Axon VR

Tactical Team Training



FACILITATOR'S GUIDE



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FACILITATOR'S GUIDE OVERVIEW & TRAINER PRE-WORK

This Facilitator's Guide and its editable forms support you in preparing and facilitating training sessions, debriefing and assessing trainees, and tracking trainee progress.

DIFFERENCES FROM SIMULATOR TRAINING: TACTICAL CLEARANCE

Tactical Team Training is a separate Axon VR application from Simulator Training. If your agency uses Simulator Training: Tactical Clearance, you may notice similarities between the two applications. Both support up to two trainees working together in the same physical and virtual space, and both allow trainees to use the same VR Controllers.

While Tactical Team Training is designed to extend and build on what Tactical Clearance offers, Tactical Team Training represents a fundamentally different training model:

- **Tactical Clearance** prepares trainees for room entry and threat response in fixed, pre-built environments with static subjects.
- **Tactical Team Training** introduces the tools and flexibility needed for more advanced, scenario-driven training.

Tactical Team Training requires more trainer preparation, including configuring scenarios before facilitating a training session. However, it also gives you significantly greater control over the training environment and subject behavior.

Key differences between the two applications:

FIXED ENVIRONMENTS **Tactical Clearance**		CUSTOM ENVIRONMENTS **Tactical Team Training**
TRAINING MODEL **Built around configuration** • Select from pre-built room layouts • Place subjects at fixed locations • Environment is predefined; trainer facilitates		TRAINING MODEL **Built around customization** • Add walls, doors, windows, and props • Define subject behaviors and locations • Trainer must build environment before facilitation
TRAINER ROLE **Select and facilitate scenarios**	VS	TRAINER ROLE **Build, configure, and facilitate scenarios**
TRAINING SPACE **30 ft × 30 ft** (9.144 m × 9.144 m)		TRAINING SPACE **Up to 50 ft × 50 ft** (15.24 m × 15.24 m)
ENVIRONMENTS **16 fixed single-room layouts without doors**		ENVIRONMENTS **Custom multi-room floor plans with doors**
SUBJECTS **Static**		SUBJECTS **Reactive + live trainer control**
TRAINEE AUDIENCE **Law enforcement, patrol**		TRAINEE AUDIENCE **Law enforcement, patrol, SWAT, and Corrections**

TIP: Use Tactical Team Training to challenge trainees with dynamic, multi-room scenarios that more closely reflect real-world complexity. Use Tactical Clearance exercises to introduce foundational room clearing skills.

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TRAINER PRE-WORK CHECKLIST

Complete the following steps before conducting Tactical Team Training sessions with trainees:

☐	**Review Facilitator's Guide**	Review this Facilitator's Guide for a comprehensive overview, including workflow, configurable elements, and resources. Watch the Scenario Editor video on Axon Help for a visual walkthrough.
☐	**Verify agency VR set up**	1. Verify that your agency has met the minimum network requirements to run Tactical Team Training scenarios successfully. **TIP**: Test your network before training using the built-in network speed test on the VR tablet or visit https://vr.evidence.com/vr-net-test. Confirm that your network configuration includes the required ports listed in the network allowed list. 2. Configure your VR headsets with the following settings: • Enable **Visual odometry (VO) mode** (this setting manages the play area dimensions automatically). **NOTE**: For information on setting up VO mode, see Manage boundaries and visual odometry mode. • In the **Settings > Boundary** menu, set the **Play area dimensions** to match the size of your physical Training Space. This setting is measured in meters, so you will need to convert from feet. The play area dimensions default to 3 x 3, which is too small for Tactical Team Training scenarios. For a Training Space at the 30 x 30 ft, set the Play area dimensions to **10 x 10**. For scenarios with expanded floor plans that require more than 30 x 30 ft (up to 50 x 50 ft), select the **Custom** option and enter the dimensions that match your Training Space size.
☐	**Identify scenario & learning objectives**	Plan your scenario and identify the learning objectives to assess trainees on to help confirm that the scenario is purposeful, measurable, and aligned with your agency training curriculum and policies. **TIPS**: • If you need a starting point, review the scenario templates in the scenario library. Duplicate any template and modify it to fit your agency's training needs or to generate ideas for new scenarios. • Example learning objectives are included in this guide. Use them as a starting point or adapt them to fit your agency's specific training needs.
☐	**Identify agency resources**	Identify any agency resources related to your scenario, including specific notes, best practices, and guidelines to consider when configuring, facilitating, and debriefing scenarios with trainees to reinforce agency policy.

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☐	**Plan trainee debrief session**	Plan how you will evaluate trainee performance and debrief with trainees after the scenario. The Tactical Team Training application provides an After-Action Report (AAR) on the tablet at the conclusion of the scenario. You can use the playback controls in the AAR to play, pause, or scrub through the scenario timeline to review specific teachable moments with trainees. Additionally, use the optional trainer resources in the Appendix to plan for and assist in your trainee evaluation: • Set up the Trainee Evaluation form to track completion and document notes on trainee performance. Optionally, print copies and add the trainee's name, ID, and position for use as a training record. • Develop debriefing questions and refer to the example debriefing questions included in this guide as needed. • Set up an Assessment Rubric Form to evaluate key training areas and assess trainee performance against the learning objectives.
☐	**Configure training scenarios**	Create, edit, or select existing scenarios before facilitating training sessions with trainees. **NOTE**: Refer to the Scenario Asset Catalog on Axon Help for a visual reference of available assets for each environment.
☐	**Prepare VR Training Space**	Based on your scenario layout, prepare a Training Space that is free of any live weapons, objects, and other people in a room up to **50 ft x 50 ft (15.24 m x 15.24 m)** with at least **15–15 ft (4.57–4.57 m)** in each direction. **NOTE**: See Set Up Training Space & Trainees in Headset for details on setting up the room, placing the Room Marker, and adding tracking elements.
☐	**Test the scenario**	Complete the scenario in-headset with a training partner controlling the scenario with a tablet at least once prior to facilitating with trainees.
☐	**Save Quick Reference Guides**	Download the Quick Reference Guides from Axon Help and make them available for the training session. Print copies as needed for your reference and trainee distribution. • Quick Reference Guide - Trainer: Provides **trainers** with quick access to a condensed overview of key trainer setup and facilitation steps. • Quick Reference Guide - Trainee: Provides **trainees** with an overview of key trainee expectations, headset controls, movement and communication considerations, and training session workflow.

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LESSON PLAN

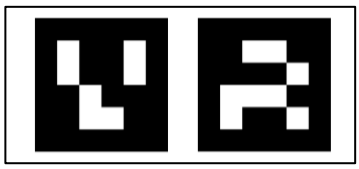
APPLICATION OVERVIEW	Tactical Team Training immerses one or two trainees in dynamic team-based VR scenarios built around coordinated response and decision-making under pressure. On the tablet application, trainers can create customizable multi-room layouts, manage subject behavior in real time, and adapt scenarios as situations evolve. The experience enables repeatable, scenario-driven training that helps agencies reinforce communication, movement, and tactical coordination across a wide range of operational situations.
KEY FEATURES	• **Train like you operate**: Trainees practice tactical entry, room clearing, threat assessment, and coordinated movement in environments that match agency-specific training needs. • **Multi-officer scenarios**: Run partner-based scenarios where trainees work together in the same physical and virtual space to communicate, move, and make decisions as they would in the field. • **Customized scenarios**: Build custom interior floor plans with walls, functional doors, windows, furniture, and objects from five environment-specific libraries. • **Reactive subjects**: Place and configure up to three threatening or non-threatening subjects and define behaviors, poses, and props. Trainers can change subject behavior on the fly during a live training session. • **Live trainer orchestration**: Monitor trainees in real-time and trigger environmental sounds (alarms, shots fired, screams, phone ringing, dog barking, etc.) and adjust the lighting during live training sessions.

VR CONTROLLERS SUPPORTED	Trainees may use any of the following VR Controllers during a scenario:
	• **TASER VR Controller**
	  ○ TASER 7 VR Controller
	  ○ TASER 10 VR Controller
	• **Handgun VR Controller**
	  ○ VR320H
	  ○ VR19H
	  ○ VRMPH
	• **Rifle VR Controller**
	  ○ VRM4R
	NOTE: Trainees may pair up to 3 VR Controllers: 1 TASER VR Controller (TASER 7 or TASER 10), 1 Handgun VR Controller, and 1 Rifle VR Controller. When a trainee pairs more than one VR Controller, holsters are mandatory.

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INSTRUCTIONAL GOAL	The goal of Tactical Team Training is to allow trainers to create and configure scenarios for trainees to safely and effectively navigate custom multi-room interior environments with multiple subjects in VR, coordinating as a team, identifying and responding appropriately to dynamic threats, and applying agency-specific tactics.
LEARNING OBJECTIVES	Trainers should create Tactical Team Training scenarios with clearly defined learning objectives that support measurable training outcomes, reinforce agency policy, and provide opportunities to assess trainee performance, communication, decision-making, and coordination during dynamic interior operations.
DATE RELEASED	June 2026
PREREQUISITES	None
TRAINING LENGTH	15–30 minutes (in-person trainer-led training; actual timing dependent on scenario length and debrief time)
TRAINING LOCATION	The Training Space will be identified by the agency and must contain a virtual boundary to keep trainees safe. Training Spaces should be kept clear of objects, pets, live weapons, and other people. The recommended Training Space size for Tactical Team Training scenarios is at least **15–15 ft (4.57–4.57 m)** in each direction. Scenarios using expanded floor plans may require up to **50 ft x 50 ft (15.24 m x 15.24 m)**.
TARGET GROUP	Public safety and law enforcement officers, including patrol, SWAT, and Corrections
INSTRUCTORS	Any agency-identified VR trainer
GROUP RATIO	1:2 (trainer to trainees) **NOTE**: If facilitating with a group of observers, you can screen cast the tablet for the group to observe. The tablet already receives the trainee in-headset view and supports toggling between trainee perspectives and overhead views. Screen casting directly from a headset is possible but not recommended unless your network connectivity is strong, as syncing additional devices in real time may degrade the training experience.

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SAFETY GUIDELINES	Remove all live weapons, objects, and other people from the Training Space before training. See VR Training Safety and Health Warnings. If a dedicated safety officer is unavailable, maintain at least 5 feet of clearance between the virtual boundary and any physical walls or obstacles.
EQUIPMENT & MATERIALS	**Required:** • Axon VR headset (one per trainee) • VR Controller (at least one per trainee) **NOTE**: When a trainee pairs more than one VR Controller, holsters are mandatory. Each trainee can pair up to 3 VR Controllers: • (1) TASER 7 or TASER 10 VR Controller • (1) Handgun VR Controller • (1) Rifle VR Controller • Samsung VR tablet • Room Marker floor mat (two are included in your agency's VR kit)  ○ 16 x 28 inch flat floor mat with two large black-and-white square shapes ○ Used to align the real-world training space with the virtual environment ○ Defines the virtual room's orientation ○ Helps co-locate trainees in the same VR session **Required when pairing more than one VR Controller**: • VR holster • Handgun holster • Rifle sling **Optional**: • Items for tracking elements (wall art, painter's tape)
ADDITIONAL RESOURCES	• For additional information about Tactical Team Training, including FAQs, troubleshooting, and videos, see Tactical Team Training on Axon Help. • For assistance setting up Axon VR equipment, see Virtual Reality Training.

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SUPPLEMENTAL TRAINER RESOURCES	The following customizable supplemental trainer resources are available in Appendix A to support you in planning scenarios and evaluating trainee performance: • Learning Objectives Checklist: Planning and checklist for defining and tracking scenario learning objectives • Trainee Evaluation Form: Evaluation form for documenting trainee performance, tracking completion, and training records • Assessment Rubric Form: Assessment form for documenting evaluation criteria for measuring trainee performance and facilitating debriefs with one or two trainees

	The following resources are available on the VR training materials page on Axon Help:
	• **Facilitator's Guide**: Access the most up-to-date version of this guide, including the latest content, updates, and application improvements in future releases.
	• Scenario Asset Catalog: Refer to this catalog for a visual reference of the available assets for each environment when planning and creating scenarios.
	• Sample Course Roster: Download this form to collect trainee names and email addresses and track training completion.
	• **Quick Reference Guides**: Download these guides and have them available during the training session. Print copies as needed for your reference and trainee distribution.
	  ○ **Trainer** Quick Reference Guide: Provides a condensed overview of key trainer responsibilities, setup tasks, and session facilitation steps for quick reference during training.
	  ○ **Trainee** Quick Reference Guide: Provides trainees with an overview of training expectations, headset controls, movement and communication considerations, and the training session workflow.

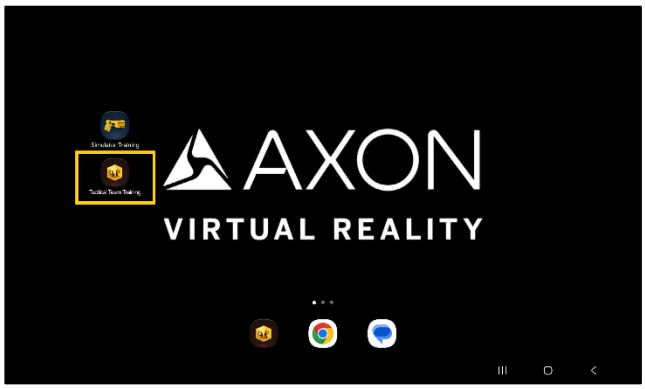
DISCLAIMER	This training experience is intended to simulate real-life scenarios as accurately as possible; however, it cannot replicate all circumstances or scenarios that may occur in the field. Axon does not establish, mandate, or recommend any specific policies, procedures, or standards for how this training should be facilitated or applied. The guidance provided in this Facilitator's Guide — including scenario recommendations, debriefing questions, and assessment rubrics — is intended as a resource only and does not represent an Axon-mandated approach to training facilitation. Axon does not establish or recommend any use-of-force standards or procedures through this training, nor does it provide legal advice. Trainees should always adhere to their agency's policies, procedures, and applicable laws. This training is not intended to replace or supplement your agency's mandatory firearms training. Always read and follow manufacturer warnings and recommendations while participating in this training.

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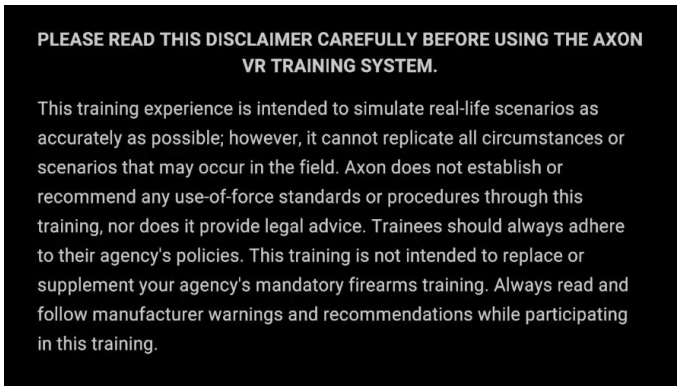
LAUNCHING TACTICAL TEAM TRAINING

To launch the Tactical Team Training application on the tablet, do the following:

1. Open **Tactical Team Training**.



2. Accept the disclaimer.



PLANNING TACTICAL TEAM TRAINING SCENARIOS

Successful Tactical Team Training sessions begin before trainees enter the headset. Before building your first scenario, take time to plan your training objectives and review the configurable elements available to you. Trainers are responsible for planning scenarios, defining the learning objectives, configuring the training environment, facilitating the live session, and evaluating trainee performance during the debrief.

IDENTIFY SCENARIO LEARNING OBJECTIVES

Before creating and configuring a scenario on the tablet, identify the learning objectives and skills you want to assess during the training session. Defining these objectives in advance helps create purposeful, measurable scenarios that reinforce desired trainee outcomes while supporting realistic, agency-specific training experiences.

You can use the editable Learning Objectives Checklist in Appendix A to define the learning objectives and skills you want to assess in your agency-specific scenario.

TIP: See the example **Learning Objectives Checklist** on the next page to review how you can document learning objectives and assessment criteria and aligned to a scenario.

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EXAMPLE LEARNING OBJECTIVES CHECKLIST

SCENARIO NAME: DOMESTIC DISTURBANCE

LEARNING OBJECTIVES

- [ ] Demonstrate effective verbal and non-verbal communication strategies to coordinate synchronized movement with a partner.
- [ ] Identify and respond appropriately to dynamic threats within multi-room environments using close-quarters clearing protocols.
- [ ] Apply angle control techniques to minimize exposure while maintaining situational visibility across complex floor plans.
- [ ] Use cover, concealment, and tactical movement to control high-risk environments safely and effectively.
- [ ] Adapt tactics in real time based on subject behavior and evolving scenario conditions.

LEARNING OBJECTIVE SKILLS

FIREARM & MARKSMANSHIP

- [ ] Weapons manipulation
- [ ] Muzzle discipline

TACTICS & MOVEMENT

- [ ] Controlled individual movement
- [ ] Coordinated movement with partner
- [ ] Communication with partner
- [ ] Controlling multiple threat areas

DE-ESCALATION & COMMUNICATION

- [ ] Verbal de-escalation

SITUATIONAL AWARENESS & OBSERVATION

- [ ] Proper threat assessment (whole body, hands, waistline, demeanor, immediate area)
- [ ] Accurately distinguish between threats and non-threats
- [ ] Distance management

TRAINER NOTES

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PLAN CONFIGURABLE SCENARIO ELEMENTS

Before creating and facilitating scenarios, it is important to understand which elements can be configured before the training session begins and which elements can be adjusted during a live session.

- Before training, you will use the Scenario Editor to build the environment, place props, add subjects, define starting locations, and configure triggers.
- During the live training session, you can dynamically adjust subject behaviors, trigger environmental events, control doors, and modify other scenario elements in response to trainee actions.

Using these configurable elements effectively allows you to create realistic, adaptable training experiences that support your learning objectives and trainee assessment goals.

