

# SERVICES

## MAINTENANCE, REPAIR AND OVERHAUL (MRO)



Covering a wide range of military vehicles and components, our MRO services deliver complex, comprehensive and premium quality services that maximise asset availability.

### SUPPLY CHAIN MANAGEMENT



We deliver value-added inventory management and procurement services that maximize customers' asset performance and availability. We leverage big data and analytics to develop the most effective maintenance forecasts and planning schedules.

#### Services include:

VEHICLES REBUILD

VEHICLES AND COMPONENTS
ELECTRONICS AND ELECTRICAL REPAIR

 COMPONENTS REPAIR (ENGINES TRANSMISSIONS, DIFFERENTIALS)

**VEHICLES AND COMPONENTS UPGRADE** 

**COMPONENTS REFURBISHMENT** 

VEHICLES INTERIOR AND EXTERIOR BODY WORK, PAINTING AND WELDING

#### Services include:

RECEIPT, STORAGE, AND ISSUANCE OF SPARES AND REPAIRABLES

ORDER FULFILMENT AND DISTRIBUTION

INVENTORY CONTROL

DEMAND ANALYSIS AND REPORTING

PRESERVATION AND PACKAGING

CATALOGUING

#### **TECHNICAL TRAINING**



We provide multiple levels of training to military and civilian staff covering legacy and newly deployed technologies and assets, through the use of on-site materials, specialized training facilities and flexible training methods

### **ENGINEERING**



Our engineering team develop innovative solutions, upgrades and technology integration across a wide range of land platforms and systems that help strengthen client capabilities.

#### Our workforce enhancements include:

TAILORED CURRICULUMS BUILD THROUGH TRAINING NEEDS ANALYSIS (TNA)

SYSTEMS APPROACH TO TRAINING (SAT)

MECHANICAL, ELECTRICAL -ELECTRONICS AND ALLIED TRADE TRAINING

TRANSFER OF TECHNICAL SKILLS TO CUSTOMER PERSONNEL

TRANSFER OF TECHNICAL SKILLS TO CLIENTS

#### **Services include:**

PREVENTIVE AND PREDICTIVE SOLUTIONS

**FAILURE ANALYSIS** 

**MATERIALS TESTING** 

MODELING AND SIMULATION

VEHICLE IMPROVEMENT AND DEVELOPMENT

REVERSE ENGINEERING AND MANUFACTURE

**NEW TECHNOLOGY APPLICATION STUDIES** 

SYSTEM INTEGRATION AND DESIGN