



# TRAIN AS YOU FIGHT



**300000+**  
**WARFIGHTERS**  
**TRAINED SINCE 2009**

Laser Shot has developed cutting-edge virtual firearm training and simulations since 1999. The key to the full-spectrum immersive experience is the attention to detail dedicated to every aspect of the simulator – from the vivid HD projection system to the true-to-life look, feel, and function of Laser Shot simulated weapons.

Laser Shot's team of software engineers, live-fire range specialists, and firearm engineers provide virtual training solutions to all services of the U.S. and allied foreign militaries while strictly adhering to every detail of official training doctrine.

Laser Shot simulators feature the smallest footprint, fastest setup time, and most options in the industry and are utilized by every branch of the U.S. military. These systems are designed from the ground up for ease-of-use by the end user with no contractor support required.

The following summarized list of products and services will serve to demonstrate how Laser Shot represents a low-risk, best-value solution to the training needs of modern fighting forces.

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**LASERSHOT.COM**  
(281) 240-1122  
SALES@LASERSHOT.COM  
INFO@LASERSHOT.COM

CORPORATE OFFICE  
4214 BLUEBONNET DRIVE  
STAFFORD, TEXAS 77477

SHOOTING RANGE TECHNOLOGIES  
730 SARTARTIA ROAD  
SUGAR LAND, TEXAS 77479

# SIMULATORS

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Laser Shot simulators lead the market with their milspec durability, performance, options, and by utilizing enterprise-level courseware used for battlefield simulations and qualification drills for all services.

The following training solutions feature technology designed and developed in accordance with the direction and verification of top military subject matter experts.



I AM WHAT MY COUNTRY EXPECTS ME TO BE,  
**THE BEST TRAINED SOLDIER,**  
**IN THE WORLD.**

- US ARMY INFANTRYMAN'S CREED

# MMTS

## MOBILE MARKSMANSHIP TRAINING SIMULATOR

Laser Shot's Mobile Marksmanship Training Simulator (MMTS) is a multi-functional firearms simulator designed to address both basic and advanced firearms training requirements for both small arms and crew-served weapon systems. Optional add-on modules of mission-specific training courseware or specialized weapon systems can elevate standard weapons training to address all individual and collective training requirements.

All critical system hardware (projector, laser-hit detection camera, computers, speakers, and networking hardware) are mounted in fixed positions inside a rugged portable case for easy setup and operation. The operator station can be set up close to or away from the MMTS to provide more room or discretion for the instructor. The MMTS is considered a plug-and-play solution that is designed specifically for the training needs of military and law enforcement professionals.

The MMTS is designed to have the projector and hit detection camera placed on the floor. The operator station components can be positioned out of the way to allow shooters more floor space in front of the screen, while all components integrate within the MMTS as a single unit.

The MMTS is scalable and training can be conducted in multiples of up to four lanes per screen and networked together for higher training throughput. Courseware replicates actual training and qualification standards. Courseware can be customized to meet specific training requirements with titles that specialize in individual marksmanship training, reflexive fire, use-of-force, immersive collective scenarios, mission rehearsal, and firearms skill building.

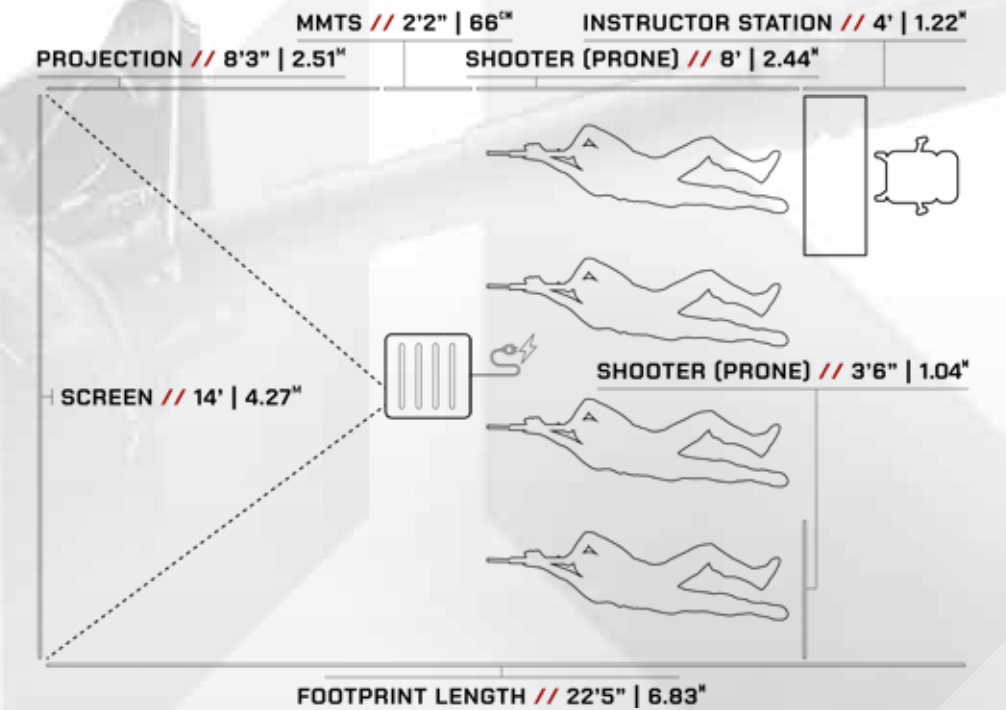
- ▶ MIL STD 810G (highest shockmount rating) durable rolling case
- ▶ Dual-console performance
- ▶ Integrated instructor control station (ICS)
- ▶ Vivid 1080p projection

**M4 RECOIL** (pg. 24)  
SIMULATED RIFLE



## MMTS FOOTPRINT DIMENSIONS

14' SCREEN //  
4 SHOOTING LANES  
(PRONE)

