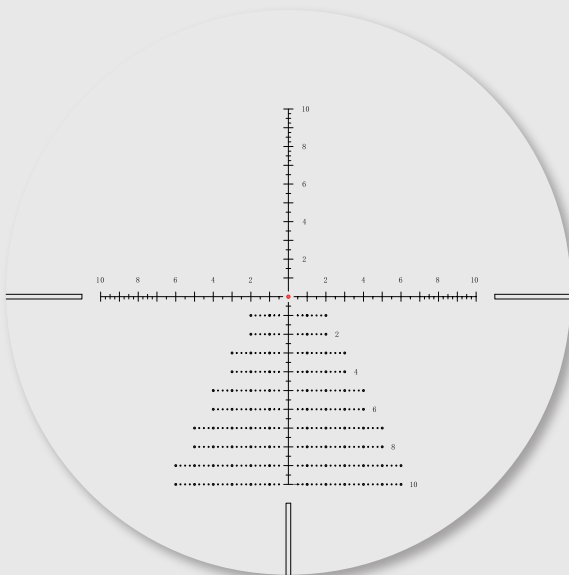
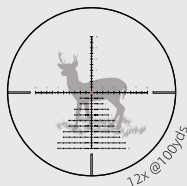
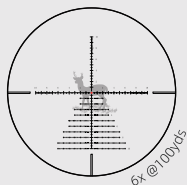


MPR-V10 MIL SFP RETICLE

The MPR-V10 reticle is an excellent option for hunters and shooters who want to enhance their accuracy and precision during low-light conditions. The Christmas-tree pattern reticle is ideal for hunting, target shooting and tactical applications.

Etched glass MPR-V10 reticle w/ 6 levels illumination, easy for the shooter to identify and engage the target at a substantial distance. Besides, by using the dots or hash marks as reference points, the shooter can quickly and accurately estimate the distance to the target and adjust for bullet drop and windage.

For MPR-V10 reticle, the subtension is valid at 10x.



Applicable products:

- Veyron - 10x30 ZERO
- Veyron - 3-12x44IR
- Veyron - 4-16x44IR
- Veyron - 6-24x44IR

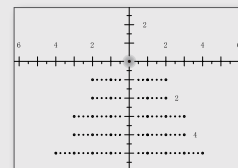
Red indicated illuminated portion of the reticle

COMPENSATION BULLET DROP

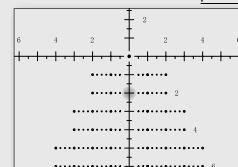
Holdover refers to the technique of adjusting the aim of a firearm to compensate for the effect of gravity on the bullet's trajectory. Bullet drop is the decrease in bullet height as it travels through the air. The shooter can use the MIL markings on the reticle to calculate the bullet drop. The MIL markings on the vertical axis represent the distance in MILs between each hash mark. The horizontal axis represents the windage adjustment.

For example, under no wind condition, after zeroing your scope at 100m, if you know your target is at 500m and your ammo has a 1m bullet drop at that distance, you will need to use 2MIL holdover point. Here is how you get the 2MIL: since 1MIL equals 10cm at 100m, 50cm at 500m, and then 2MIL equals $2 \times 50\text{cm} = 1\text{m}$ at 500m, you need to hold the 2MIL drop point to compensate for the 1m bullet drop, thus bring the aim point to line up with the bullet's point of impact.

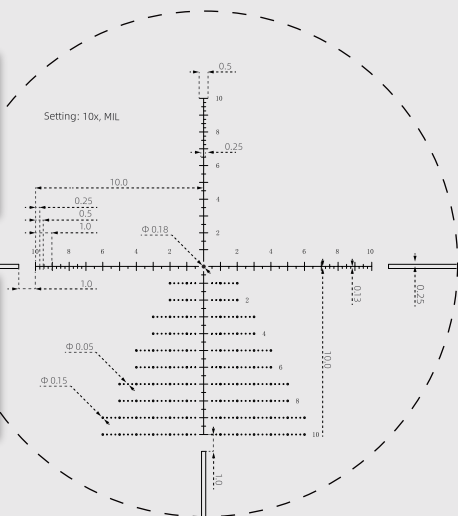
Before @10x



After @10x



2MIL/1m holdover for a target @ 500m out.
No wind



When it comes to wind correction in shooting, there are three key factors to keep in mind: the flying time of the bullet, the velocity and direction of the wind, and the ballistics coefficient (BC) of the bullet. By taking into account these three factors, a shooter can make the necessary adjustments to account for wind drift and achieve accurate shots even in challenging conditions.

Setting: 10x, MIL

To use the MPR-V10 Reticle for ranging, the shooter first needs to know the height of the target in question. Once the height of the target is determined, the shooter can use the MPR-V10 Reticle to measure the target in MIL.

Height of Target (yards) / MIL * 1000 = Distance to Target (yards)

If the height of target is in Inches, then the formula should be:

Height of Target (inches) / MIL * 27.78 = Distance to Target (yards)

(1 inch ≈ 0.0277778 yards)

This formula works equally well with meters,

Measure the object in yards to find the distance in yards, and use meters to yield distances in meters.

5.91ft = 70.9 inches
 70.9 (inches) / 4.5 MIL x 27.78 = 438 (yards)
 2.0 (yards) / 4.5 MIL x 1000 = 438 (yards)
 1.8 (meters) / 4.5 MIL x 1000 = 400 (meters)

Setting: 10x, MIL

Distance to Target (yards) / 1000 * MIL = Height of Target (yards)

Distance to Target (yards) / 27.78 * MIL = Height of Target (inches)

(1 inch ≈ 0.0277778 yards)

This formula works equally well with meters, but the distance must be in the same unit as the height.

Measure the object in yards to find the distance in yards, and use meters to yield distances in meters.

91.44 (meters) / 1000 * 5 MIL = 0.5 (meters)
100 (yards) / 1000 * 5 MIL = 0.5 (yards)
100 (yards) / 27.78 * 5 MIL = 18 (inch)