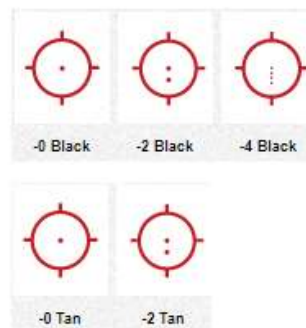


EOTech EXPS3 HWS

Holographic Weapon Sight by EOTech (Models EXPS3-0, EXPS3-0TAN, EXPS3-2, EXPS3-2TAN and EXPS3-4)



The EXPS3 offers true 2-eyes-open shooting and a 7 mm raised base that still allows for iron sight access. It features easy-to-adjust side buttons and an adjustable, locking, quick-detach lever for easy attachment and removal. The EXPS3 can operate in tandem with Generation I – III+ night vision intensifier tubes.

It is also the optic of choice for the technologically advanced modern rifle hunter. Its night vision-compatibility makes it a versatile choice for day or night hunting. It also provides the operator superior shooting performance, rapid reticle-on-target acquisition, full field of view and accurate shot placement. The HWS® can be naturally employed by all levels of users, from novice to the most highly trained operator.

Optional accessories: Lens cleaning kit and OTIS lens swabs.

Specifications

| FEATURE | SPECIFICATION |
|----------------------------|--|
| Night Vision Compatibility | YES |
| Magnification | 1x |
| Dimensions (L x W x H) | 96.5 x 58.4 x 73.7 mm |
| Weight | 317.5 g |
| Optical Surfaces | Anti-reflective coating on external surfaces |
| Window Dimensions | 30 x 23 mm |
| Field of View | 28 m @ 8 cm relief |
| Eye relief | Unlimited |
| Brightness | 20 daylight settings (add. 10 settings for NV use) |
| Adjustment (per click) | Approx 0.5 MOA (12.7mm at 91m) when zeroing |
| Adjustment Range | +/-40 MOA travel |
| Reticule Option | |
| EXPS3-0, (TAN) | 0- 68 min ring and 1 MOA aiming dot |
| EXPS3-2, (TAN) | 2- 68 min ring and (2) 1 MOA aiming dot |
| EXPS3-4 | 4- 60 min ring and (4) 1 MOA aiming dot |
| Battery type | One 123 lithium battery |
| Battery Life | 600 hours at nominal setting 12 and room temp |
| Mount | 1" Weaver or MIL-STD-1913 rail |
| Water Resistant | Submersible to 10 m depth |
| Sealing | Internally fog-resistant optics |

**Specifications are subject to change without notice.*

Images are for illustration purposes only.