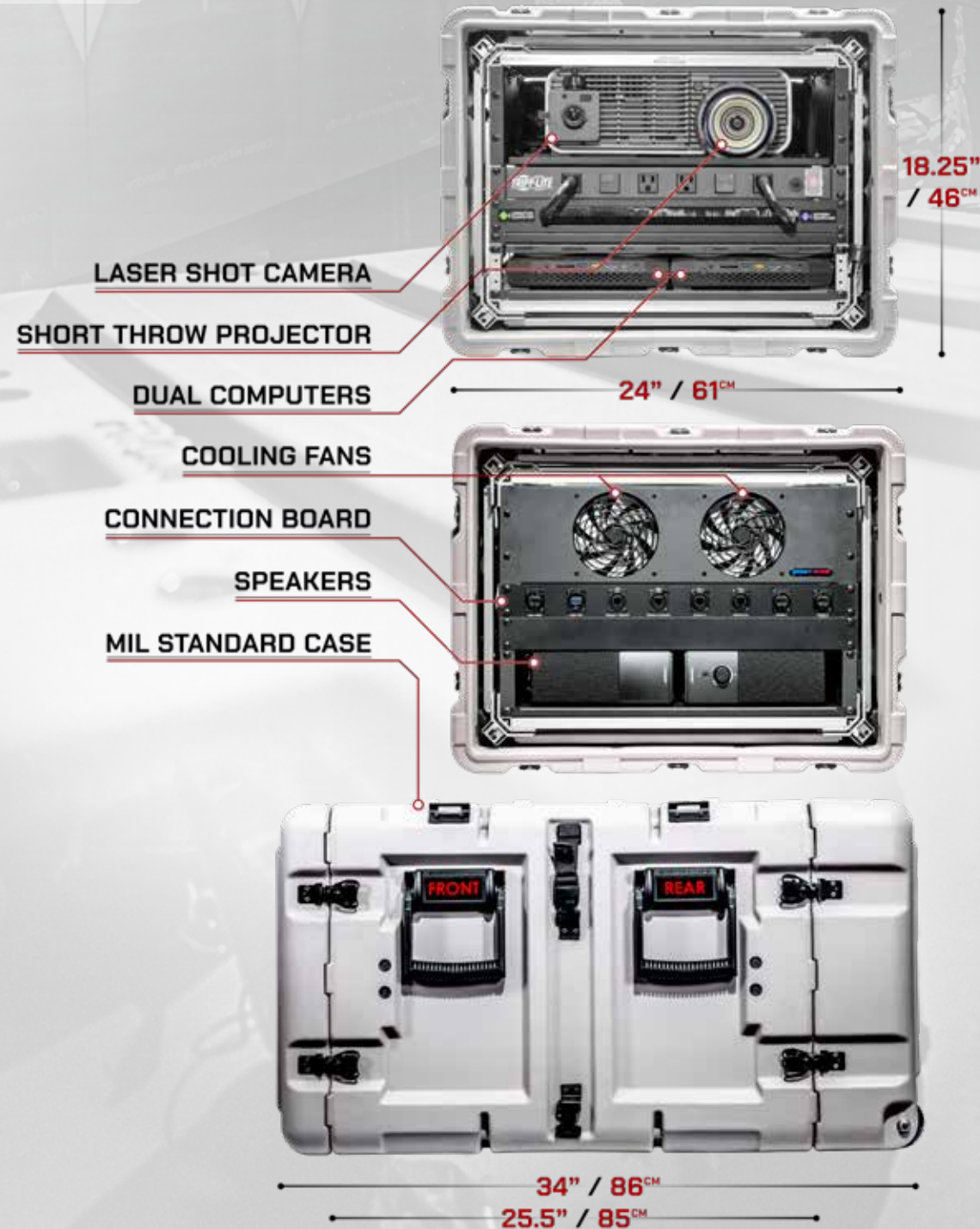


## MMTS SETUP PROCEDURES

Setting up the MMTS is an intuitive process that requires minimal time and effort. After one introductory training session, a single operator will be able to complete the setup (which includes automated camera calibration) and be ready for training in 30 minutes or less. Short throw technology for projection and hit detection capabilities make Laser Shot's MMTS the smallest footprint in the industry, which can be set up in a 14'x21' room or area, and can operate in most lighting environments.

Laser Shot training courseware supports up to four independent lanes of training per projection screen, making it capable of training multiple warfighters at once. This enhanced throughput maximizes the number of warfighters that can be trained simultaneously, making a single MMTS ideal for company-sized units. Multiple MMTS units can be networked together for lanes training in multiples of four, all operated by a single operator station, during which each warfighter's training statistics can be recorded for analysis by unit leaders to identify which individuals require additional training.

## MMTS COMPONENTS



# MMTS COMPACT

## POWERFUL MILSPEC PORTABLE SIMULATOR

The compact version of the MMTS houses many of the same features as the full size model, while reducing footprint size, weight, and cost. This single-console simulator utilizes a similar MIL STD 810G case with a slightly smaller stature and a projector with shorter throw. The MMTS Compact's single console design utilizes a laptop as an instructor station.

- ▶ MIL STD 810G durable rolling case (highest shockmount rating)
- ▶ Single-console performance
- ▶ Integrated instructor control station (ICS)
- ▶ Vivid 1080p projection



# MMTS SUBCOMPACT

## LIGHTWEIGHT AND LOW PROFILE

The latest and most streamlined version of the MMTS is the subcompact, measuring 23.5"x25"x11" and weighing only 60lbs. This version is ideal for rapid deployment by a single operator, and is capable of utilizing training spaces as small as 9'x7'x20'. It's single console is as powerful as those used in larger MMTS versions and is capable of being loaded with the same user-friendly courseware that ranks the platform as a whole at the apex of virtual marksmanship and use-of-force training systems.

- ▶ MIL STD 810G durable rolling case (highest shockmount rating)
- ▶ Single-console performance
- ▶ Integrated instructor control station (ICS)



# WST

## WARRIOR SKILLS TRAINER

Perhaps the ultimate configuration of the MMTS, the Warrior Skills Trainer is a comprehensive system comprised of all of Laser Shot's training technology in the fields of software, simulators, mock vehicles, recoil weapons, and simulated magnified optics, configured into a 360° training "pod" for crew gunnery and convoy simulations. The WST is an immersive training environment that places trainees in high fidelity virtual environments in order to train effectively on a variety of crew level operational tasks. The advanced training courseware of Virtual Battlespace® 3's Tactical Weapon Simulator, combined with exclusive laser-based individual and crew-served training weapons, enable Laser Shot to deliver the most realistic and immersive conditions possible in a virtual training environment.

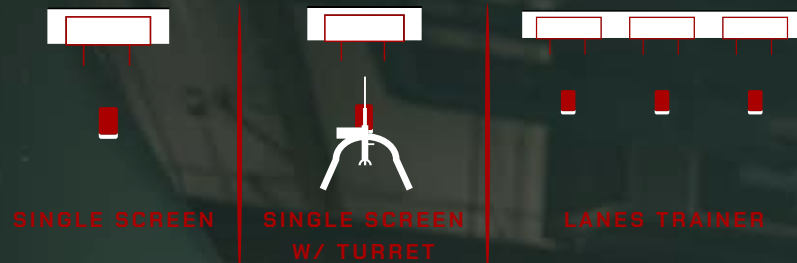
An Instructor Control Station (ICS) and After Action Review center is positioned within the training footprint and serves as the central network hub for each MMTS. Each mock vehicle is equipped with simulated communication and mission command systems. Various vehicle cabins can be created, including HMMWV, Stryker, LAV, or JLTV, and each will come with a fully functional turret.

