

Enforcer



Enforcer is a lightweight compact design Tactical Diving Life Support System optimised for rapid deployment, high tempo shallow water, short duration mission profiles.

Designed to meet the evolving operational roles of special operations maritime interdiction, its unique design offers high performance and mission flexibility whilst minimising size and weight.

PRINCIPLES OF OPERATION

Via a first stage pressure reducer, oxygen is supplied from the pressure vessel (cylinder) to a demand valve that automatically adds oxygen to the re-circulation sub-system.



EXTENDAIR® CARTRIDGES

The use of ExtendAir® solid cartridges reduces equipment pre-dive preparation time, whilst offering the following advantages:

- Extremely low work of breathing
- Consistent CO₂ scrubbing performance
- No requirement to pack loose granules manually
- No user packing variability and greater duration consistency
- No CO₂ absorbent material channelling and early CO₂ break through from settling
- Water tolerant; the hazard of a caustic cocktail is significantly reduced
- Flooded breathing loop is recoverable allowing a mission to be safely aborted
- Lack of dust compared to granules (allows canister packing aboard submarines)

SPECIFICATION

Height	600mm
Width	400mm
Depth	160mm
Weight	9kg

PERFORMANCE

Maximum depth (m)	15*
Canister duration (hrs)	2 - 3**
Air temperature operation	-20°C to +40°C
Sea temperature operation	-2°C to +35°C
Fresh water temperature operation	+1°C to +35°C
Pressure	300 bar cylinders

* Dependent upon local oxygen exposure limitations

** Dependent upon diver work-rate and water temperature

FEATURES

- Lightweight compact design
- Simplified pre and post dive procedures
- Optimised counter lung position to minimise hydrostatic imbalance
- Optimised work of breathing performance
- Operationally proven worldwide from arctic to tropical climates
- Low magnetic and acoustic signatures
- Readily field maintained
- Fully user serviceable
- Automatic demand valve that serves as a manual bypass valve