



Plus de visuels
disponibles
sur le site



SKU	Designation	French Law	Twilight fact Min	Twilight fact Max	Tuning 100m	Elevation stroke (MoA)	Windage stroke (MoA)	Field max 100 m	MSRP
OCT6151	Lunette de tir MICRODOT 6-24x50 ; FFP ; MRAD	Vente libre	17.32	34.64	1/10 Mrad	80	80	5.48	375.00 € incl. tax

Due to the ease of use of the metric system, MRAD is the standard for military and police eyewear. For this reason, it is also preferred by most tactical precision shooters.

First Focal Plane (FFP): FFP glasses place the reticle in front of the erector. They are more specifically designed for tactical shooters and hunters where target distance changes and is often unknown. With an FFP reticle, the size of the reticle appears to change as the magnification of the scope is changed. And it helps calculate ball and wind calls.

Comes with a 76mm lens hood, 1 zoom lever & lens cloth.

Magnification: 6-24x

Objective Lens Dia. : 50mm

Tube diameter: 30 mm

Click value: 1/10mil

Reticle: mil

Illumination: N/A

Field of view: 18 to 4.55 feet at 100 yards

Eye relief: 3.4-3.9 inches

Lens Coating: Fully Multi-Coated

Parallax adjustment: 100 yards

Finish: matte

Distance between objective part and middle turret: 40mm

Distance between the central part of the turret and the feed ring: 32mm

Fast focus eyepiece diopter compensation (+2 to -2.0)

- 30 mm monotube.

- 1/10 MIL or 1/4MOA windage and elevation adjustment for tuning accuracy.
- Ultra short, 270 mm, 10.3 in
- 4" Long Eye Relief.
- Turret locking system. Pull to adjust, press to lock.
- Side Focus starts at 10 Yard.
- Eyepiece for quick and easy reticle focusing
- Sealed and nitrogen-purged O-ring ensures water resistance and anti-fog performance; shockproof at 750g.
- Waterproof to 1m.
- High quality 6061 T6 aircraft grade aluminum alloy with a durable matte black finish.

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.