

RAPID ARMOR SHELTER SYSTEM

The **Rapid Armor Shelter System** (international patent pending) is a new, <u>innovative ballistic protection system</u>. This military certified lightweight fortification wall system is ideal for fast moving troops. Fortification walls can be built and dismantled in a few minutes allowing troops to be protected even during short stops or operations.

Panels protect men or property mainly from fragments, protection level is v 50 > 600 m/s (1,1 g FSP, STANAG 2920). For bullet protection double panel system can be used.

The Rapid Armor Shelter System is simple and easy to use.

Two basic shapes, squares (side length 950 mm, weight approx. 18 kg /each) and triangles (side length 950 mm, weight approx. 8 kg /each), are equipped with innovative <u>quick coupling devices</u> and



supporting legs enable the construction of a large number of various fortification combinations in a very short time.

All components are capable of withstanding UV-radiation, fuel and oil spatters as well as temperatures between -40°C and +60°C. Panels do not absorb moisture.

This multipurpose protection system is easy to adapt for various military, police and peace keeping applications, e.g. protection during military operations, mine clearing activities, military or police sieges, UN personnel and property protection, as well as protection of humanitarian organisations.



The Rapid Armor Shelter System can also be used for civilian protection, e.g. protection of window and door openings.

When hung outside of vehicles during transportation, panels protect the men and property inside the vehicles.











TECHNICAL DATA

Material: Fibreglass and phenolic resin
Protection area: Square 0,90 m²
Triangle 0,39 m²
Thickness: about 9,5 mm (before painting)
Areal weight: under 19 kg/m 2
Splinter protection according to STANAG 2920:
V50-value (1,1 g FSP) > 600 m/s
Explosion test: endures 0,5 bar overpressure pressure influencing time 0,01 seconds. Testing method: 5 kg TNT exploded in 10m, no permanen transformation is allowed.