



Exoskeleton Tents - RDT 36

Product Images



Short Description

The exoskeleton frame allows rapid deployment: 2-5 persons in less than 10 minutes. The robust tent needs a minimum of ground preparation and adapts well to the terrain.

Description

Frame

The frame is made of specially designed anodised aluminium profiles, the connectors consist of die-cast aluminium. Independent of the tent size the roof area of the frame comes already assembled in one piece. Leg poles and extendable base plates are also pre-assembled and only need to be slipped on the corner connectors.

Tent skin

Tent skin and flooring are made of high quality PVC-coated polyester fabric. They are joined by high frequency welding, therefore the seams are watertight. As a standard the tent skin is flame retardant acc. to DIN4102 B1, other standards on request. The tent is equipped with rear and front door with entrance flap, four passages for climatisation as well as cable passages. At the outside all necessary hangers and ropes are provided, hanging points at the inside for inner liner, roof mesh,

lighting etc. are standard. A broad groundskirting allows loading with sand bags etc. in case of need.

Standard equipment

The tent comes with complete frame, tent skin with integrated flooring, pegs to anchor frame and tent skin,hammer, packing bags for tent skin, frame and accessories.

Options:

- Fabric according to military standards
- Additional side entrances or windows
- Adapter to connect tents
- Inner liner made of cotton, PU-coated polyester or isolation fabric
- Partition walls
- Sun roof
- Protection groundsheet
- Hard plastic flooring
- Lighting
- Air conditioning
- Heating
- Connection module tent to tent
- Connection module tent to vehicle / container
- Entrance module
- Lettering / branding

Additional Information

Application area	Military
Side wall style	sloped
Base area	36.00 m²
Width	5.80 m
Length	6.00 m
Eaves height	2.05 m
Ridge height	2.75 m
Frame eaves height	2.15 m
Frame ridge height	3.00 m
Packing size	0.32 m³