Currently in use at Fort Hood, Fort Riley, Fort Carson, Fort Bliss, Fort McCoy and Fort Hunter Liggett

### MMTS SCALABILITY

#### TIER 4

- Individual Weapons, Table II Pre-Live Fire Simulations
- Crew-served Weapons, Table II Pre-Live Fire Simulations
- Special Purpose Weapons, Table II Pre-Live Fire Simulations



#### TIER 3

- Call for Fire, Table II, Pre-Live Fire Simulations
- Crew Platforms (Table II Crew Gunnery)
- Squad Situational Training Exercise (STX), Virtual Table II
- Section Gunnery, Virtual Rehearsal
- Section Situational Training Exercise (STX)



#### TIER 1 & 2

- Platoon Gunnery, Virtual Rehearsal
- Platoon Situational Training Exercise (STX)
- Company / Troop Situational Training Exercise - Virtual
- Battalion / Squadron Situational Training Exercise - Virtual



# SIMRANGE™

## ULTRA-SHORT THROW SIMULATOR

Laser Shot's SIMrange™ enables ultra-short throw projectors with integrated hit detection cameras to be installed within 18" of the projection surface, reducing the overall footprint required. The SIMrange™ is scalable and can be delivered in multiples of three lanes per screen allowing for expansion to meet throughput requirements.

In the past, firearms simulators required installing an independent laser-hit detection camera adjacent to the projector, requiring careful positioning and calibration during each setup. The SIMrange™ eliminates this task by integrating the laser-hit detection camera inside the projector, ensuring constant alignment and readiness to begin training.

The SIMrange™ can be placed within 18" of the projection surface due to its ultra-short throw technology. This enables smaller rooms or spaces to be converted into virtual ranges for safe, effective training without the need for ballistic facilities or live weapons and ammunition.

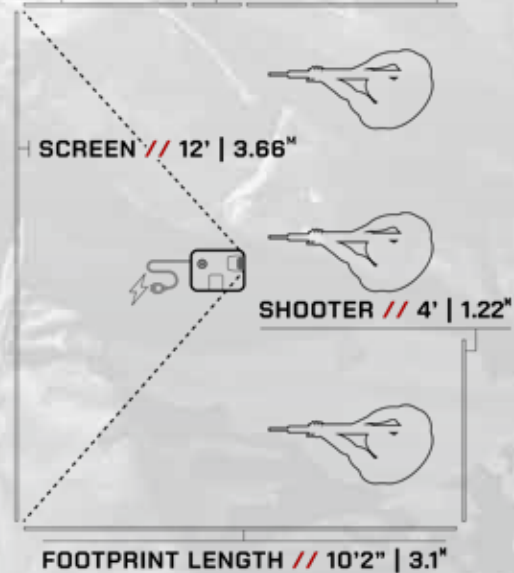
The SIMrange™ is typically sold in a package with Laser Shot's Judgmental Training Software (JTS) for use-of-force training. These packages include various training devices, such as simulated tasers or other non-lethal weapons.

- ▶ Ultra-short throw capability within 18" of the projection surface
- ▶ Integrated hit detection camera
- ▶ Fastest setup time of any simulator in its class
- ▶ Ceiling-mounted capability

### SIMRANGE ROOM REQUIREMENTS

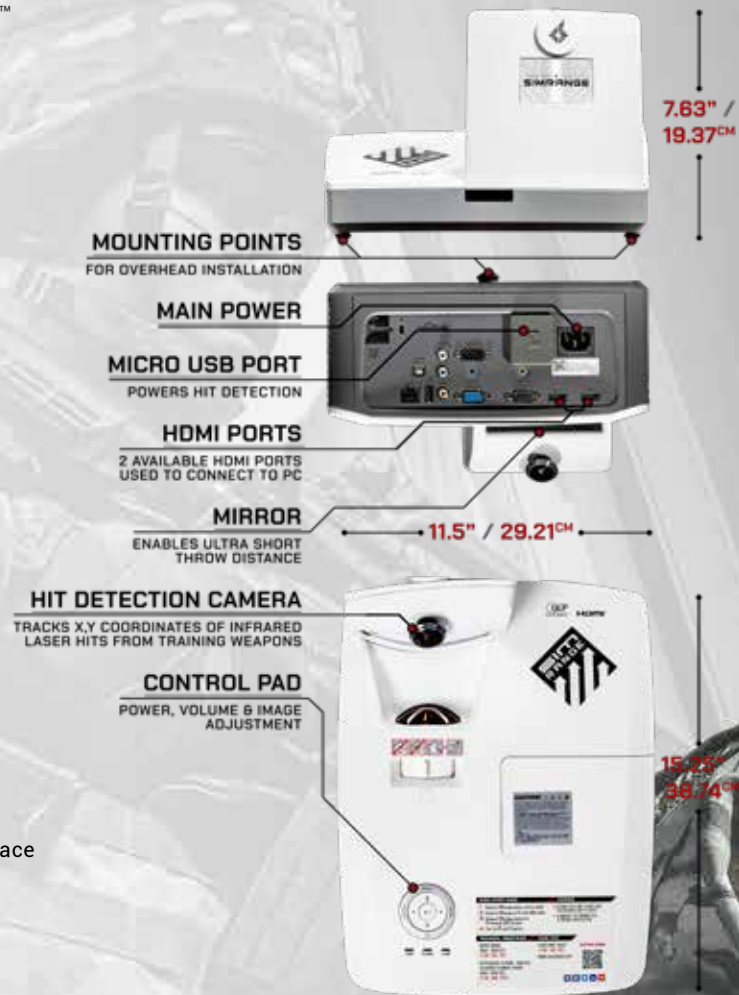
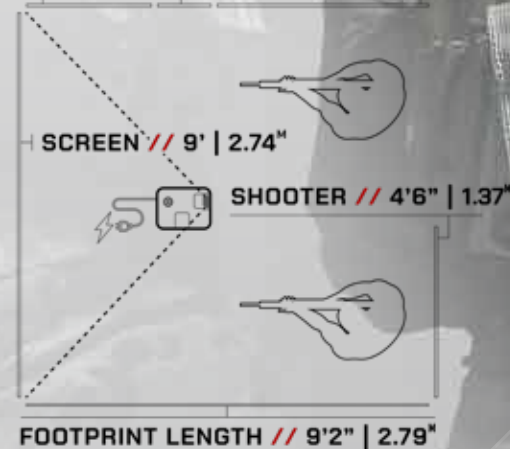
12' SCREEN // 3 SHOOTING LANES

PROJECTION // 3'11" | 1.19<sup>m</sup> SHOOTER // 5' | 1.52<sup>m</sup>  
SIMRANGE // 1'3" | 0.38<sup>m</sup>



9' SCREEN // 2 SHOOTING LANES

PROJECTION // 2'11" | 0.89<sup>m</sup> SHOOTER // 5' | 1.52<sup>m</sup>  
SIMRANGE // 1'3" | 0.38<sup>m</sup>



### SIMRANGE SCALABILITY





# CURVE

## IMMERSIVE CURVED SCREEN SYSTEM

Laser Shot's Curve simulators have modernized the immersive virtual training industry by utilizing a curved, seamless screen, providing an uninterrupted image, offering the most realistic virtual firearms training experience.

Immersive training replicates the training a warfighter would receive on a traditional shooting range. This offers a large variety of military targets, qualification courses, and skill drills. Warfighters can fine tune their small arms fundamentals with Skill Drills training modules as well as put themselves into realistic battlefield simulations with Virtual Battlespace 3.

