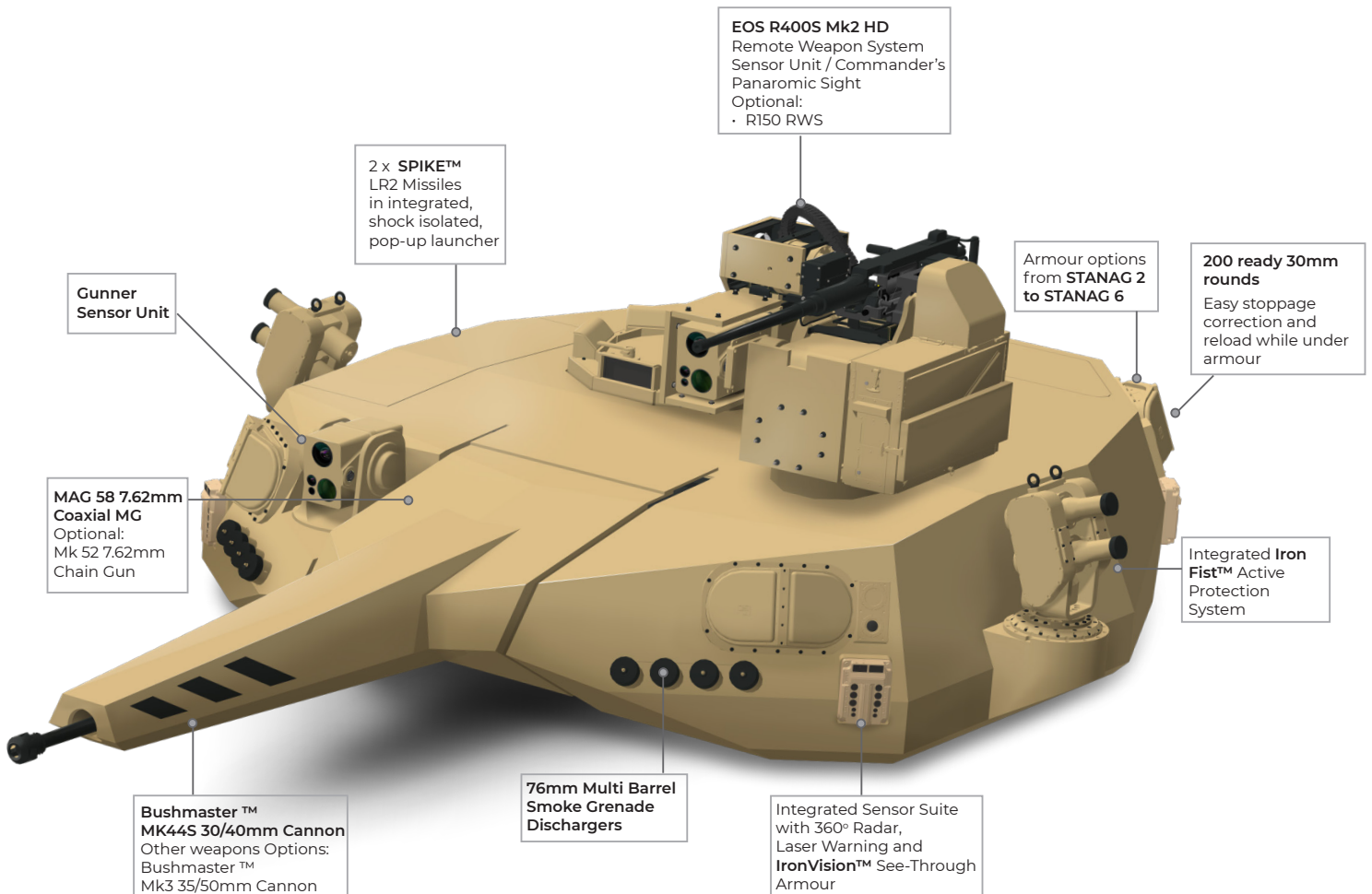
T2000



T2000



COMMON USER AND TRAINING INTERFACE ACROSS THE ENTIRE EOS RANGE



Australian Made

Uses combat proven EOS sensors and Fire Control System
Configurable from lightweight recon vehicles to heavy IFVs

OPTIONAL:

MANNED

UNMANNED

Electro Optic Systems (EOS) is a leader in the development of Lethality Systems, optimised to mount existing and future weapon inventories.