SET UP BEFORE TRAINING SESSION

ELEMENT	CONFIGURATION OPTIONS
ENVIRONMENTS	• Set the Training Space size based on your training area and scenario • Select an interior theme: Residential, Office, Retail, School, or Correctional Facility
LAYOUT ELEMENTS	• Add walls, doors, and windows to customize the layout • While you will add doors here, you can modify them to be open or closed during the live training session as needed
PROPS & DECOR	• Add environment-specific props from more than 25 available assets per environment **NOTE**: Refer to the Scenario Asset Catalog to view assets available.
SUBJECTS	• Add up to three threatening or non-threatening subjects and set their pre-defined behavior • While you will add the subjects here, you can modify their behaviors during the live training session as needed
LOCATIONS	• Set trainee starting locations (mandatory) • Set location markers for subject movement during the scenario (optional)
TRIGGERS	• Add triggers to create environmental distractions, stressors, or scenario events • You will add the triggers here but activate them during the live training session as needed

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ADJUST DURING LIVE TRAINING SESSION

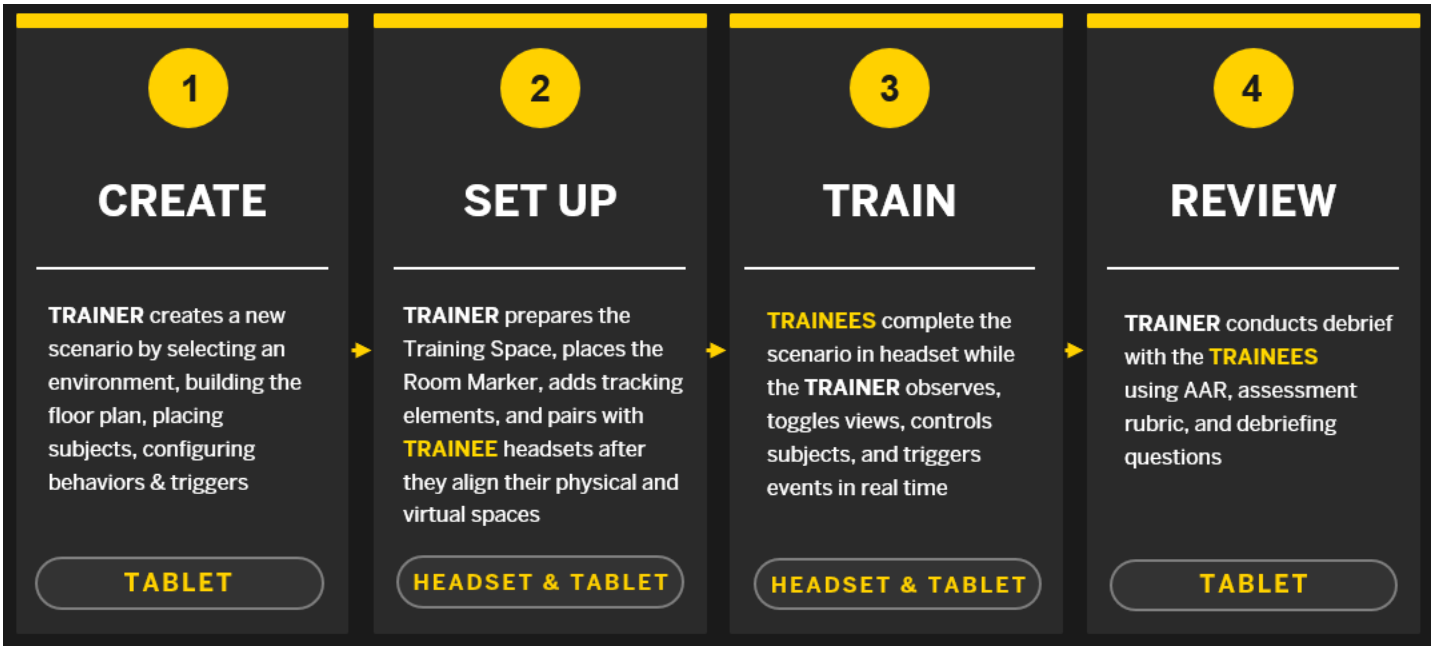
ELEMENT	REAL-TIME ACTIONS
TRIGGERS	• Trigger environmental sounds such as alarms, handgun and rifle shots, shouting, screams, phone ringing, dog barking, and toilet flushing • Adjust lights to be on or off
SUBJECTS	• Override configured subject behaviors • Change subject poses • Adjust subject actions • Trigger subject voice lines
DOORS	• Adjust doors to be open or closed

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FACILITATING TACTICAL TEAM TRAINING SCENARIOS

Facilitating a Tactical Team Training session requires a coordinated workflow between the trainer on the tablet and the trainees in the headset.

This section outlines the recommended Create → Set Up → Train → Review facilitation workflow for creating scenarios, conducting live training sessions, and evaluating trainee performance.



NOTE: Refer to the **Scenario Editor Overview** video on Axon Help to view a walkthrough of the steps in this workflow.

CREATE OR SELECT SCENARIO

Before facilitating a training session, you must either create a new scenario in the Scenario Editor or select an existing scenario from your scenario library. Scenarios can be saved, copied, edited, and deleted, allowing you to continuously expand and refine your library of training exercises.

Over time, you will likely build a collection of scenarios that support different training objectives, skill levels, and operational situations. For example, you may create and save a scenario based on a real-world incident that can be reused for ongoing training, modified for future classes, or adapted to evaluate different trainee responses.

NOTES:

- Scenarios are saved locally to the tablet where they were created and cannot be shared between tablets. If the tablet is replaced or reset, locally saved scenarios will be lost.
- Real-time scenario configuration changes you make during a live training session are **not** saved back to the scenario.

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SCENARIO TEMPLATES

Tactical Team Training includes several default environment templates to help you get started building scenarios. Duplicate any template, customize it to fit your agency's needs, and save it as a new scenario in your library.

NOTE: You cannot edit or delete the default templates.

ENVIRONMENT	NAME	DIMENSIONS	DESCRIPTION	LEARNING OBJECTIVES
RESIDENTIAL	**Domestic Disturbance**	**15 x 25 ft** Rectangle	Trainees respond to a reported physical altercation with a subject who may be armed. A complainant is on scene.	Communication; verbal de-escalation; contact and cover roles; threat assessment
	Barricaded Subject	**25 x 30 ft** Square	A subject has locked themselves inside a back bedroom. A weapon has been reported.	Hallway approach; angle control; deliberate entry decisions; coordinated movement
	Domestic Hostage Situation	**25 x 30 ft** Square	A subject is holding a family member hostage in a bedroom.	Communication and coordination; entry technique; decision-making under pressure; stress management
OFFICE	**Workplace Violence**	**25 x 20 ft** Rectangle	An armed subject is moving through or occupying an office space. Coworkers are sheltering in place.	Room coverage and sector responsibility; threat identification; movement with occupied civilian spaces
	Workplace Hostage Situation	**25 x 30 ft** Square	A subject has cornered staff in a conference room.	Communication; verbal engagement; containment posture; entry decision-making with hostages at risk
	Suspicious Package	**35 x 35 ft** Square	An unconfirmed threat has been reported inside a building. No confirmed armed subject.	Room coverage and sector responsibility; movement and positioning; communication and coordination; threat identification

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ENVIRONMENT	NAME	DIMENSIONS	DESCRIPTION	LEARNING OBJECTIVES
CORRECTIONAL FACILITY	**Cell Extraction**	**15 x 25 ft** Rectangle	A non-compliant inmate must be removed from a cell. An improvised weapon is possible.	Close-quarters coordinated movement; use of cover; stress management and adaptability; use-of-force escalation
	Visitation Assault	**25 x 30 ft** Square	An inmate is assaulting a civilian visitor in the visitation area. Trainees observe through a window wall before making entry.	Threat identification; decision-making under pressure; threat control versus casualty response prioritization
	Staff Hostage Situation	**35 x 35 ft** Rectangle	An inmate has taken a corrections officer hostage using an improvised weapon in a corridor.	Communication and coordination; verbal de-escalation; entry technique; decision-making under pressure; legal authorization and communication
RETAIL	**Armed Robbery**	**25 x 20 ft** Rectangle	An armed subject is holding staff and customers at gunpoint. The subject is visible from the front door and windows on approach.	Approach angle; use of cover and concealment; legal authorization and communication; command presence
	Armed Subject – Retail	**25 x 30 ft** Square	A subject is brandishing a weapon inside a store. Threat level is ambiguous. Civilians are dispersed throughout the environment.	Threat assessment; verbal commands; movement and positioning with dispersed civilians
	Robbery with Hostage	**35 x 35 ft** Square	A robbery suspect has taken a customer as a shield.	Threat identification and decision-making; use of cover and concealment; communication and coordination; stress management and adaptability; legal authorization

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ENVIRONMENT	NAME	DIMENSIONS	DESCRIPTION	LEARNING OBJECTIVES
SCHOOL	**Armed Subject – School**	**20 x 35 ft** Rectangle	An armed subject has been reported inside a building. Staff are sheltering in place.	Hall clearing; door-by-door progression; communication under uncertainty; coordinated movement
	Classroom Barricade	**25 x 25 ft** Rectangle	A subject is barricaded inside a classroom holding staff members.	Containment; verbal engagement; entry technique; decision-making with hostages present
	Mental Health Crisis	**35 x 35 ft** Square	A subject in mental health crisis is inside a room with no confirmed weapon. A staff bystander outside provides information.	Communication and coordination; verbal de-escalation; threat identification and decision-making; legal authorization and communication; stress management and adaptability

APPLICATION ICONS

Use the following icons to modify and manage scenario elements when creating, updating, or adjusting elements during a live training session.



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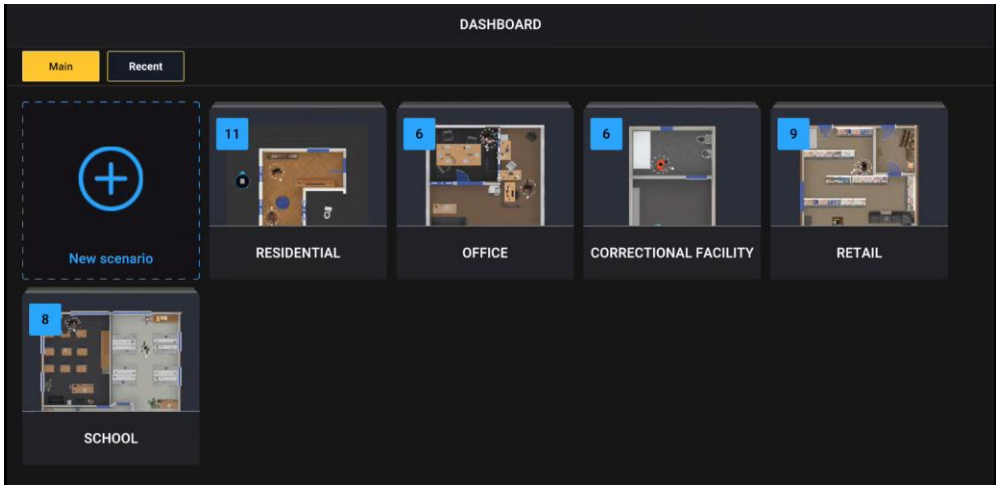
CREATING NEW SCENARIOS

You can create a new scenario from the dashboard or from the scenario library. Over time, you will likely build a collection of scenarios that support different training objectives, skill levels, and operational situations.

To create a new scenario:

1. On the Dashboard, select **New Scenario**.

2. Select an environment template: **Residential, Office, Correctional Facility, Retail,** or **School**.

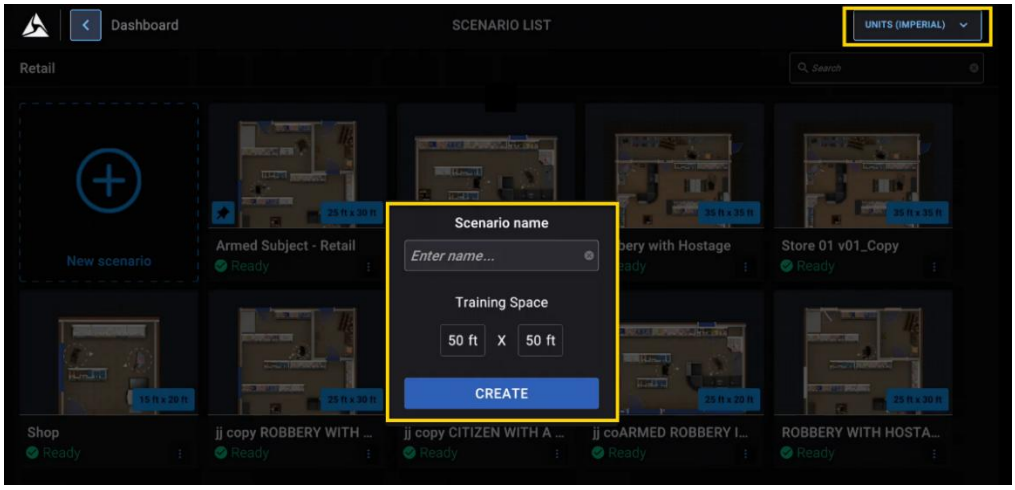


3. Enter a name in the **Scenario name** field.

4. Enter the **Training Space** dimensions. Select the **Units** drop-down to switch between feet and meters. Decimal values are supported for Metric units (for example 15.24 m).

> **NOTE**: The maximum Training Space size is **50 ft × 50 ft (15.24 m × 15.24 m)**. If your space exceeds this, cap the larger dimension at 50 ft. Consider leaving space outside the environment layout for trainee starting positions.

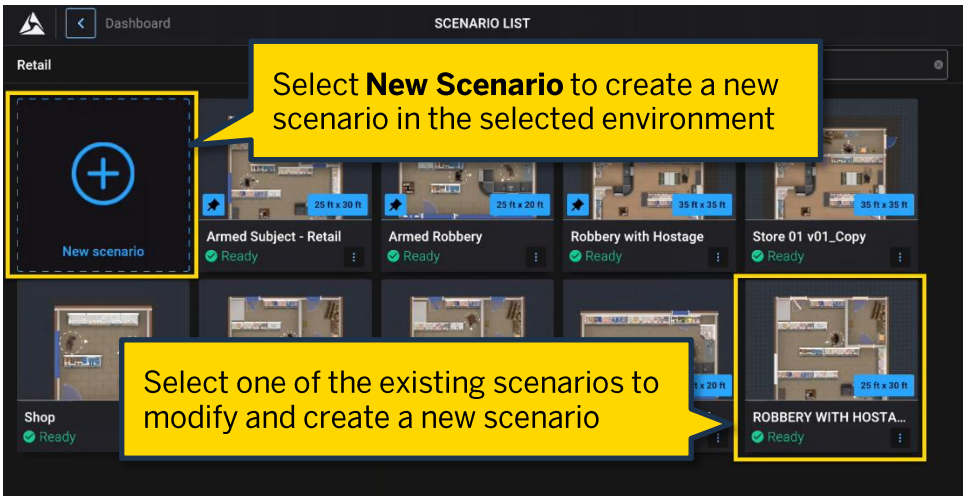
5. Select **Create**. The Scenario Editor may take several seconds to load.



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SCENARIO LIBRARY

To create a new scenario from the Scenario List, do one of the following:



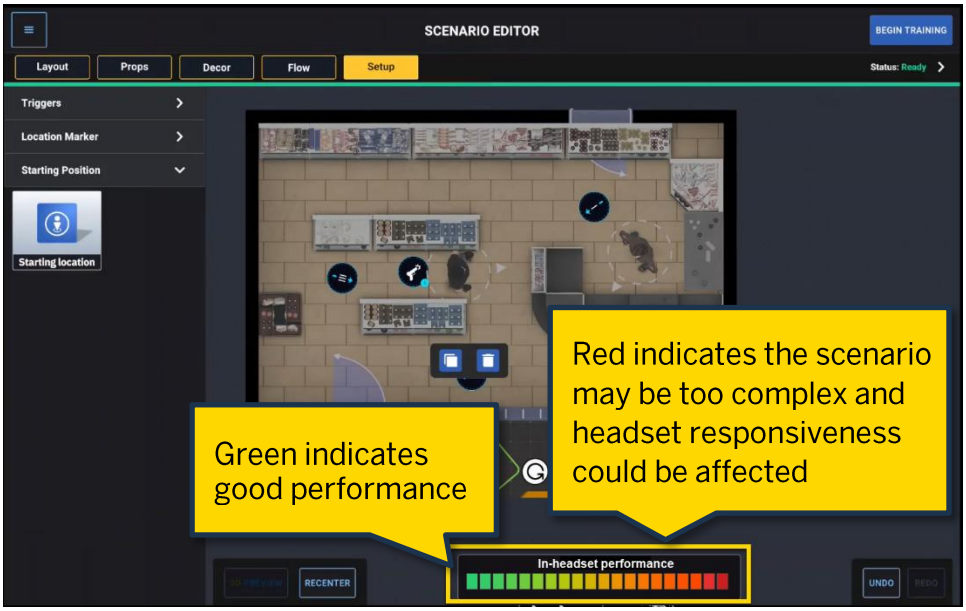
NOTES:

- If the scenario displays **Ready** in green below the scenario name, the scenario is fully configured and ready to use in a training session.
- If the message is **Not Ready**, then some elements still need to be configured before you can use it in a training session.

IN-HEADSET PERFORMANCE METER



While building your scenario, monitor the **in-headset performance meter** at the bottom of the Scenario Editor. Scenarios with more rendered objects (such as props, subjects, or furniture) may reduce headset responsiveness.

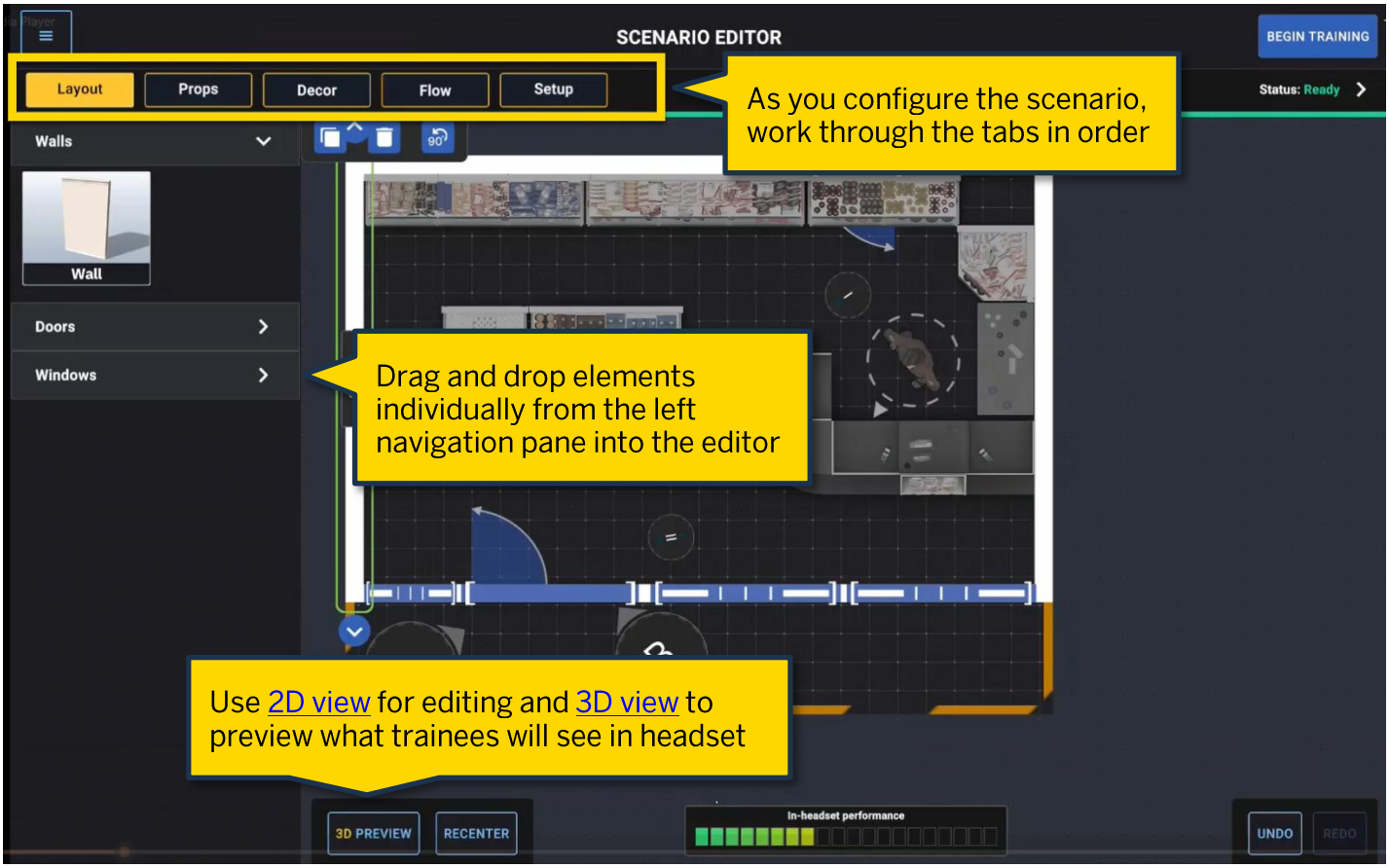


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SCENARIO EDITOR WORKFLOW

The **Scenario Editor** is organized into five tabs:

