



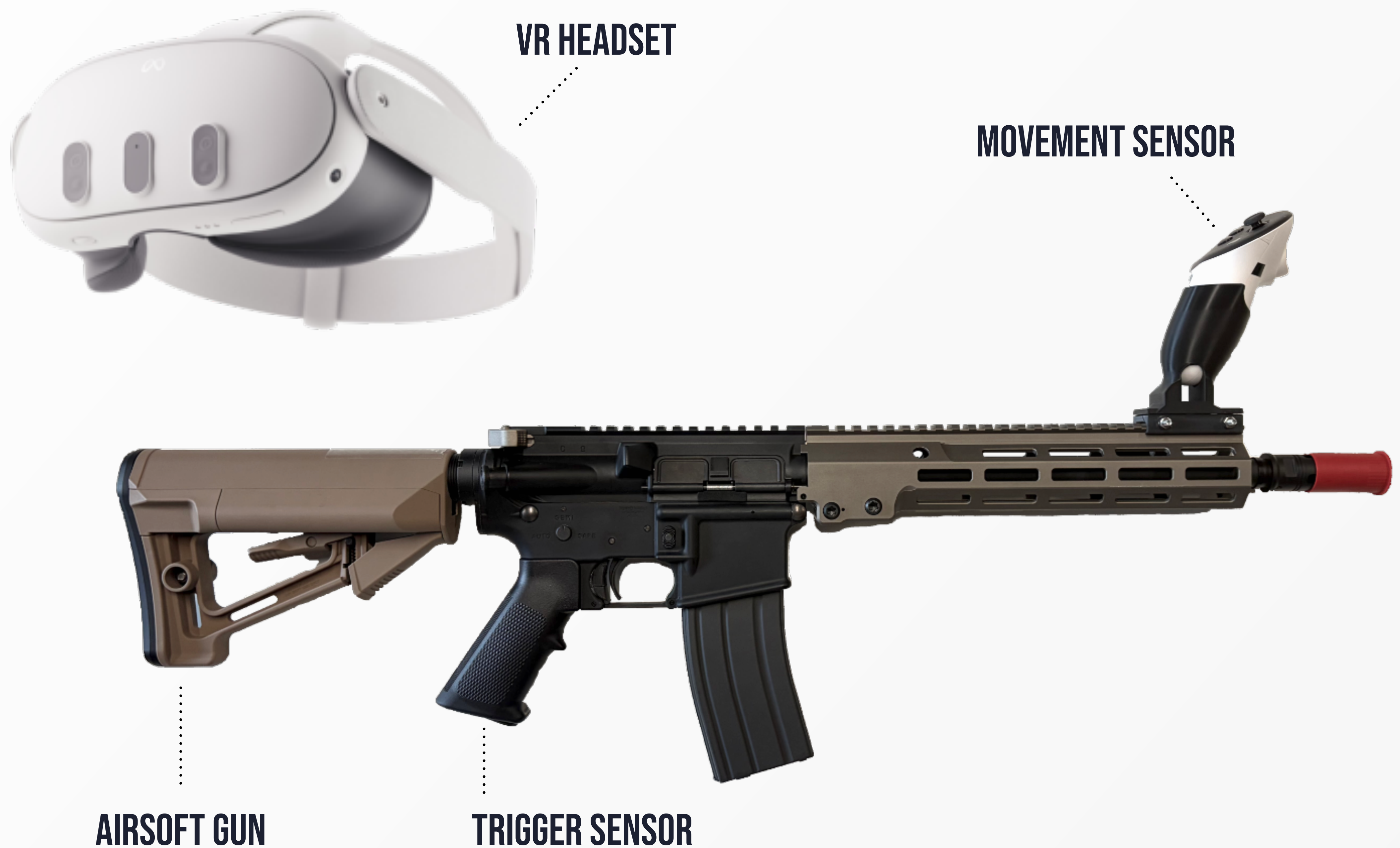
KANDA

D E F E N C E

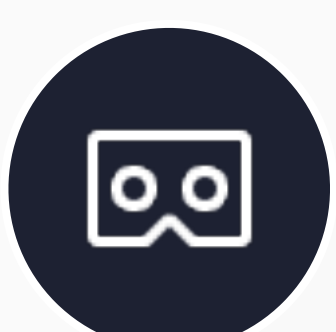


THE SHOOTING SIMULATOR

KANDA SHOOTING SIMULATOR

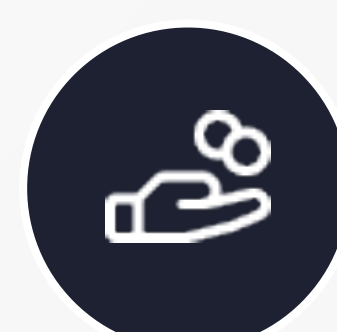


KEY FEATURES



SUPPORTED WEAPONS

Rifle, Shotgun, and Heavy Machinegun
Upcoming: Recoilless rifle, pistol, and AGL.



COST-EFFECTIVE

A fraction of the cost of traditional simulator systems, enabling wider deployment and more trainees.



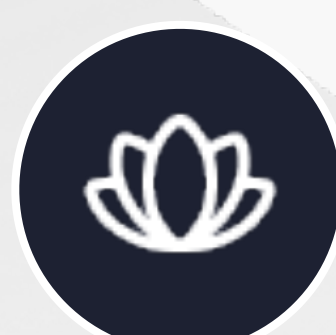
COUNTER-DRONE TRAINING

Purpose-built scenarios for engaging FPV drones and bomber drones, the defining threat of modern warfare.



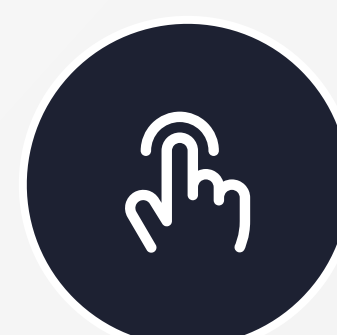
HIGHLY SCALABLE

Simple hardware setup allows rapid scale-up to train more soldiers simultaneously across multiple sites.



MULTIPLE ENVIRONMENTS

Train in realistic field environments or shooting range scenarios to match real operational conditions.



MOBILE & PORTABLE

Lightweight mobile VR headsets mean the simulator can be deployed anywhere - no fixed range required.

A EURO-CENTRIC PLATFORM

Kanda's VR platform is built on Godot, an open-source engine with a strong support community. It is maintained by a core group of paid developers, funded by donations in the same way as Wikipedia or Blender is funded.

This gives European defence customers a sovereign training platform that can be delivered fully on European-based infrastructure. It can be deployed in air-gapped environments or updated over the air across distributed headset

SERVER HOSTING

