

Riflescopes and Other Weapon Scopes (used for Magnification or Improving Aim)

General Scope Rules

- 1) In general, scopes have a rather narrow field of view. This is equivalent to $1/10^{\text{th}}$ of a degree at long range, multiplied the focal length.
- 2) The shooter may, at the discretion of the GM, use bonuses and Maximum Obs Range from a scope which has the same multiplier of range. (This is essentially what I'm doing, though I freely admit I've probably made a lot of mistakes.) I would be interested in the figures that you have come up with; my email is on the home page.

Azerbaijan

MSN PK-A Collimator Sight

Notes: This is a collimator sight as one would use in CQB; as Azerbaijan uses the AK as it's primary personal weapon, the PK-A is designed for use on that assault rifle, though it can also be used on the RPK and even the PK. It is of modern design, light and handy, and providing a military-standard (in that part of the world) reticule. The reticule is illuminated, and the sight is designed for use in varying degrees of light and dark. It is also designed for use with Eastern/Russian/Chinese-type night vision goggles. The reticle is battery-powered, and can be adjusted from zero illumination to a level of 10 in brightness. A typical battery works for 150 hours before recharging is required. The sight is constructed primarily of aluminum alloy, and hermetically sealed and the tube filled with nitrogen to prevent condensation inside the tube. The sight mark on the reticule is fully adjustable.

Scope	Magnification & Length	Weight	Short	Medium	Long	Extreme	Max Obs Range	Price
PK-A	1x30	0.26 kg	+4	+0	-4	-6	864	\$77

Britain

BSA Tactical Weapon Scopes

Notes: BSA scopes are bargain-level scopes. The reviews are all over the map – some say that they are cheap crap, while others feel they got an excellent scope at a bargain price. Some say that they don't hold a zero, while others say that the models they had were banged up at the factory and still shipped to them. Some say the turrets are easily adjustable and stay where they are put, while others say that they drift out of focus and that the crosshairs are not straight. There are literally dozens of such reviews on various sites, pro and con. I'll just run the numbers. If you buy one, let me know of your experiences with it.

At their base, the specs on the BSA are good, but simple. The Tactical Weapon Scopes are fogproof, waterproof, and shockproof, as well as having haze filters. They have multi-coated optics, and use a Mil-Dot reticle. They have a 100-meter parallax setting. They ship with scope rings that allow the mounting on a drilled and tapped receiver/barrel if they are designated 30WRCP), on a Picatinny or Weaver Rail, and one for mounting on Russian/Chinese AK-type and SKS-type weapons. This last mount seems to be one of the things that all the reviews have in common – the SKS/AK mount is a cheap piece of garbage that doesn't line up with the mount holes on all versions of the AK/SKS, even quality examples. It also seems to bend easily, and tends to come from the factory (in China) warped.

The reviews are about 50/50 pro and con. Your experience may vary, and the quality of BSA's products seems to vary wildly. The GM may want to keep this in mind. BSA may have bad quality control.

Scope	Magnification & Length	Weight	Short	Medium	Long	Extreme	Max Obs Range	Price
TW1-4x24/30WRCP	1-4x24	0.43 kg	+4	+3	-2	-3	705	\$481
TW2.5-8x36/30WRCP	2.5-8x36	0.48 kg	+2	+2	+2	+1	1009	\$688
TW3-16x44 & TW3-16x44/30WRCP	3-16x44	0.43 kg	+1	+2	+3	+2	1251	\$853
TW3.5-10x40 & TW3.5-10x40/30WRCP	3.5-10x40	0.4 kg	+1	+2	+2	+1	1175	\$801
TW4x30	4x30 (Fixed Power)	0.48 kg	+1	+2	-1	-2	896	\$612
TW8x32	8x32 (Fixed Power)	0.37 kg	-1	+1	+2	+1	953	\$650

Czech Republic

Meopta MeoPro

Notes: The MeoPro series is a line of primarily riflescopes that, at the lower magnifications, have good utility when used on hunting handguns, though their length limits some applications on handguns. The company has a US outlet, Meopta USA; though their scopes are all essentially hand-assembled in the Czech Republic, some components, such as lenses, are made in the US where the technology level is higher for certain components. The manufacturing of some components in the US, along with assembly in the Czech Republic, keeps RL prices down, while keeping quality high. Common features include MeoBright, which ion-coats the interior of the lens with a surface to help eliminate glare and reflections and increases light transmission. MeoShield is used for the exterior lens coatings and gives resistance to scratching and abrasion. (It meets the military specifications of many countries, including the US military.) MeoQuick is a fast-focusing technology that also adjusts for the eye peculiarities of the shooter. The Erector System provides resistance to heavy recoil and backlash, as well as general knocking around. Scope tubes are one piece and filled with inert nitrogen after being purged of air. They are waterproof, fogproof, shockproof (to an extent), and generally dirt and dust-resistant. The turrets have 0.25 MOA clicks, and when lifted, may be set or quickly re-zeroed. Unlike most non-illuminated scopes, the MeoPro does well at longer ranges in low-light conditions, due to the TO2 (Twilight Optimized Optics) system that lets through almost 97% of available light (most scopes let through 85-93% of the available light).

