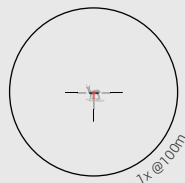
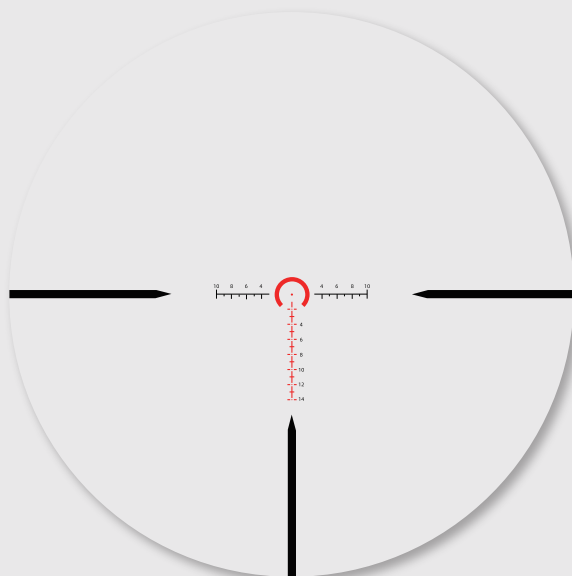


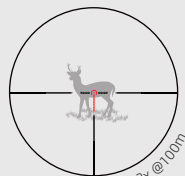
VTA-9 MIL FFP RETICLE

The VTA-9MIL reticle is a versatile, illuminated MIL-based reticle designed for fast target acquisition and precision shooting. It features a combination of a horseshoe center, MIL hash marks, and ranging elements, making it highly effective for both close-quarters combat (CQC) and mid-range engagements.

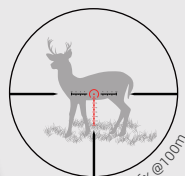
The 0.25 MIL diameter center dot serves as the main aiming point, while the bold red illuminated horseshoe enables fast target acquisition. The 60 MIL thick bars, positioned 6 MIL from the reticle pattern, provide quick, bold aiming reference. Each gap on horizontal and vertical lines measures 1 MIL, with horizontal lines extending 10 MIL on each side and illuminated vertical lines reaching 14 MIL. The vertical stadia includes hash marks with a 0.15 MIL dot and crosshair system at the 4, 6, 8, 10, and 12 positions, providing quick bullet drop compensation (BDC) references for targeting at various ranges without optic adjustment.



1x @ 100m



3x @ 100m



6x @ 100m

Applicable products:

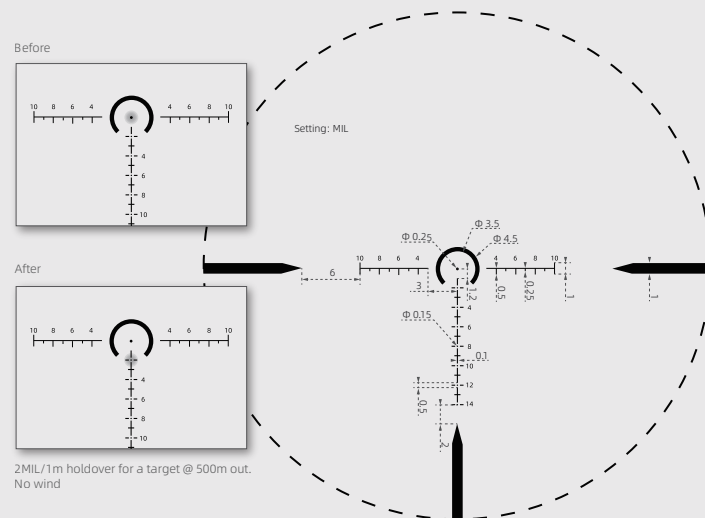
Tauron - 1-6x24 GenII

Red indicated illuminated portion of the reticle

COMPENSATION BULLET DROP

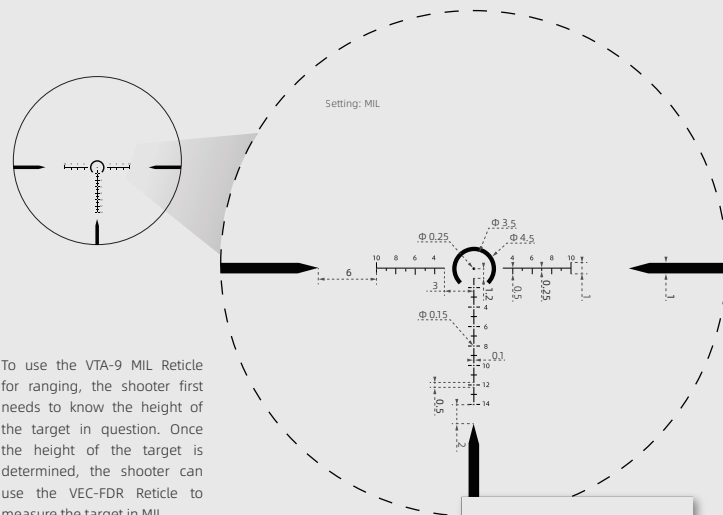
Holdover refers to the technique of adjusting the aim of a firearm to compensate for the effect of gravity on the bullet's trajectory. Bullet drop is the decrease in bullet height as it travels through the air. The shooter can use the MIL markings on the reticle to calculate the bullet drop. The MIL 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.



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.

FAST RANGING



To use the VTA-9 MIL 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 VEC-FDR Reticle to measure the target in MIL.

$$\text{Height of Target (yards)} / \text{MIL} \times 1000 = \text{Distance to Target (yards)}$$

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

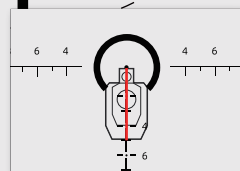
$$\text{Height of Target (inches)} / \text{MIL} \times 27.78 = \text{Distance to Target (yards)}$$

(1 inch \approx 0.0277778 yards)

This formula works equally well with meters, but don't mix meters and yards:

$$\text{Height of Target (meters)} / \text{MIL} \times 1000 = \text{Distance to Target (meters)}$$

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



Red indicates the height of the target

If the height of an adult male is 5.91ft, and measures 5MIL across the reticle, that is:

$$\text{Distance to Target (yards)} / 27.78 \times \text{MIL} = \text{Height of Target (inches)}$$

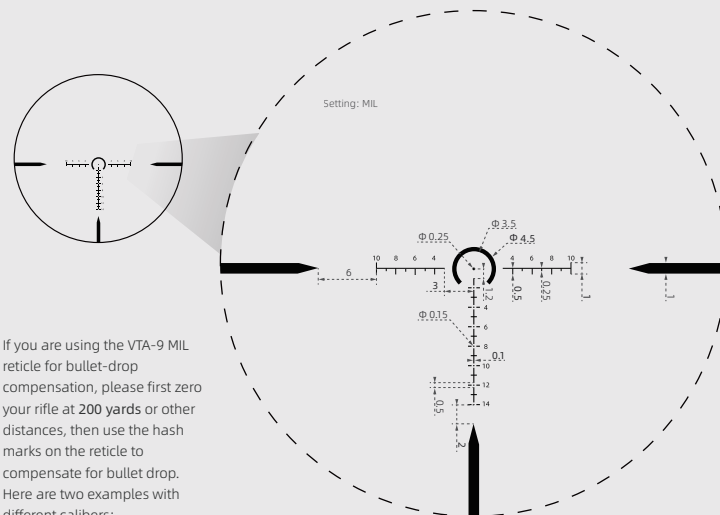
$$5.91\text{ft} = 70.9 \text{ inches}$$

$$70.9 \text{ (inches)} / 5 \text{ mil} \times 27.78 = 394 \text{ (yards)}$$

$$2.0 \text{ (yards)} / 5 \text{ MIL} \times 1000 = 394 \text{ (yards)}$$

$$1.8 \text{ (meters)} / 5 \text{ MIL} \times 1000 = 360 \text{ (meters)}$$

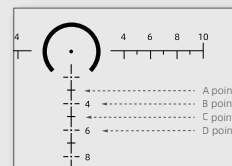
USING FOR BULLET DROP COMPENSATION



If you are using the VTA-9 MIL reticle for bullet-drop compensation, please first zero your rifle at 200 yards or other distances, then use the hash marks on the reticle to compensate for bullet drop. Here are two examples with different calibers:

.223, 5.56 ZERO @200yds

A point: 300yds | 7.5" drop
B point: 400yds | 23.5" drop
C point: 500yds | 50" drop
D point: 600yds | 92" drop



.308, 7.62 ZERO @100yds

A point: 285yds | 7.2" drop
B point: 385yds | 22" drop
C point: 485yds | 47.4" drop
D point: 600yds | 92" drop