- ▶ Seamless curved projection screen
- ▶ Image warping/blending software
- ▶ Structural supports





# NON-BALLISTIC SHOOT HOUSE

## CLOSE QUARTERS BATTLE SIMULATOR

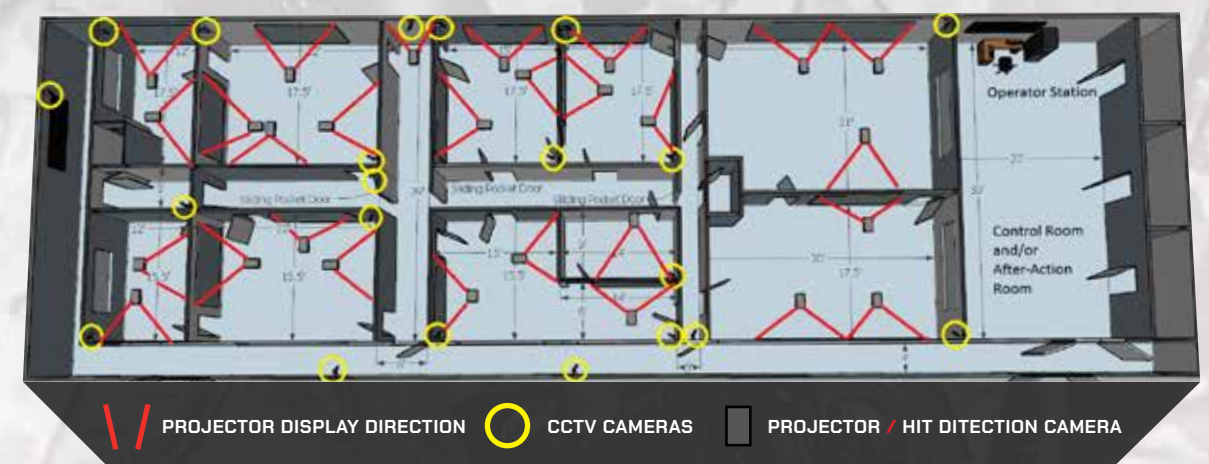
Laser Shot's Close Quarters Battle (CQB) Simulator features realistic, life-sized avatars that are projected onto wall surfaces and react as authored by the user-friendly editing module within the instructor control station. Animations mimic kneeling, crouching, walking, running, taking cover, escalating hostility, firing, wounding, and death. Ultra-short throw projection technology enables teams to enter and clear rooms without interfering with the projection or hit detection.

- ▶ Accurate target sizing ratio
- ▶ Monolithic instructor control station
- ▶ Customizable and scalable
- ▶ Available in both ballistic (live-fire) and non-ballistic (laser-based) configurations

Laser Shot Virtual Shoot House (LVS) courseware simulates realistic close quarter engagement scenarios with life-sized 3D character models to mimic the movements and reactions of real humans. LVS incorporates an easy-to-use and intuitive user interface allowing the instructor to quickly manipulate and configure the training system from the operator station. The LVS courseware allows for the authoring of scenarios and offers an extensive after action review capability which provides detailed data on shot placement.

Laser Shot provides virtual targetry solutions in existing CQB facilities, both ballistic and non-ballistic, or classroom environments. Likewise, Laser Shot offers a variety of ballistic or non-ballistic structures that provide customers with a turn-key solution. Laser Shot's virtual targetry operates with simulated weapons that emit lasers for a more controlled, safety conscious training or fitted with thermal cameras that allow for the usage of the warfighter's own service weapons and ammunition. Providing the ballistic construction of the facility, Laser Shot can accommodate either or both technologies.

CQB SIMULATOR LAYOUT OPTION



# BOAT SIMULATOR

## NAVAL CREW // GUNNERY TRAINER

Laser Shot's Naval Crew & Gunnery Trainer (NCGT) consists of an immersive training environment that places warfighters in geo-specific harbor, coastal, and riverine environments in order to train effectively on a variety of crew level operations and waterborne gunnery. Integration with VBS3, combined with individual and crew-served training weapons, enable Laser Shot to deliver the most realistic and immersive conditions possible in a virtual training environment.

The NCGT consists of a vessel hull with measurements of approximately 10' wide and 15' long. The vessel hull platform consists of: coxswain station (console and cabin assembly), handrails, weapon mounts installed on a 3000lb payload, and 3DOF motion platform.

Recommended is a total of six borderless projection screens to encompass the watercraft. This screen configuration provides a 360° target engagement area. The watercraft comes with a complete coxswain station including steering wheel, throttle, radar screen, comms/ICS, and gun positions on the bow, port and starboard sides for crew-served weapons.

The NCGT is currently utilized by NECC in California, Virginia, Guam, and Bahrain.

- ▶ Seastate simulator with instructor-controlled wave motion
- ▶ Fully instrumented coxswain station
- ▶ Simulated recoil crew-served weapons and mounts
- ▶ Virtual Battlespace 3





# COURSEWARE

- 20 KDR // KNOWN DISTANCE RANGE
- 21 PMI // PRELIMINARY MARKSMANSHIP INSTRUCTION
- 21 JTS // JUDGMENTAL TRAINING SOFTWARE

Laser Shot recognizes that the key to successful training comes from a combination of both hardware and software. To that end, Laser Shot continually updates a library of realistic, effective, and doctrine-based courseware with our in-house team of software engineers in conjunction with military subject matter experts.

Laser Shot courseware adheres strictly to doctrine and satisfies Table-II (simulations) for all training tiers. By writing our courseware straight from US military qualification manuals, warfighters are able to train for live-fire events that they will encounter in the future.

Laser Shot understands that organizations may have different training needs and works with end users to develop specific courseware that meets their requirements.



# KDR

## KNOWN DISTANCE RANGE

Featuring milspec targetry in vivid 1080P virtual immersion, KD Range is a fundamental element of Laser Shot's comprehensive marksmanship instruction curriculum, adhering to the doctrinal standards of military field manuals. This virtual version of real-world marksmanship instruction includes functions designed to enhance the warfighter's training experience and provide instant feedback to the instructor, such as a responsive LOMAH (location of misses and hits) indicator in the peripheral view of the warfighter, which displays instant shot placement without the need to interrupt the sight picture.

Additionally, this powerful courseware visualizes both POA and POI (point-of-aim and point-of-impact) to the warfighter to clearly conceptualize the relationship between where the weapon is aimed and the impact location of the virtual bullet based on the type of firearm / round type ballistics and distance in the virtual environment. These added features greatly reduce the amount of time required for a warfighter to become proficient with their weapon system at varied distances.

## CURRICULUM

A KD range has three primary objectives: fire tight shot groups at a known distance, make sight adjustments at range while experiencing the effects of wind and gravity, and marksmanship testing. The firing task on a KD range is an intermediate step toward the firing task of a warfighter. Information concerning the precise hit-or-miss location of every bullet fired is provided. KD firing is conducted with a single, clearly visible target at a known distance, and the warfighter can establish a position that provides a natural point of aim on that single target.

