



# **EXOSKELETON TENTS - RDT S 620-6**

## **Product Images**



### **Short Description**

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

## **Description**

#### **Frame**

The frame is made of specially designed anodized aluminum profiles, the connectors consist of die-cast aluminum. 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. The tent is equipped with rear and front door with entrance flap, four passages for climatization as well as cable passages. On 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 ground skirting allows the use of sandbags etc.

#### 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	vertical
Base area	37.00 m <sup>2</sup>
Width	6.20 m
Length	6.00 m
Eaves height	2.30 m
Ridge height	3.40 m
Frame eaves height	2.38 m
Frame ridge height	3.66 m