



Makers of the SeraphIM weapon light system



# GUNSLINGER TACTICAL

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**"Tactical Innovations for real World situations."**

## Features

- 2 distance white illuminators capable of 220 lumens each
- 1 white 220 lumen/red 60 lumen area flood light
- 0-100% control of lighting power
- 100,000 hr LED life
- 1 adjustable aim laser
- Dust Proof
- Shock Proof
- Water Proof to 100m
- Pre programmed modes
- Lowest profile possible
- Reduced weight on front of weapon
- No more remote cords
- Battery power indicators
- Slanted ergonomic grip
- Adjustable to multiple different weapons
- Eliminates over exposure when clearing corners
- Prevents user from highlighting themselves in rooms
- Lights do not have a traceable hot spot
- Same light can be configured to perform different jobs on a team
- Compatible for use with suppressors



## The SeraphIM weapon light system *Control the corners, control the fight.*

The SeraphIM system was specially designed for close-quarters combat and allows users multiple different options which can be changed on the fly without tools. The lights were developed to give the user a focused beam pattern out to 30 meters.

This light was developed as a solution to several problems tactical operators face when it comes to illumination. The SeraphIM was designed from the ground up to eliminate snag hazards when getting in and out of vehicles and tight areas like doorways, as well as eliminating the remote coil lines that can break or come loose and render the light useless.

We have also developed a system to allow the user more awareness of battery life and a solution to keep them in the fight longer without any down time to change batteries if a light goes dead.

### SPECIAL MODES:

- Strobe feature for lights and laser
- Strobe has 3 pre programmed speeds
- Laser designator mode- for day operations and marking targets without lights
- Light hold mode- for searching suspects in low light conditions
- Optional Stun light- sends momentary burst over 1,000 lumens to temporarily blind targets to allow movement and distance

The system holds 4 CR123 batteries but only runs on 2 batteries at a time. The system alerts the user when they are running on their last set of batteries, allowing them to stay in the fight longer with the confidence they will be able to see the entire time. The user also has the option of only installing 2 batteries at a time to reduce the weight on the rifle.

There will be a version that will be night vision compatible with IR illuminators and IR laser.