The MeoPro 1 and 2 are basic scopes of the line. The MeoPro 2 R/M is identical for game purposes, but is specifically designed for rimfire and muzzleloading weapons.

The MeoPro 3 is also essentially the same as the MeoPro 1, but has a longer focal length and has the MeoTrak Elevation and Windage Control, in which the turrets may be clicked at the push of a finger instead of having to get a hold of them with a finger and thumb; this throws off aim less. The scope tube is ELOX hard anodized for extra toughness and resistance to shock and general knocking around. The MeoPro 3 is essentially the same as the MeoPro 2, but has a longer focal length.

The MeoPro 5 R/D is a slightly different creature, having an illuminated red dot reticle. The scope may have up to seven magnifications preset by the user, and accessed through a button on the top turret. It also has a click choice of seven illumination levels. Turrets are low profile.

The MeoPro 6 is the first in the range of long-range scopes, and will provide little benefit at short range. It is otherwise like the MeoPro 1. The MeoPro 7 is like the MeoPro 6 for game purposes, but gives the user a choice of reticles instead of two. The MeoPro 8 is the same as the MeoPro 7 for game purposes for most features, but IRL is designed to be a budget long-range scope; it also has an illuminated reticle, with a choice of three reticles to choose from. The MeoPro 9 is like the MeoPro 7 for game purposes, except for the greater magnification. It is designed especially for long-range shooting at dawn or dusk conditions, and comes in a choice of four reticles. Again, the MeoPro 10 is like the MeoPro 9 for game purposes, except for magnification.

The MeoPro 11 is a classic fixed-power scope with an illuminated reticle and a choice of three reticles. It is not of variable power, but is good enough for most long-range shots, and the RL cost is much less than most MeoPro scopes of a similar power. It is variable for illumination, including seven presets.

Scope	Magnification & Length	Weight	Short	Medium	Long	Extreme	Max Obs Range	Price
MeoPro 1	3-9x40	0.43 kg	0	+1	+2	+4	1157	\$216
MeoPro 2	3-9x42	0.45 kg	0	+1	+2	+4	1215	\$227
MeoPro 3	3-9x50	0.49 kg	0	+1	+2	+4	1446	\$271
MeoPro 4	3.5-10x44	0.47 kg	0	+1	+2	+4	1273	\$238
MeoPro 5 R/D	3.5-10x44	0.47 kg	+1	0	+2	+4	1273	\$262
MeoPro 6	4.5-14x44	0.49 kg	0	+1	+3	+5	1273	\$293
MeoPro 7	4.5-14x50	0.56 kg	0	+1	+3	+5	1447	\$333
MeoPro 8	4-12x50	0.52 kg	0	+1	+3	+5	1447	\$337
MeoPro 9	6-18x50	0.62 kg	0	+1	+4	+5	1534	\$325
MeoPro 10	6.5-20x50	0.62 kg	-1	0	+4	+5	1632	\$346
MeoPro 11	6x42	0.43 kg	0	+1	+2	+3	1289	\$301

Germany

Burriss Eliminator

Notes: The Eliminator combines a scope, a laser rangefinder, and a low-power ballistic computer in one device. It is designed for all sorts of rifles, from rimfire to blackpowder muzzleloaders. Before a shot, one can quickly and easily input the type of round used (and weight of propellant if necessary). Though the effective range is short, it can provide data at that range, including range, hold-off, velocity of ammunition, and works with a Mil-Dot reticle if desired. Designed for ranged shots, the short range modifiers are small to detrimental. Note while the Eliminator can provide data at 800 meters, practical data range is 550 meters.

The Eliminator III is billed by the company as "the most advanced riflescope on the planet. It comes in two sizes and specifications, and it uses a laser target interrogator similar to the one on the Eliminator. The aiming point and crosshairs are illuminated. The X96 reticle compensates for wind.

Scope	Magnification & Length	Weight	Short	Medium	Long	Extreme	Max Obs Range	Price
Eliminator	3.5-30x40	0.74 kg	-1	+1	+2	+4	800	\$363
Eliminator III	3-12x44	0.86 kg	0	+1	+3	+5	800	\$227
Eliminator III	4-16x50	0.82 kg	-1	0	+3	+5	800	\$288

Burrís Handgun Scope Series

Notes: This series is designed specifically for use with hunting handguns; some are capable of taking the stress of some powerful rounds indeed. Their salient feature is a long eye relief and wide eye lenses, allowing for sighting from a long distance through the scope. They use index-matched, multicoated lenses that maximize contrast in low-light settings. They also help eliminate glare. The lenses are larger than normal – again, to facilitate handgun sighting. They have a double internal spring-tension system to allow the scope to hold zero through the shock or firing and normal banging around. The scope tubes are purged and nitrogen filled, and the outer tube in one-piece. They have been made to be proof against weather, dust, and dirt. Finishes are matte black hard anodized or satin nickel-plated; construction is of aluminum. The reticle is a Plex reticle, which is essentially crosshairs thickening towards the edges of the scope. Some shooters say, as it comes from the factory, that some of the windage controls are off a bit.