Our multiplayer hosting and backend are on Scaleway (French) and built on open-source technologies, including Agones for multiplayer relay services.

HARDWARE INTEGRATION AND DATA

When building hardware, we want to keep it as simple as possible. Simple communication and as few sensors as possible.

SUBSCRIPTION BASED

Standalone deployment to 10 or 10.000 soldiers with a simple subscription model that ensures continued development as the modern battlefield threats evolve.

“IN KANDA, WE ARE WORKING TO CREATE A FULLY SOVEREIGN TRAINING PLATFORM”

SOLUTION COMPONENTS

REALISTIC SIMULATION

Authentic weapon handling with airsoft guns, recoil sensors, and trigger sensors.

TARGET TYPES

Dynamic and Static Targets, Clay Pigeons, FPV Drones, Bomber Drones, Shahed Drones

TRAINING ENVIRONMENTS

Open Field, Shooting Range, or a customized area specified by you

META QUEST 3 HEADSET

Mobile VR headset (standalone, no PC required),

WEAPON INTERFACE

Replica or a real gun. Your choice with a movement sensor

SIMPLE TRIGGERED SENSOR

Customized device to be implemented at the preferred weapon.

HOW TO GET STARTED

01 UNBOX THE SOLUTION

The entire Kanda training system ships in a single case. Weapons, headsets, sensors, and everything needed for a full training session. From storage to operational in under 10 minutes.



02 SELECT YOUR WEAPON

There is a multitude of weapons on the modern battlefield. We are working to cover all infantry weapons and heavy weapons in collaboration with partners.