Our family of Lethality Systems are built on over 25 years of developing electro-optic fire control platforms for defence environments and military platforms including vehicles, vessels and static emplacements. Operator survivability is significantly improved when in control of a fully stabilised, remotely operated weapon or turret and sensor system which provides unparalleled detection, tracking and engagement.

The **T2000** is a modular medium caliber turret capable of optimisation to meet customer requirements for weapon and missile loads, protection levels and specialist capabilities such as active protection and other advanced technology payloads.

| Weapons Options | | Sighting | | | | | | | | | | | | | |
|----------------------------|---|--|--|-----|-------|--------|---------|---------|-----------|--------|--------|----------|--------|--------|--|
| Main Armament | <ul style="list-style-type: none"> Bushmaster™ M242 25mm Bushmaster™ Mk44 30mm/40mm Rheinmetall Mk-30/2 ABM 30mm Bushmaster Mk3 35mm/50mm <p>Able to fire all Fuse Ammunition, breech and muzzle programmable</p> | Integrated day camera, thermal and laser range finder in a robust, user replaceable sealed unit, common sensor unit for all EOS weapon systems and turrets | | | | | | | | | | | | | |
| Coaxial | <ul style="list-style-type: none"> M240/MAG58 7.62 Mk 52 7.62mm | <table border="1"> <tr> <td></td> <td>Day</td> <td>Night</td> </tr> <tr> <td>Detect</td> <td>12 000m</td> <td>13 700m</td> </tr> <tr> <td>Recognise</td> <td>5 600m</td> <td>5 100m</td> </tr> <tr> <td>Identify</td> <td>4 700m</td> <td>4 000m</td> </tr> </table> | | Day | Night | Detect | 12 000m | 13 700m | Recognise | 5 600m | 5 100m | Identify | 4 700m | 4 000m | |
| | Day | | Night | | | | | | | | | | | | |
| Detect | 12 000m | | 13 700m | | | | | | | | | | | | |
| Recognise | 5 600m | 5 100m | | | | | | | | | | | | | |
| Identify | 4 700m | 4 000m | | | | | | | | | | | | | |
| Smoke Launcher (SGL) | 8 x 76mm | | | | | | | | | | | | | | |
| Missiles | <ul style="list-style-type: none"> 2 x SPIKE™ LR 2 integrated, Javelin™ | Killer-Killer Combination RWS and Commander's Sight | | | | | | | | | | | | | |
| Remote Weapon System (RWS) | <ul style="list-style-type: none"> R150: 5.56 to 12.7 capable R400: 7.62 to 30mm x 113 capable | Laser Designator | | | | | | | | | | | | | |
| Munitions Load | | Situational Awareness (Optional) | | | | | | | | | | | | | |
| Main Armament | <ul style="list-style-type: none"> 200 x 30mm x 173mm | Laser Warning System | Integrated LWS with 360° threat warning and characterisation | | | | | | | | | | | | |
| Coaxial | <ul style="list-style-type: none"> 690 x 7.62mm ready 2000 stored in turret | IronVision™ | Integrated 'See Through' armour system | | | | | | | | | | | | |
| R150 | <ul style="list-style-type: none"> 750 x 5.56mm 550 x 7.62mm 200 x 12.7 / .50 cal | Protection | | | | | | | | | | | | | |
| R400 | <ul style="list-style-type: none"> 1200 x 7.62 500 x 12.7 / .50 cal 75 x 40mm AGL 150 x 30mm x 113mm | Passive | <ul style="list-style-type: none"> Armour options from STANAG Level 2 to 6 Optics protected up to STANAG Level 3 | | | | | | | | | | | | |
| Smoke Launcher | <ul style="list-style-type: none"> 8 rounds loaded + 16 stored in turret | Active (Optional) | Integrated Iron Fist™ Active Protection System (APS) | | | | | | | | | | | | |
| Missiles | <ul style="list-style-type: none"> 2 x loaded in vibration isolated mount | Counter UAS | RWS integrated counter UAS system uses APS radar for active detection. Includes passive UAS detection system and RF UAS Soft Kill system | | | | | | | | | | | | |
| Combat Weight | | Firing Zone | | | | | | | | | | | | | |
| 2000kg - 6000kg | <ul style="list-style-type: none"> Includes: weapons, missiles, APS, RWS and full ammunition load | Traverse | <ul style="list-style-type: none"> 360° | | | | | | | | | | | | |
| Embedded Simulation | | Elevation | <ul style="list-style-type: none"> +60° to -10° | | | | | | | | | | | | |
| | | Programmable | <ul style="list-style-type: none"> Traverse and elevation limits and no-fire zones | | | | | | | | | | | | |