

# CROSSHAIR™

## MAGNIFIED OPTICS SIMULATOR



Crosshair™ Magnified Optics Simulator combines Laser Shot's subpixel-accurate laser tracking technology with VBS3 software to provide users the ability to train with a variety of optic devices and weapon platforms for long range engagement and observation.

Crosshair's simulated rifle scope has functioning elevation and windage turrets along with adjustable focus and zoom rings. Crosshair™ does not use sensors to detect the location of the shot; instead Laser Shot uses lasers in the muzzle which communicates constant aiming position allowing for more accuracy over competitors.

Each simulated optic device can have the reticle overlay changed within the Crosshair™ simulation editor to fit the needs of the individual. The default setting is ¼ MOA but can be programmed to represent other MOA requirements. There are 52 physical turret clicks on the simulated scope but should a need to go beyond that occur, the scope's sensors will continue counting for correction.

### SIMULATED BOLT ACTION RIFLE



### M4 SIMULATED RECOIL WEAPON



### RIFLE SCOPE



Specs: 17"L x 2.25"W x 2.5"H

High-resolution electronic display

Reticles and magnification that can change by the touch of a button

The Scope comes with an extended picatinny rail to give the shooter the proper eye relief

Performance style rifle scope with a rugged exterior

Actual elevation and windage adjustments

### SPOTTING SCOPE



Specs: 13"L x 2.75"W x 4"H

Multiple commonly used reticles and magnification built in to the system

Integrated whisper fans to help keep the scope cool during operation

Straight Spotting Scope with 10" Tripod

Includes pan-head tripod and a hardened inside padded carrying case

Housed in rubber armor for protection

### RIFLE COMBAT OPTIC



Specs: 5.8"L x 2.25"W x 2.5"H

High-resolution electronic display

Displays ACOG and other frequently used tactical reticals

Advance Combat Optic Gun sight

Picatinny rail adapter mount with 2 thumbscrews

Constructed of military-grade aluminum alloy