HEAVY MACHINEGUN



RIFLE



SHOTGUN

UPCOMING



HANDGUN



MACHINE GUN

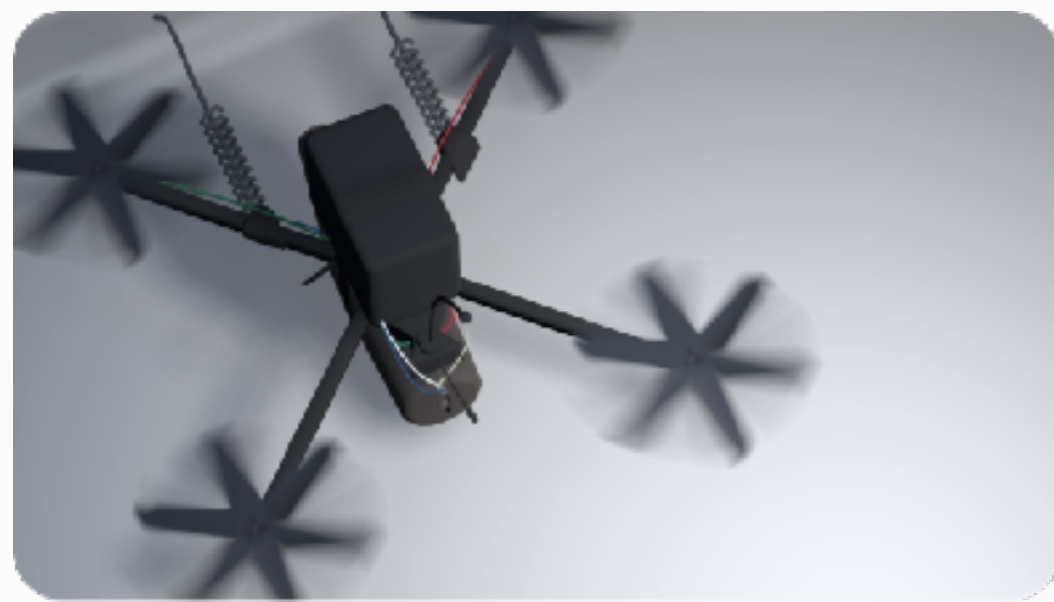


CARL GUSTAF

HOW TO GET STARTED

03 SELECT YOUR TARGET

We keep expanding the target variety and different modes of engagement. Constantly with an eye on the gaming sector for ways to motivate people to get the repetitions in.