# PMI

## PRELIMINARY MARKSMANSHIP INSTRUCTION

A self-paced interactive courseware designed specifically for small arms development, sustainment and qualification, while strictly adhering to the doctrines of all services. Warfighters practice grouping and advance to the zeroing. When the warfighter achieves an optimum shot group, the zeroing process will walk them through adjusting physical sights on simulated weapons. Upon successful zeroing, the shooter will transition to a qualification course and qualify using all tables and appropriate rounds.

An AAR will illustrate each shot location and differentiate tables by color. Final scores will post for review and results can be printed or exported to a spreadsheet for training records. PMI features a comprehensive library of training courses, such as standard BRM popup ranges, pistol qualification ranges, KD practice ranges, ALT-C, and Military Police qualification ranges. With a 14' portable screen four lanes can be simulated simultaneously. Laser Shot maintains accurate perspective calculated for exact target size to distance ratio. Additional lanes can be added by networking more systems.



# JTS

## JUDGMENTAL TRAINING SOFTWARE

Laser Shot's Judgmental Training Software (JTS) improves effective use-of-force procedures using high definition interactive simulation scenarios. These scenarios are created from anticipated threats or previous real-world situations. Leaders can evaluate performance with comprehensive AAR features within JTS and provide instruction based on current engagement policies. While training, the instructor can manually direct the scenario to create multiple outcomes based on the student's interaction, reinforcing communication and deeper understanding of the use-of-force continuum.



## DOCTRINE-BASED QUALIFICATIONS COVERED:

- ▶ NEW US Army Tc 3-20.40 'Dot-Forty' Marksmanship Qualification
- ▶ All USAF Qualification Courses (AFMAN 36-2655)
- ▶ Air Force OSI
- ▶ Alt-C PMI
- ▶ CPQC (Combat Pistol Qualification Course)
- ▶ Crew-Served - Table 1 (M240)
- ▶ Crew-Served - Table 1, 2, 3 (M240)
- ▶ Crew-Served - Table 1 - Day (MK19)
- ▶ Crew-Served - Table 2 - Night (MK19)
- ▶ Department of State M4
- ▶ Department of State M9
- ▶ Drone Targets
- ▶ Grouping & Zeroing 2018
- ▶ Navy Cat 3 Pistol
- ▶ Navy Cat 3 Pistol (Manual)
- ▶ Navy Cat 3 Rifle
- ▶ Navy Cat 3 Rifle (Manual)
- ▶ Navy Cat 3 Stress Course
- ▶ Navy HPWC - Left (Handgun Practical Weapons Course)
- ▶ Navy HPWC - Right (Handgun Practical Weapons Course)
- ▶ NHQC 3591 (Navy Handgun Qualification Course)
- ▶ Marine Rifle Training
- ▶ Grouping & Zeroing PMI
- ▶ MPQC (Marine Pistol Qualification Course)
- ▶ RQC 3591 (Rifle Qualification Course)
- ▶ US Army LE CID MP5K
- ▶ US Army LE Pistol
- ▶ US Army LE Pistol CBRN (Chemical, Biological, Radiological, and Nuclear)
- ▶ US Army LE Pistol CID
- ▶ US Army LE Rifle
- ▶ US Army LE Rifle CBRN (Chemical, Biological, Radiological, and Nuclear)
- ▶ US Army LE Shotgun
- ▶ US Army LE SRT Pistol
- ▶ US Army LE SRT Rifle
- ▶ M4 Popup Range

# WEAPONS & ACCESSORIES

- 24 SIMULATED SMALL ARMS
- 25 COUNTING MAGAZINES
- 26 CREW-SERVED WEAPONS
- 28 CROSSHAIR // MAGNIFIED OPTICS SIMULATOR
- 31 LS FIRES SYSTEM // FIRE SUPPORT / JFO SIMULATIONS
- 32 C/CAT // COVER / CONCEALMENT ANGLE TRAINER
- 33 DOT-40 // PORTABLE BARRIER

In order to fully immerse trainees and provide unforgettable muscle memory, a comprehensive virtual training system should include realistic simulated weapons or recoil kits for real firearms.

Laser Shot designs, manufactures and assembles a variety of simulated firearms solutions ranging from sidearms to crew-served weapons at our state-of-the-art engineering facility in Sugar Land, Texas.





# SMALL ARMS

## SIMULATED RECOIL // DRY-FIRE WEAPONS

Laser Shot's in-house team of firearm engineers has created simulated dry-fire and recoil versions of countless small arms and are constantly adding more models to the available collection.

Dry-fire weapons emit a visible or infrared laser when the trigger is pressed. Recoil weapons cycle the bolt through CO<sub>2</sub> or compressed air via refillable barrel reservoirs for tetherless weapons or air compressor systems for crew-served models. Laser Shot's recoil weapons are built around real weapon components, such as triggers or feed tray covers, but are modified and stamped "not a firearm".

Laser Shot was the first to utilize barrel reservoir technology instead of magazine reservoirs for many reasons. Not only can a barrel reservoir fire a complete combat load without refilling, but simulated magazine reloads become more realistic (and less maintenance-prone) without the air seal between the magazine and the weapon

- › Reliable through countless shots
- › Familiar ergonomics and assembly
- › Moving action
- › Milspec durability
- › IR or visible laser
- › Compatible with issued accessories. Functions with real firearm components, such as a striker (SIM M17/ SIM M18) to provide true-to-life trigger:
  - › Weight
  - › Break
  - › Take-up
  - › Reset

Laser Shot's team of firearm specialists are capable of converting virtually any firearm into a simulated dry-fire or recoil weapon. Some of the most common weapons include but are not limited to:

- |            |        |        |            |
|------------|--------|--------|------------|
| › Glock 17 | › M16  | › M249 | › SIG P226 |
| › Glock 19 | › M24  | › M320 | › SIG P229 |
| › M110     | › M203 | › M870 | › SIG P320 |
| › M1911    | › M240 | › M9   | › S&W M&P  |

## COUNTING MAGAZINES

Laser Shot has developed simulated magazines capable of adjustable round counts. When the number of shots fired equals the round count setting, a follower is actuated to lock the bolt or slide to the rear, replicating the physical characteristics of an empty weapon.

Officers must physically eject the magazine and press down on the actuator to reset/reload and re-insert into the magazine well to resume firing. Each magazine replicates the weight and feel of a real magazine and feature true-to-life dimensions for seamless carrying in tactical gear or duty belts for reload drills.

- › Micro USB charging port
- › Adjustable round counts



## M4 RECOIL // M4 SBR

A training weapon is only as realistic as its trigger pull weight, take-up, and reset. Laser Shot is the first simulator company to design our pneumatic recoil to be filled inside barrel reservoirs instead of the magazines. Since magazine changes are required more frequently during normal training, the seals are commonly worn out and cause increased air leaks. Laser Shot improved this feature by leaving the magazines inert and constructing air reservoirs inside the barrels. The barrel reservoirs can be filled with an adapter on a CO<sub>2</sub> tank with siphon tube.