The 2x20 is a short-ranged fixed-magnification handgun scope designed for short to medium-range hunting, though it is affective across all range bands. It has no more than fine magnification adjustments, but is also adjustable for windage and elevation, with finger turrets. Eye relief is long, usable from 25-61 centimeters.

The 2-7x32 is designed for medium-long-range handgun hunting. It has the option of the Ballistic Plex reticle, which differs only in the thickness of the crosshairs and that it is etched on the interior lens. The turrets allow, amongst other things, to match the scope to the round being used to sight in. It uses the PosiLock system, which uses special mounting to keep the scope stable and zeroed regardless of shocks.

The 3-12x32 is the most powerful of the Handgun Scope Series, and is useful across the bands of ranges. It has the same features of the 2-7x32, but uses only the Ballistic Plex reticle. It has positive steel on steel adjustments with positive, tactile clicks. The reticle is not illuminated, but the scope actively gathers light to the reticle, helping in low light.

Scope	Magnification & Length	Weight	Short	Medium	Long	Extreme	Max Obs Range	Price
Handgun Scope 2x20	2x20	0.2 kg	+3*	+2	-3	-5	552	\$84
Handgun Scope 2-7x32	2-7x30	0.37 kg	+3	+2	+2	+2	1104	\$168
Handgun Scope 3-12x32	3-12x32	0.45 kg	+2	+2	+3	+3	1324	\$202

Burrís XTR II

Notes: This will be an incomplete entry for the time – there are several versions of the XTR II family, but I am only doing one here for now. This family of scopes was designed for competition shooters and tactical operators alike. The XTR II has sight walls five times thicker than the XTR. It has dimensionally-matched precision adjustment knobs and Zero Click Stop technology. The optics feature Hi-Lume multi-coated lenses which optimize target resolution, contrast, and low-light performance. Internals are hand-fitted, and triple spring-tensioned for shockproofing and hard recoil, and are vibration resistant. The scope uses a ballistic circle dot reticle. Since the reticle is difficult to see at 1x magnification, the large circle around the crosshairs can be used at short range like a red-dot sight. At larger magnifications, the opposite happens – the reticle becomes crisp and the large circle slowly blurs into unusability. The 1x setting is designed to be used with both eyes open. Internal assemblies are hand-fitted. The windage and elevation knobs are click-adjustable with a 0.1 mil click value adjustment and zero click stop. It provides an 11-level illumination level, with battery-savings features at each one. The knobs have 1/10-mil click adjustment and a Zero Click Stop. These are the same on all of these scopes.

The 1-5x24 features the Ballistic 5.56 Gen 3 illuminated focal plane reticle which is designed for .223/5.56mm ammunition. They also have the Ballistic CQ Mil which does the same for other ammunition. It has a FastFire III 3-MOA red dot sight for quick close range shots.

The 1-8x24 is the newest of the XTR II family. The 8x magnification produces accurate shots out to several hundred meters. The 5x and 8x wide zoom gives a wider field of view than is normal at 5x or 8x range. This is thumbed in by a button. It features the MAD (Modular Adjustment Dial) System providing more accessibility to windage and elevation knobs and settings. The 1.5-8x28 has a 5x

Zoom Feature. The Dual Focal Plane Array allows the crosshairs to change size with magnification, while maintaining the size of the Mil-dot circle. It has precision dimensionally-matched adjustment knobs and Zero Click Stop technology. It has Hi-Lume-coated lenses, and is shockproof and vibration resistant. It has a Ballistic 5.56 Gen 3 Focal Plane Array, and is designed for quick engagements at short ranges, while still making that long shot.

The 2-10x42 has the choice of the combat-proven G2B Mil-Dot front focal plane reticle or the competition-proven SCR reticle. One is good for close-range engagements, while the other allows for quick changes in targets. Both allow for the long shot. This scope has the XT-100 click adjustment knob; with 100 clicks per rotation, it can take most tactical calibers out past 1000 meters in a single turn. The vertical crosshair has 1-MOA for distance holdover; the horizontal crosshair has 0.5 MOA and 1-MOA lines for windage hold-off. It has 0.25-MOA brackets at the edges of the crosshair for precise ranging.

Designed for mid-to-long-range shooting, the 3-15x50 has a choice of G2B Mil-Dot, the SCR, and SCR-MOA, which is a special reticle for competition use. The scope has an extended illumination area to engage targets in low-light conditions. It has the XT-100 click adjustment knob, and the ranging brackets of the 2-10x42 XTR II.

