



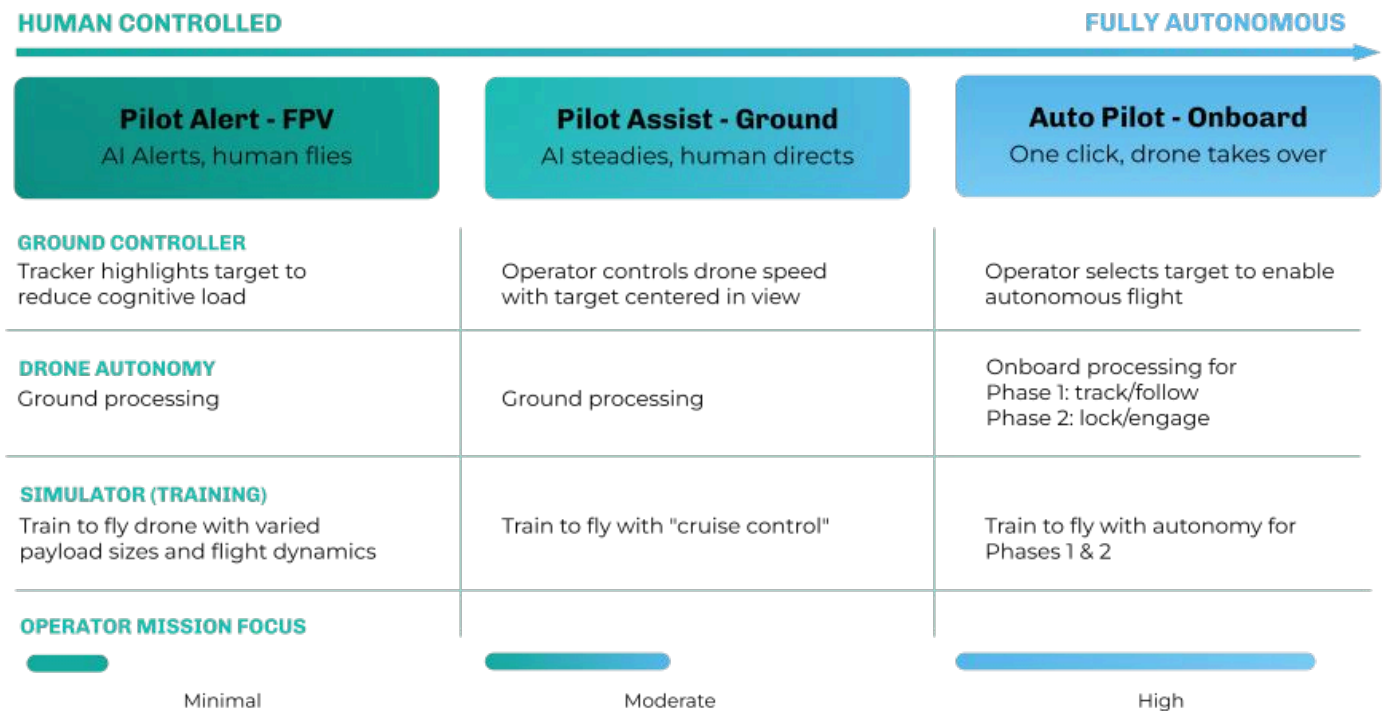
# Latent Field Tactical Suite

## Operator-directed autonomy for Group 1 and 2 UAS

Modern UAS operations demand more from fewer operators. Whether the mission is surveillance, patrol, or engagement, the cognitive load of flying, tracking, and deciding simultaneously is the limiting factor, not the hardware.

The Latent Field Tactical Suite (FTS) delivers a platform-native spectrum of autonomous capability for Group 1 and Group 2 drones, giving operators AI that reduces workload at every level — from AI-assisted awareness to fully autonomous engagement. And when battlefield conditions change, FTS keeps those capabilities mission-ready: operators fine-tune and redeploy AI models in the field, in minutes, without connectivity or a data scientist.

### Three modes. One platform.



Runs on NVIDIA, Qualcomm, and other Edge AI hardware. Operator control via Android, ATAK, or laptop.

Learn more at [latentai.com](https://latentai.com) or contact [info@latentai.com](mailto:info@latentai.com).



**From complexity to command.**

**Autonomous tracking that adapts in real time**

Follow any object, known or unknown, with hands-on-the-stick target selection. Unlike trackers that lock to a class or break when conditions shift, FTS delivers persistent, autonomous tracking running at 30 FPS on embedded hardware. When the target changes, the operator stays in control of the mission.

**Terminal homing onboard, no link required**

The first use case for Auto Pilot mode: the operator locks a target, and the drone autonomously completes the terminal approach onboard, without operator input or external communications in the final phase. Available today on embedded hardware for integration with your drone platform.

**SOLUTION BENEFITS:**

<b>Reduce operator cognitive load</b>	AI handles detection and tracking across all three autonomy modes, freeing operators to focus on mission decisions
<b>Autonomous engagement, onboard</b>	Terminal homing and fully autonomous solutions run entirely on embedded hardware — no link, cloud compute, or reach-back required in auto-pilot modes.
<b>Scale across platforms and units</b>	Uses industry standard flight controls (e.g. Mavlink). Built compatible to Modular Open System Approach (MOSA); supports NVIDIA, Qualcomm, and other Edge AI hardware.
<b>Operate in any environment</b>	Edge-native, no cloud dependency — built for denied, degraded, and disconnected operations

**FTS Simulator** *(standalone SKU)*

A configurable Unreal Engine digital twin for mission rehearsal, TTP development, and red/blue team wargaming. Stress-test TTPs, validate autonomy algorithms, and train in hardware-in-the-loop and software-in-the-loop configurations before committing hardware or personnel.

New FTS capabilities are built and validated here before they transition to embedded hardware. If you're integrating FTS into your platform, the Simulator is where that work starts.