FPV DRONES



BOMBER DRONES



CLAY PIGEONS



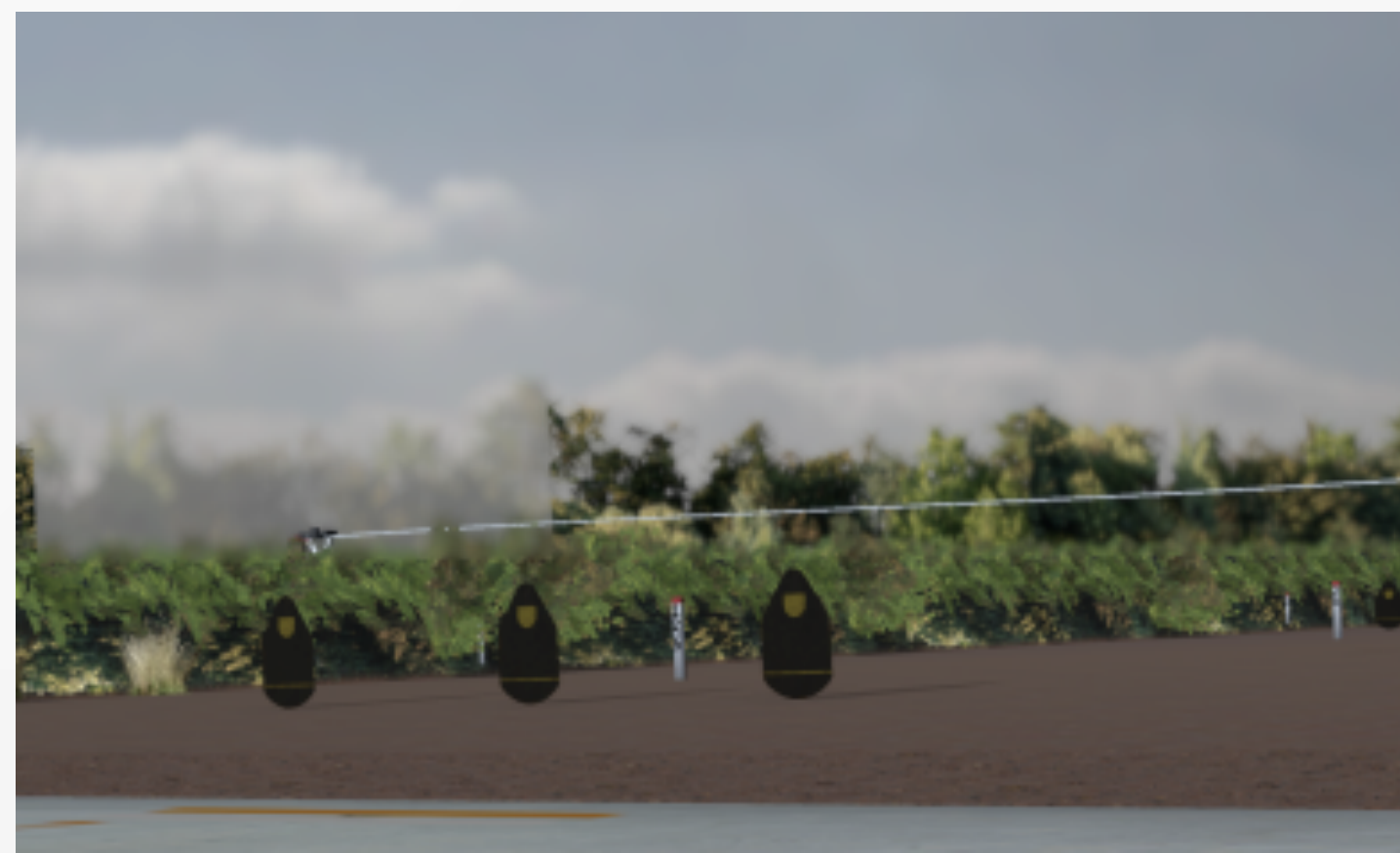
STATIC TARGETS

04 SELECT YOUR TRAINING SCENARIO

We cover the environments you will encounter during your basic training to help facilitate the transfer from physical training to digital and back.