Shooting out to those long-range shots now, the XTR II 4-20x50 is designed primarily for those long and extreme-range shots, with some utility at medium range. Its reticles may be the G2B, SCR, or SCR-MOA. Another available reticle pattern is the Horus H591, which has crosshairs superimposed over a ladder-like pattern of 0.25, 0.5, and 1-MOA hash marks for a detailed milradian pattern, allow one to shoot at moving targets, and the use of Rapid Range Bars.

The XTR II 5-25x50 is for shooting out to those long range shots, with some utility at medium range, and almost no utility at short range and point blank. It may have SCR, G2B, and SCR-MOA reticles. It features an XT-100 Click Adjustment Knob, which in this case, goes out to 12 meters per full turn. It has an extended illumination area. It has the hash marks for hold-off and hold-over that the 2-10x42 has. It is a combat-proven device, used by military snipers in Iraq, Afghanistan, and Libya. The knobs have a 0.1 mil click adjustment and feature Zero Click Stop.

The XTR II 8-40x50 uses an F-Class MOA and has seen some military use. It features an XT-80 click adjustment knob, with 80 clicks for a full rotation. It is used for long range shots and is not much use for short and medium-range shots.

Scope	Magnification & Length	Weight	Short	Medium	Long	Extreme	Max Obs Range	Price
XTR II 1-5x24	1-5x24	0.6 kg	+4*	+3	-1	-2	729	\$517
XTR II 1-8x24	1-8x24	0.69 kg	+3**	+2	0	-2	1166	\$826
XTR II 1.5-8x28	1.5-8x28	0.67 kg	+3	+3	0	-2	1295	\$917
XTR II 2-10x42	2-10x42	0.64 kg	+3	+2	+1	-1	1528	\$1083
XTR II 3-15x50	3-15x50	0.88 kg	+2	+2	+2	0	1834	\$1300
XTR II 4-20x50	4-20x50	0.88 kg	+1	+1	+2	+1	2017	\$1430
XTR II 5-25x50	5-25x50	0.94 kg	-1	+1	+3	+2	2179	\$1545
XTR II 8-40x50	8-40x50	0.89 kg	-3	-1	+3	+3	2615	\$1854

*At point-blank (half short range), this bonus is +5.

**At point-blank (half short range), this bonus is +4.

Swarovski Optik Z3

Notes: This is a 1-inch rifle scope being used by a rising number of hunters for their rifles. It is a compact scope, but offers great magnification. The Z3 3-9x may have a 4A or Plex reticle; the 4A uses three crosshairs and the Plex four crosshairs. The 3-10x may have ML reticle, which has three crosshairs and a small ladder in the center; the BRX-Heavy, which has four bright crosshairs and a large bright ladder in the center that stops at center; or the 4A or Plex. The 4-12x uses a 4A, BRX-Heavy, BRX (like the BRX-Heavy, but with lighter illumination), or the Plex. The Z3 3-9x is 308 millimeters long, and the central tube is 25.4 millimeters. The 3.3-10x is 360 millimeters long, and the 4-12x is 350 millimeters long.

Scope	Magnification & Length	Weight	Short	Medium	Long	Extreme	Max Obs Range	Price
Z3	3-9x36	0.34 kg	0	+1	+2	+4	852	\$852
Z3	3.3-10x42	0.36 kg	0	+1	+2	+4	861	\$861
Z3	4-12x50	0.41 kg	-1	+1	+3	+4	946	\$946

Japan

Nikon P-223 BDC 600

Notes: These scopes are designed specifically for use on ARs, whether on a Picatinny Rail or Weaver Rail, or on the carrying

handle of some models. They are universally well thought of by their buyers, and are used by a wide variety of shooters ranging from hunters to target shooters. They are designed to be fast and light scopes that can fire at a several different range bands, ranging from the short-medium-range 1.5-4.5x to the long-range 4-12x. Nikon gives each one a lifetime warranty, so they must be confident of construction and of their being like by their users.

The 1.5-4.5x scope is designed for short to medium-range targets, the 3-9x for medium-long-range targets, and the 4-12x for long-range shots. Parallax is eliminated by autocorrections of the scope at 100 meters or less. The mount is able to take repeated shots without losing zero or damaging the scope.

The P-223 BDC 600 features the unique BDC 600 reticle. The 1.5-4.5x has a black crosshair with darker lines at 3, 6, and 9 o'clock, open-circle aiming points and hash marks at hash marks for every 50 meters between 200 and 600 meters. (The scope is capable of much shorter-range shots, and 600 meters is pushing most hunters' skills and the capability of their rifles.)

The lenses have a full set of coatings, from anti-moisture to anti-fogging to anti-reflective and dust-resistant. The turrets are click adjustable and spring-loaded, so that they can return to zero on a lift of the turret. There are turrets for elevation, windage, and fine adjustments of windage.

