



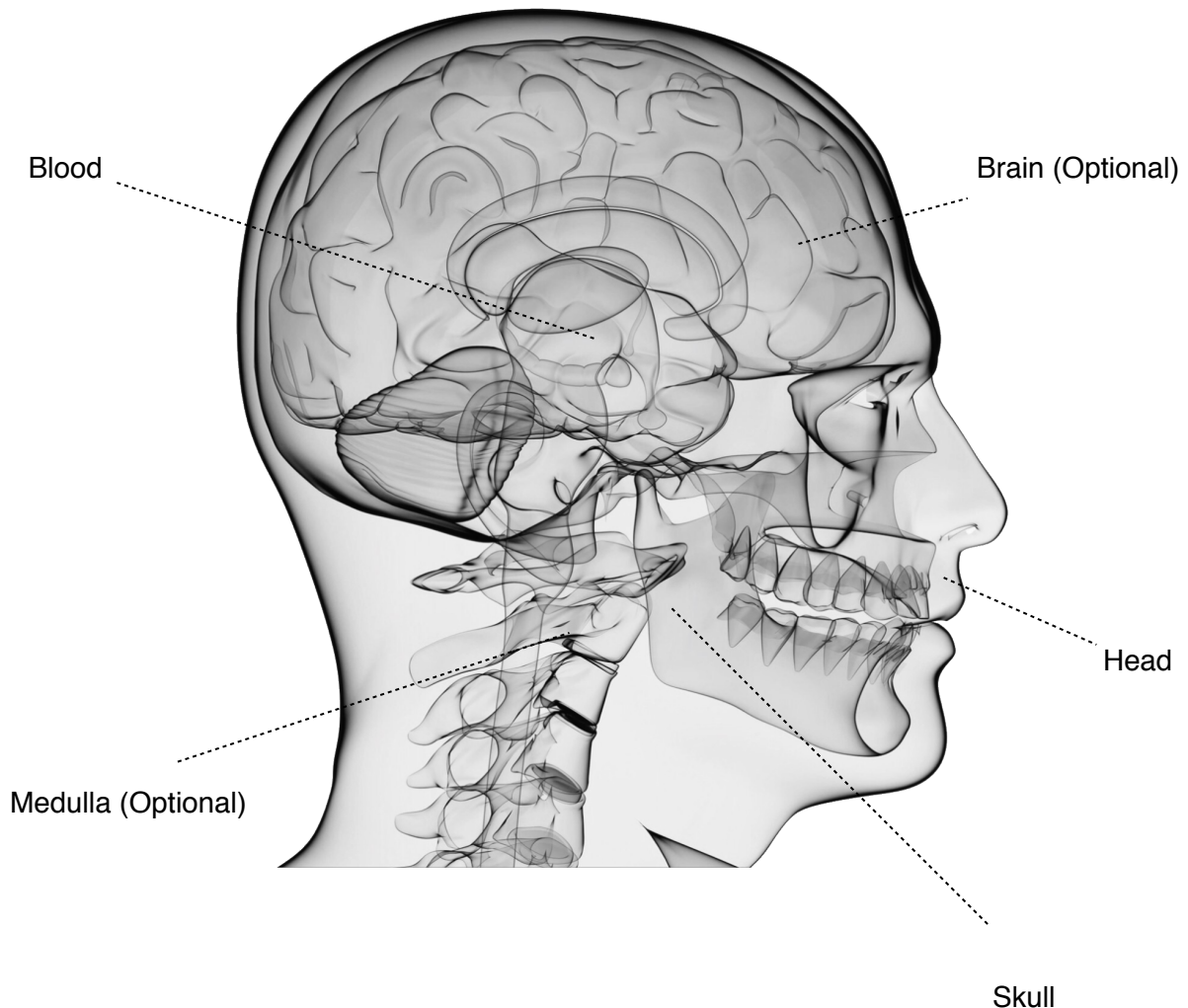
# Ballistic Sim Head

Ballistic Sim Heads are a complex combination of analogues brought together to provide a simulant that can be used for a number of technical applications; such as forensic analysis, sniper training and PPE evaluation.

These analogues are configurable in a number of ways to best suit your needs. Please see below for the options that we have available. If you have a requirement that is not included, please contact our team for more information and to discuss how we can meet your needs.

## Product Breakdown & Options

Our Ballistic Sim Heads are life-size and consist of 5 main parts:





## Head

The 'head' in this stimulant consists of the flesh and facial features it is a mandatory item in this product category. It can be made from three main base materials:

250A (20%) - this is the standard for ballistic testing. Made from natural, technical gel. This offers the ability to embed other analogues into the cast gel. This gel has a limited shelf life when cast (approximately three days) and should be kept refrigerated whilst in storage. Unlike 10% mixtures, 20% is calibrated up to temperatures of 14C.

Ballistic Soap - our newest offering for ballistic heads, ballistic soap provides a new set of data for testing armour and penetration. Unlike gel analogue, our ballistic soap expands with the temporary cavity and remains open allowing you to calculate energy imparted.

## Skull

The skull is an option which is cast into the gel head. Made from polyurethane, this analogue is an accepted material for the purpose of ballistic testing and has an accurate shape to provide extra aesthetics. The inclusion of this option allows the head to retain its strength and form after an initial strike. This includes accurate internal bone structure and features a lower mandible and teeth.

## Brain

The brain option provides the ability to generate hydraulic effects within the cranium. This is useful for forensic testing. This is an optional extra. The brain comes in the following options:

20% brain - infilled from the main casting, the cranium can be left open at the base of the skull to allow standard gel to create a brain shape for a basic brain structure.

5% brain - this is a softer, much more brain like material that is coloured pink. This provides a more accurate spatter effect. This is useful for analysing spatter patterns.



## Blood

The blood is a balloon style insert that is cast into the skull. This can be coloured red or blue and will generate a large spatter effect. This is standard with all Sim heads. Included is a thin and tick blood to simulate brain matter when ejected.

## Medulla

Known as the 'apricot', this is a balloon style insert that is cast into the base of the skull to emulate the medulla oblongata. This is used as a training aid for snipers. This is filled with a yellow paint to easily indicate damage to the medulla. This is an optional extra.

For more information, please contact the team.