- Layout: Drag and drop walls, doors, and windows to build the structure of the environment
- Props: Add available props to the environment
- Decor: Configure the visual theme of the environment
- Flow: Configure subjects, situations, and scenario narrative objects
- Setup: Define a minimum of two trainee starting positions and control the timing, pacing, and escalation in response to trainee actions

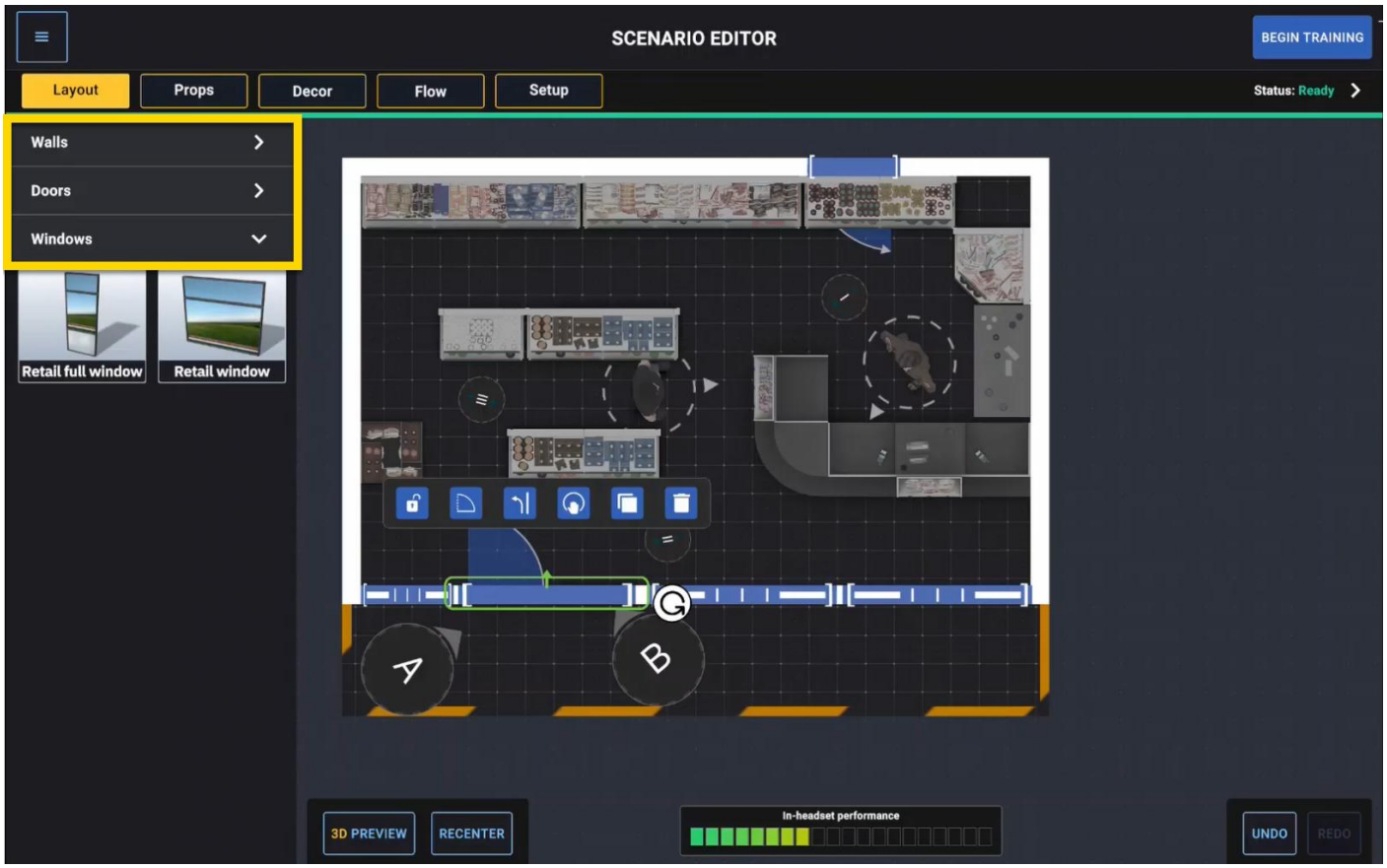


NOTE: To cancel a placement while dragging an item, drag it back onto the left navigation panel before releasing.

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LAYOUT TAB

In the **Layout** tab, build the physical structure of the scenario environment by adding walls, doors, and windows.



WALLS

1. Select **Walls** in the left navigation pane.
2. Press and drag walls to create a room. Wall length displays for reference while you drag or resize a wall.
3. Use the **Arrows**, **Copy**, and **Delete** controls to adjust the walls as needed.

NOTE: When building scenarios, create enclosed spaces rather than focusing on standard room shapes. While an enclosed space technically requires a minimum of four walls, it does not need to be rectangular.

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WINDOWS

1. Select **Windows** in the left navigation pane.
2. Press and drag windows onto any wall.
3. Use the **Copy** and **Delete** controls to adjust the windows as needed. When you copy a window, the copy is placed on the same wall if space is available. If there is not enough space, the copy is placed in front of the original window.

DOORS

1. Select **Doors** in the left navigation pane.
2. Press and drag at least one door onto a wall. Doors and windows can be placed anywhere on a wall; precise alignment is not required.
3. Use the following controls to configure each door:

ICON	NAME	DESCRIPTION
	**Lock/Unlock**	Set the door to locked or unlocked at scenario start.
	**Open/Close**	Set the door state to open, ajar, or closed at scenario start. Use the Rotate control to set one of four opening directions: inward left, inward right, outward left, or outward right.
	**Flip Direction**	Change which side of the doorway the door attaches to
	**Door handle: Open Physically**	Set how trainees interact with the door: Trainee reaches for handle to open the door manually
	**Door handle: Open with UI**	Set how trainees interact with the door: Circular indicator activates when trainee's hand approaches the door handle.
	**Copy**	Duplicate the door with the same settings. When you copy a door, the copy is placed on the same wall if space is available. If there is not enough space, the copy is placed in front of the original door.
	**Delete**	Remove the selected door.

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INTERACTING WITH DOORS

Doors in the training environment are designed to provide visual cues and realistic interaction methods that help trainees assess and navigate spaces effectively. Before opening a door, trainees can use visual details to determine how the door operates. Door handles, hinges, framing, and the visible gap between the door and frame provide important information about the door's swing direction and orientation. The door-facing indicator also matches the direction in which the door opens, providing an additional visual cue for trainees. Together, these details help trainees assess whether a door will swing toward them or away from them when opened.

Opening Doors with Interaction User Interface	The default method for opening a door is through the **Interaction UI** setting. When enabled, a circular indicator appears around the door handle. As a trainee moves their hand toward the indicator, the circle begins to fill. Once the circle is complete, the door opens automatically. This interaction method functions as a proximity-based sensor and can provide a more accessible way for trainees to interact with doors without requiring precise handle manipulation.
Opening Doors with Direct Interaction	As a trainee approaches a door, they can reach toward the handle with their non-dominant hand while maintaining control of their weapon with their dominant hand. When the handle is grasped, it will visibly move to indicate interaction. The trainee can then apply a slight push or pull to open the door based on its swing direction.

NOTES:

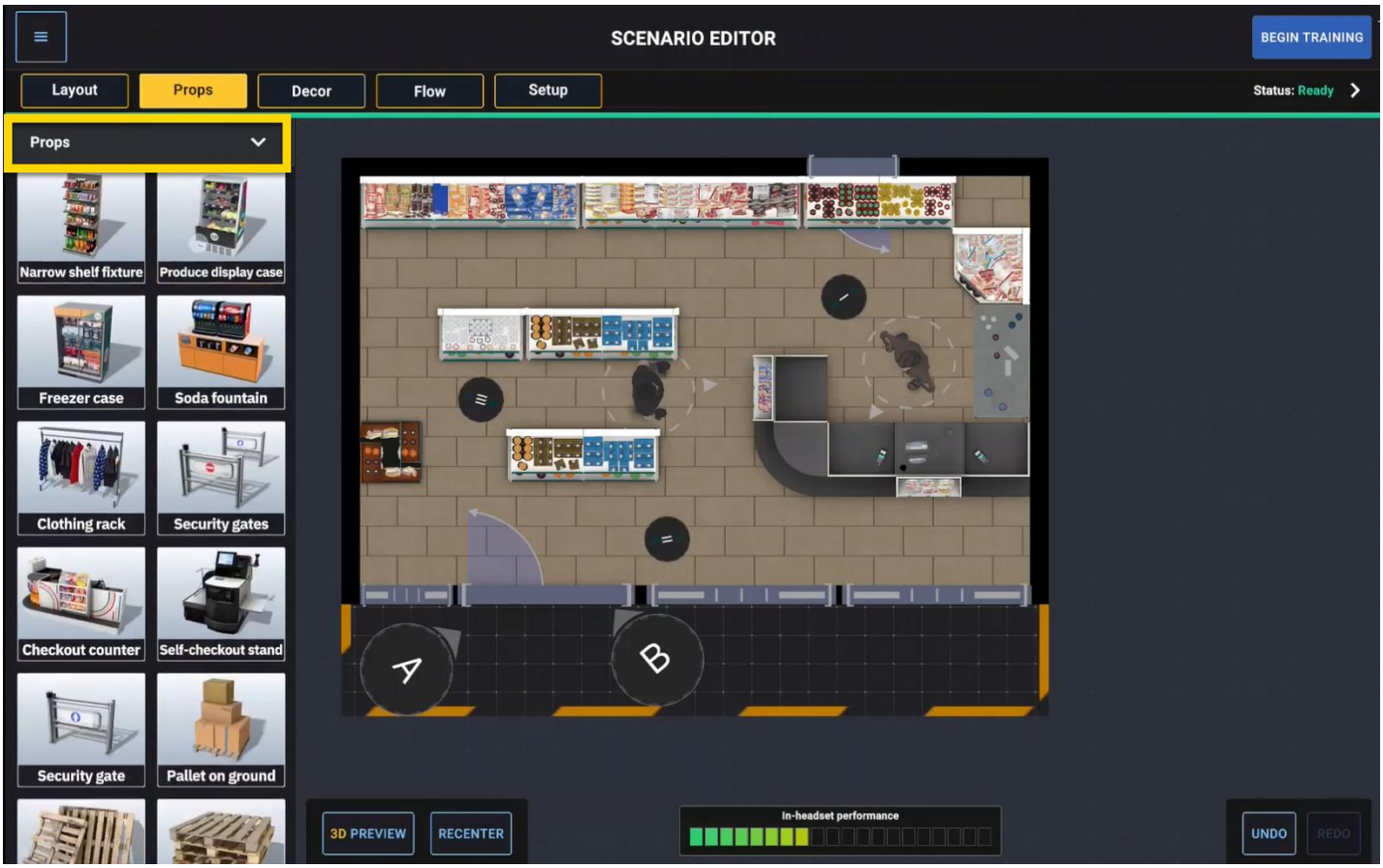
- Subjects cannot open, close, or otherwise interact with doors.
- A closed door is an impassable barrier for subjects. A closed door can block or prevent subject actions that require movement or line of sight, including fleeing, hiding or taking cover in another room, moving to a location marker, and engaging a trainee the subject cannot reach.
- Consider door placement and starting state (open or closed) when assigning subject behaviors and movement paths.

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PROPS TAB

In the **Props** tab, add props such as furniture in the environment. Available props depend on the selected environment theme.

Keep the safety padding visualization in mind when placing props near the edges of the Training Space boundary. After an object is placed, the safe-area visualization appears and fades in and out, remaining visible to give trainees more time to assess the available placement area. The visualization is also displayed so that it does not visually overlap with the floor, making the safe-area boundary easier to distinguish. Prop stacking is not currently supported — props can only be placed on the floor.



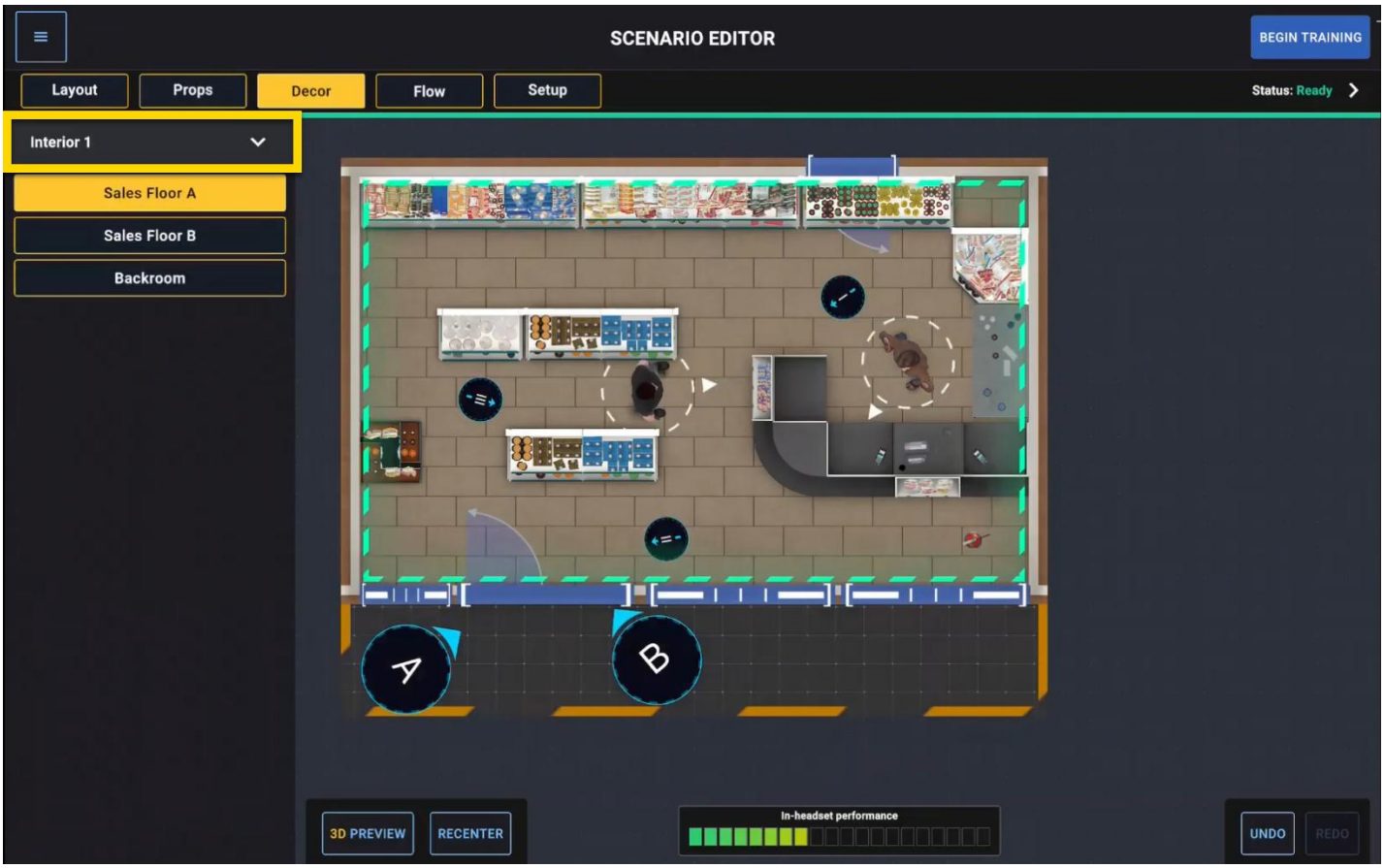
1. Select a prop in the left navigation pane.
2. Press and drag a prop to the desired location.
3. Use the **Copy**, **Delete**, and **Rotate** controls to adjust props as needed.

TIP: Refer to the Scenario Asset Catalog on Axon Help for a visual reference of available props for each environment.

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DECOR TAB

In the **Decor** tab, configure the visual theme of the environment. Ceiling and floor detection are applied automatically.

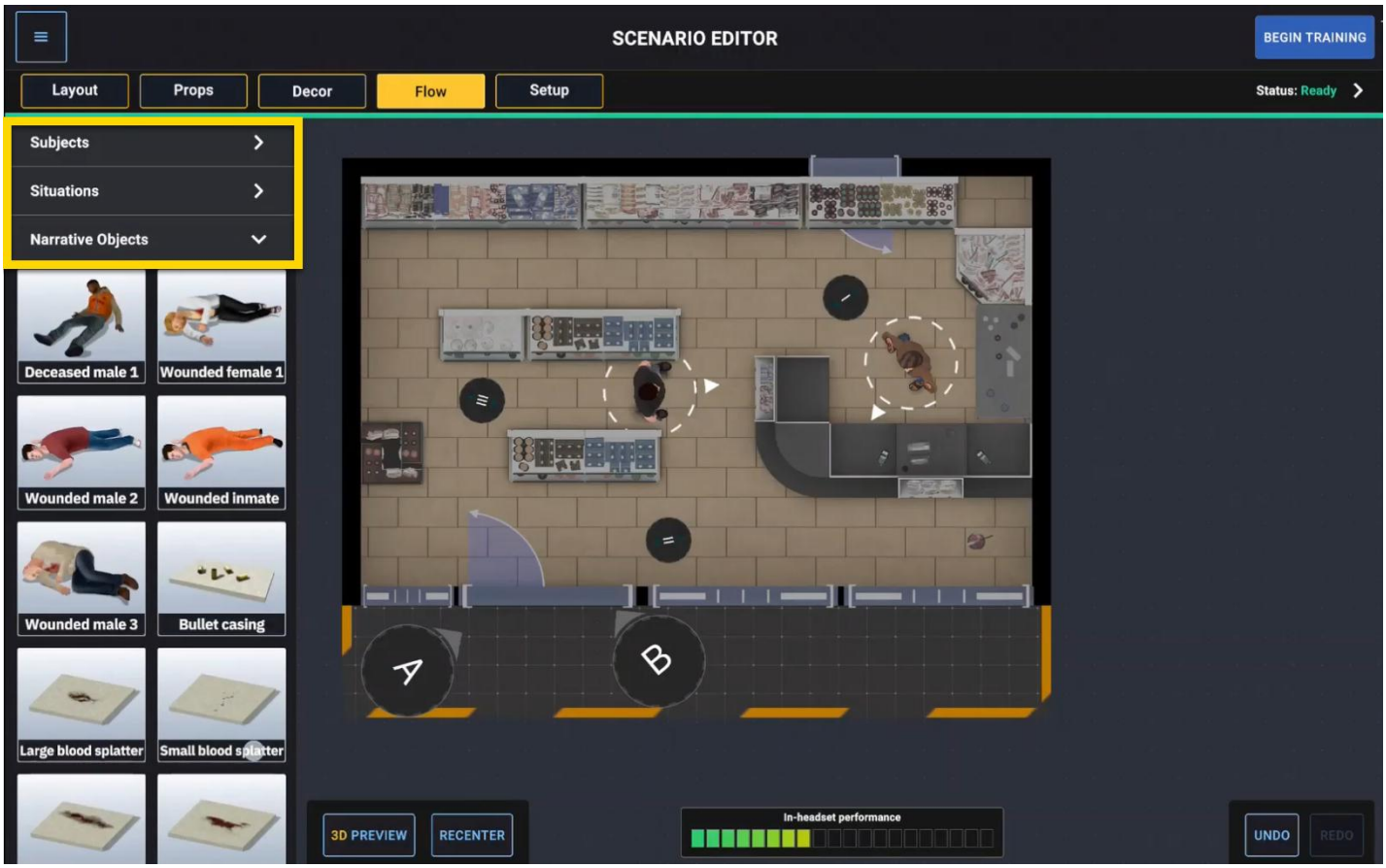


1. If the scenario layout has multiple rooms, select the room you want to customize. A virtual boundary highlights the selected room.
2. Select a **decor option** to change the appearance of the floor and walls.