Scope	Magnification & Length	Weight	Short	Medium	Long	Extreme	Max Obs Range	Price
P-223 BDC 600	1.5-4.5x20mm	0.39 kg	+3	+2	+2	+1	818	\$568
P-223 BDC-600	3-9x40mm	0.49 kg	+2	+1	+3	+2	852	\$852
P-223 BDC-600	4-12x40mm	0.5 kg	-1	+1	+3	+4	946	\$946

Romania

IOR Hunting Riflescopes

Notes: The Romanian Company of IOR sells optics throughout most of the world, though most sales are done through the export company Valdosta. The Hunting Rifle scope line is, as the same suggests, designed for use by hunters, and as such are neither fancy nor crude devices. The IOR Hunting Rifle scope will satisfy most civilian shooters' needs; they are not remarkable, but solid.

The FPS is designed to be light and simple but effective over the ranges most North American or European hunts are done; the Romanian-designed FPS has almost none of the bells and whistles found on its Western counterparts. It is designed to present the basic features needed for mid-to-long-range hunting. The 4x32 does not have variable resolution or variable objective features, or even variable reticles. It is adjustable for elevation and windage, and is environmentally hard-sealed for temperatures from -40 degrees C to +140 degrees C. Though they are not variable focus, they can be fine-focused rather quickly to sharpen the sight picture. It can be had with the following reticles: German #4A or #7A/Duplex, or German #1A. The 4x32 is known for its ability to function in low-light conditions, despite not having an illuminated reticle. They have wide FOVs, though this is easily seen by the width of the objective lenses.

Like the FPS, the VPS is a set of scopes designed primarily for civilian hunting use. The VPS, however, has a number of other features, such as all-illuminated reticles, click-adjustable settings for the range and windage and elevation. They otherwise have the positive features of the VPS series.

The Pitbull is designed generally for medium-to-long-range hunting, but with the ability to switch quickly to a 1x both-eyes-open close-range engagement setting. A simple switch changes the lens arrangement to the 1x mode, requiring little or no time. When switched back to magnification mode, the previous "dope on the scope" is resumed. The reticle is illuminated, and the Bulldog has positive clicks to ensure positive scope engagement. The reticle is designed to be exceptionally sharp and crisp.

Scope	Magnification & Length	Weight	Short	Medium	Long	Extreme	Max Obs Range	Price
FPS 4x32	4x32	0.45 kg	+0	+1	+2	+1	1832	\$207
FPS 6x42	6x42	0.62 kg	-1	+2	+2	+1	2290	\$259
FPS 10x56	10x56	0.74 kg	-3	-1	+2	+3	3893	\$440
VPS 1.1-4x26	1.1x4x26	0.65 kg	+4	+2	+3	+1	1271	\$144
VPS 1.5-8x26	1.5-8x26	0.62 kg	+3	+3	+3	+2	1872	\$209
VPS 2-12x36	2-12x36	0.8 kg	+2	+1	+3	+2	1966	\$220
VPS 2.5-10x50	2.5-10x50	0.69 kg	+1	+1	+3	+2	2281	\$256
VPS 2.5-10x56	2.5-10x56	0.8 kg	+1	+1	+3	+2	2372	\$267
VPS 4-14x50	4-14x50	0.86 kg	-2	-1	+3	+2	3084	\$342
VPS 4-14x56	4-14x56	0.9 kg	-2	-1	+3	+2	3208	\$356

Bulldog	1x/4x32	0.62 kg	+2	+1	+2	+1	1832	\$310
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Switzerland

SiG-Sauer TANGO6

Notes: This scope is designed specifically for MSR and the AR platforms, and especially snipers and DMRs, this scope has a secondary role as an optic for most bolt-action rifles today. It uses a second focal plane array as well as the HellFire Triplex illuminated reticle, illuminated by fiberoptics during the day and by LED at night. With MOTAC (Motion-Activated Illumination), at night the scope senses movement and a person behind the scope and powers up, then powers down when not using it to aim. Two are most useful at mid to long-range, two others are suitable for short-range work, and one is useful in CQB. The LockDown turrets are click adjustable, can be locked down to hold their focus despite movement and jarring, and have a zero stop and reset. It has an intuitive rotation counter. The 5-30x44 has a LevelPles anti-cant system, which levels the sight and rifle better than traditional bubble levels; this system is used by looking through the scope and then adjusting a turret. The TANGO6 is waterproof down to 1 meter immersion, and fog-proof. They use HDX optics with low-dispersion glass combined with high-transmittance glass.

Scope	Magnification & Length	Weight	Short	Medium	Long	Extreme	Max Obs Range	Price
TANGO6	1-6x24mm	0.72 kg	+5	+4	+2	-1	1145	\$796
TANGO6	2-12x40mm	0.86 kg	+3	+3	+3	0	1400	\$974
TANGO6	3-18x44mm	0.9 kg	+1	+2	+4	+1	1526	\$1062
TANGO6	5-30x56mm	1.19 kg	-1	+1	+5	+3	2037	\$1418

SiG-Sauer Whiskey3

Notes: The Whiskey3 is an entry-lever scope meant to also be used by Squad Designated Marksmen. Scopes are a new adventure for SiG, but they have employed experts from all over the industry. The Whiskey3 has a 25mm maintube, widening in the rear to the focusing knobs. (Fine elevation is done with the turrets.) The front swell gathers light and carries the reticle. The turrets always return the scope to zero.

Scope	Magnification & Length	Weight	Short	Medium	Long	Extreme	Max Obs Range	Price
Whiskey3	3-9x40mm	0.45 kg	+1	+2	+3	+3	852	\$852

United States

Aimpoint 3xMAG

Notes: A combination of a low-power telescopic sight and a red dot sight, the 3xMAG is designed to be used with both eyes open and for point-blank to medium range. It is appropriate for MOUT fighting as well as for designated marksmen. It is recommended that the 3xMag be mounted using Aimpoint's TwistMount, on a MIL-STD-1913 rail, which allows for quick and easy mounting, dismounting, and switching weapons. Aimpoint says that the 3xMAG does not need re-zeroing when moving the sight from weapon to weapon (I'm always a bit skeptical about such a claim).

Scope	Magnification & Length	Weight	Short	Medium	Long	Extreme	Max Obs Range	Price
3xMAG	3x55	0.2 kg	+3	+2	-2	-4	1964	\$174

Aimpoint 6xMAG-1

Notes: This compact optic is based on the 3xMAG above. It is designed for short-range to medium-range engagements. The mount allows the magnifier of the 6xMAG-1 to be rotated 90 degrees to the side to allow the use of the 3-dot sights alone when firing at point-blank or short range (though it will help at medium or long range). This 6x optic is so far the highest magnification that Aimpoint currently makes. The red dots used are those of the finer resolution used by the Micro T-2 and H-2. The 6xMAG-1 uses a battery, which lights up to sharp focus the 3-dot part of the optic.

Scope	Magnification & Length	Weight	Short	Medium	Long	Extreme	Max Obs Range	Price
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6xMAG-1	6x55	0.25 kg	+4	+3	-1	-4	2946	\$381
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Aimpoint 3X-C

Notes: This low-magnification compact scope was designed for use by civilians, especially hunters with carbines and shotguns. It clips easily to a Picatinny rail, and is designed for use with reflex sights. The mount includes the Aimpoint FlipMount, which allows the 3X-C to be quickly swung out of the way or removed for sudden short-range engagements. It can be used for long-range aiming as well as observation. The 3X-C can also be used as a hand-held monocular and can be adjusted to the individual eye. A re-zeroing button allows the 3X-C to be re-zeroed when put back on the weapon or swung back into position. The 3X-C is encased in a shock-absorbing rubber cover around its aluminum construction.

The 3XMag-1 is designed for military us and police use. Is is even more adjustable to the user's eye, and is otherwise like the 3XC-1, except for being even more shock-proof.

Scope	Magnification & Length	Weight	Short	Medium	Long	Extreme	Max Obs Range	Price
3X-C	3x56	0.22 kg	+4	+3	-1	-4	1120	\$290
3XMag-1	3x70	0.23 kg	+3*	+2	0	-3	1244	\$322

*This scope provides +4 at point-blank range.

Aimpoint 9000

Notes: The 9000L is designed primarily for civilian hunters, with a secondary use by target shooters. It is a red dot sight built to handle even heavy recoil. A technology called ACET allows the battery in the 9000L to last as much as 50,000 hours. The reticle is available in 2 MOA and 4 MOA sizes. It is fully waterproof, designed for operation in bad weather, and can be mounted on a MIL-STD-1913 or Weaver rail or by means of two 30mm rings. The eye relief and field of view are especially wide.

The 9000SC is a version of the 9000L with some more bells and whistles, such as a battery-powered red lights, absence of parallax, coating to stop lasers as well as tracers and eye blinding such as flash-bangs. Battery life is similar to the 9000L. The 9000SC is meant to be usable at night as well as day.

Scope	Magnification & Length	Weight	Short	Medium	Long	Extreme	Max Obs Range	Price
Model 9000L	1x30	0.21 kg	+4	+1	-3	-4	328	\$80
Model 9000SC	1x30	0.21 kg	+4	+1	-3	-4	328	\$85

Aimpoint CompC3

Notes: Though this might look like a compact telescopic sight (and does bear some resemblance to the 3xMag), it is in fact a CQB optic whose best feature is it's wide field of view, eyes-open operation, and a 2 MOA illuminated red dot that makes target acquisition much easier at short range. Aimpoint sells the CompC3 with MIL-STD-1913 interface, but can also be used with 30mm rings. Not a scope, the CompC2 and its ilk are referred to as reflex collimator sights. A rotary switch changes the ComC3 to one of nine illumination levels, or off. It can be adjusted for windage and elevation, even on the fly.

