



ULTRA-HIGH INTENSITY, MULTI-PURPOSE ILLUMINATION SYSTEM



**NightHunter 3** represents the state-of-the-art in Ultra-High Intensity, Multi-Purpose Illumination Systems (UHIMIS), with expanded versatility to enhance the warfighters' ability to quickly adapt to situational needs and broaden mission application. NightHunter 3 delivers the advantage of superior range in covert infrared, visible light and is a long range non-lethal deterrent, enabling our warfighters to see first and act first, with the versatility to quickly adapt to and dominate changing situations at night. NightHunter 3 has been tested, qualified and recommended by the US Army for crew served weapons, handheld or from vehicles.

### Proven Technology

NightHunters have been proven across full spectrum operations to fill the significant capability gaps in situational awareness and non-lethal capability and save lives, during night and/or poor visibility conditions. In 2005, the US Army Rapid Equipping Force (REF) determined NightHunters to be the "best of breed" product of choice for ultra-high intensity illumination. NightHunters are included in a number of Programs of Record, including Army Non-Lethal Capability Sets (NLCS), USMC Non-Lethal Capability Sets and USMC UHIMIS.

### Force Multiplier

The NightHunter 3 UHIMIS is an essential force multiplier that fills light management, situational awareness and non-lethal capability gaps. The system provides warfighters the ability to accomplish tasks more effectively and safely at night.

### Versatility

The versatile NightHunter 3 UHIMIS delivers in a single, compact configuration illumination to the effective range of all individual and crew-served weapons while also providing an effective non-lethal (i.e., temporary blinding without permanent eye damage) capability. It provides the warfighter the ability to detect, identify and deter enemy forces, as well as, non-combatants from much longer and safer distances, thereby maximizing the warfighter's area of operations.



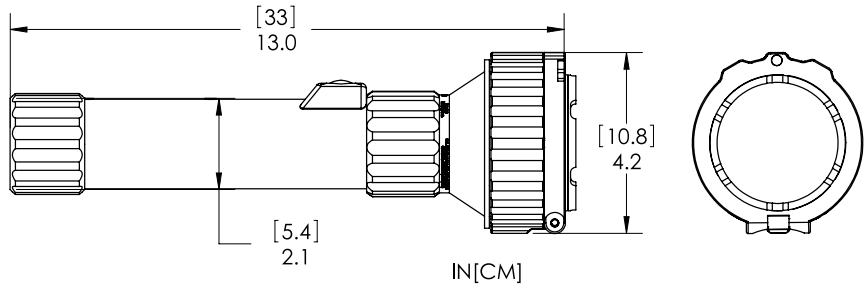
"The mini gun truck that we use requires quick acquisition of threats in around an urban environment. The NightHunter 3 with the Crew Served Weapons kit allowed for a powerful light source that was easily managed in the turret with one hand. It allowed me as the gunner to quickly acquire threats and obstacles and made target acquisition during night raids effective and simple. I also used the light during Sniper missions in Urban Hides. The light provided an effective tool in conjunction with optics and night vision equipment, to provide an IR source that proved to be vital in identifying friend from foe on the battlefield, and was an integral piece to our tactical surveillance and observation mission."

## Benefits

- **Combat-proven performance**
- **Illuminate targets and threats that would otherwise not have been seen**
- **Elevate situational awareness for soldier teams to move, shoot and coordinate effective fires**
- **Increase identification and engagement ranges**
- **Safely project combat power**

## Operational Features

- Long range covert infrared illumination capable of illuminating targets to the effective range of individual soldier & crew-served weapons (1,000 meters).
- Long range visible (white) illumination capable of illuminating targets to the effective range of individual soldier & crew-served weapons (1,500 meters).
- Non-lethal deterrent to 500 meters for non-lethal & escalation of force.
- Variable beam that allows the field-of-view to be widened for close operations and narrowed for maximum effective range allowing the user to tailor the size of the observation area.
- Uniformly illuminates target area without darkened areas within the beam pattern (i.e. no "black hole") over entire range of beam spreads, allowing targets to be quickly detected regardless of where in the illuminated area they are (prevents enemy exploitation of dark or poorly illuminated sections in the covered area).
- Quickly changed from visible to covert illumination, and back, to adapt to situational needs without the need for additional ancillary equipment.
- Self-contained with rechargeable battery & built-in charger; operates on internal battery or directly from all military DC power (24 VDC vehicle power, BA-5590) to allow operation on the move (without the need for additional ancillary equipment).
- Turns on & off instantly without any minimum operating time
- Lightweight (3 lbs) for handheld or weapons-mounted use.
- Field-replaceable lamps (no tools or no post-installation adjustment).



Maximum Range <sup>(1)</sup> , visible, meters	1,500
Infrared, meters	1,000
Range of Focus	0.3 to 10" (½ beam angle)
Black Hole	none
Focus	mechanical with flood stop
Minimum Runtime	
- Rechargeable Battery Pack	2 hours
- Non-Rechargeable (BA-5590)	6 hours
- External DC Power	indefinite
Maximum Charge Time	2.5 hours
Input Power	10-32 VDC
Input Power (with AC/DC converter)	100-240 VAC
Battery life (Rechargeable)	500 cycles
Lamp Type	25w xenon short arc
Lamp Life	> 500 hours
Cold/Hot Starting, Restarting	instantaneous
Field Replaceable Lamp	yes
IR Filter	absorbing filter glass tempered 0% @ 800 nm / 50% @ 830 nm
Immersion (Mil Std 810F)	1 meter
Drop and Shock Resistance (Mil Std 810F)	3 ft [0.91 m]
Prolonged Contact, Bare Hand (Mil Std 1472F)	yes
Operating Temperature	- Discharging -20-60°C - Charging 0-45°C
Length (no IR)	13.0" [33.0 cm]
Diameter, Head/Handle	4.2"/2.1" [10.8 cm / 5.4 cm]
Weight (illuminator, battery, no IR)	3.0 lbs [1.36 kg]
Workmanship	ANSI/IPC-A-610C, Class 2
Finish	Mil Spec 8625 Type III Class 2 Black

<sup>(1)</sup> Subject to atmospheric obscurants

