

TETHERED WEAPON CONVERSIONS

Tethered weapon conversions use either CO2 gas or compressed air to simulate recoil. They are the ideal weapon conversion for automatic rifles and machine guns—combining high rates of fire with realistic recoil.

CO2-based Tethered Weapons

CO2-based tethered weapons use a 20oz refillable gas bottle, which provides more than 300 shots. The gas bottle is held in a belt that goes around the trainee's waist. An umbilical tether connects the gas bottle to the weapon's dummy magazine.

When the trigger is squeezed, a sensor activates a solenoid to drive an internal piston. The piston uses the pressure of the CO2 gas to generate the recoil effect. The weapon can be cocked and fired as normal, with the standard fire control lever used to select single shots or automatic fire.

The control module, electronics and a rechargeable battery pack are held in two belt pouches, one on either side of the gas bottle. The battery pack is fully rechargeable. A slow-charger is provided.



Air-based Tethered Weapons

Tethered weapons using compressed air must be plugged into a floorbox. The floorbox provides compressed air—from a separate air compressor—for up to four weapons.

The umbilical tether runs from the floorbox to the barrel of the weapon. This arrangement helps to keep the centre of mass similar to the actual weapon, especially for heavier weapons that utilise a bi-pod or stand.

When the trigger is squeezed, a sensor activates a solenoid to drive an internal piston. The piston uses the compressed air to generate the recoil effect.

The floorbox supplies small power to the electronics and the CRDS coded laser insert. The air compressor can be placed inside the simulator room, or it can be located in a separate room to prevent noise.



Above, Tethered USP Compact

** All of our tethered weapon conversions are deactivated, and carry a deactivation certificate from a UK Proof House.*

DRY-FIRE WEAPON CONVERSIONS

Dry-fire weapon conversions have no recoil. When the trigger is pulled, the coded laser insert is activated. Dry-fire weapons are low-cost, can be holstered, and require little maintenance, making them ideal for judgemental use-of-force training. CRDS offers two types of dry-fire conversions: drop-in kits and deactivated simulator weapons.

Drop-in Laser Kits

The original barrel is removed from a real weapon and replaced with a modified barrel that accepts the CRDS coded laser insert. The breech of the modified barrel is machined so that a live fire round cannot be chambered. After training, the drop-in kit can be removed and the weapon returned to normal service by replacing the original barrel.

Simulator Weapons

Dry-fire simulator weapons are deactivated weapons that have been permanently modified for use on the training simulator. The barrel of the deactivated weapon is modified to hold the CRDS coded laser insert. Each weapon has a re-chargeable battery—housed inside the magazine well or butt stock—and an on-off switch. A charging socket makes it more convenient to recharge the battery pack without needing to remove it from the weapon. All simulator weapons come with a Deactivation Certificate from a UK Proof House.



Glock 17 simulator weapon with battery and charger



M4 simulator weapon