No additional accessories to the weapon are required that would not normally be standard issue. This design allows for a higher fidelity simulated weapon. Synthetic audio is not necessary because the mechanical action is sufficient to replicate the cracking of the weapon being fired and assists in working towards anticipation of recoil and mitigation of flinching.



## SIM M17 // SIM M18

Designed by firearm engineers to replicate the form, fit, and function of prolific polymer-framed sidearms, the SIM M17/SIM M18 instills unforgettable muscle memory into the user with its true-to-life trigger weight, take-up, and reset. This simulated firearm can be outfitted with the user's choice of a visible laser for standard dry-fire training or an 850nm infrared laser for integration with Laser Shot virtual firearm training simulators.

Laser Shot understands that a good training tool requires more than realism and took the development of this product several steps further by receiving ATF Certification #3311/304559 "non-firearm" status for international (non-ITAR) shipping and answered the market's demand for a maintenance-free device by ensuring the simulated trigger will function flawlessly through trigger pulls numbering in the hundreds of thousands - if not millions.





# CREW-SERVED

## SIMULATED CREW-SERVED WEAPONS

Laser Shot manufactures high fidelity crew-served simulated weapons that can be added to a simulator package for marksmanship fundamentals or unstabilized gunnery training at the unit level. Simulated recoil weapons transmit weapon data back to the system and accept compressed air for the recoil system through a single umbilical into the weapon along with a data cable. Instructors can monitor operation of simulated weapons and induce malfunctions as needed to evaluate trainee skill levels and conduct remedial training prior to live-fire exercises.

Crew-served weapons training is provided through the use of the SMART™ weapons and the Weapons Interface software. SMART™ weapons allow for the mandatory changing of fed rounds and proper cycling of weapons before bringing the weapon back online. Logic is programmed into the weapon interface that ensures proper reloading or clearing procedures are performed. SMART™ weapons allow trainers to count rounds as well as create specific malfunctions.

## CREW-SERVED DATA TRANSMITTAL CAPABILITIES & MALFUNCTIONS

- ▶ Fire event
- ▶ Out of ammunition
- ▶ Feed tray open/closed
- ▶ Overheat
- ▶ Ammo present/absent
- ▶ Bolt position
- ▶ Jam
- ▶ Runaway

M2



Mk19



M240B



M249



# CROSSHAIR

## MAGNIFIED OPTICS SIMULATOR

Crosshair™ Magnified Optics Simulator is a unique, high-fidelity training simulator for distance shooting and the use of long-range optics. By utilizing micro-displays embedded in a variety of optic housings, Laser Shot is able to offer snipers, marksmen, and observers the ability to use virtual magnified optics to execute tactical scenarios incorporating observation, cover, and engagement.

Crosshair simulated weapons and optic devices contain an always-on infrared laser that the detection camera tracks for aim data. This aim data is used to produce the magnified image that is displayed in the virtual scope. In the case of weapons, when a trigger pull is sensed, a shot will be created at the aim point. Crosshair's simulated rifle scope has functioning elevation and windage turrets along with adjustable focus and zoom rings.

- ▶ Realistic ballistics engine
- ▶ Conduct mission rehearsal
- ▶ Replicate long range engagement inside a classroom
- ▶ Train for windage, elevation and distance factors without the need for live-fire
- ▶ Network multiple weapon and optic platforms together within the same scenario for collective training
- ▶ Multiple optic models available

## WEAPONS & OPTICS

Crosshair™ technology can be adapted to any physical optic. Our team of firearm engineers are standing by to create custom training devices to meet specialized training requirements. Below are some of the most commonly used simulated optics and weapons. Multiple optic models available.

### M24 //

This simulated weapon features a real M24/Remington 700 action and Harris bipod for realistic precision marksmanship training.



### M110 //

Modified from a real weapon system, this training device mimics special purpose rifles found in all services and elite law enforcement units.



### M4 RECOIL //

When paired with the SIM RCO, this simulated weapon offers a tetherless option to train designated marksmen.



### PAS-13D //

Features realistic, functional button controls that alter the thermal sight picture between black-hot/white-hot, as well as contrast. This optic is required for US Army Table-II gunnery qualification.



### RIFLE SCOPE //

Features functional windage and elevation turrets, as well as standard eye relief for a long range optic of its size.



### SIM RCO // (TETHERLESS 4x OPTIC)

Magnified view is achieved using specialized lenses within the mock optic body, allowing the shooter to focus on the projection surface.



### SPOTTING SCOPE //

Ideal for sniper/spotter team training and features realistic zoom and focus adjustments.





## M22 BINOCULARS //

Laser Shot's simulated binoculars enable the Forward Observer (FO) to seamlessly scan and view a 360-degree environment on geographic/specific target locations, prepare concise messages containing the six elements of a fire command and all information needed by the Fire Direction Center (FDC). Soldiers have the capability of depicting all current and future munitions, simulating artillery, mortar and other fires on a variety of stationary and moving targets.

Our binocular technology sets us apart from our competitors with plug-and-play ocular utilization, along with the latest Virtual Battle Space (VBS) software, allowing students to train on the following standard tasks:

- ▶ Observer Location
- ▶ Direction
  - ▶ TGT by Grid Coord
  - ▶ TGT by Polar Coord
  - ▶ TGT by Shift Known Location
- ▶ Adjust Area Fire
- ▶ Adjust Fire FZ Time
- ▶ Suppression
- ▶ IMM Suppression
- ▶ Fire for Effect
- ▶ Cord Illum
- ▶ Cont Illum
- ▶ Final Prot Fire
- ▶ IMM Smoke
- ▶ Quick Smoke
- ▶ Reg Point
- ▶ Reg Impact & Time
- ▶ Mortar Prec Reg
- ▶ IRR TGT
- ▶ Close Air Support
- ▶ Naval Gunfire



## LLDR //

Laser Shot's simulated LLDR features an embedded micro-display and always-on infrared laser that will accurately calculate the distance from the soldier to the target in the virtual world. All input controls will feature true-to-life functionality for maximum realism.



## IZLID //

Laser Shot's simulated IZLID is a compact and lightweight device used for pointing and marking targets in VBS3 with an embedded infrared laser. All input controls will feature true-to-life functionality for maximum realism.



# LS FIRES SYSTEM

## FIRE SUPPORT // JFO SIMULATIONS

Laser Shot's Call For Fire package enables the Forward Observer (FO) to seamlessly scan and view a 360-degree environment with simulated M22 binoculars on geographic/specific target locations and prepare concise messages containing the six elements of a fire command and all information needed by the Fire Direction Center (FDC).

Options include M22 binoculars, Infrared Zoom Laser Illuminator Designator (IZLID), and Lightweight Laser Designator Rangefinder (LLDR). These devices are powered by Laser Shot's proprietary Crosshair™ technology, which utilizes embedded micro-displays and always-on infrared lasers to display a magnified view of the point-of-aim of each device and/or to designate targets in the virtual world.

This package interacts with Virtual Battlespace 3 (VBS3), which gives soldiers the capability of depicting all current and future munitions, simulating artillery, mortar and other fires on a variety of stationary and moving targets.