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FLOW TAB

In the **Flow** tab, add and configure subjects, add situations, and add narrative objects.



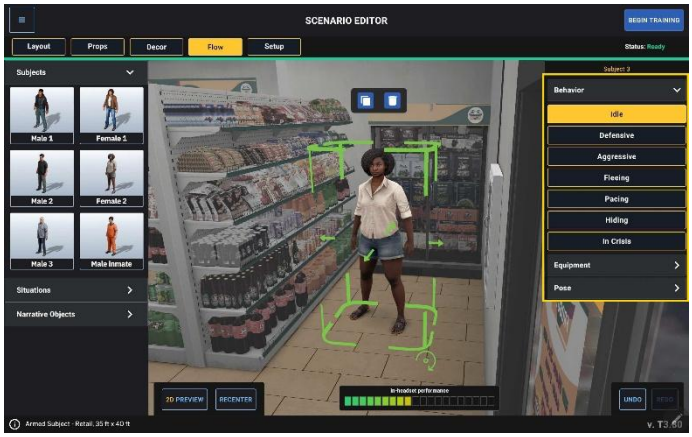
SUBJECTS

1. Select **Subjects** in the left navigation pane.
2. Press and drag up to three threatening or non-threatening subjects to their desired starting locations.
3. Use the **Copy**, **Delete**, and **Rotate** controls to adjust the subjects as needed.

TIP: Refer to the Scenario Asset Catalog on Axon Help for a visual reference of available subjects.

Once you select a subject, a drop-down menu displays where you can configure the following settings:

- Behavior: Adjust the subject's behavior
- Equipment: Add a handheld object
- Pose: Set their starting pose



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Subject Configurations

Configuring these settings before the session is optional. You can adjust any subject's behavior live during training. If no behavior is assigned, the subject will begin in the default idle behavior. If no pose is assigned, the subject will begin in the default idle pose.

Practice adjusting subject configurations before facilitating with trainees—subject behaviors and interactions take time to learn. Keep in mind that you can adjust all subject behaviors in real time during live sessions, so it is not necessary to fully configure every subject during initial scenario setup.

Configure the following settings as needed:

SETTING	DESCRIPTION
Behavior	Select a subject behavior when they see the trainee: • **Idle**: The subject is standing calmly, not engaged in any threatening or active behavior. An idle subject can be configured in surrender-style poses such as hands raised, kneeling, or lying down. • **Defensive**: The subject assumes a defensive stance and does not immediately attack. If equipped with a weapon or object, the subject remains defensive until directed otherwise or triggered by trainer actions. • **Aggressive**: If equipped with a weapon or object, the subject immediately engages when they detect a trainee. For example, a subject with a firearm begins shooting, while a subject with a knife advances toward the nearest trainee and attacks. • **Fleeing**: The subject attempts to avoid confrontation. The subject may be holding a weapon but will attempt to flee as soon as they see a trainee. • **Pacing**: The subject moves back and forth between two points, which are set automatically by the application. The subject will acknowledge a nearby trainee but will continue pacing. • **Hiding**: The subject will attempt to hide or take cover. • **In Crisis**: The subject is in a self-harm state, posing no aggression toward the trainee or others. The subject may hold a gun or knife directed at their head or neck.

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SETTING	DESCRIPTION
Equipment	Select a weapon that the subject will be holding: • Handgun • Knife • Rifle • Bat • Long gun • Phone • Fists • Shiv
Pose	Set the subject's pose: • Idle • Lying down • Self-harm intent • Surrendering • Crouching • Hostage • Kneeling

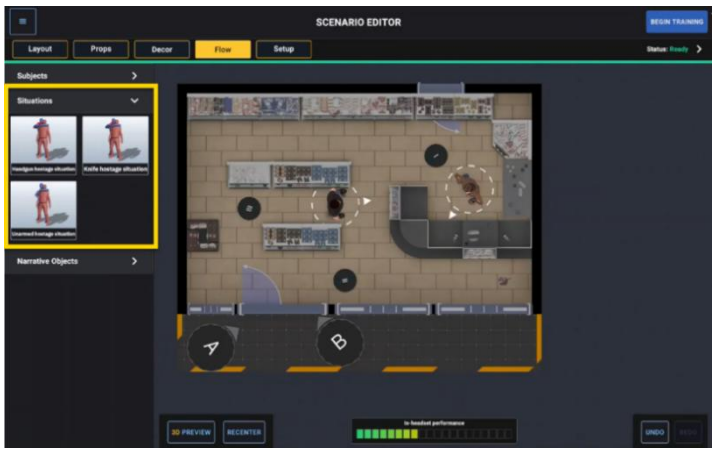
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SITUATIONS

A Situation is a predefined arrangement of multiple subjects with dedicated logic governing how they interact—not a single subject placed in the scene. For example, a Hostage Situation includes both a hostage taker and a hostage, with built-in logic that defines the relationship and interaction between them.

1. Select **Situations** in the left navigation pane.
2. Select from three Hostage Situation types based on how the subject (hostage taker) is armed: knife, handgun, or unarmed.
3. Press and drag a situation to the desired starting location in the environment.

During the live training session, while the situation is active and unresolved, you control the situation as a whole rather than each subject independently.



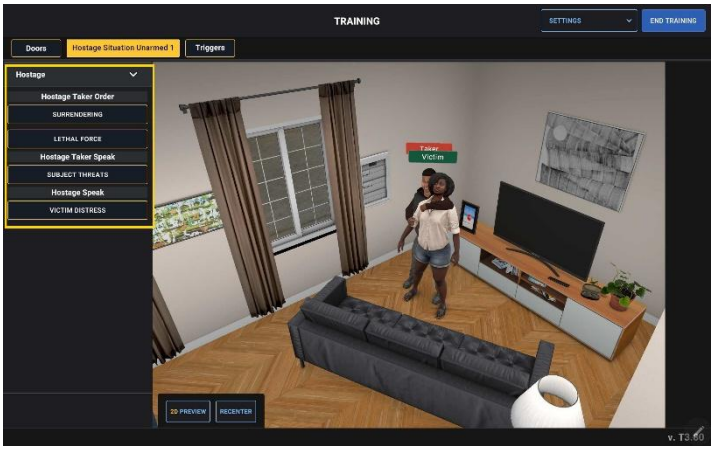
NOTE: Subjects in a situation cannot open or interact with doors. A closed door can prevent situation actions that require movement, such as a hostage fleeing or taking cover in another room, or moving to a location marker. Confirm that the paths needed for the situation to play out are not blocked by closed doors.

Controlling Hostage Situations

You can control the progression of a Hostage Situation—escalating or de-escalating the encounter and directing the hostage taker to surrender or harm the hostage. Once the situation is resolved (for example, the hostage taker is de-escalated), you can control the hostage's actions individually, such as fleeing, taking cover, or moving to a location marker.

Once you select a hostage situation, a drop-down menu displays where you can configure the following settings:

1. **Hostage Taker Order**: Select either **Surrendering** (de-escalate) or **Lethal Force** (escalate).
2. **Hostage Taker Speak**: Select **Subject Threats** to add a randomized dialogue line.
3. **Hostage Speak**: Select **Victim Distress** to add a randomized dialogue line.

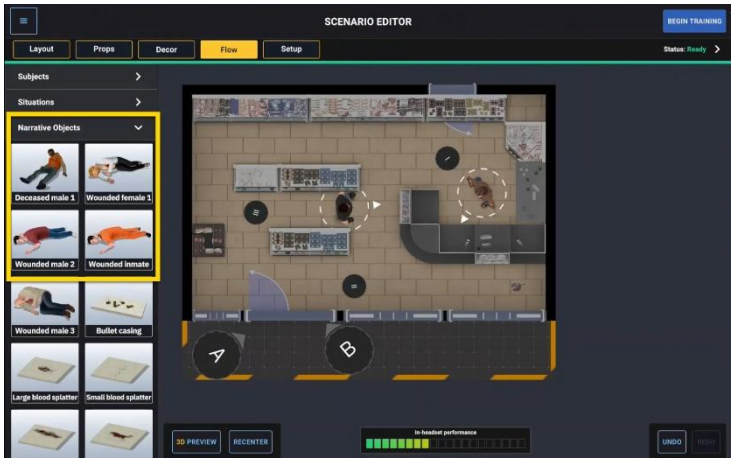


NOTE: Select **Settings** to turn on the on-screen description labels that distinguish the victim from the hostage-taker in a hostage scenario.

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NARRATIVE OBJECTS

1. Select **Narrative Objects** in the left navigation pane.
2. Press and drag narrative objects—such as wounded subjects, bullet casings, and blood splatter—to desired locations.
3. Use the **Copy**, **Delete**, and **Rotate** controls to adjust the objects as needed.

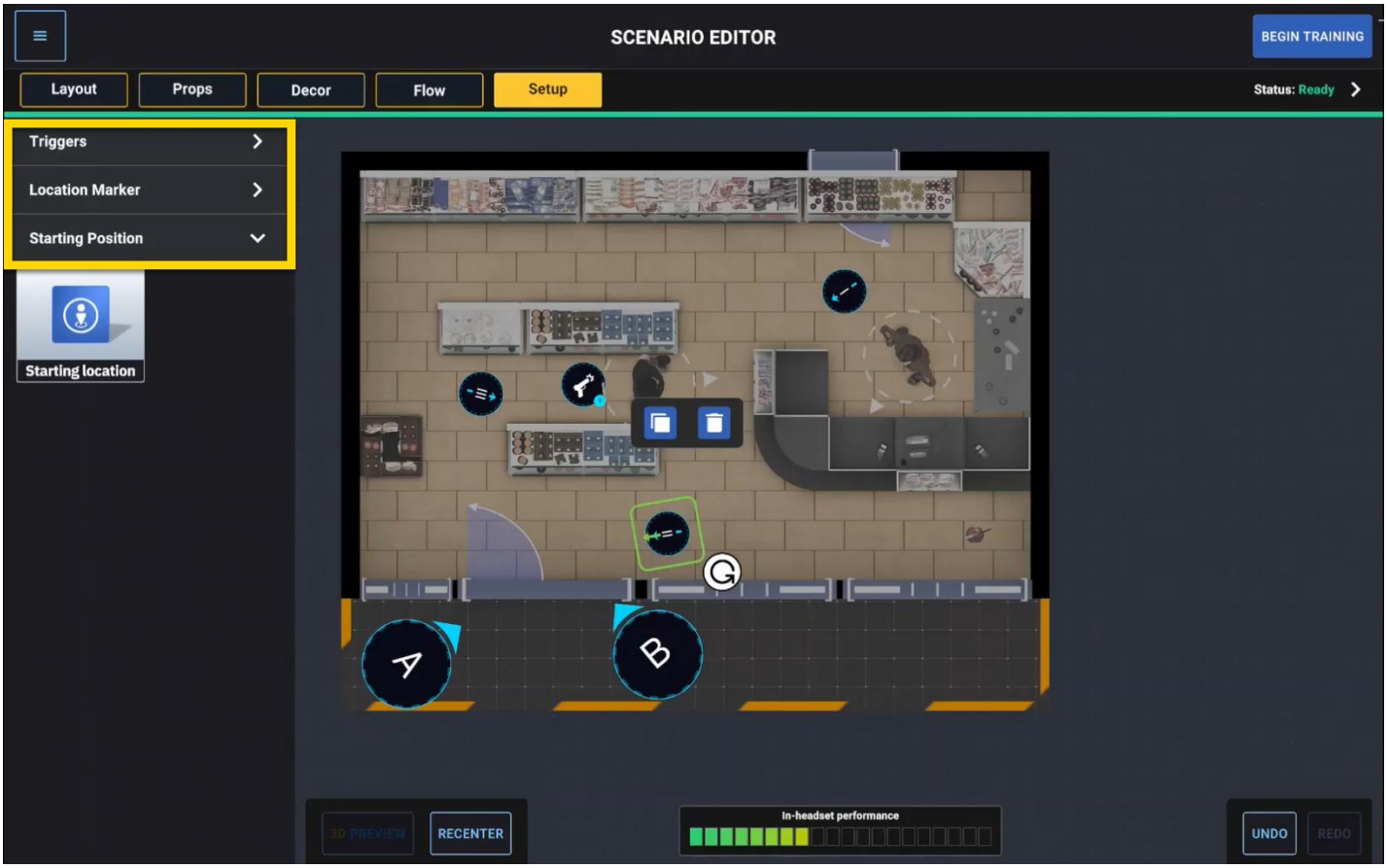


Wounded subjects are inanimate and cannot be controlled or interacted with during the scenario. Use them to add context, realism, or visual distractions. Subjects and trainees cannot pick up narrative objects during a scenario.

TIP: Refer to the Scenario Asset Catalog on Axon Help for a visual reference of available narrative objects for each environment.

SETUP TAB

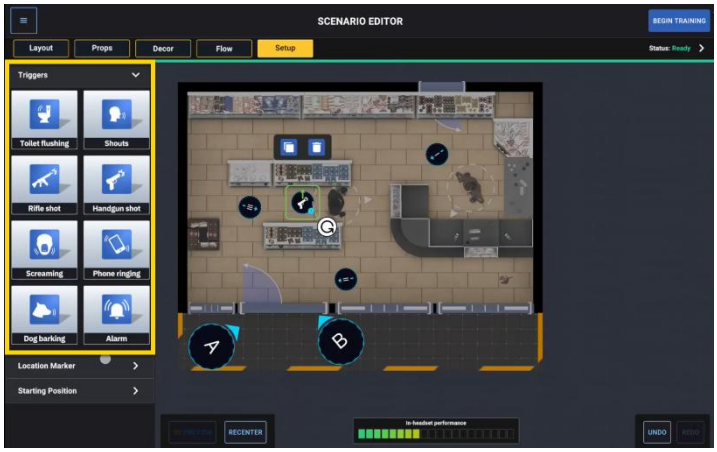
In the **Setup** tab, add triggers, location markers, and starting locations to control the timing, pacing, and escalation of the training experience.



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TRIGGERS

1. Select **Triggers** in the left navigation pane.
2. Press and drag audio triggers to the locations where you want audio to originate.
3. Use the **Copy** and **Delete** controls to adjust the triggers as needed.



Triggers are not activated automatically. You can activate them manually from the tablet during the session, giving you control over timing based on trainee actions and scenario progression.

Available triggers include:

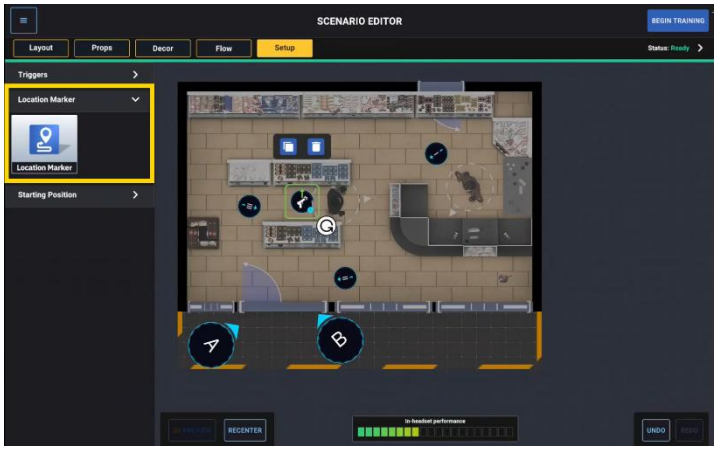
- Alarms
- Dog barking
- Handgun shot
- Shouting
- Phone ringing
- Screaming
- Rifle shots
- Toilet flushing

LOCATION MARKER

Use location markers to direct subjects to move from one point to another location through open doorways, pace hallways, or step into view unexpectedly. If a fleeing behavior is triggered, subjects will flee automatically and cannot be directed to a specific destination.

Since subjects cannot interact with or exit through closed doors, verify that intended movement paths are not obstructed by closed doors.

1. Select **Location Marker** in the left navigation pane.
2. Press and drag a location marker to indicate where subjects will move during the scenario.
3. Use the **Copy**, **Delete**, and **Rotate** controls to adjust the location markers as needed.



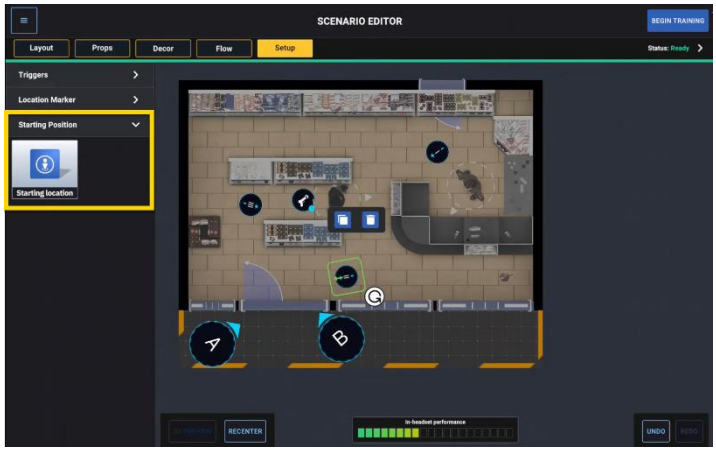
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STARTING POSITION

1. Select **Starting Position** in the left navigation pane.

2. Press and drag a starting location to the area where each trainee will begin the scenario. You must place at least two.

