



The Army at “Lucca Comics & Games 2025”: Special Forces and Paratroopers of the Folgore in the Spotlight

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In the heart of the **Cortile degli Svizzeri**, for the twelfth consecutive year, the Italian Army brought to Lucca Comics & Games an exhibition area dedicated to **technological innovation**, **training**, and **professional opportunities** in uniform.

Spotlight on the **Special Forces** and the Paratroopers of the **Brigata “Folgore”**, who met thousands of visitors to explain – with demonstrations and simulators – how the armed force units are trained and operate.

An immersive experience between vehicles and simulation

At the Armed Forces stand, coordinated by the **Comando Militare Esercito Toscana**, the public could try:

- **Virtual driving** of vehicles in operational scenarios with **VBS3 (Virtual Battle Space)**;
- **LTATV** (Light Tactical All Terrain Vehicle) of the **185° Rgt. Par. R.A.O. “Folgore”**;
- **Quad** of the **4° Rgt. Alpini Paracadutisti “Ranger”**;
- **Flight simulator** of the **5° Rgt. AVES “Rigel”**.

These activities demonstrated how high-fidelity simulation is now central to **tactical preparation**, reducing costs and risks and allowing for repeatable and measurable training.

Great interest in the equipment and materials displayed by the soldiers of the **Comando delle Forze Speciali dell'Esercito (COMFOSE)**. In particular, the following were present:

- the **Raiders of the 9° Rgt. d'assalto “Col Moschin”**;
- the **Target Acquirers of the 185° Rgt. Par. R.A.O. “Folgore”**, with **ZERO FX electric motorcycle** for low acoustic signature operations;
- the **Rangers of the 4° Rgt. Alpini Paracadutisti**.

The occasion allowed for explanations of missions, selection, training standards, and the synergy between **mobility, sensors, and C2**.

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Informative activity at the Army stand - Copyright Italian Army

Why the Army at Lucca Comics & Games

Lucca is a natural meeting point between **youth, creativity, and technology**. The presence of the Army enhances:

- the **culture of security** and **service to the country**;
- the role of **research** and **simulation** in training;
- the possibility of **transforming a passion** for technology and the outdoors into a **high-profile career**.

Military Magazine and Info Point: orientation and career

At the two **Info Points**, visitors could **subscribe** and browse the issues of the **Military Magazine**, one of the oldest publications still in print, which tells the activities, history, and innovation of the Army.

Thanks to the **Info Team of the Logistic Regiment “Folgore”**, many young people received information on **enlistment competitions**:

- **Officers** at the **Military Academy of Modena**;
- **Cadet Marshals**;
- **Volunteers in Initial Service (VFI)** – **announcement to be published soon**.

Requirements, selection processes, training paths, and **career opportunities** in the different **Corps, Arms, and specialties** were illustrated.

News link: <https://www.esercito.difesa.it/comunicazione/Pagine/L'ESERCITO-AL-%E2%80%99CLUCCA-COMICS-&-GAMES-2025%E2%80%9D.aspx>