## SIX ELEMENTS

- ▶ Observer Identification
- ▶ Target Description
- ▶ Warning Order
- ▶ Method of Engagement
- ▶ Target Location
- ▶ Method of Fire and Control





# C/CAT

COVER // CONCEALMENT  
ANGLE TRAINER

Laser Shot's C/CAT is a portable, modular barrier system that enables shooters to utilize cover and concealment, enhancing simulated and force-on-force training scenarios.

Barricades measure 4'x6' and are built with modularity in mind. A C/CAT can be configured to replicate obstacles found in the field, such as doorways, hallways, corners, and other architectural layouts. Barriers also incorporate 2'x2' removable panels to create apertures and windows.

Each C/CAT system is comprised of two barricades which can be set up and torn down in minutes. The entire system packs easily into a single case measuring 13'x39' and weighs only 46 lbs.



# DOT-40 BARRICADE

SATISFIES TC 3-20.40 REQUIREMENTS

Designed and manufactured in compliance with U.S. Army TC 3-20.40 "Dot-40" individual weapon training strategies, this core system accessory exemplifies Laser Shot's iconic ease-of-use and portability with a convenient folding design - collapsing from 4'x6' down to 2'x3' for transport or storage.

Applicable to far more than qualification drills, these barricades can be arranged in the training area to simulate obstacles, doorways, hallways, corners, and windows, greatly enhancing the realism and quality of use-of-force scenarios and tactical drills.



## LIVE-FIRE RANGES

- 36 CONTAINER RANGE // COMPACT LIVE-FIRE FACILITY
- 37 MOBILE RANGE // TOWABLE SHOOTING SOLUTION
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- 39 THERMAL SHOT // LIVE-FIRE VIRTUAL TARGETRY SYSTEM
- 39 SVALIN BULLET TRAP

RANGES TO FIT ANY NEED // Products include SRT's Modular Small Arms Ranges (MSAR), Mobile Ranges, Container Ranges, and shoot houses. We'll even help you with your custom conventional style range. We have built and supplied range facilities for every branch of the U.S. military, including SOCOM; foreign militaries, including the Canadian Special Forces; DHS / ICE / Border Patrol; and the Federal Reserve; as well as law enforcement agencies and civilian/commercial customers worldwide. Even Sturm, Ruger & Co., one of the world's largest firearms manufacturers, after exhaustive research, chose SRT to design, build and outfit their new, modular live-fire testing facilities in two of their manufacturing plants.



Shooting Range Technologies™ is a leading authority on live-fire range design, fabrication and equipment. With more than seventy combined years of industry experience, SRT personnel are uniquely qualified to take on your range project and complete it on time and within budget. We use the very latest in computer aided design technology, and operate some of the largest computer driven dual-head water jet cutting machines in North America. As the live-fire division of Laser Shot, Inc., and previously operating solely under the Laser Shot name, SRT has been designing, fabricating and equipping specialized, 360° containment/zero SDZ live-fire shooting range facilities since 2005.



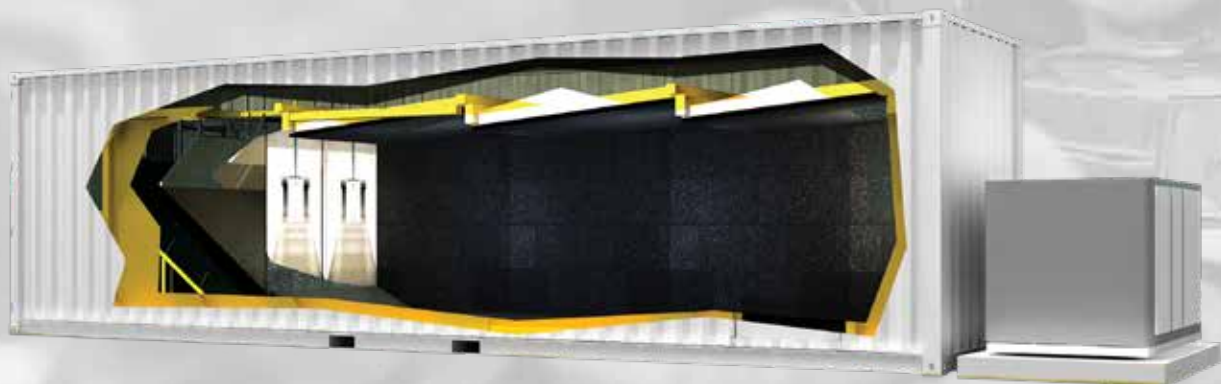
# CONTAINER RANGE

## COMPACT LIVE-FIRE FACILITY

SRT installs the latest shooting range technology in a compact self-contained unit through the use of modified 40' shipping containers, which can be connected end-to-end for a maximum shooting distance of 100 meters. These ranges are in use by firearm manufacturers who need a testing range as well as police and military units who have frequent training and qualification needs.

Optionally, Laser Shot's powerful Thermal Shot™ technology can transform each Container Range into a virtual training center featuring challenging software with moving targets at simulated distances.

- Bullet trap options (granulated rubber, snail, Svalin, etc)
- HVAC system
- Soundproofing
- Exterior/interior paint
- Virtual targetry with Thermal Shot™ technology
- Interior lighting
- Instructor control station



# MOBILE RANGE

## TOWABLE SHOOTING SOLUTION

SRT's Mobile Range is a completely self-contained live-fire training facility, transportable by standard over-the-road methods without special permitting, available in several target distances including 7, 10, and a 25 yards/meters. A 'drive-up' solution providing on-site, live-fire training, the Mobile Range can be customized to include monorail targets, shooting booths and/or Laser Shot's Thermal Shot™ live-fire virtual targetry system. Other custom options available.

- Bullet trap options (granulated rubber, snail, Svalin, etc.)
- HVAC system
- Soundproofing
- Exterior/interior paint
- Virtual targetry with Thermal Shot™ technology





MODULAR SMALL ARMS RANGE  
**MSAR**



**MSAR**  
St. Croix, U.S. Virgin Islands



**MSAR**  
American Samoa

The Modular Small Arms Range (MSAR) training device provides a zero-surface-danger-zone alternative solution to the standard MILCON indoor firing range. The completed MSAR includes a weathertight enclosure and all range systems such as OSHA/NIOSH/EPA/ASHRAE compliant HEPA-filtered ventilation, ballistic containment, sound isolation, target, lighting, communication, touchscreen controls and safety/emergency systems. Storage space and classrooms, as well as a choice in bullet trap and target styles, including patented Thermal Shot™ live-fire virtual targetry, are available. MSAR is a turnkey small arms training solution. Just provide a solid, level foundation/support for anchorage and utility connections and we do the rest. Modular prefabrication drastically shortens acquisition time and simplifies procurement requirements. Weapons cleaning and storage and restroom/washing module options are also available.

Available with fixed or dynamic (tactical) firing lines, with full ballistic and splatter protection and NO interior dividing walls, columns, or supports within the shooting area, MSAR offers a safe, affordable small arms range solution which is superior to ranges constructed from shipping containers and conventional indoor ranges constructed as permanent 'brick and mortar' buildings.