3. Use the **Copy**, **Delete**, and **Rotate** controls to adjust the starting locations as needed.

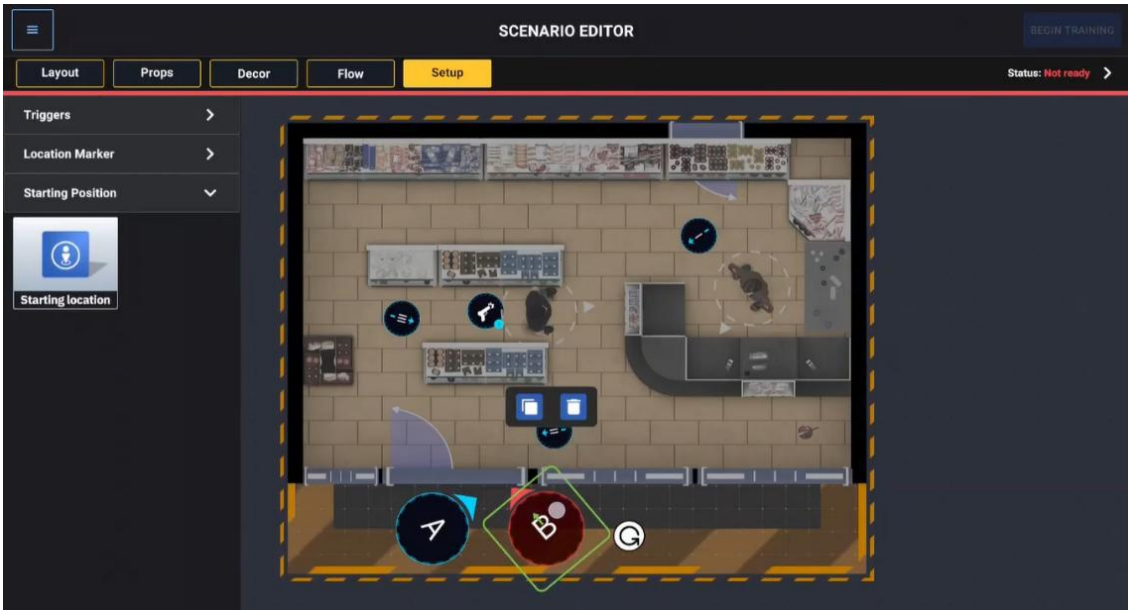


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BOUNDARIES

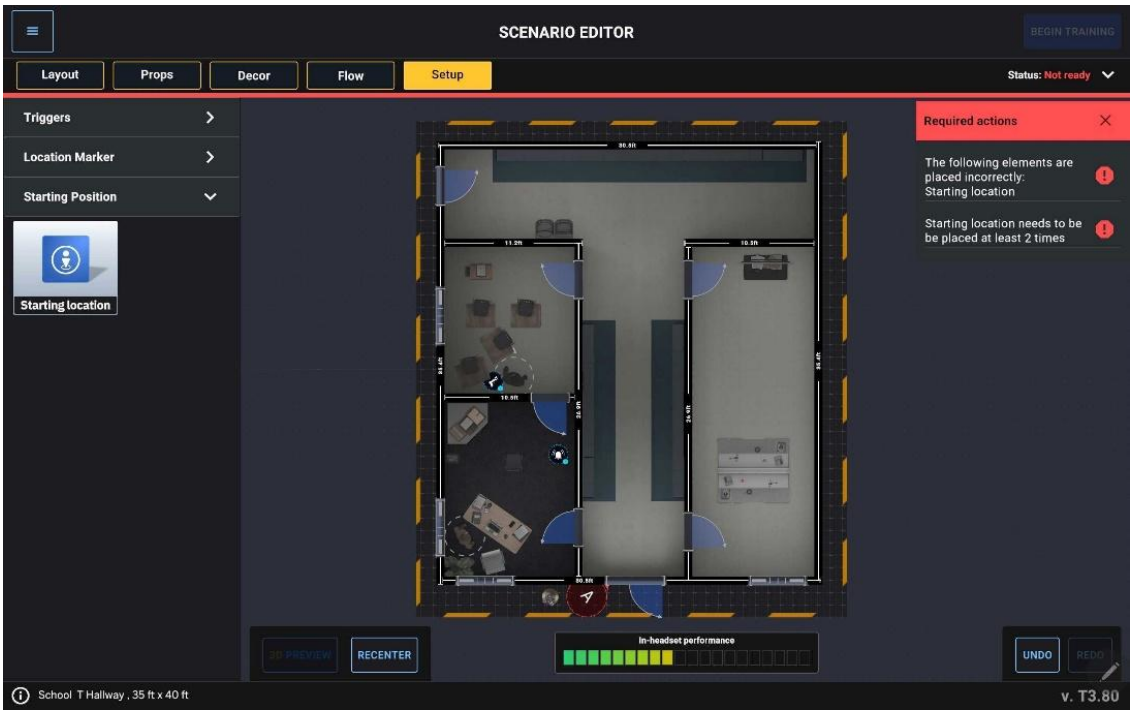
SAFETY NOTE: Maintain a 3–5 foot buffer between the edge of your scenario layout and the physical Training Space boundary. Trainees may move quickly and lose awareness of their physical surroundings while immersed in the scenario, making this buffer especially important.

The yellow border on the tablet represents the virtual dimensions of the scenario, which may not exactly match the physical training space.



Any objects or starting positions outside this boundary will glow red—move them inside the boundary or delete them before starting training.

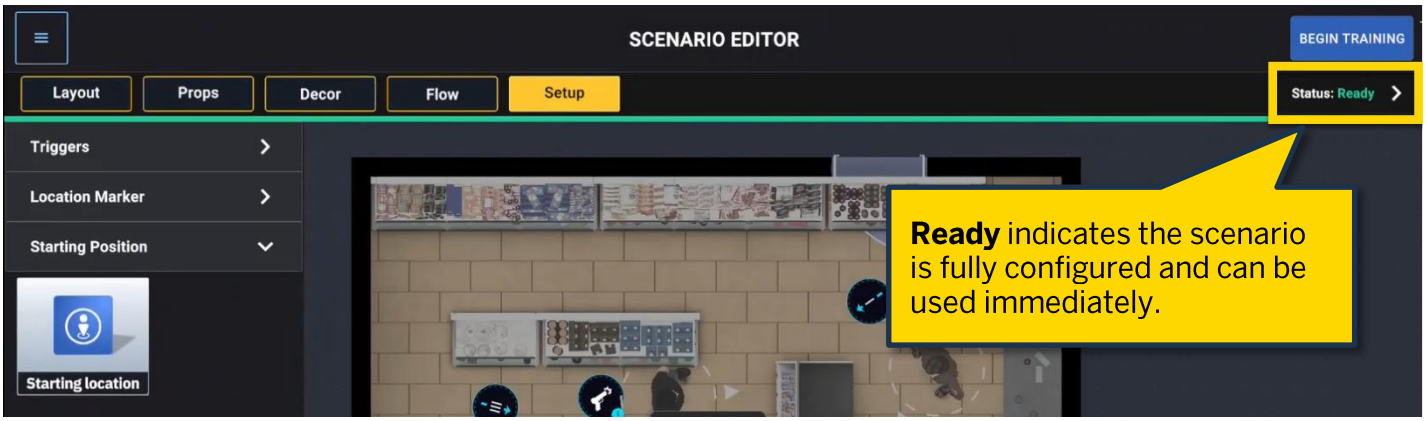
If an object is highlighted, either move it into the allowable space or remove it if it is no longer needed.

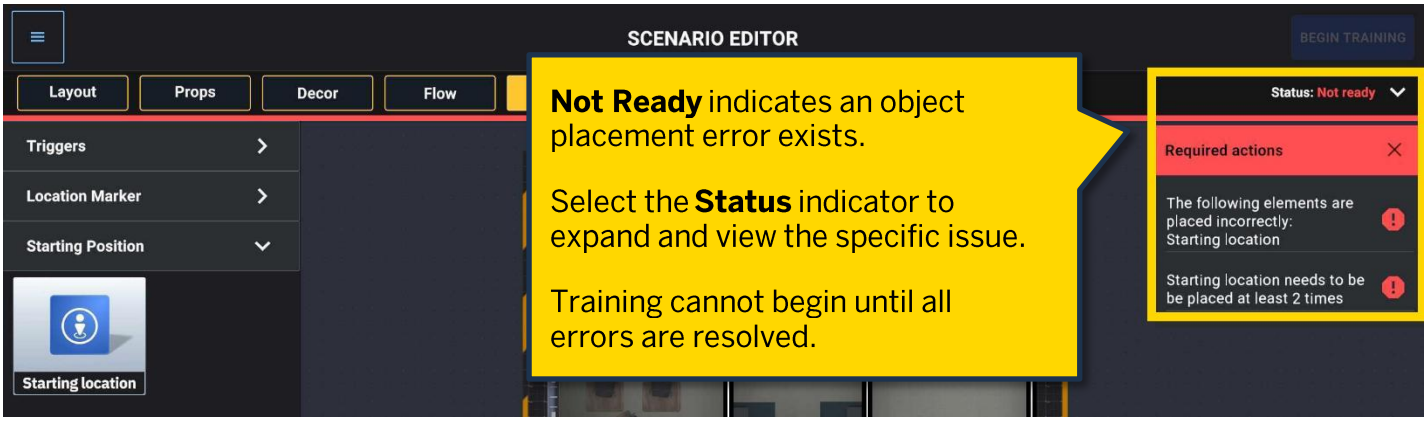


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REVIEWING SCENARIO STATUS

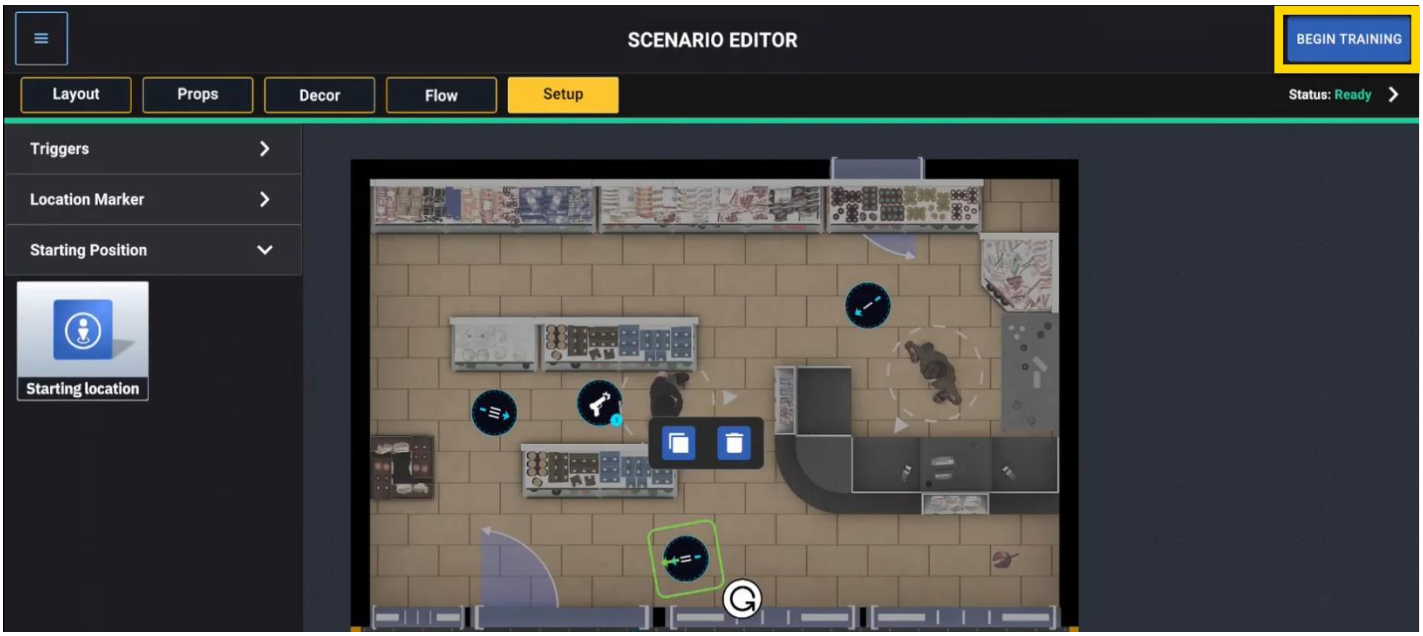
Before beginning training, check the **Status** indicator:





STARTING THE TRAINING SESSION

To start a training session, select **Begin Training**.



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EDITING SCENARIOS

If you want to adjust a scenario, such as changing an angle, modifying a subject's behavior, adding variety, or creating a new entry point (for example, a different door that changes how trainees enter a room) you can do so quickly. Either duplicate the existing scenario and make your changes or edit the scenario directly.

NOTE: You cannot edit or delete the default template scenarios. However, you can duplicate them, rename, and then edit if needed.

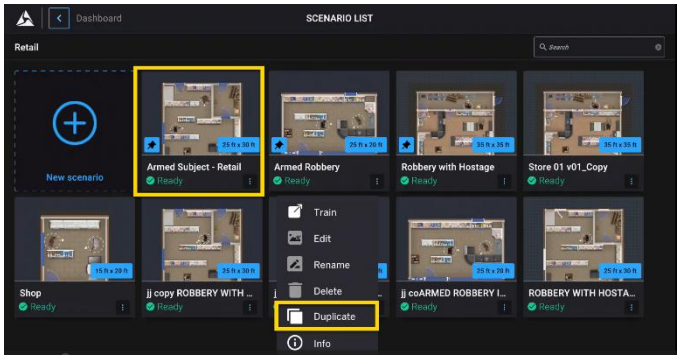
To edit an existing scenario, do the following:

1. On the Dashboard, select the **environment** where the scenario is located.
2. From the Scenario List, select the existing scenario.
3. The Scenario Editor displays, where you can configure the scenario as needed. When you open a scenario for editing, the editor starts on the first tab that needs attention.

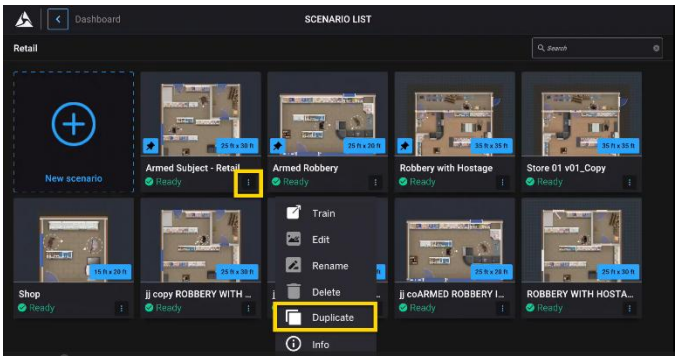
DUPLICATING EXISTING SCENARIOS

Duplicating a scenario can save time when creating variations of an existing scenario. To duplicate a scenario, select an **environment** and do one of the following:

1. Select the **scenario** you want to duplicate.
2. Select **Duplicate**.



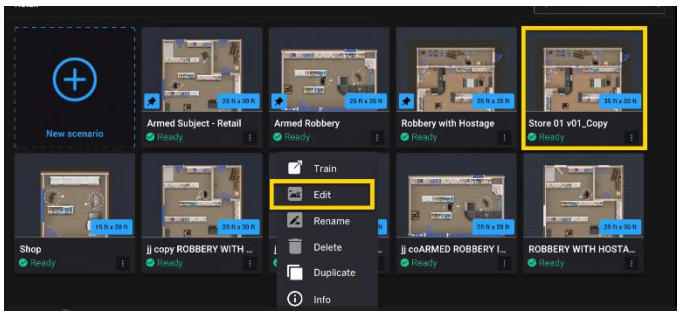
1. Select the **vertical ellipses** icon on the scenario tile you want to duplicate.
2. Select **Duplicate**.



A copy of the scenario appears in the scenario list using the naming format: **ScenarioName_Copy**

To edit the duplicated scenario, do the following:

1. Select the **duplicated scenario**.
2. Select **Edit**.

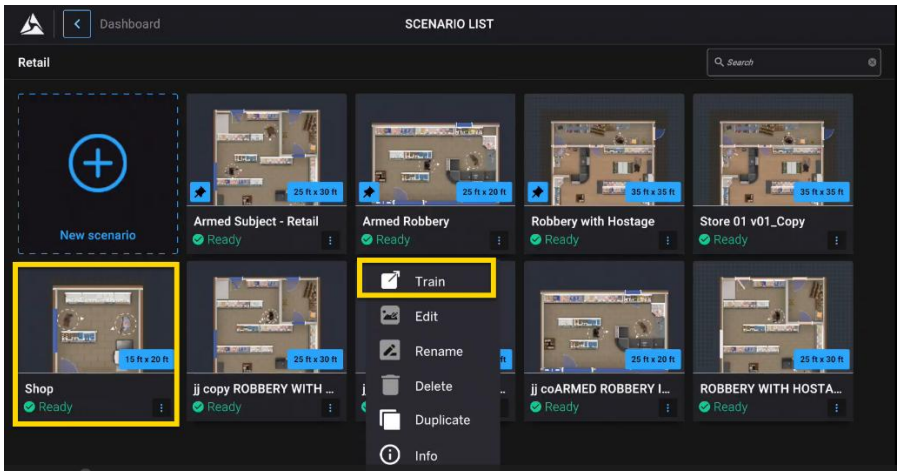


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SELECTING EXISTING SCENARIOS

To select an existing scenario, do the following:

1. On the Dashboard, select the environment where the scenario is located:
2. From the Scenario List, select the existing scenario.
3. Select **Train** to begin the training.



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SET UP TRAINING SPACE & TRAINEES IN HEADSET



Once you have created and configured a scenario, prepare the Training Space, pair trainee headsets, and confirm starting positions before beginning the session.

The set up process includes steps for both the trainer using the tablet and trainees in headset.

COMPLETING SET UP TASKS (TABLET/TRAINER)

Use the tablet to set up the room, select and pair trainees to the tablet, configure the room layout, and configure the subject and trainee positions in the scenario.

1. In the **Tactical Team Training** application on the tablet, select an environment or create a new scenario.

2. Select the scenario you want to facilitate.

NOTE: The number on each tile indicates the number of existing scenarios for that environment.



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SET UP THE TRAINING ROOM

Select the training room and confirm it meets the following requirements:

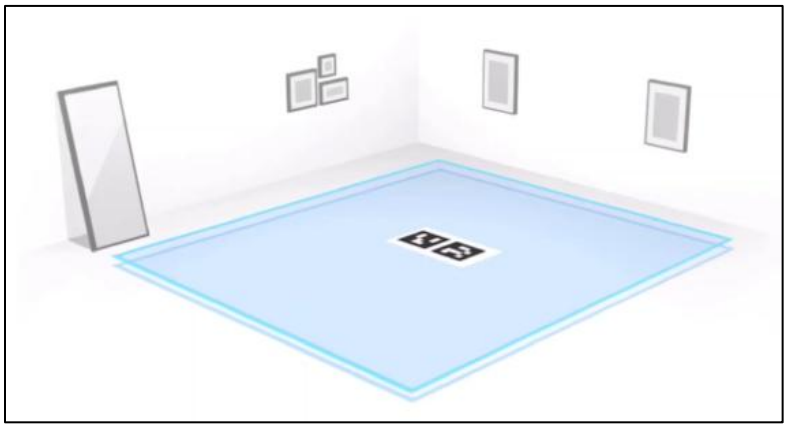
- Turn on all lights so the room is well-lit with no harsh shadows.
- Draw shades to block direct sunlight.
- Clear all objects from the Training Space to create an open area.
- Cover or remove mirrors and other reflective surfaces, including clean whiteboards and powered-off TVs.
- Avoid rooms with large plain or featureless surfaces, such as blank white walls, which can reduce tracking accuracy.
- Avoid rooms with repeating patterns such as striped flooring or wallpaper.
- Confirm the room meets the recommended minimum size of **15–15 ft (4.57–4.57 m)** in each direction, up to a maximum of **50 ft × 50 ft (15.24 m × 15.24 m)**.
- In the headset **Settings > Boundary** menu, set the **Play area dimensions** to match the size of your physical Training Space. This setting is measured in meters, so you will need to convert from feet. The play area dimensions default to 3 x 3, which is too small for Tactical Team Training scenarios.
    - For a Training Space at the **30 x 30 ft**, set the **Play area dimensions** to **10 x 10**.
    - For scenarios with expanded floor plans that require **more than 30 x 30 ft** (up to 50 x 50 ft), select the **Custom** option and enter the dimensions that match your Training Space size. The **Play area dimensions** must reflect the size of the scenario you created and the physical space available. Refer to the conversion reference below to enter the exact dimensions of your Training Space.

TRAINING SPACE (FT)	PLAY AREA DIMENSIONS (M)
30 x 30	10 x 10
35 x 35	11 x 11
40 x 40	13 x 13
45 x 45	14 x 14
50 x 50	16 x 16

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SET UP THE ROOM MARKER

Place the Room Marker flat on the floor in the center of the Training Space, ensuring it is clearly visible.



All participating trainees must scan the Room Marker individually during headset setup.

ADD TRACKING ELEMENTS

After the Training Space is cleared and properly lit, add tracking elements to improve headset camera accuracy:

- Hang wall art or place painter's tape every 5–7 feet around the room.
- Overlap tape randomly to create strong tracking points. Any object with contrasting elements—such as a hat with a logo—works as a visual marker.

NOTE: If your Training Space contains physical obstacles such as pillars or posts, place virtual furniture at those locations in the scenario to discourage trainees from walking into them. Only use that scenario in the space it was designed for; using it in a different room could create safety issues.

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PAIRING WITH TRAINEES

1. Launch **Tactical Team Training**.
2. Read and accept the **disclaimer**.
3. Select an **environment** or create a new scenario.
4. The number on each tile indicates the number of existing scenarios for that environment.
5. Select the **scenario** you want to run.
6. Select **Train**.
7. Select **Pair new headset**.
8. Enter the **PIN** provided by the trainee. The status changes to **Ready** when the headset is connected and the trainee has completed setup and reached the **Waiting for Trainer** screen.
9. Repeat for additional headsets.
10. Select **+** (plus) next to the headset IDs of participating trainees, then select **Continue**.
11. Review the preview of trainee starting locations. Next to each headset ID, select **+**(plus), then select **A** or **B** to assign the starting location.

    NOTE: You can swap the assigned positions of Trainee A and Trainee B as needed. Trainee A and Trainee B remain linked to their assigned colors, including when both trainees select the same avatar.

12. Select **Begin Training**. Allow several seconds for the session to load. This initiates the trainee setup in headset.
13. Wait for trainees to complete their headset setup before the scenario begins.
14. When both trainees are standing in the correct starting positions and facing the correct direction, a countdown displays and the scenario begins

NOTE: The tablet remembers previously paired headsets across sessions. To pair a new headset, select **Pair new headset**, enter the 6-digit PIN displayed in the trainee's headset, and the headset will be added to your paired devices list.

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COMPLETING SET UP TASKS (TRAINEE/HEADSET)

TIP: Download the Trainee Quick Reference Guide from Axon Help and provide it to trainees before the training session. The guide provides an overview of key trainee expectations, headset controls, movement and communication considerations, and the training session workflow.

Once you have selected and initiated the scenario from the tablet, instruct trainees to complete the following steps in headset to launch Tactical Team Training:

1. In the Axon VR Library, pinch to select the **Tactical Team Training** application.
2. Read and accept the disclaimer.
3. Select an avatar, then select **Next**.
4. Pair VR Controllers to the headset.
5. Select **Ready** to pair the headset with the Samsung VR tablet and read the PIN out loud to the trainer.

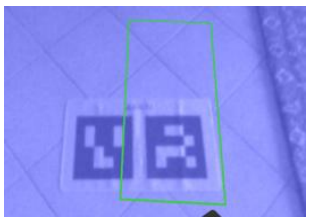
   NOTE: It may take several seconds for the tablet to connect.

6. After you begin the training on the tablet, the headset prompts the trainee to scan the Room Marker.

SCAN THE ROOM MARKER

Instruct trainees to do the following:

1. Select **Start Scan**. The headset will automatically activate passthrough mode, allowing trainees to see their physical surroundings.
2. With the headset on, walk to the Room Marker and look down to scan it.
3. After scanning the Room Marker, a green rectangular outline appears over the marker (rectangle over rectangle) confirming a successful scan. Once confirmed, look up to see a virtual outline of the Training Space boundaries.

SUCCESSFUL SCAN (rectangle outline aligned parallel)	**SCAN REQUIRES RE-SCAN** (rectangle outline at an angle)
	

4. Look around and make sure that:
   - The virtual Training Space doesn't overlap with any physical walls, furniture, or objects.
   - The virtual floor aligns with the physical floor.

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CONFIRM CO-LOCATION (TWO TRAINEES)

Instruct trainees to do the following:

1. Check the alignment of their partner by tapping their partner's shoulder.
2. If alignment is off, either trainee can select **Re-Scan** to scan the Room Marker again.
3. When the alignment looks correct, only one trainee needs to select **Confirm**.

> **NOTE**: Each trainee will see their own starting location as a blue animated circle in the headset. Their partner's starting position displays as a gray, non-animated circle.

MOVE TO STARTING POSITION

Instruct trainees to do the following:

1. Walk to their designated starting position, following the yellow arrow to the blue animated circle.
2. Once both trainees are standing in their correct starting positions and facing forward, a countdown displays and the scenario begins.

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TRAIN & OBSERVE



Once trainees complete their setup and are standing in their correct starting positions, the countdown displays and the scenario begins automatically.

During the session, use the tablet to make real-time adjustments in response to trainee actions and decisions. You may also choose to run the scenario as configured without making live changes.

Real-time adjustments can include:

- Re-posing subjects, directing them to react, or moving them to a location marker
- Triggering movement actions
- Escalating or de-escalating encounters
- Redirecting subject movement
- Triggering additional events or behaviors

ADJUSTING VIEWING PERSPECTIVES

The tablet provides multiple viewing perspectives to monitor trainee positioning, communication, weapon orientation, and movement throughout the session.

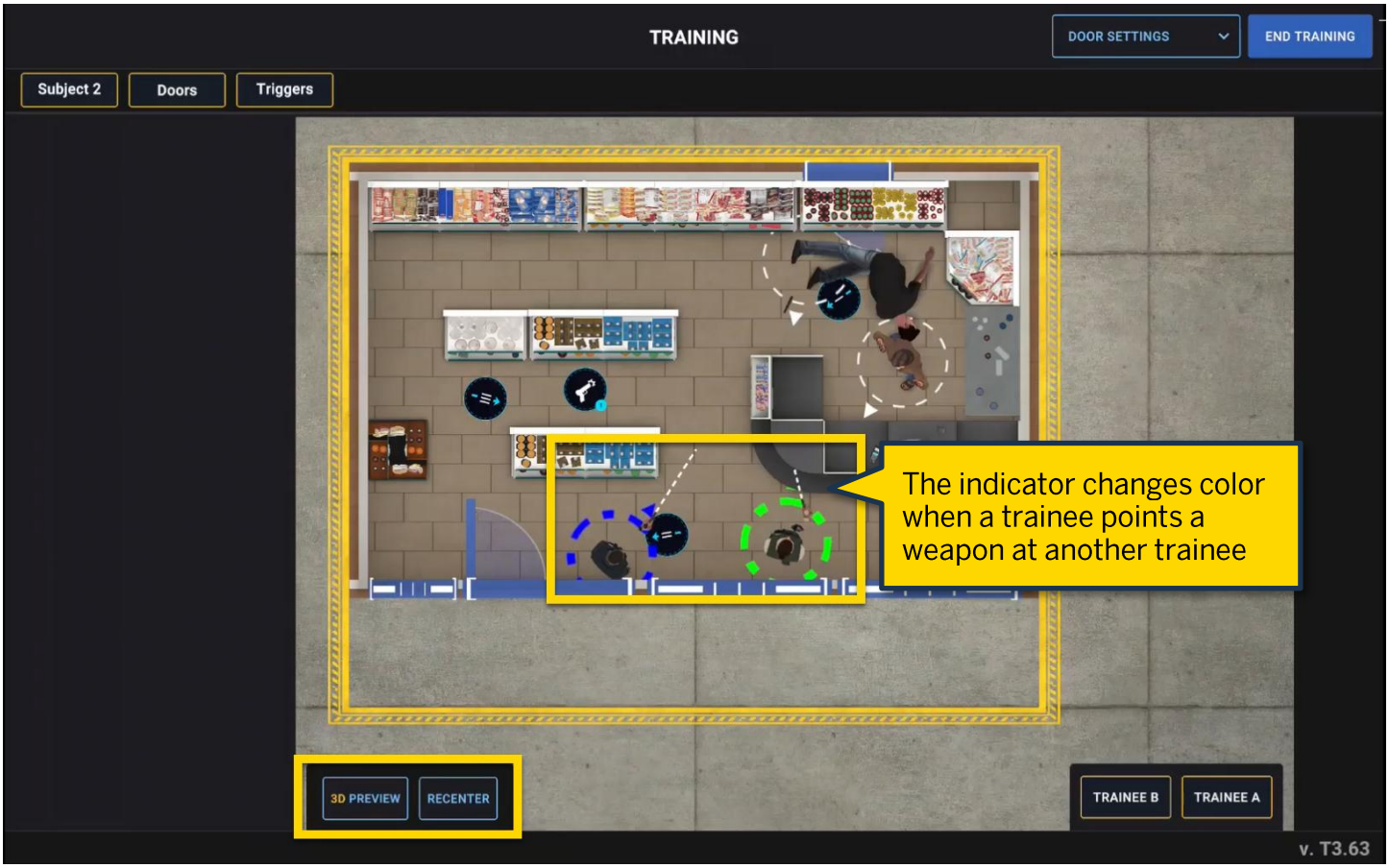
You can also screen cast to a smart TV or Chromecast to share the view with a larger group or enhance your assessment capabilities.

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DEFAULT VIEW

The default view shows the muzzle orientation direction that each trainee's weapon is pointing.

- The muzzle orientation indicator is displayed by default in all views, showing the direction each trainee's weapon is pointing. The indicator turns red when a trainee points a weapon at their partner.
- To control a subject or change a behavior, you must be in 2D View or 3D View. Subject controls are not available while viewing from a trainee's perspective.
- Select **Recenter** to recenter the view on the middle of the room. Recenter also adjusts zoom to fit the full scenario layout, so the entire layout is visible.

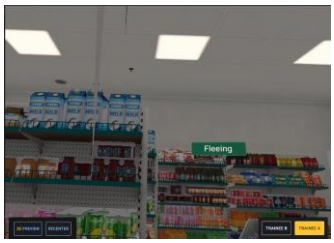
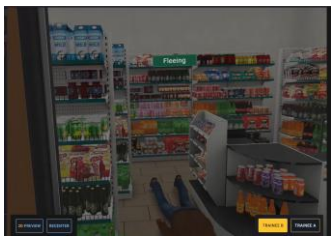


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ADDITIONAL VIEWS

Toggle between additional views at any time to observe trainee performance and gather information for your debrief.

Subject behaviors can only be modified while viewing the scenario in **2D** or **3D View**. When you switch to **Trainee View**, which displays the scenario from the trainee's perspective, trainer controls for selecting subjects, changing behaviors, and triggering subject reactions are unavailable. If you need to manage subject actions or dynamically adjust the scenario during training, switch back to 3D View before making those changes.

VIEW	DESCRIPTION	RECOMMENDED USE
2D PREVIEW 	Top-down map showing all trainee and subject positions and movement paths in real time.	Monitoring overall room coverage, tracking movement patterns, and identifying gaps in responsibilities between partners.
3D PREVIEW 	Rendered third-person perspective from a fixed vantage point outside the scenario. The trainer controls the camera angle; trainees are visible as avatars moving through the scenario environment.	Assessing spatial relationships, cover usage, and positioning relative to the environment, without being locked to any single trainee's perspective.
TRAINEE A  **TRAINEE B** 	First-person view through the trainee's headsets showing exactly what they see, including blind spots and tunnel vision. This view replicates the trainee's field of vision, including blind spots and tunnel vision.	Evaluating individual threat identification, angle control, and decision-making in real time. Switch between trainees to compare perspectives during the same moment in the scenario.

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CONTROLLING SUBJECTS

During the session, select a subject in 2D or 3D view to access real-time controls.

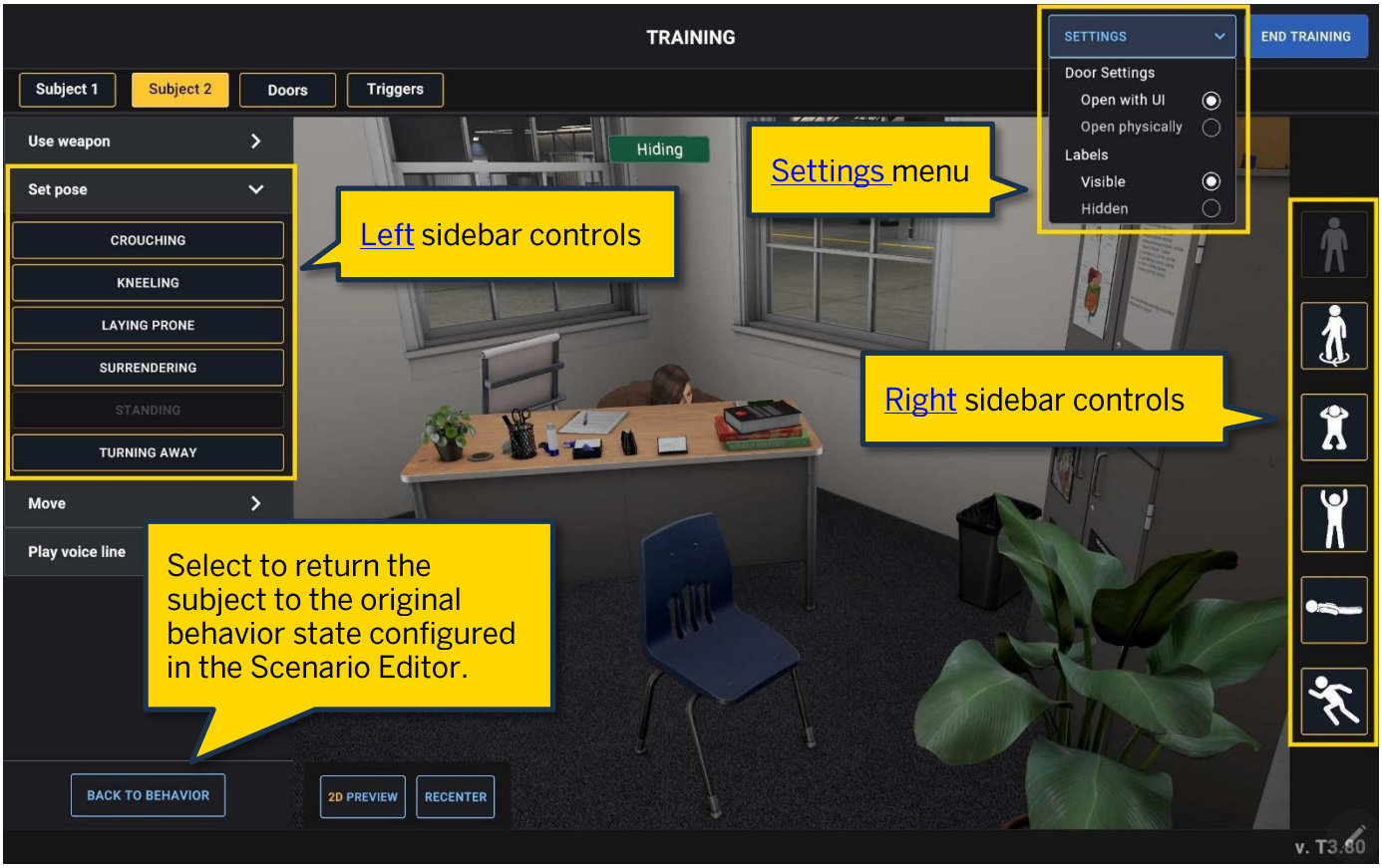
NOTE: You cannot select or control subjects while viewing from a trainee's perspective.

Available controls allow you to adjust pacing, difficulty, and subject behavior throughout the session, including:

- Changing subject poses
- Triggering voice lines
- Directing subject movement
- Moving subjects to configured location markers
- Triggering compliance or escalation behaviors
- Controlling weapon actions

NOTE: Subjects do not react to physical punches; they will only react to weapon and TASER energy weapon use.

Select a subject and use the left and right sidebar controls to override the subject's behavior and the Settings menu to adjust turning on and off subject description labels.



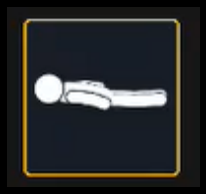
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LEFT SIDEBAR CONTROLS

OPTION	DESCRIPTION
MOVE	Control a subject's movement in the scenario: • **Move to location marker:** Subject moves to one of the set location positions • **Take cover**: Subject hides behind the nearest object • **Flee**: Subject stands still until a trainee enters their line of sight, then runs to another room if available. If no safe room is available, the subject moves as far as possible within the current room (minimum 1.75 m). If the subject cannot move, they surrender.
USE WEAPON	Control weapon-related actions for a subject equipped with a weapon, including drawing, dropping, attacking, and aiming. **NOTES**: • This control is only available when the subject is equipped with a weapon. • Subjects have access to an infinite weapon repository. After dropping a weapon, subjects are able to draw the same weapon again immediately.
SET POSE	Change how the subject appears: • **Crouching**: The subject crouches. • **Kneeling**: The subject kneels on their ground with their hands behind their head and drops their weapon if one is equipped. • **Laying prone**: The subject lies prone with both arms alongside their body. • **Surrendering**: The subject puts their hands above their head and drops their weapon if one is equipped. • **Idle**: The subject stands upright. • **Turning away**: The subject turns 180 degrees based on their position.
PLAY VOICE LINE	Trigger a subject to speak a voice line: • **Threatening**: The subject uses a threatening voice line. • **Compliant**: The subject responds with compliance. • **Asking for help**: The subject asks for help.

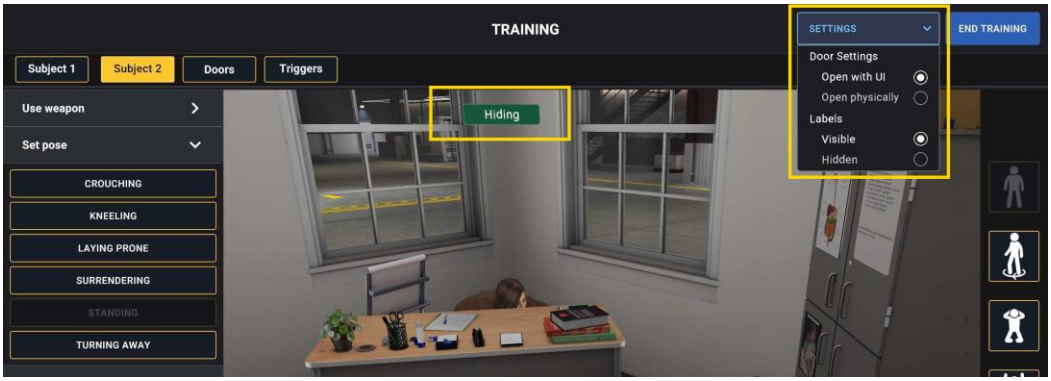
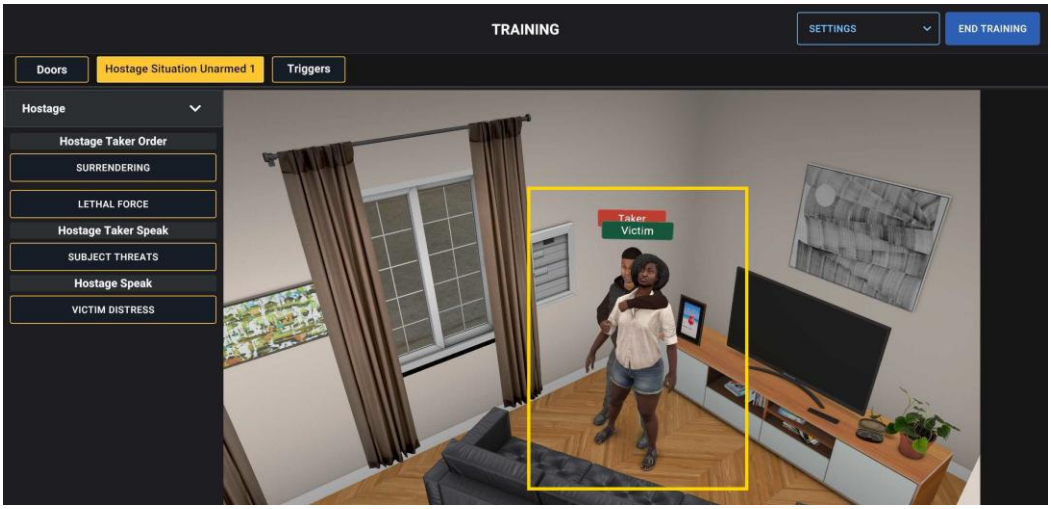
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RIGHT SIDEBAR CONTROLS

OPTION	DESCRIPTION	OPTION	DESCRIPTION
IDLE 	Subject stands still until a trainee enters their line of sight, then attacks the closest trainee.	**SURRENDER** 	Subject raises hands and drops any equipped weapon.
TURN AROUND 	Subject turns 180 degrees based on their position.	**LAY PRONE** 	Subject lies prone with arms alongside their body.
KNEEL 	Subject kneels with hands behind head and drops any equipped weapon.	**FLEE** 	Subject stands still until a trainee enters their line of sight, then runs to another room if available. If no safe room is available, the subject moves as far as possible within the current room (minimum 5.74 ft / 1.75 m). If the subject cannot move, they surrender.