The CompM3 is very much like the CompC3, but more rugged and potentially more useable. The dot in the scope may be 2 MOA or 4 MOA (at the buyer's option), can be used in conjunction with NODs, is coated in rubber to ease impacts, is submersible to 45 meters, and has a wider FOV. There is no parallax and is weather-sealed. It incorporates laser eye safe protection.

The CompM4 has a unique feature; it can be run off of a low-power battery compartment, a high-power battery compartment, of both together, for up to 80,000 hours of continuous use. It is shipped with an interface for a MIL-STD-1913 rail or 30mm rings. In addition to having laser eye-safe reticle, the CompM4 has a feature called by Aimpoint killFlash that immediately dials down the reticle to prevent flashblinding. (Unlike the others, it can be used with one eye or both eyes open.) It is designed for use with NODs, hence the killFlash feature. In addition, it is compatible with Aimpoint's 3xMag sight. The nine red dot intensity settings can adjust on the fly to an extent to account for local lighting, and otherwise makes the red dot stand out very clearly. The CompM4 is type classified by the US Army as the M-68CCO. It incorporates the ruggedness of the CompM3.

Scope	Magnification & Length	Weight	Short	Medium	Long	Extreme	Max Obs Range	Price
CompC3	1x30	0.2 kg	+5	+2	-2	-4	328	\$86
CompM3	1x30	0.22 kg	+5	+2	-1	-3	338	\$89
CompM4	1x30	0.27 kg	+5	+3	-2	-3	338	\$94

Aimpoint Concealed Engagement Unit

Notes: Simply put, the CEU is an elbow telescope with a mil-dot reticule, giving the operator an ability to engage around a corner or from under hard cover. The CEU is preferably mounted using Aimpoint's TwistMount, allowing the optic to be quickly removed and a more direct-fire optic placed on the mount. The new optic will have the same zero as the CEU. It can have one of four TwistMounts: 42mm high, 51mm high, 60mm high, and 51mm with a high rise ring. It can be combined with other Aimpoint sights and provides a true image instead of a reverse image like most mirror sights. Other team members with TwistMounts can also be passed the CEU and use it just as well; it will fit on their previous zero with the TwistMount. If necessary, it rotates up to 260 degrees to allow it to use around opposite corners. It is designed, like many of Aimpoint's designs, for CQB.

Scope	Magnification & Length	Weight	Short	Medium	Long	Extreme	Max Obs Range	Price
CEU	1x20 Special	0.35 kg	+2	+2	-3	-5	300	\$127

Barska AR6

Notes: IRL, Barska's products are on the low-end of the cost scale. And the reviews are...mixed. Some say they are as cheap in quality as their price and you get what you pay for. Others praise Barska, saying that their products are every bit as good as more expensive optics at a bargain price. I will have to just run the numbers and leave the opinion to you guys who try the AR6.

The AR6 is designed primarily for short to medium-range shots, and within that, shots which require quick target acquisition. At its 1x magnification, it can be used as a CQB optic. This is because of the low magnification in general and the clear Mil-Dot illuminated reticles, which are colored either red or green at the option of the buyer. The reticle has adjustable brightness. Though useable on smaller-caliber rifles, the AR6 was specifically designed for mid to large-caliber rifles, and repeated shaking from heavier-caliber rounds firing will not damage the scope or take out of zero. This is partially due to construction, but also due to the shock-absorbing cantilever mount. (Two of these mounts are available – one for a conventionally-tapped receiver/barrel, and one for a Picatinny or Weaver Rail.) This mount also allows for the scope to be placed more or less back or forwards on top of the rifle. The AR6 is sealed against water, fog, and moisture and dust in general; the lenses are also coated to repel such. The turrets are click adjustable, and there are turrets for fine and coarser adjustments. Finish is in matte black.

Scope	Magnification & Length	Weight	Short	Medium	Long	Extreme	Max Obs Range	Price
AR6	1-6x24	0.5 kg	+3	+3	+1	0	1156	\$410

Bushnell Elite Handgun Scope

Notes: Though there is nothing that prevents this scope from being used on a rifle, the Bushnell Elite Handgun Scope was designed to be used on large-caliber hunting handguns. It has a special 51-centimeter eye relief, designed for the violent recoil of heavy-caliber handguns without having the scope slam into one's eye or face. The long eye relief may prevent its proper use on a rifle. It uses a Multi-X Reticule, is waterproof, and is purged of air and is argon-filled. The optics are coated against water and fog, mud, and general dust and dirt. The Bushnell Elite is designed to take the recoil of Magnum handguns, and is in general shockproof. The windage and elevation increments are by quarter-MOA and make an audible click. The turrets are designed for fast focusing, and can be quickly zeroed. The scope tube is one-piece aluminum, which may be finished black or silver.