DRONE DEFENCE - FIELD



SHOOTING RANGE



CLAY SHOOTING

TRAIN THE TRAINER PROGRAM

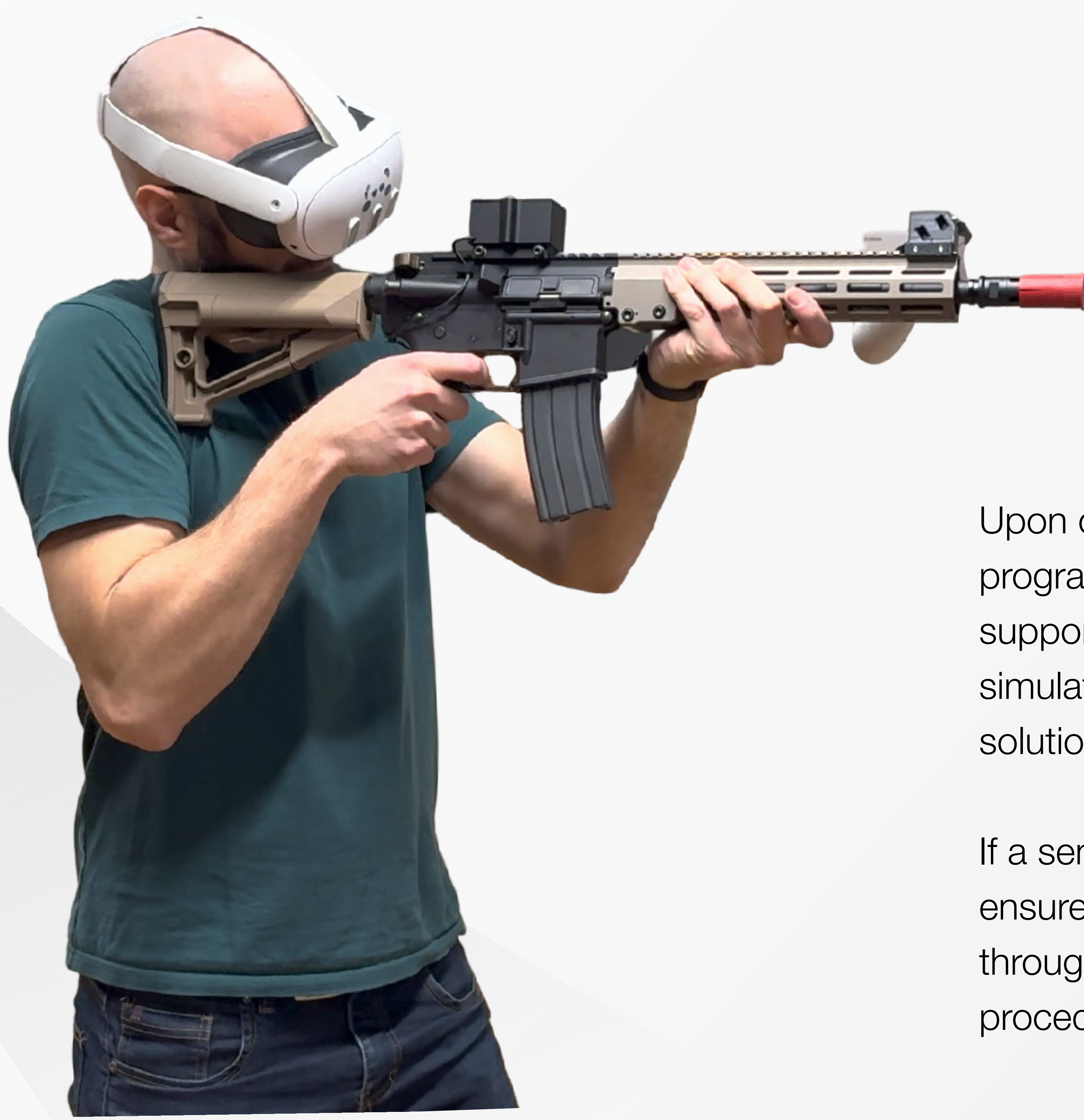
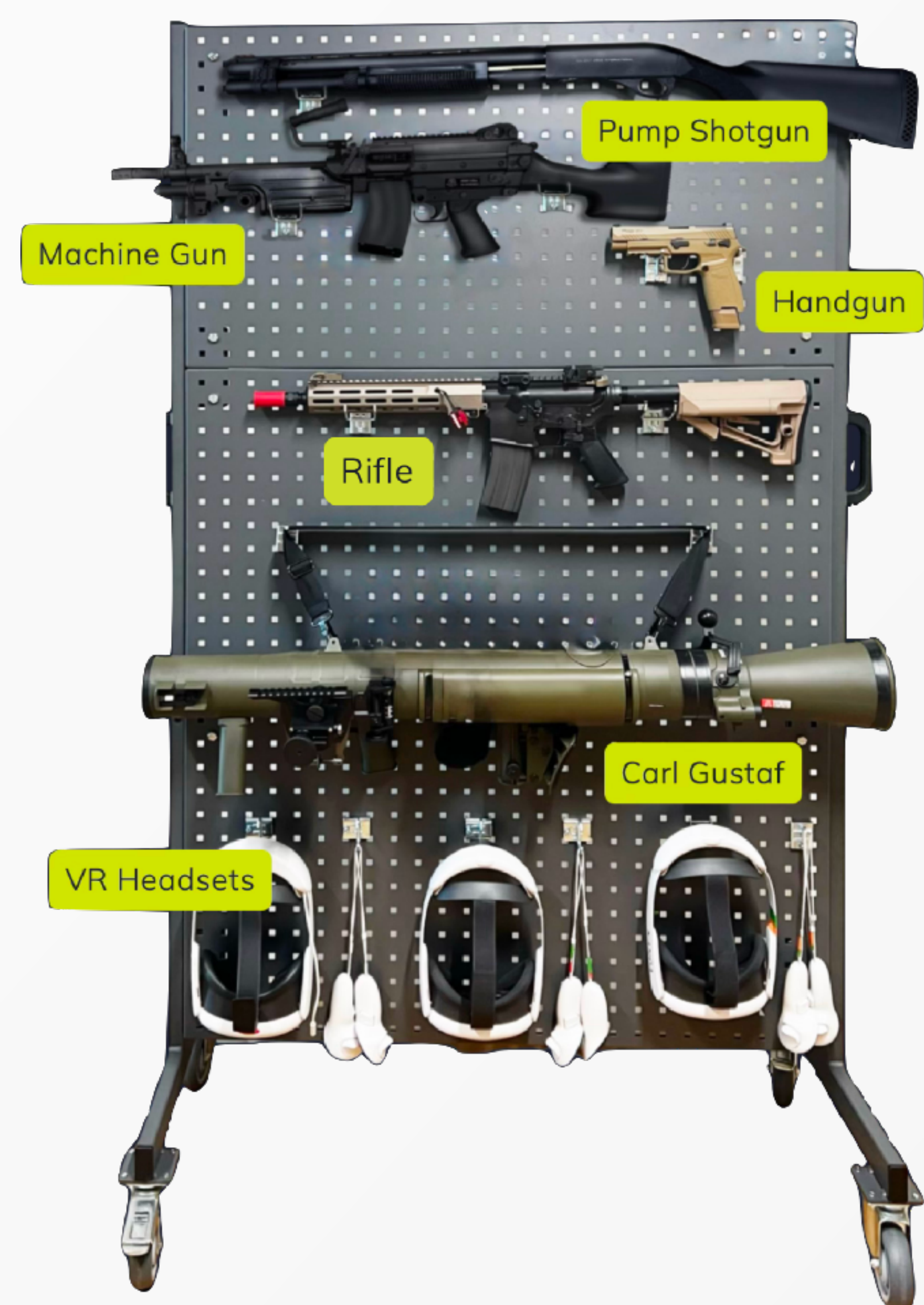
A one-day Train the Trainer program for all instructors is included in the license fee to ensure that your instructors are familiar with Kanda's Training Platform and ready to deliver the training.