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SETTINGS MENU

OPTION	DESCRIPTION
DOOR SETTINGS	Control the door settings in the scenario: • **Open with UI**: When enabled, a fillable circular indicator appears around a door handle — as the trainee's hand nears it, the circle fills, and the door opens automatically once complete, offering a more accessible alternative to precise handle manipulation. • **Open physically**: Trainees reach for the handle with their non-dominant hand while keeping their weapon-control hand free — the handle visibly moves when grasped, and a slight push or pull (depending on swing direction) opens the door.
LABELS	Control the on-screen description labels that identify subject behavior and distinguish the victim from the hostage-taker in a hostage scenario. • **Visible:** Labels display   • **Hidden**: No labels display

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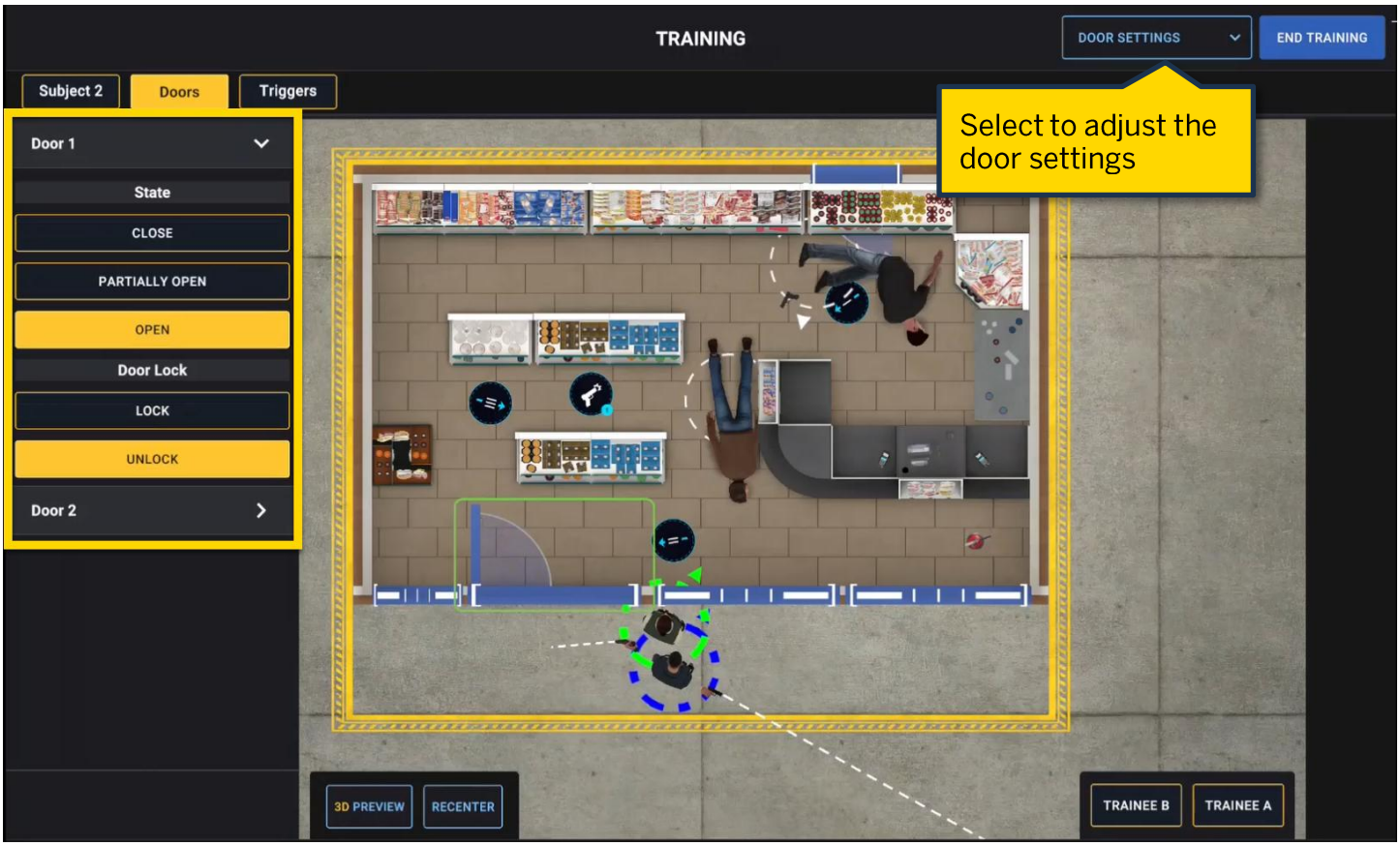
CONTROLLING DOORS

During the session, select the **Doors** tab to control door states and influence subject and trainee movement, restrict access to areas, or change scenario flow.

Select a door from the navigation menu and adjust the available controls:

- **State**: Close, Partially Open, Open
- **Door Lock**: Lock, Unlock

TIP: Because subjects cannot open doors themselves, you can open a closed door from the tablet during a live session to enable a subject action that a closed door is blocking (for example, allowing a subject to flee into an adjacent room).



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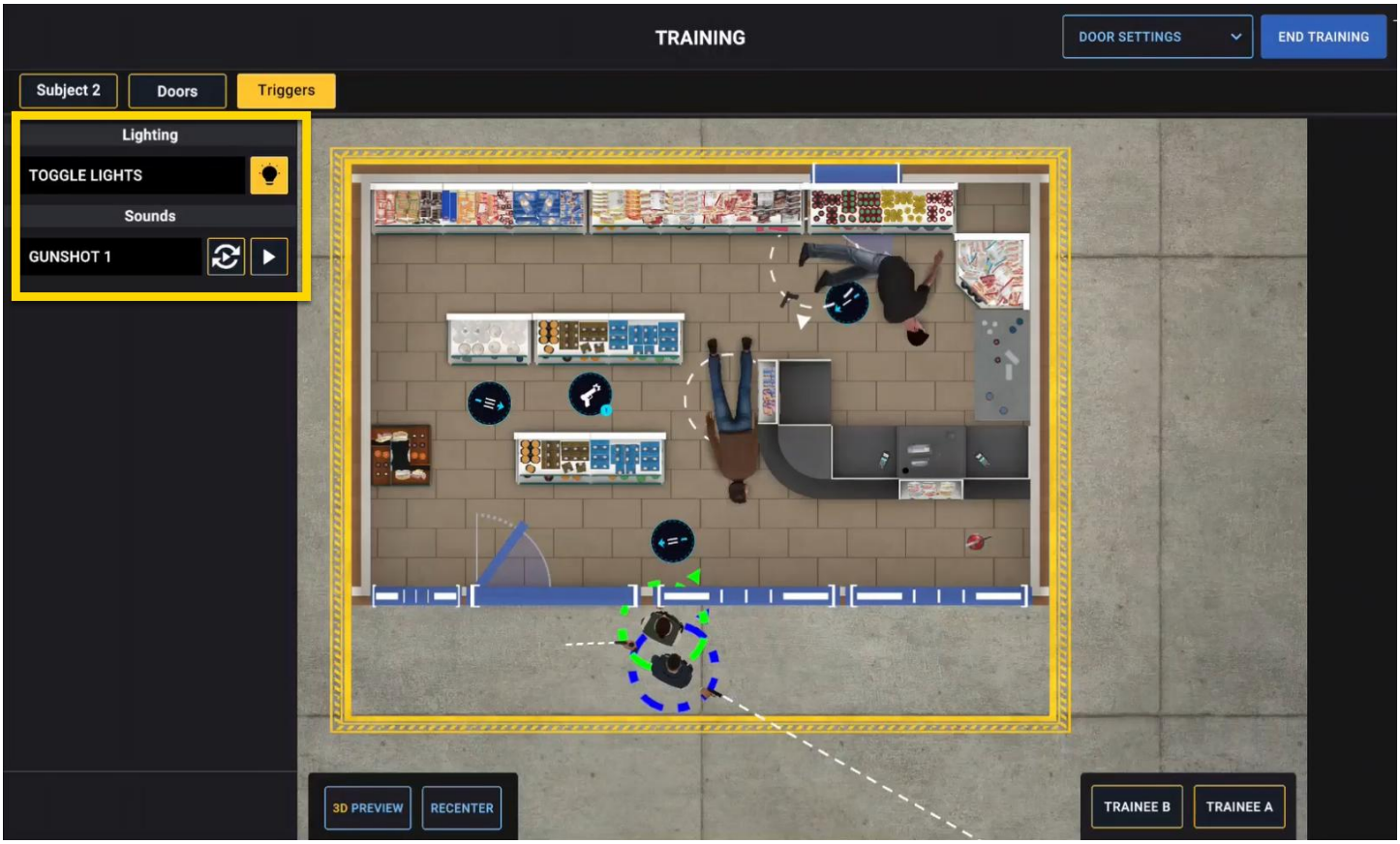
CONTROLLING TRIGGERS

Select the **Triggers** tab to activate configured triggers during the session. Trigger sounds originate from the locations where they were placed in the scenario.

EXAMPLE: If you place a dog barking sound effect outside the walls, trainees hear the sound as if the dogs are outside the room when you activate the trigger.

Select the icons to adjust controls:

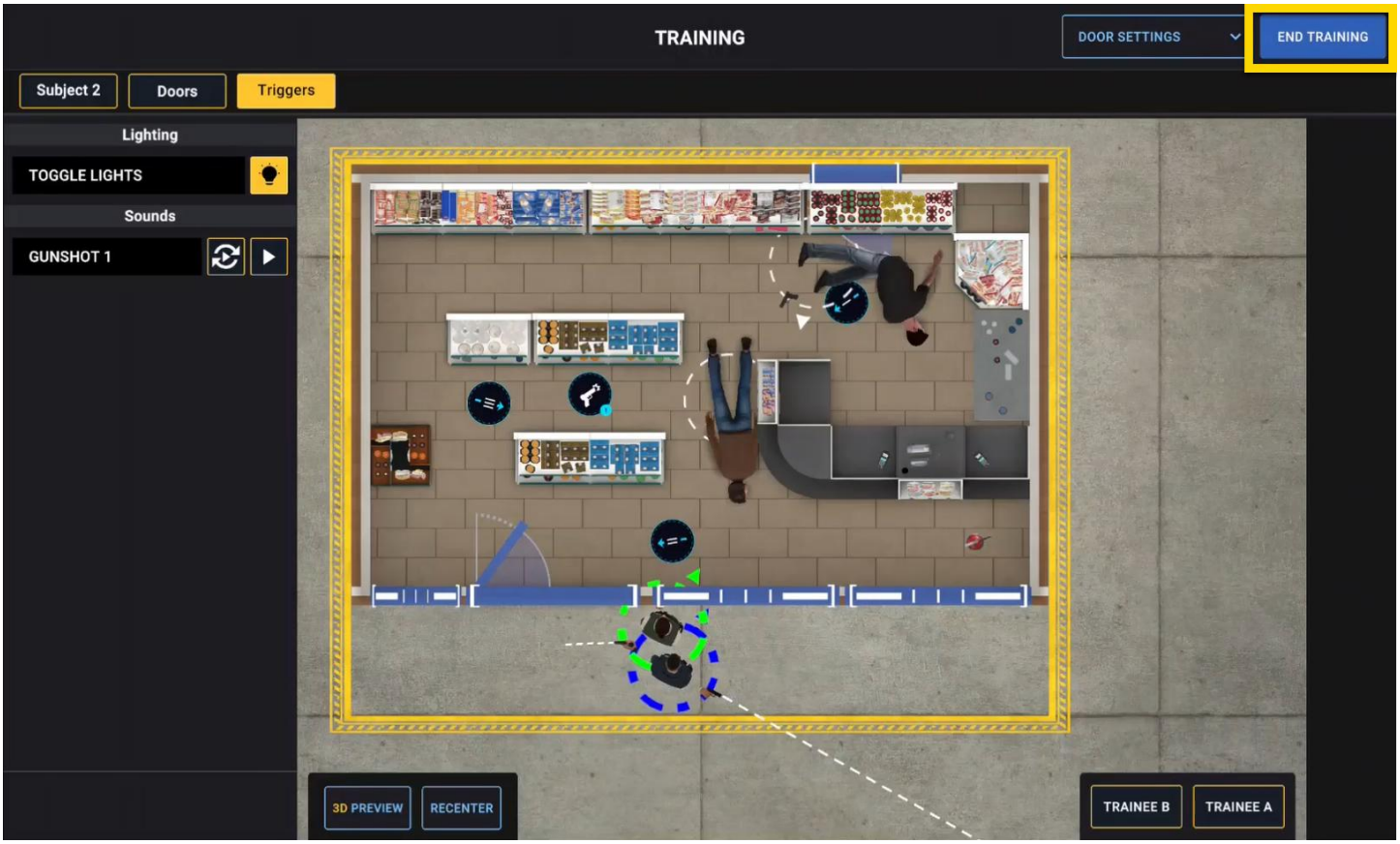
	**Lighting**: Toggle lights to turn on or off (applies to the entire layout). **NOTE**: The lights setting resets to its default at the start of each new session, and interiors render noticeably darker with lights off.
 	**Sounds**: • **Play**: Play a sound effect once. • **Loop**: Continuously play a sound effect. Tap the **Loop** icon again to stop the sound effect.



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ENDING THE SCENARIO

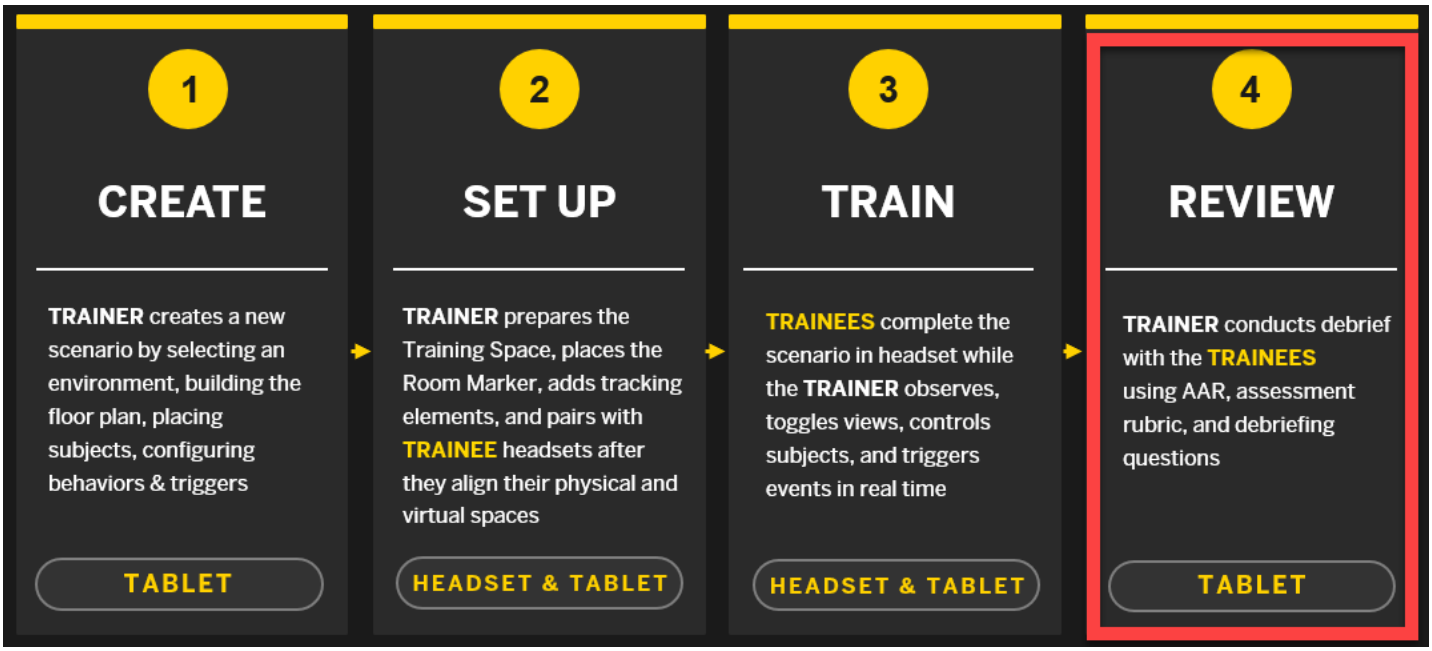
Select **End Training** to end the scenario and stop the training session.



The AAR will load automatically and provides a replay of the completed session including trainee movement paths, field-of-view cones, and muzzle orientation.

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REVIEW & DEBRIEF



Following the scenario completion, debrief with the trainees to discuss their results and provide tips for improving their performance or adherence to your agency policy. Reviewing the AAR and discussing key decisions with trainees immediately after the scenario while the experience is still fresh is the most effective way to reinforce good tactics, correct errors, and connect the virtual experience to real-world application.

If two trainees partnered in a scenario, you can debrief with them together or separately. Instruct trainees to rest their headsets on their heads like sunglasses to keep them active in case you run the scenario again.

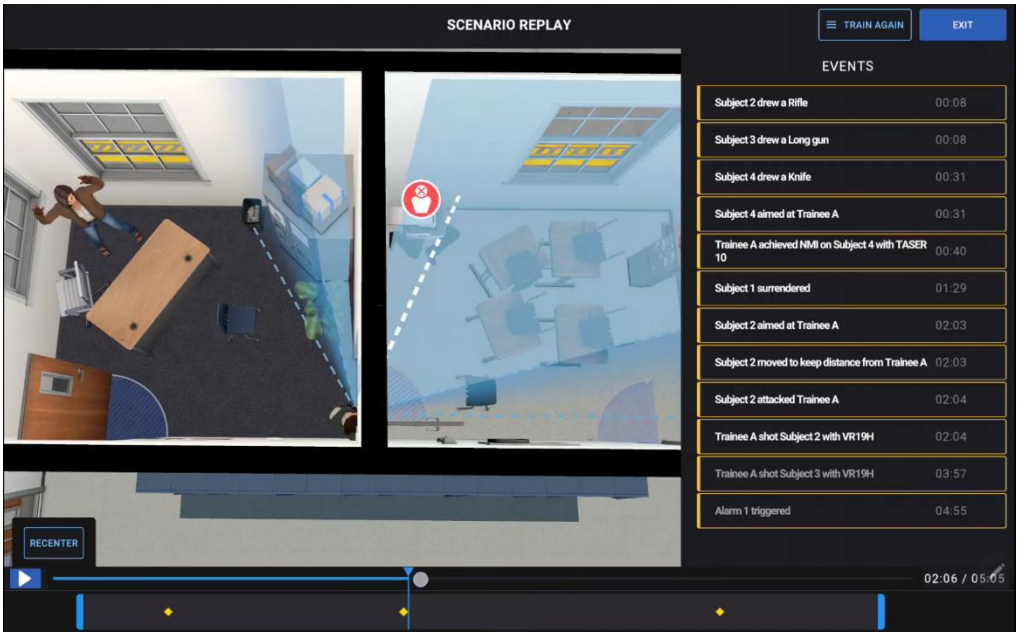
NOTE: AAR playback is available immediately after scenario completion only. Session data is not saved, exported, or accessible after you exit the AAR screen. Plan to conduct your debrief before closing the AAR because once you navigate away, that session's data cannot be recovered.

