

Energizer Rechargeable Torch, TAC-R 700 Rechargeable Tactical Metal LED Torch



Illuminate your surroundings effortlessly with this high-performance, super bright torch. The Energizer TAC-R
700 Rechargeable Tactical Metal Torch provides exceptional brightness for up to 35 hours in low mode whether you're heading on an adventure or preparing for at-home emergencies. Ideal for camping, DIY, or for
power cuts at home, your Energizer torch is on hand to help you find your way in the dark. This 700-lumen LED
torch will brighten up the darkest spaces, lighting up to 100 metres in high mode and providing15x brighter
light than standard LED technology.

Country of Origin: CN | ID: E301699100 | Segment: Lighting

Unit of Sale

UPC: 7638900430271

Dimensions (HxLxW): 26.0 CM | 5.0 CM | 13.5 CM

Volume: 1.755 CD3 **Weight:** 0.25 KG

Inner Carton

UPC: -

Dimensions (HxLxW): - CM | - CM | - CM

Volume:

Weight: - Units Per Inner: -

Case

UPC: 17638900430278

Dimensions (HxLxW): 27.2 CM | 14.8 CM | 22.7 CM

Volume: 9.138 CD3 Units Per Case: 4.000 Weight: Inners Per Case: -

Pallet

Dimensions (HxLxW): 82.7 CM | 120.0 CM | 80.0 CM

Volume: 793.920 CD3

Weight:

Cases Per Layer: 26.000 Layers Per Pallet: 3.000 Cases Per Pallet: 78.000

- Energizer TAC-R 700 Rechargeable Tactical Metal LED Torch with USB charging cable
- Super-Bright Torch: This 700-lumen LED rechargeable torch offers exceptional brightness and high performance, allowing you to see up to100 metres
- 4 Light Modes: Pick the perfect light mode for your activity, choosing from high, medium, low, and emergency strobe
- Lightweight: Keep this compact and powerful torch in your drawer, car, home emergency kit, or carry it in your pocket
- Durable Construction: The sturdy aircraft-grade aluminium body and IPX4 construction provide protection from damage and splashes
- Hours of Runtime: This high-power hand torch can shine for up to 35 hours in low mode
- Trustworthy MAX-VIZ Technology: The powerful technology of Energizer certicates daylight for highdefinition vision you can depend on

Lumes: High: Low:

Beam Distance:

Runtime: High: Low:

Modes: