

Battlefield Technologies Assault Rifle and Sniper Rifle Laser Tag Guns

Build

The gun is manufactured to the highest standard from the aircraft grade aluminum. The gun is painted using powder-coat technology which is extremely scratch-resistant. The case is designed to take a certain level of abuse and operation in rainy and damp conditions, providing watertight compartment for battery and main electronic circuits. The weight of the gun (around 6lbs) is slightly less than weight of real M4 rifle, giving user authentic "metal" and "real weight" feel. The gun has lifetime warranty

Scopes

We use only real military scopes. The Assault Rifle Laser Tag is equipped with real Red Dot scope, widely used by armed forces across the world for medium range and close quarter encounters. The Sniper Rifle Laser tag is equipped with real sniper scope which has auto focus function, meaning that user do not need to adjust scope depending distance to enemy. Both scopes provide pinpoint accuracy for real combat simulation.

Range

Both guns provide excellent firing range, remaining accurate from Point Blanc up to 200-300 meters depending on weather conditions, being higher during low light cloudy weather or at night or being lower in very bright sunshine or in rainy and misty conditions. However, for the purposes of realistic military simulation range is sufficient in any weather conditions.

Sensors

The player sensors detect hits from other guns from 360 degree angle, and multiple sensor system prevents cheating. Unlike any other system on the market the head-worn sensors are not attached to the gun itself using wire, giving much better simulation and avoiding tangled wires and torn out sockets. This wireless sensor technology so far was available only to military, and we are the first to bring it to consumer market.

Experience

There is no previous experience required to use any of above Laser Tags the operation is simple, safe and straightforward. All advanced functions are set by marshals, so the players only have to aim through the scope, shoot by pulling the trigger and reload by pressing one button.

Gun functions

Each gun can be easily set by marshals, changing rate of fire, reload time, rounds per clip, player lives, armor points (hits from other guns player can take before he/she loses life), and many other functions.

Control Unit

The set of guns come with handheld Master Control unit, which is used by Marshall. Using simple menu, Marshall can start and stop the game at any time (activating and deactivating all guns), start timed games (guns will turn off automatically), set game scenarios, and perform a number of other functions, for example giving junior players more lives and armor and setting one shot-one kill towards experienced players, thus balancing the game so you can put all kinds of players into the same game. Marshall can also police individual players during the game, disabling cheaters, adding lives for reaching mid-game goals etc.

Scoring Sheets

All game data is stored in the control unit. The control unit can be connected to PC with internet connection after each game, at the end of the day or, if your site is not online or has no PC, anytime later at your

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