Follow the steps in the Conducting the Debrief section to guide your evaluation and debrief with trainees.

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AFTER-ACTION REPORT (AAR)

Immediately after a scenario ends, the AAR automatically loads on the tablet. Use the AAR as the foundation for your trainee debrief, reviewing key decisions and actions with trainees. Pause at moments where trainees performed particularly well or where corrective feedback is needed, and guide a discussion about what happened, why it happened, and how similar situations could be handled in the future.



IMPORTANT: The AAR is a live playback tool, not a recording. Session data is not saved or exported and cannot be recovered once you exit the AAR screen. Complete your debrief before navigating away.

Use the tablet's screen recording function if you want to capture the AAR for later use as a training record or educational tool.

The AAR replays the scenario and provides visibility into:

- Trainee movement paths
- Trainee field of view
- Muzzle orientation

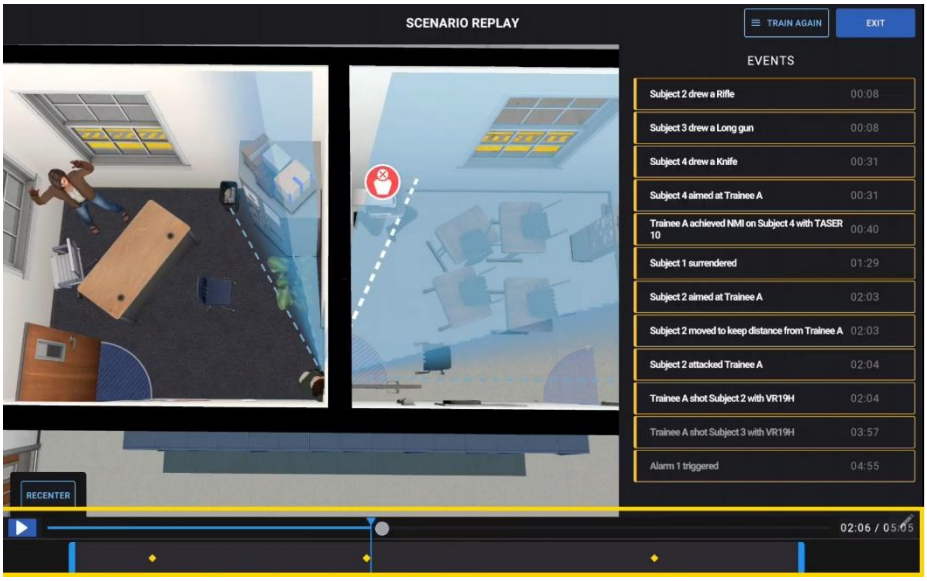
During the debrief, you can use the AAR to:

- Play or pause the replay
- Navigate to specific points in the timeline
- Review trainee actions and decisions
- Highlight key learning points and discuss alternative responses

NOTE: Select **Recenter** to return to the default view.

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USING PLAYBACK CONTROLS



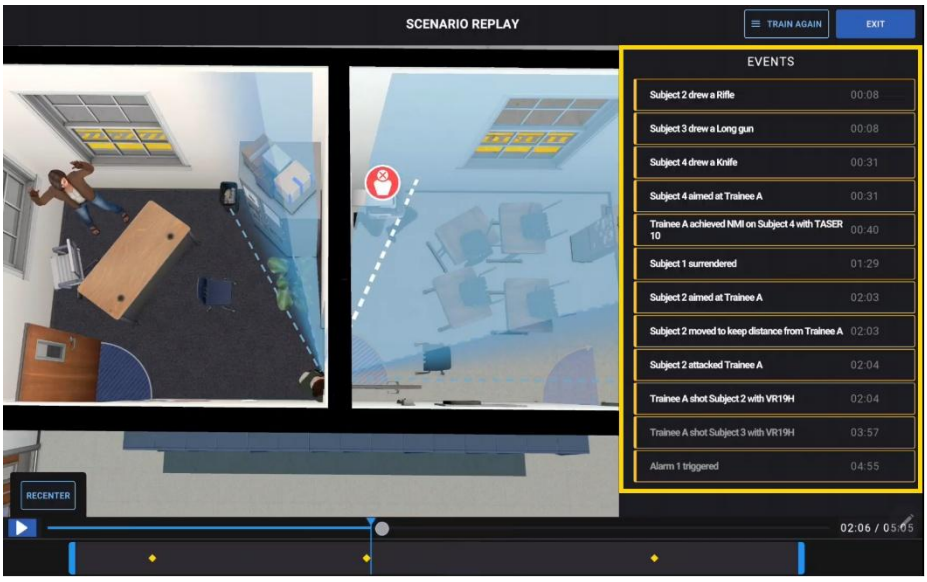
Use the playback timeline at the bottom of the screen to navigate to specific moments in the scenario:

- **Play/Pause**: Play or pause the replay.
- **Scrub**: Drag the timeline to move to a specific point.
- **Yellow diamonds**: Key events such as a subject surrendering or a weapon discharge.

NOTE: TASER energy weapon events are shown with a distinct color icon from firearm discharge events on the timeline.

The most effective debriefs focus on **two or three key moments** rather than replaying the entire scenario from start to finish. Use the AAR to reinforce positive behaviors and address specific performance gaps that align with your scenario learning objectives. Pause at moments where trainees performed particularly well or where corrective feedback is needed, and guide a discussion about what happened, why it happened, and how a similar situation could be handled differently.

REVIEWING SCENARIO EVENTS



The **Events** list provides a chronological record of key events during the scenario.

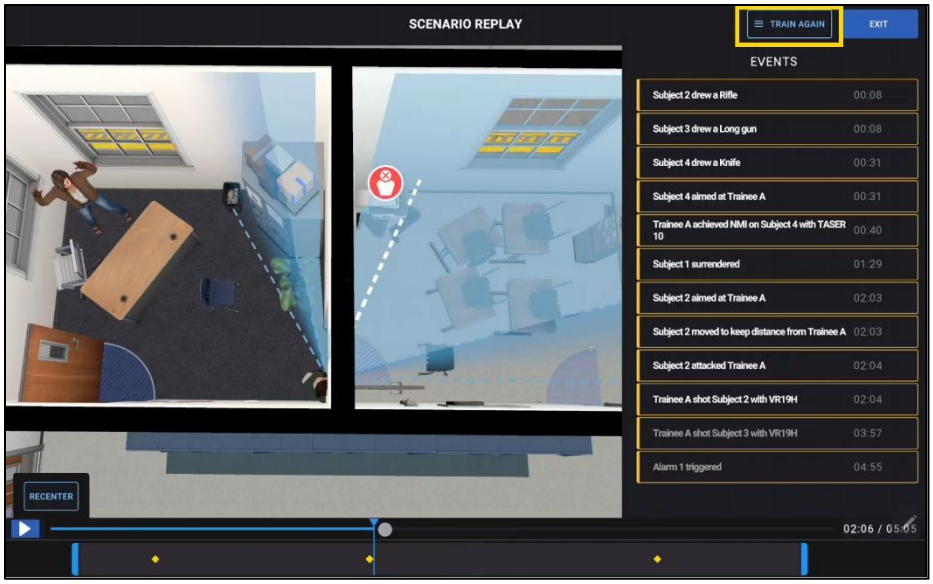
Select any event to jump directly to that moment in the replay—for example, a sound trigger, subject interaction, or trainee action—to review what occurred before, during, and after.

Use the **Events** list to efficiently identify and discuss key decision points, trainee responses, and other teachable moments from the training session.

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REPEATING THE SCENARIO

You cannot save real-time configuration changes made during a training session. However, from the AAR, select **Train Again** to have the trainee retry the same scenario with the same settings.



CONDUCTING THE DEBRIEF

It is recommended to follow this sequence when debriefing with trainees:

1. **Review the AAR**: Use the playback timeline to identify two or three key teachable moments during the scenario.
2. **Ask debriefing questions**: Use the sample debriefing questions in the Appendix as a starting point. Add agency-specific questions as needed.
3. **Complete the Assessment Rubric Form**: Evaluate trainee performance against the learning objectives you defined for the scenario.
4. **Discuss agency policy**: Supplement the debrief with agency-specific resources, policies, and best practices. Axon does not make recommendations on agency policy.
5. **Document performance**: Use the Trainee Evaluation Form in the Appendix to record notes and track completion as a training record.

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DEBRIEFING QUESTIONS

Use any of the following example questions if needed to help guide your debrief. Add agency-specific questions in the Trainee Evaluation Form in the Appendix.

COMMUNICATION & COORDINATION

- How did you communicate with your partner during the scenario?
- At what point did communication break down or become unclear, and how did you recover?
- How did you ensure synchronized movement throughout the scenario?
- If you were to repeat the scenario, what adjustments would you make to improve coordination?

THREAT IDENTIFICATION & ENGAGEMENT

- What indicators did you use to identify potential threats as you entered each space?
- How did you prioritize and engage threats? Did your decisions align with agency policy?
- How did you balance speed with accuracy during engagement?
- How did you distinguish between threatening subjects and civilian non-threats or bystanders?

ANGLE CONTROL & SITUATIONAL AWARENESS

- How did you manage angles of exposure during entry and clearing?
- Were there points where you overexposed yourself or your partner to potential threats?
- What could you have done differently to improve angle control in this environment?

TACTICAL MOVEMENT & USE OF COVER

- Did your positioning support both safety and visibility?
- How did your movements complement your partner's actions?
- How did you use doors and furniture as tactical cover?

DECISION-MAKING UNDER PRESSURE

- What was your thought process when encountering an unknown or changing threat?
- How did stress influence your communication or tactical decisions?
- Looking back, what decision would you change, and why?

DYNAMIC SUBJECT RESPONSE

- How did you adapt when a subject changed behavior unexpectedly?
- How did you respond when the trainer triggered an environmental sound during the scenario?
- What would you have done differently if the subject had reacted differently?

ENVIRONMENT NAVIGATION

- How did you approach doors—did you use threshold evaluation before entry?
- Were there elements of the environment that created unexpected tactical challenges?
- Did environmental sounds or trainer-triggered events affect your situational awareness?

WEAPON HANDLING WITH A PARTNER

- Were you aware of your muzzle angle at all times?
- Were there any moments your muzzle was not properly oriented or you swept your partner?

REFLECTION & IMPROVEMENT

- What aspects of your performance were most effective?
- Which skills need improvement before your next scenario?
- How will you apply lessons from this scenario to real-world operations?
- What teamwork strategies would you carry forward into the field?

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ASSESSMENT RUBRIC

There are two separate Assessment Rubric Forms available in the Appendix, based on the number of trainees in the scenario. Use the appropriate rubric to guide the debrief and evaluation process when evaluating a single trainee or two trainees.

Each rubric provides structured criteria to assess trainee performance consistently across the following areas:

- Communication (verbal)
- Muzzle discipline and weapon handling
- Entry technique (room clearing approach)
- Use of cover and concealment
- Room coverage and sector responsibility
- Movement and positioning
- Stress management and adaptability
- Threat identification and decision-making
- Legal authorization and communication

EVALUATION CRITERIA: SINGLE VS. TWO TRAINEES

While the core tactical principles remain the same, Tactical Team Training scenarios with a **single** trainee places greater demands on individual judgment, movement, and adaptability, requiring different trainer evaluation criteria.

Key differences to keep in mind when evaluating a single trainee:

- **More emphasis on self-reliance**: The trainee must make independent decisions without immediate backup.
- **Higher cognitive load**: Managing threats, room-clearing, and communication alone increases stress.
- **Tactical adjustments**: The trainee must adjust their room clearing techniques (for example, using threshold evaluation instead of dynamic entry).
- **Increased focus on situational awareness**: Without a partner, the trainee must fully check all angles.
- **Increased use of cover**: The trainee must compensate for lack of a second field of fire.

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APPENDIX A – SUPPLEMENTAL TRAINER RESOURCES

Several optional supplemental trainer resources are included in this Appendix to support you throughout the training process, organized by when to use them.

TIP: Before using these resources, review the Trainer Pre-Work Checklist.

BEFORE CREATING SCENARIOS

RESOURCE	RECOMMENDED USAGE	REFERENCE
LEARNING OBJECTIVES CHECKLIST	Define learning objectives and skills to assess trainees on during the scenario.	• Example Learning Objectives
AGENCY RESOURCES	Identify agency policies, best practices, and guidelines relevant to your scenario.	N/A (agency-specific)

DURING TRAINEE EVALUATION & DEBRIEFING

RESOURCE	RECOMMENDED USAGE	REFERENCE
TRAINEE EVALUATION FORM	Track completion and document performance notes and debriefing questions. Print or download per trainee as a training record.	• Evaluation Criteria: Single vs. Two Trainees
ASSESSMENT RUBRIC FORMS	Use the appropriate Assessment Rubric Form (single-trainee or two-trainee) to guide your evaluation and debrief.	• Assessment Rubric Guidance

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LEARNING OBJECTIVES CHECKLIST: TACTICAL TEAM TRAINING

SCENARIO NAME:

LEARNING OBJECTIVES

- ☐
- ☐
- ☐
- ☐
- ☐

LEARNING OBJECTIVE SKILLS

- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐
- ☐

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TRAINEE EVALUATION FORM: TACTICAL TEAM TRAINING

TRAINEE NAME	TRAINEE ID	TYPE
		☐ Recruit ☐ Officer

SCENARIO DETAILS	TRAINEES
NAME: **ENVIRONMENT:**	☐ Single trainee ☐ Two trainees

DEBRIEFING QUESTIONS

COMMUNICATION & COORDINATION

- ☐
- ☐
- ☐
- ☐

THREAT IDENTIFICATION & ENGAGEMENT

- ☐
- ☐
- ☐
- ☐

ANGLE CONTROL & SITUATIONAL AWARENESS

- ☐
- ☐
- ☐
- ☐

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TACTICAL MOVEMENT & USE OF COVER

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DECISION-MAKING UNDER PRESSURE

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DYNAMIC SUBJECT RESPONSE

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ENVIRONMENT NAVIGATION

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REFLECTION & IMPROVEMENT

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WEAPON HANDLING WITH A PARTNER

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ADDITIONAL AGENCY DEBRIEFING QUESTIONS

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ASSESSMENT RUBRIC FORM: SINGLE TRAINEE

Use this rubric when evaluating a **single trainee**. Mark **PASS** or **FAIL** for each criterion and add notes as needed.

TRAINEE NAME		ID		DATE	
SCENARIO		ENVIRONMENT		TYPE	Single trainee

	EVALUATION CRITERIA & PASSING BEHAVIORS	PASS	FAIL	TRAINER NOTES
1	**Communication (Verbal)** • Self-directed verbalization (for example, calling out "clear" for room status) • Used clear and concise verbal commands during room clearing	☐	☐	
2	**Muzzle Discipline & Weapon Handling** • Maintained muzzle awareness without a partner present • Avoided self-exposure in confined spaces • Demonstrated proper trigger discipline and readiness in close quarters	☐	☐	
3	**Entry Technique (Room Clearing Approach)** • Cleared room without a second sector of fire; used threshold evaluation before entry • Focused on self-initiated tactical decision-making • Applied door approach techniques appropriate to the layout	☐	☐	
4	**Use of Cover & Concealment** • Moved cautiously, relying on angles and cover without a partner • Used corners and doorways to clear space safely before entering	☐	☐	
5	**Room Coverage & Sector Responsibility** • Used efficient scanning and 360-degree awareness • Avoided tunnel vision and checked blind spots and dead space	☐	☐	
6	**Movement & Positioning** • Maximized use of cover or concealment while maintaining situational awareness • Moved efficiently without unnecessary exposure (for example, standing in the doorway too long)	☐	☐	

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	EVALUATION CRITERIA & PASSING BEHAVIORS	PASS	FAIL	TRAINER NOTES
7	**Stress Management & Adaptability** • Maintained composure and reacted independently • Adapted tactics when subject behavior changed or escalated unexpectedly	☐	☐	
8	**Threat Identification & Decision-Making** • Identified threats vs. non-threats properly • Prioritized engagements and avoided target fixation • Used correct use of force option in response to a threat	☐	☐	
9	**Legal Authorization & Communication** • Self-identified as an officer, vocalized legal authority, and verbalized intent • Commanded compliance while maintaining readiness working alone	☐	☐	
10		☐	☐	
11		☐	☐	
12		☐	☐	
13		☐	☐	

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ASSESSMENT RUBRIC FORM: TWO TRAINEES

Use this rubric when evaluating a **two trainees**. Mark **PASS** or **FAIL** for each trainee and add notes as needed.

TRAINEE 1 - NAME		**TRAINEE 1 - ID**			
TRAINEE 2 - NAME		**TRAINEE 2 - ID**			
SCENARIO		**ENVIRONMENT**		**DATE**	

EVALUATION CRITERIA & PASSING BEHAVIORS	PASS	FAIL	TRAINER NOTES
1. Communication (Verbal & Non-Verbal) • Self-directed verbalization (for example, calling out "clear" for room status) • Used clear and concise verbal commands			
Trainee 1	☐	☐	
Trainee 2	☐	☐	
2. Muzzle Discipline & Weapon Handling • Never pointed weapon at partner (always maintained a safe direction) • Demonstrated proper trigger discipline and readiness			
Trainee 1	☐	☐	
Trainee 2	☐	☐	
3. Entry Technique • Demonstrated door and entry techniques consistent with agency standards • Moved in sync with partner; applied threshold evaluation before entry			
Trainee 1	☐	☐	
Trainee 2	☐	☐	
4. Use of Cover & Concealment • Maintained proper cover while engaging; avoided standing in doorways • Used furniture and room features as tactical cover effectively while engaging			
Trainee 1	☐	☐	
Trainee 2	☐	☐	
5. Room Coverage & Sector Responsibility • Cleared all areas including blind spots; covered designated sector • Coordinated sector responsibility with partner to avoid gaps			
Trainee 1	☐	☐	
Trainee 2	☐	☐	

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EVALUATION CRITERIA & PASSING BEHAVIORS	PASS	FAIL	TRAINER NOTES
6. Movement & Positioning • Maintained appropriate spacing from partner; avoided crossing fields of fire • Moved efficiently without overexposure			
Trainee 1	☐	☐	
Trainee 2	☐	☐	
7. Stress Management & Adaptability • Remained calm and composed under stress; adapted quickly to unexpected threats • Maintained performance when trainer triggered environmental events or subject overrides			
Trainee 1	☐	☐	
Trainee 2	☐	☐	
8. Threat Identification & Decision-Making • Identified threats vs. non-threats; responded quickly and appropriately • Coordinated correct use of force option; recognized civilian non-threats			
Trainee 1	☐	☐	
Trainee 2	☐	☐	
9. Legal Authorization & Communication • Self-identified as officer; vocalized legal authority and intent • Used verbal de-escalation or show of force; adjusted response based on subject behavior			
Trainee 1	☐	☐	
Trainee 2	☐	☐	
10.			
Trainee 1	☐	☐	
Trainee 2	☐	☐	
11.			
Trainee 1	☐	☐	
Trainee 2	☐	☐	

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AGENCY RESOURCES

As part of the scenario debrief, Axon recommends that trainers also discuss their agency policy with trainees to provide agency-specific direction and supplement the training session with agency resources, policies, best practices, and guidelines. Axon does not make any recommendations on agency policies.

In alignment with agency policy, consider creating a supplemental guide (or use the space below to add agency-specific notes) to share with trainees that includes best practices specific to your agency and agency-specific guidelines.

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