

MILITARY TRAINING SIMULATIONS



MCOE APPROVED
TC 3-20.40
APPENDIX G



 **LASER SHOT**

**MOBILE MARKSMANSHIP
TRAINING SIMULATOR**

A person in military camouflage is shown from the side, looking through a large, tan-colored training simulator device. The device has a lens and a control panel with the words "IMAGE SELECT" and "TRAINING" visible. The background is a blurred outdoor scene with hills and a cloudy sky.

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INTRODUCTION

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.

LASERSHOT.COM

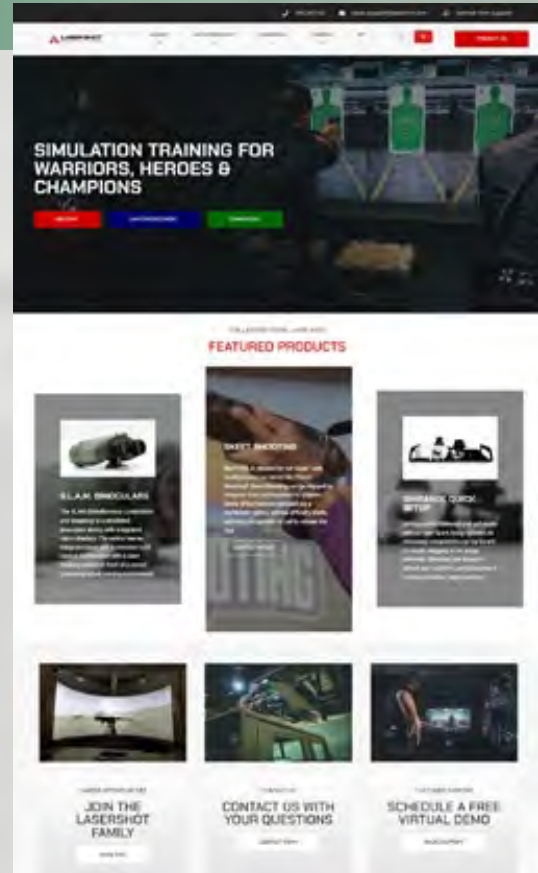
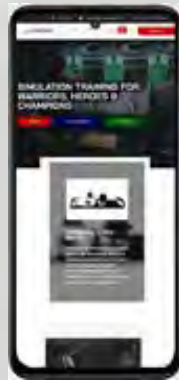
ONLINE

VISIT OUR WEB SITE FOR MORE INFORMATION.

Empower military professionals with Laser Shot's cutting-edge simulation solutions. Elevate marksmanship training, enhance decision-making, and ensure readiness through realistic scenarios. Explore our advanced technology designed to meet the unique training needs of law enforcement agencies, fostering skill development and operational preparedness.



FOLLOW US:



INTRODUCING

SIM252 // 81mm MORTAR

The **Laser Shot® SIM252** 81mm Mortar instills unforgettable muscle memory into a mortar team without stepping foot on a live-fire range with its true-to-life form, fit, and function and seamless integration into the synthetic training environment of *Virtual Battlespace®*.

KEY FEATURES

- Realistic tube dimensions & weight
- Milspec T&E bipod
- High-fidelity SIM rounds
 - HE, smoke, illum, WP
 - Adjustable charge 1-4
 - Timed VT illum fuzes
 - Accurate dimensions & weights
- Onboard SFX system



SIMULATORS

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



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.



M240

SYSTEM

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.

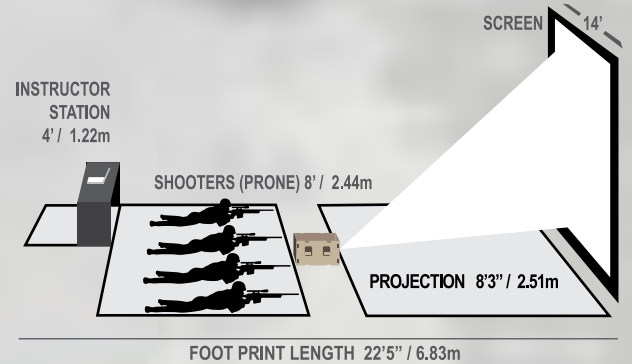
The MMTS is scalable and training can be conducted in multiples of up to four lanes per screen and networked together for higher training throughput. Courseware replicates actual training and qualification standards. Courseware can be customized to meet specific training requirements with titles that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

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

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.



WARRIOR SKILLS TRAINER

CREW AND COLLECTIVE GUNNERY

The WST is equipped with Virtual Battlespace 3 under the Army's enterprise license. VBS3 is authorized IAW TC 3-20.31 Mounted Machine Gun Gunnery, Table-II simulations.

Perhaps the ultimate configuration of the MMTS, the Warrior Skills Trainer (WST) 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 to train effectively on a variety of crew-level operational tasks. The advanced training courseware of Virtual Battlespace® (VBS3 or VBS4), combined with exclusive laser-based individual and crew-served training weapons, enables Laser Shot to deliver the most realistic and immersive conditions possible in a virtual training environment.



500K +
WAR FIGHTERS TRAINED
SINCE 2009

KEY FEATURES

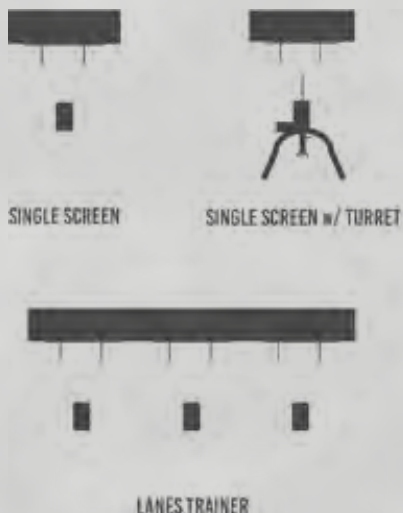
- MIL-STD 810G (highest shock mount rating) durable rolling case
- Dual-console performance
- Integrated instructor control station (ICS)
- Vivid 1080p projection

OPTIONS

- Sensored feedback for simulated weapons
- Video/Audio AAR Hardware
- Additional service/maintenance agreements

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

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



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 a shorter throw. The MMTS Compact's single console design utilizes a laptop as an instructor station.



KEY FEATURES

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



NAVAL CREW GUNNERY TRAINER

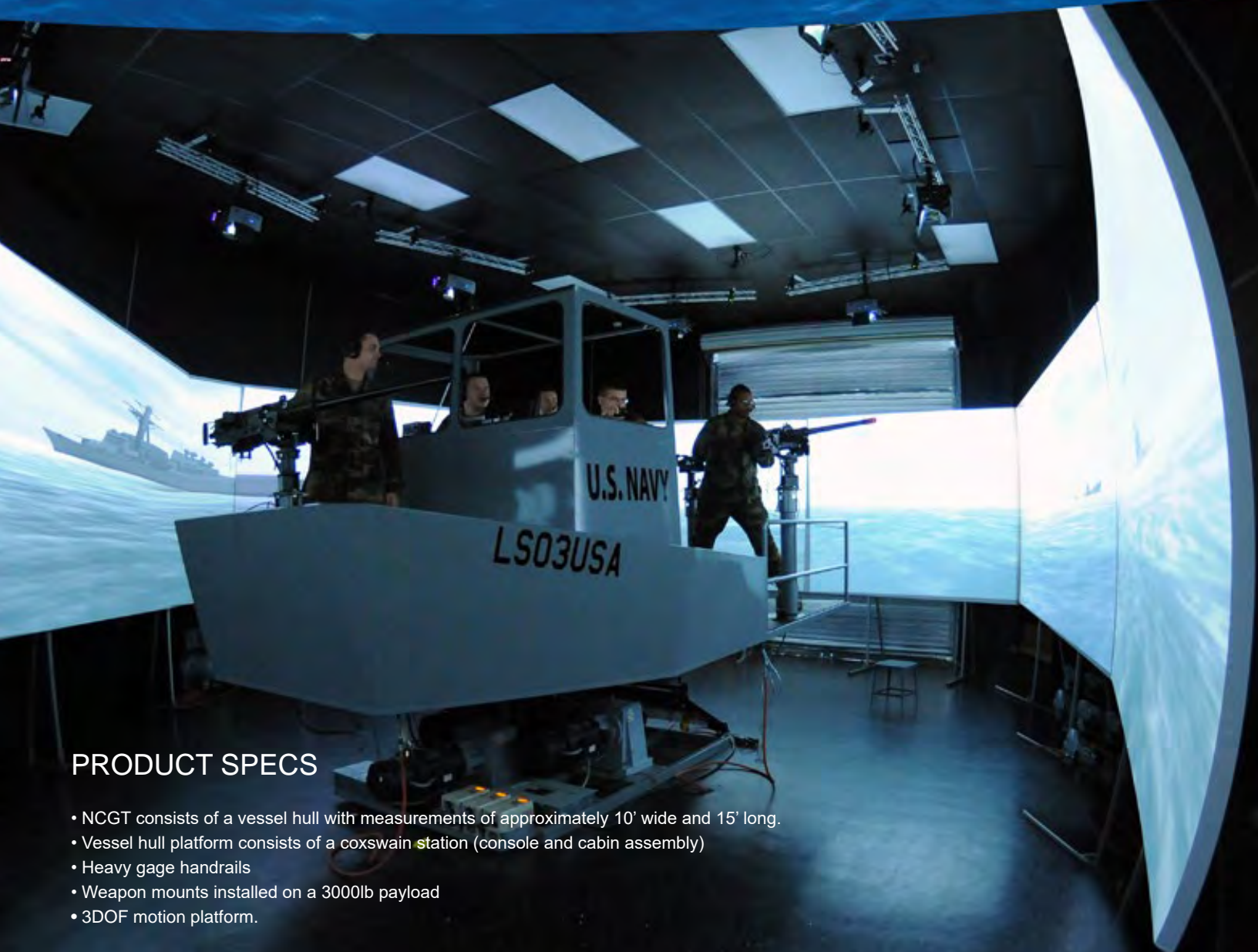
Laser Shot's Naval Crew & Gunnery Trainer (NCGT) consists of an immersive training environment that places warfighters in geo-specific harbor, coastal, and riverine environments to train effectively on a variety of crew-level operations and waterborne gunnery. Integration with VBS3 or VBS4, combined with individual and crew-served training weapons, enables Laser Shot to deliver the most realistic and immersive conditions possible in a virtual training environment.

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

KEY FEATURES

- On-board systems for radar, ship to shore, & on-board position to position communication
- Currently in use with Naval Expeditionary Combat Command (MESG's 1&2)
- Increase gunner proficiency in a realistic, full-motion environment
- Conduct day or night afloat training missions
- Optional on-board systems for radar ship-to-shore communications & complete crew communication system.

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



PRODUCT SPECS

- NCGT consists of a vessel hull with measurements of approximately 10' wide and 15' long.
- Vessel hull platform consists of a coxswain station (console and cabin assembly)
- Heavy gage handrails
- Weapon mounts installed on a 3000lb payload
- 3DOF motion platform.

A close-up photograph of a soldier in camouflage military attire holding a black simulated rifle. The soldier's hands are visible, gripping the weapon. The rifle has a scope and a magazine. The background is dark and out of focus.

SIM WEAPONS

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.

SIMULATED ARMS OPTIONS

Laser Shot manufactures a variety of simulated weapons, both dry-fire and with simulated recoil, for firearms simulation training. Dry-fire weapons emit a visible or infrared laser when the trigger is pressed. Recoil weapons cycle the bolt through CO2 or compressed air via refillable barrel reservoirs for tetherless weapons or air compressor systems for crew-served models.



SIMULATED RECOIL FIREARMS

Laser Shot was the first to utilize barrel reservoir technology instead of magazine reservoirs, an innovation that was developed 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 with 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 triggers:

Weight // Take-up // Break // Reset

Laser Shot's team of firearm specialists can convert virtually any firearm into a simulated dry-fire or recoil weapon. Some of the most common weapons include but are not limited to: M16, M203, M110, S&W M&P, SIG P320, M240, Glock 17, M9 or M249

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.

KEY FEATURES:

- Micro USB charging port
- Adjustable round counts



Laser Shot's in-house team of firearm engineers has developed simulated versions of countless weapons. Our production team continues to update and add more models to the available collection.



SIMULATION ACCESSORIES



SIX PISTOL HARD CASE



ROLLING RIFLE CASE



ROLLING SCREEN BOX



Co2 CHARGING STATION



16 - COUNTING MAGAZINE CHARGE BOX



DOT-40 BARRICADE

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.

NON LETHAL

Laser Shot's training systems are centered around marksmanship and the use-of-force continuum. To that end, a line of realistic less lethal simulated weapons is available for military police to train on every step of De-escalation to ensure that threats in the virtual environment are met with the correct tier of force.



MILITARY
POLICE

RECOIL KITS



M4 RECOIL KIT
UPPER ONLY



TRAINING ACCESSORIES PARTNERS



Dvorak Recoil Conversion Kits feature refillable Co2 reservoirs inside of the magazine, mitigating time spent refilling after the reservoir has been depleted. With multiple full magazines at the ready, simply eject the empty mag and insert a full magazine to simulate a real magazine swap with your simulated recoil firearm.

PISTOL KIT COMPONENTS: Replacement barrel and 2 magazine containing refillable Co2 reservoirs (25-30 shots before noticeable decrease in recoil).



RIFLES: With purchase of a rifle Dvorak kit, **SIMRANGE** supplies and outfits complete uppers from real firearms with Dvorak kit installed.



Use a **CoolFire** Recoil Conversion Kit to convert your personal firearm into a simulated handgun. Build unforgettably muscle memory and marksmanship skills with this recoil kit purpose-built by **CoolFire** to fit your privately-owned handguns.

COMPONENTS INCLUDE: Barrel with built-in, refillable Co2 reservoir and refill port located at the end of the muzzle (15-25 shots before noticeable decrease in recoil)



UTM kits are installed inside of real firearm and provide the most realistic simulated recoil of all our recoil conversion kit options. Dummy bullet shells are ejected from the bullet ejection port, while a laser is inserted into the barrel for compatibility with a laser-hit detection camera.

Note:

Recoil Conversion Kits are not compatible with our line of inert SIM firearms (SIM7, SIM M17, etc.)



DATA COLLECTION



The Mantis X is the most powerful training aid for dry fire only practice. The X mounts to standard universal accessory rails.

Collecting thousands of data points per second, the X analyzes your shooting in real-time. For both pistols and rifles, the X works with dry fire on your actual firearm.

CROSSHAIR™

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, such as Laser Shot's simulated rifle scope, which features functioning elevation and windage turrets along with adjustable focus and zoom rings. Crosshair™ simulated weapons or 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.

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 are available.



KEY FEATURES

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



SIM RCO

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



RIFLE SCOPE

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



SPOTTING SCOPE

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



M110

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



M24

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



PAS - 13D

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

LS FIRES - FIRE SUPPORT SIMULATOR



FIRE SUPPORT // JFO SIMULATIONS

Laser Shot's Call for Fire package enables the Forward Observer (FO)/ Joint Forward Observer (JFO) to seamlessly scan and view a 360-degree environment with simulated M22 binoculars on geographic/specific target locations to allow the FO to send the Call for Fire to Fire Direction Center (FDC). FO/JFO can conduct all 8 missions from Table V in TC 3-09.8. FO/JFO can simultaneously conduct surface to surface fires and air to surface fires allowing the FO/JFO to conduct Terminal Guidance Operations (TGO) for inbound aircraft. Equipped with the IZLID allows the FO/JFO to conduct IR designation for Rotary Wing and Fixed Wing gunships for night operations.

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&4 (VBS3&4), 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



LS FIRES - ACCESSORIES



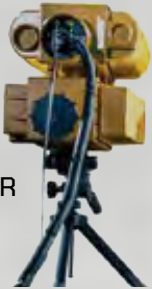
M22

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, to allow the FO/JFO to send the Call for Fire to Fire Direction Center (FDC). Soldiers have the capability of depicting all current and future munitions, simulating artillery, and mortar fires on a variety of stationary and moving targets. The direction in degrees and mils is inside the M22 Binocs' giving real time direction as the FO/JFO are scanning their target area.

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

- Direction
- Immediate Suppression
- Coordinated Illumination
- Immediate Smoke
- Close Air Support
- Registration of (Mortar / Artillery)
- Adjust Fire (Grid, Shift from Known Point, Polar Plot)
- Fire for Effect (Grid, Shift from Known Point, Polar Plot)
- Final Protective Fire
- Quick Smoke
- Naval Surface Fire Support (NSFS)
- Army Attack Aviation



LLDR

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

IZLID

Laser Shot's simulated IZLID is a compact and lightweight IR laser for pointing and marking targets in VBS 3&4 with an embedded infrared laser. All input controls will feature true-to-life functionality for maximum realism.



VIRTUAL BATTLESPACE

Laser Shot's MMTS uses VBS and can easily integrate with networking multiple units or combining to existing US military assets that utilize VBS 3&4 for larger collective training exercises. Endless training scenarios can be created and edited as needed to adjust to specific training requirements. The VBS 3&4 Tactical Weapon Simulator modules included are specifically written to integrate real or simulated weapon training simulations that can be employed for both individual and small unit tactical exercises.

