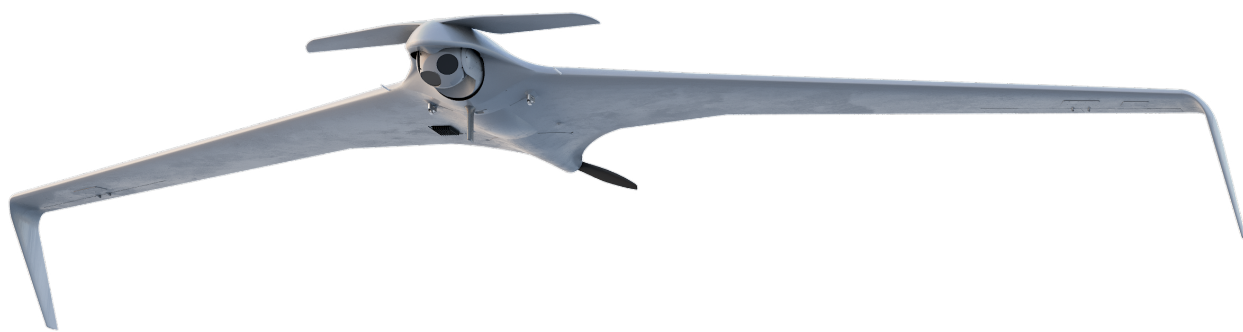


ORBITER® 3

AT THE FOREFRONT OF YOUR MISSION



AERONAUTICS™



AT THE FOREFRONT OF YOUR MISSION

The ORBITER® 3 is a mature and combat-proven UAV with over a decade of operational activity.

The ORBITER® 3 is a cutting edge electrical powerful member of the ORBITER family. Its outstanding design makes it the leader in electrical UAVs of its segment, with the longest endurance and ease of use.

The ORBITER® 3 is operational in armies on all 5 continents, including leading NATO members.

The compact size of the system ensures its high mobility, ease of deployment without any ground preparations or infrastructures, reduced maintenance needs, and low cost of operation. The electric engine ensures maximum discretion with highly reduced sound, visual, thermal, and radar signatures.





Applications & Payloads


- EO/IR with Laser pointer/designator/rangefinder
- AI Capabilities (VMD, MTI)
- Communication Intelligence (COMINT)
- Identification Friend or Foe (IFF)
- Electronic Intelligence (ELINT)
- Electronic Warfare (EW)
- Radar (SAR & MPR)
- Automatic identification System (AIS)


Main Features


- Increased payload capacity & variety
- Extended endurance (10 hours) carrying payloads for long ranges
- Advanced image processing capabilities - VMD & MTI
- Enhanced digital datalink - long LOS range Relay | AES-256 | Hopping
- Advanced Navigation system | fully operational in GPS-denied areas
- High survivability
- Operational in adverse weather conditions
- Autonomous flight and recovery modes
- Runway-independent-no permanent infrastructure needed
- Single tool assembly enabling rapid deployment for operational & maintenance flexibility
- Small logistic footprint | highly transportable | rapid assembly & turnaround
- Fast Integration & adaptation to customer requirements

Specifications

 MTOW
32 kg

 Payload Weight
Up to 6 kg

 Endurance
Up to 10 hrs

 Wingspan 4.4 m
Length: 2 m

 Maximum Speed
70 kts

 Encrypted Datalink Range
LOS up to 150 km or BLOS



YOUR EDGE IN THE FIELD