



LASER AMMO

TRAINING TECHNOLOGIES

SMOKELESS RANGE® -JUDGMENTAL AND MARKSMANSHIP SHOOTING SIMULATOR \$399.00

The first affordable judgmental and marksmanship shooting simulator – the Smokeless Range® by Laser-Ammo Training Technologies allows you to practice with your own firearm or Airsoft in the convenience of your own home.

Practice your Fast Draw, IPSIC, IPDA, or your home defense or hunting skills with your favorite pistol, shotgun or hunting gun. Use red or IR SureStrike™ or any of our Laser Airsoft solutions like the LA FLASH or the Recoil Enabled AirSoft Laser (R.E.A.L.) Conversion Kit, with the provided 10 different shooting scenarios. You can also download any of the thousands of free flash shooting games from the internet.

The Smokeless Range® includes a high speed camera for IR and Red Lasers, 5 different marksmanship drills, and 5 additional recreational drills, including:

Marksmanship Drills:

- Transitional Drills
- Tracking Drills
- Speed Drills
- Moving Targets
- Matching Drill

Recreational Training Drills:

- Dueling Tree
- Trap Shooting
- Target Shooting
- Can Toss
- Bomb Blast

*If using the Smokeless Range with Airsoft pistols, we recommend using an IR SureStrike Vibration Cartridge.

**While the preferred method of use is with a projector, the Smokeless Range can be used with a TV.

Check it out...



- *The best and most diverse simulator for the price!*
- *Easy to install*
- *Portable*
- *Use your IR or Red Laser*
- *Use with your own firearm or with AirSoft.*
- *Use with a projector screen or on your LCD television or laptop.*

Computer Minimum Requirements

- Windows 7, 8.1 or 10 that meets minimum specifications.
- Processor: 2ghz Dual Core or better
- Memory: 2GB RAM DDR2 or more
- Graphics: Intel HD or better (must support 1280 x 720 resolution)
- Disk Space: 500MB or more
- USB 2.0 port (also compatible with USB 3.0 port)
- HDMI or VGA port for TV or projector connection.
- Projector capable of 1280 x 720 resolution and minimum 200 lumens.

Call us for a free demo!

