



SAAB

User guide

Hand Grenade Simulator

1 Overview



1	Safety Lever	3	IR interface and LED
2	Safety Pin	4	Rubber Cover

2 Preface

This manual will quickly guide you through the use of the simulator for Hand Grenade. See the instructor manual for more information about the simulator.

3 Effective range

The effective range of the Hand Grenade Simulator is similar to that of a real grenade. This is achieved through short range radio transmissions from the simulator to target systems.

4 Pair the simulator with a PDD (optional)

1. Make sure the LED flashes green once every 5th second (Rearmed Hand Grenade).
2. Release the safety lever and quickly press the lever to activate the IR interface.
3. Aim **immediately** the Hand Grenade IR interface towards the IR interface on the PDD. When the Hand Grenade Simulator is paired with the PDD, the PDD will generate a sound message.

5 Arm and detonate

1. Make sure the LED flashes green once every 5th second (Rearmed Hand Grenade).

— **Note!** —

Always remove the safety pin before the Hand Grenade is thrown.

2. Hold the safety lever and remove the safety pin (normal procedure).



— **WARNING!** —

Never throw the Hand Grenade Simulator directly at personnel.

3. Release the safety lever.



6 Rearm with CGUN (optional)

1. Press the safety lever and immediately fire a RESET command with the CGUN (within 10 seconds).



2. Make sure the LED changes from a double flash (detonated) to a single green flash. If not, release the safety lever again and repeat step 1.
3. Hold the safety lever and install the safety pin.

Note!

Always rearm the simulator before storage. The purpose is to prolong the battery life as much as possible.

7 Rearm with time delay (optional)

1. Hold the safety lever and install the safety pin.
2. Wait until the simulator has automatically rearmed. The rearm delay time (minutes) is predefined according to the configuration.
3. Make sure that the LED changes from a double flash (detonated) to a single green flash.

Note!

Always rearm the simulator before storage. The purpose is to prolong the battery life as much as possible.

8 Troubleshooting

Symptom	Cause	Corrective action
No flashing green LED during detonation.	Hand Grenade Simulator not rearmed.	Press the safety lever and reset with a CGUN or wait for the rearm delay time to elapse (minutes).
Red flashing LED.	Low battery.	Few simulations left. Use the simulator until the battery has expired.
No flashing LED.	Lever released and the Hand Grenade detonated.	Press the safety lever.
	Battery empty.	Replace the hand grenade.

— Note! —

The hand grenade has no power switch or user replaceable battery.

9 Regulatory Statements

FCC Certification

The United States Federal Communication Commission (FCC) has established certain rules governing the use of electronic equipment.

Part15, Class B

1. This device is FCC Certified **FCC ID: R4AHGS915A**
2. This device complies with Part 15 of FCC rules. Operation is subject to the following two conditions:
 - a) This device may not cause harmful interference, and
 - b) This device must accept any interference received, including interference that may cause undesired operation. This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules.

10 Information for User

Caution

Any changes or modifications not expressly approved by the party responsible for compliance, namely SAAB Training USA LLC, could void the user's authority to operate the Equipment.