Le Choix des Armes https://www.simac.fr/en/produit-3685-Stalon-Muzzle-Brake













Plus de visuels disponibles sur le site



SKU	Designation	French Law	Thread	Diam. (mm)	Weight (g)	Colors	MSRP
SIP2077	Muzzle BRAKE, MAX 7.62MM	Vente libre	M14x1	7.62	68	Black	125.00 € incl. tax
SIP2078	Muzzle brake, MAX 7.62MM	Vente libre	M15x1	7.62	67	Black	125.00 € incl. tax
SIP2080	Muzzle BRAKE, MAX 9.3MM	Vente libre	M14x1	9.3	68	Black	125.00 € incl. tax
SIP2081	Muzzle BRAKE, MAX 9.3MM	Vente libre	M15x1	9.3	67	Black	125.00 € incl. tax
SIP3036	MUZZLE BRAKE, MAX 7.62MM - Stainless steel	Vente libre	M14x1	7.62	68	Stainless	159.00 € incl. tax
SIP3035	MUZZLE BRAKE, MAX 7.62MM - Stainless steel	Vente libre	M15x1	7.62	68	Stainless	159.00 € incl. tax

## An ideal muzzle brake for all types of hunting and shooting!

Stalon muzzle brakes reduce the majority of the recoil felt when firing (65%). The vents are adjustable with the screws provided.

- Excellent reduction in recoil and barrel raise
- Small and lightweight design
- Reduced weight: 65-68 grams depending on caliber and thread
- Made of steel
- Aesthetic chamfer so that the muzzle brake best follows the curves of the barrel
- black color

The muzzle brake comes with 7 vent adjustment screws. These screws can be installed on the muzzle brake as desired. Before installing these screws, Stalon recommends testing the weapon without muzzle brake adjustment, as in many cases the adjustment screws are not necessary.

Adjusting screws are installed on the lower part of the muzzle brake, in order to limit the barrel lift when firing. Do not install all the screws from the start: start with 3 to 4, then increase their number until the desired level of bearing is reached.

After fitting a muzzle brake, it is important to test the weapon again, as the point of impact may have shifted into target.

Les prix de vente conseillés sont mentionnés à titre indicatif. Les armuriers sont libres de vendre au prix qu'ils souhaitent. Textes et photos non contractuels, sujet à modification.