CREW SERVED - SIMULATED WEAPONS

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 the operation of simulated weapons and induce malfunctions to evaluate trainee skill levels and conduct remedial training before live-fire exercises.

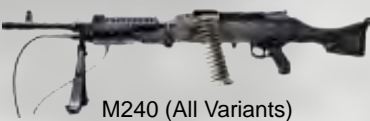
KEY FEATURES

Crew-served weapons training is provided using fully-sensored weapons and the Weapons Interface software. These weapons allow for the mandatory changing of fed rounds and proper cycling of weapons before returning the weapon online. Logic is programmed into the weapon interface, ensuring accurate reloading or clearing procedures. They also allow trainers to count rounds as well as create specific malfunctions.

CREW-SERVED DATA TRANSMITTAL CAPABILITIES & MALFUNCTIONS

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

AVAILABLE MODELS



M240 (All Variants)



M249



M2



MK19

**Custom models available per special order*



COURSEWARE & CURRICULUM

Laser Shot's military courseware offers a comprehensive and advanced training solution designed to enhance the skills and preparedness of military personnel. The courseware includes a diverse range of realistic scenarios, tactical simulations, and mission-specific training modules. Through cutting-edge technology, military professionals can engage in virtual environments that replicate real-world situations, allowing for immersive and effective training experiences.

KNOWN DISTANCE RANGE

Featuring virtual military targets 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 location of misses and hits (LOMAH) 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 help the warfighter to conceptualize the relationship between where the weapon is aimed and the impact location of the virtual bullet 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

The primary objectives of KD Range are to:

- Teach the shooter to determine the relative size of targets by distance
- Make sight adjustments for target distance (depending on the optic system used)
- Experience the effect of wind and bullet drop depending on the ballistics of the round used
- Practice accurate and repetitive shot grouping

KEY FEATURES

- Vivid 1080P immersive experience
- Variety of mil-spec targetry on a virtual range
- Relative target size to distance
- LOMAH indicator for instant feedback
- Wind simulation
- Ballistic simulation for multiple caliber rounds



DOCTRINE-BASED QUALIFICATIONS COVERED:

- 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

PRELIMINARY MARKSMANSHIP INSTRUCTION

SNIPER TRAINING TC 3-20.40

The Preliminary Marksmanship Instruction (PMI) program is 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 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.

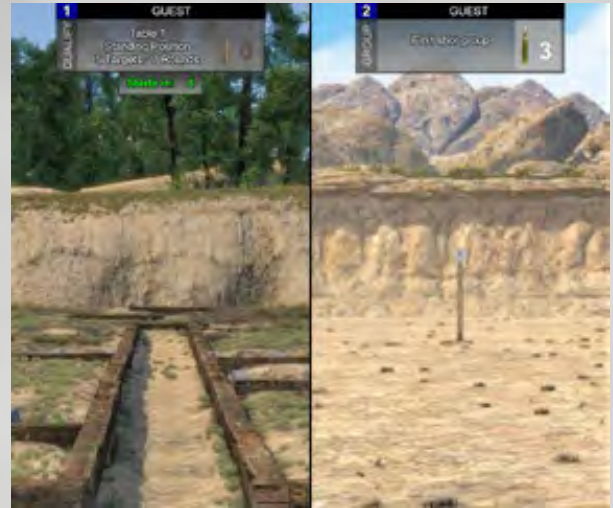
CURRICULUM

PMI supports up to four training lanes per projector/screen, quadrupling the trainee capacity of other qualification courseware titles. Multiple simulators can be networked together to create an indoor virtual training facility with higher throughput, fewer liabilities, and less time lost than the live-fire equivalent.

Virtual marksmanship training has been proven to meet or exceed the effectiveness of live-fire training in numerous studies and provides additional value such as a hearing-safe training environment where instructors can be easily heard by the entire firing line, the ability of instructors to "get up close and personal" on and in front of the firing line, and immediate data feedback to the instructor as to shot placement, timing, and even the condition of every weapon with Laser Shot's Series 2 - SMART™ weapons.

KEY FEATURES

- | | |
|--|---|
| Immediate feedback | Easy-to-use interface |
| Scalable for higher throughput | Accurately sized targets and scoring |
| Comprehensive after-action review | Instructor screen for real-time monitoring |
| Database of individuals and training history | Capable of augmenting live-fire qualification |



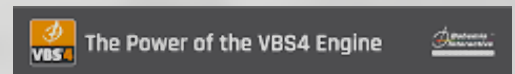
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TC 3-20-40
APPENDIX G

VIRTUAL BATTLE SPACE

Laser Shot Simulators are compatible with Bohemia Interactive's Virtual Battlespace (VBS) simulation suite. They can easily integrate with networking multiple units or combine with existing client assets that utilize VBS3 or VBS4 for larger collective training exercises. VBS 3/4 facilitates less expensive, more efficient live-training events by allowing service members and leaders to exercise a variety of tasks at the "crawl", "walk" and "run" levels of proficiency. VBS3/4 enables service members and leaders to enter their training event at a higher level of readiness, reducing the resources required to achieve proficiency. The software is free to authorized users under a US Army enterprise license, so all that is required for these users is integration with Laser Shot's simulated weapons and tracking system.

Endless training scenarios can be created and edited as needed to adjust to specific training requirements. The VBS 3/4 Tactical Weapon Simulator modules included are specifically written to integrate real or simulated firearm training simulations that can be employed for both individual and small unit tactical exercises.

- Fully compatible with the VBS 3/4 Desktop Trainer
- Multiple camera fields-of-view
- Build a virtual firing range quickly and easily using the VBS 3/4 Mission Editor.
- Shot tracking and after-action review
- Construct specific missions based on your training needs
- Realistic environmental conditions include rendering of natural light sources
- Mission rehearsal and/or AO familiarization
- Tactical training, up to the combat team level
- Combined Arms or Joint Training
- Convoy training (including integration of virtual reality)
- IED defeat analysis of options (decision support)
- Fire support / forward air controller training
- Complimentary virtual environment for live and constructive simulation or crew procedural trainers
- Navigation
- Mission simulation (for example aviation elements practicing LZ procedures)
- Vehicle checkpoints and area control
- Helicopter loadmaster training
- Procedural training for UAV operators
- Visualization of weapon effects
- Weapon (or platform) familiarization or experimentation



SCREENS

THE IMMERSIVE CURVE SCREEN SYSTEM

Laser Shot's Curve simulators have modernized the immersive virtual training industry by utilizing a curved, seamless screen, providing an uninterrupted image, and 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 3/4.

KEY FEATURES

- Short throw video projector
- Image warping software
- Laptop computer
- Hard mount installs
- 130 degree seamless screen
- Speakers

SCREEN SIZES



ACTIVE SIMULATOR LOCATIONS

4 US NAVY
MMTS SYSTEMS
LITTLE CREEK, VIRGINIA
SAN DIEGO, CALIFORNIA

18 US ARMY
MMTS SYSTEMS
GEORGIA, NORTH CAROLINA,
OKLAHOMA, VIRGINIA

43 US ARNG
MMTS SYSTEMS
CONNECTICUT, GEORGIA, IDAHO,
INDIANA, LOUISIANA, MAINE, OHIO,
SOUTH CAROLINA, TEXAS, UTAH,
VIRGINIA, WYOMING

US ARNG
LIVE-FIRE RANGE - ST. CROIX, US VI

US ANG
LIVE-FIRE RANGE - MARYLAND

180 US ARMY RESERVE
MMTS SYSTEMS
ACROSS THE UNITED STATES

USAR
LIVE-FIRE RANGE
AMERICAN SAMOA / PARKS RFTA, CA

18 AIR FORCE / SPACE FORCE
MMTS SYSTEMS
ACROSS THE UNITED STATES ALONG WITH
JAPAN, ROMANIA, UNITED KINGDOM

AIR FORCE
LIVE-FIRE RANGE
TYNDALL AFB, FLORIDA



MMTS

PRELIMINARY MARKSMANSHIP INSTRUCTION
CONVOY OPERATIONS
CREW GUNNERY TRAINER
CROSSHAIR
LS FIRES

WARRIOR SKILLS TRAINER

FT. BLISS, TEXAS
FT. HUNTER LIGGETT, CALIFORNIA
FT. CARSON, COLORADO
FT. MCCOY, WISCONSIN
FT. CAVAZOS, TEXAS
FT. RILEY, KANSAS

NAVAL CREW GUNNERY TRAINER

LITTLE CREEK, VIRGINIA
SAN DIEGO, CALIFORNIA
BAHRAIN
GUAM



LIVE FIRE RANGES



SHOOTING RANGE TECHNOLOGIES™

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-degree containment / zero SDZ live-fire shooting range facilities since 2005.

MOBILE RANGE

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.

MOBILE RANGE

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.



CONTAINER RANGE

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.



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