We will provide a dedicated instructor who will guide you through the program either onsite with a group of instructors or remotely.

During the Train the Trainer program, we will introduce you to the weapons you have selected and how to get the most from the various scenarios on the platform.

We currently have a range of standard guns implemented. We are working on expanding the simulator to include all infantry-based weapons.

Along with weapons, we also go through the various attachments and ammunition types.



Upon completion of the Train the Trainer program, we will provide you with first-line support and ensure that our shooting simulator remains an efficient training solution.

If a sensor breaks (and it will), we will ensure that it is replaced and guide you through the standard troubleshooting procedures.

PRICING MODEL

Kanda's shooting simulator is designed to provide realistic training without the complexity and high cost of traditional systems. We have a transparent pricing structure with an upfront hardware cost based on the weapon choice, plus an annual license fee.



HARDWARE:

FROM € 3.400

A complete package with a weapon, a Meta Quest 3 headset, and a flight case to make transport easy.

LICENSE:

€ 900 PER YEAR

Unlimited access to our platform for as many participants as you want per system for 12 months.

ALL SUPPORT & SERVICE INCLUDED

FIRST LINE SUPPORT

We assist you with troubleshooting and help you to get on with your training.

FREE REPLACEMENTS

We will replace broken sensor at no additional cost as part of the license.

REACH OUT TO LEARN MORE

Kanda's Shooting Simulator is designed for flexibility and efficiency, enabling training to be deployed anywhere at any time.

Built on highly affordable hardware, it requires minimal setup allowing users to begin training within minutes.

Its scalable design supports any number of trainees, while its rapid deployment capability ensures forces can respond quickly to evolving training needs. Let's talk about how we can scale defence forces.



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