- ▶ 360° enclosed AR-500 armored shooting bay - no-surface-danger-zone required
- ▶ 99.97% HEPA-filtered ventilation/HVAC available in purge or recirculating style
- ▶ Meets all applicable NIOSH, ASHRAE, OSHA & EPA requirements
- ▶ Only indoor range certified for use with new 7.62mm and 5.56mm EPR (M80A1 and M855A1) ammunition
- ▶ Modular assembly and training device classification simplify and shorten procurement
- ▶ "Green" range with complete particulate and fragmented lead containment and management
- ▶ Noise pollution controls minimize the impact on neighbors and sound exposure to users
- ▶ Steel or rubber bullet trap choices using proven designs
- ▶ Multiple target options, including Thermal Shot™ live-fire virtual targetry/video wall
- ▶ Built-in range control office with touch-screen automation controls

# THERMAL SHOT

## LIVE-FIRE VIRTUAL TARGETRY SYSTEM

Thermal Shot™ technology is the exclusive live-fire solution that ensures the entire target wall is tracked. This implies that all areas of the screen will accurately track and register projectiles, resulting in zero blind spots or rogue shots. As a projectile passes through or strikes the Thermal Shot™ screen, the thermal camera detects and measures the locations of those strikes, instantly mapping the strikes to the projected images. The computer responds immediately with the correlating results which may include depictions of death, wounding, chipping, splintering, or other realistic bullet impacts.

### COMPATIBLE WITH:

- ▶ Soft air
- ▶ Live rounds
- ▶ Rubber projectiles
- ▶ Training munitions (UTM®/Simunition®)

# SVALIN

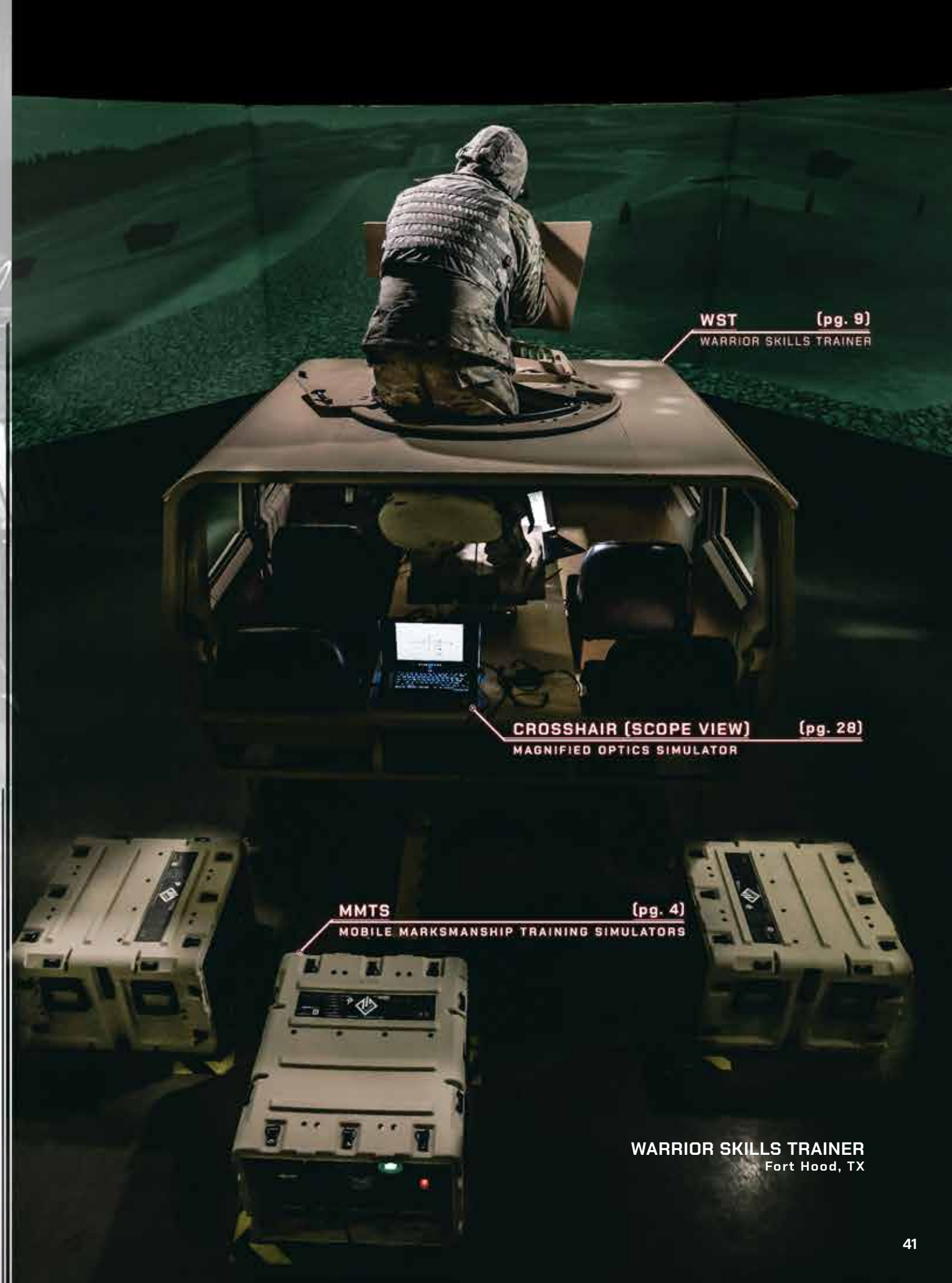
## BULLET TRAP

The Svalin Bullet Trap is the latest addition to the options offered by Shooting Range Technologies in partnership with Odin Target. Designed to maximize shooting distance and contain bullets first from varying angles, the Svalin is virtually maintenance-free and is capable of withstanding high loads (Approx. 950,000 rounds per square meter before maintenance is required).

The Svalin is covered with a self-healing rubber layer that eliminates ricochets and provides a surface for virtual targetry to be projected upon. These bullet traps can be installed in 360°, creating an immersive shooting experience.

# 300K+ WARFIGHTERS TRAINED

SINCE 2009



WST (pg. 9)  
WARRIOR SKILLS TRAINER

CROSSHAIR (SCOPE VIEW) (pg. 28)  
MAGNIFIED OPTICS SIMULATOR

MMTS (pg. 4)  
MOBILE MARKSMANSHIP TRAINING SIMULATORS

WARRIOR SKILLS TRAINER  
Fort Hood, TX

LASERSHOT.COM  
(281) 240-1122  
SALES@LASERSHOT.COM  
INFO@LASERSHOT.COM



CORPORATE OFFICE  
4214 BLUEBONNET DRIVE  
STAFFORD, TEXAS 77477

SHOOTING RANGE TECHNOLOGIES  
730 SARTARTIA ROAD  
SUGAR LAND, TEXAS 77479



**LASER SHOT**<sup>®</sup>  
SIMULATIONS