MASA SHOWCASES LATEST VERSION OF SWORD

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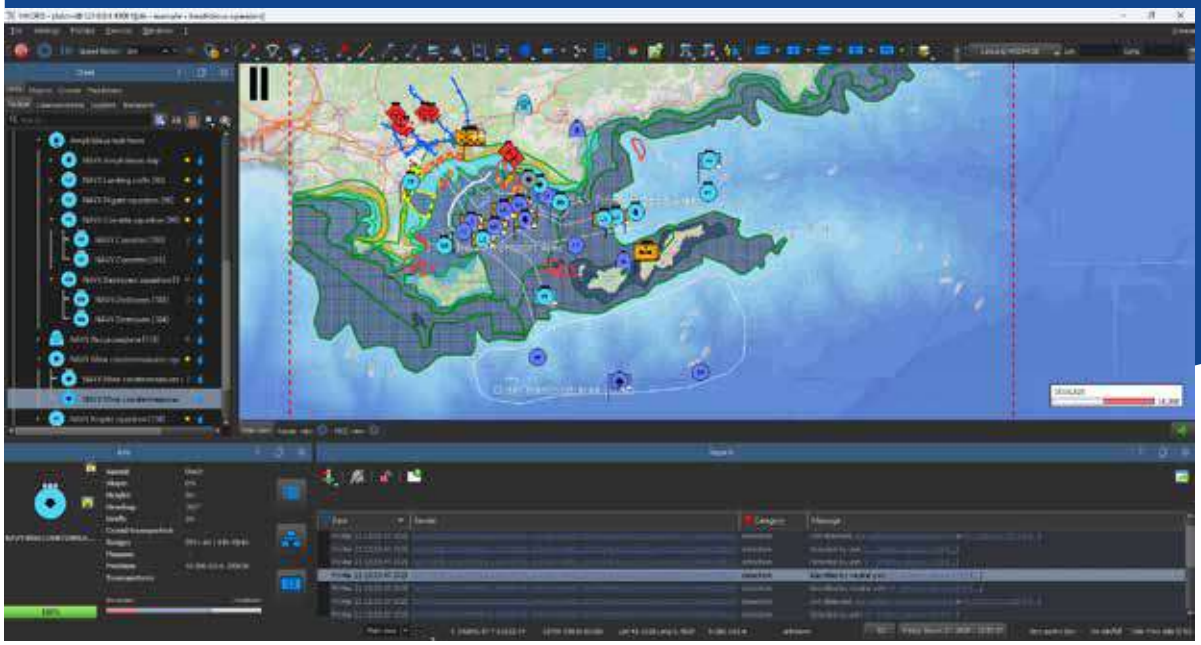

French simulation specialist MASA Group has released the latest version of its SWORD constructive simulation and is showcasing it at Eurosatory. SWORD 6.27.1 is "a pivotal update designed to elevate joint training capabilities to greater heights of realism," according to the company.

Building directly on the foundational advances of version 6.26, this latest release completes a comprehensive suite of enhancements dedicated to naval and joint manoeuvres. Special emphasis has been placed on multi-domain operations, empowering forces to coordinate complex amphibious and shore-to-ship actions.

This release introduces comprehensive modelling of the entire amphibious group, enabling the complete automation of amphibious assaults. From beach reconnaissance and securing beachheads to integrated mine warfare, naval gunfire support and close air support, every phase of amphibious operations can now be simulated under autonomous control.

A centrepiece of version 6.27.1 is its robust simulation of oceanic environments and modern mine warfare. Users can now experience high levels of environmental fidelity: seabed topographies, categorised into four types, now influence the efficiency of mine countermeasures and sub-surface operations dynamically. In addition, the integration of Douglas swell scales and Beaufort wind force scales introduces physical friction that affects vessel velocity, fuel consumption and sensor performance under realistic sea states.

Subsurface warfare is also significantly enhanced, as all types of sonar systems can now be modelled. This allows for deep, precise simulation of undersea detection, search and tracking capabilities. Coupled with sensors that adapt to tactical postures and seabed conditions, SWORD delivers an accurate training environment for mine detection and avoidance.

MASA says that SWORD release 6.28 is now in development. This will introduce major advancements in maritime, naval air and electronic warfare. It will feature high-fidelity thermocline modeling to simulate the dynamic effects of thermal ocean layers on sonar detection and acoustic propagation. Naval air training will be expanded through the complete automation of carrier strike groups to streamline carrier flight operations and tasking.

Additionally, SWORD 6.28 will deliver enhanced tactical tools for anti-surface warfare and air defence, alongside significant electronic warfare improvements, including more realistic identification friend or foe and automatic identification system integration to provide a more faithful representation of the "fog of war".

MASA is also showcasing EGIDE, an innovative agentic AI suite designed to replicate a military command chain and reduce the number of operators needed for a computer-assisted exercise, as well as supporting decision-making through simulation.

EGIDE operates using a multi-agent system divided into three key roles. SCRIBA's goal is to understand «What is happening?». Using the simulation state, topographic maps, and tracking changes, it analyses the terrain and monitors threats to predict the most likely enemy courses of action. It then produces a detailed intelligence report and an update on the operational situation.

CONSUL's goal is to decide «What to do?». Based on SCRIBA's operational report, it defines high-level objectives and the best course of action (CoA). Finally, LEGIO's goal is to determine «How to do it?». It translates CONSUL's CoA into precise, technical SWORD missions (eg specific movement speeds, formations, and exact coordinates) while validating that the orders are feasible. It then outputs these for execution in the simulation.

MASA has also been continuing to work on the integration of SWORD with Systematic's SitaWare command and control and battle management software, for which it is showcasing the latest developments.