Scope	Magnification & Length	Weight	Short	Medium	Long	Extreme	Max Obs Range	Price
Elite Handgun Scope	2-6x32mm	0.28 kg	+1	+2	+2	+2	1538	\$546

Elcan DigitalHunter

Notes: Though this sight was designed primarily for civilian hunters, rumors place it with US forces in both Iraq and Afghanistan. It has the heart of a standard telescopic sight, but is equipped with electronics that help determine where to place the crosshairs. The hunter enters wind, temperature, windage, elevation, temperature, and such variables to allow the hunter to make a "more educated guess." It also has interesting features, such as a digital camera, to act as almost a sort of "gun camera." It has electronic zoom capability, and pictures can be retained with the supplied SD card (it can take up to a 512MB card). The DigitalHunter even has a USB port to download your pictures to a computer or other device. Needless to say, this feature could also be used for long-range surveillance...A minus point is the battery power it uses – a set of two AAs every four hours of operation.

Scope	Magnification & Length	Weight	Short	Medium	Long	Extreme	Max Obs Range	Price
DigitalHunter	2.5-13.5x60	0.79 kg	+1	+2	+3	+5	2889	\$1023

Elcan Specter

Notes: The Specter is a series of ACOG-type scopes, fulfilling the same sort of role that the ACOG does, but from an earlier generation than Trijicon's ACOG. The Specter features large, easy-to-manipulate dials along with wide eyepieces and reticles. It can be switched between close-quarters mode, where the reticle turns to a bright red dot, and for longer ranges, which uses illuminated crosshairs. The Specter is easily adjustable for windage and elevation. The dials have click stops to keep them from straying. The Specter uses high-efficiency "broadband" coatings to make targets stand out better, especially distant targets. The mounting is by lever, ideal for MIL-STD-1913 and Weaver rails. Eye relief is excellent for both-eyes-open use.

The SpecterDR differs primarily in its magnification (a little bump) and the ability to quickly switch scope magnification from 1x and a CQB reticle to a telescopic reticle with 4x magnification. This version is useful on light machineguns as well as rifles and submachineguns.

The SpecterM145 is more or less a straightforward telescopic sight, with separate versions for separate platforms: the M145C light machinegun optic, the M145M4 Carbine/SMG Optic, and the M145MW Carbine/Rifle Optic. It is designed specifically for mounting on a MIL-STD-1913 rail. It is designed to be rugged and resistant to the bumps and rattles of automatic weapon use.

Scope	Magnification & Length	Weight	Short	Medium	Long	Extreme	Max Obs Range	Price
SpecterECOS	3.4x37	0.51 kg	+1	+1	+2	+3	1806	\$206
SpecterDR	1-4x33	0.58 kg	+4	+2	+2	+1	1965	\$225
SpecterM145	3.4x39	0.71 kg	+1	+1	+2	+3	1806	\$216

EOTech L3

Notes: These are simple red-dot holographic sights with illuminated reticles, and powered by a single N-Cell battery (though two AA cells are an option). They are generally regarded as being of excellent quality, and are used by several police forces worldwide as well as military forces. They are suitable for use on pistols, submachineguns, and rifles of various lengths, as well as crossbows, grenade launchers, and less lethal projectors. The L3 was bought by L3 Communications, but EOTech is still the primary supplier for the L3.

L3s generally hold their zero despite of abuse, and have a "battery on" indicator. They hold their zero even after dismounting and remounting. Users recommend Duracell batteries over any other brand of battery; they just seem to hold up best in an L3. They come from the factory with neoprene Scope Covers, but many users change them out for flip up covers, as the neoprene covers are hard to get on and off. They are not compatible with weapon-mounted night vision sights, though they can be used with NODs. The L3 series has a 68 mil field of view. L3s are designed for MIL-STD-1913 rails or Weaver rails. They are submersible to 3 meters. The glass has anti-reflection coatings. Batteries last about 600 hours of full-time on.

The Model 510 was an early version of the L3; it did have several problems, including a tendency for the reticle to go blank unexpectedly due to battery contact issues (especially in response to recoil), but otherwise did well when it was functioning.

The Model 512 is currently the most popular form of the L3. It has the normal holographic red dot inside a red circle, but it has been brightened somewhat, and it does not have the battery contact issues of earlier models. It comes in black, Realtree APG and Mossy Oak Obsession finishes. The Model 552 is also similar to the 512, but does have compatibility with weapon-mounted night vision devices as well as NODs. The 552 also has the choice of an XR308 or standard red dot reticle.

The Model 518 is a lightened and improved version of the Model 512, with a longer sight base and optics that allow for drop-in laser battery caps that allow for visible laser or IR laser spotting (though there is no laser on the unit itself). The Model 518 uses twin AA batteries as standard, but twin CR2032 lithium cells are an option, as are a single N-Cell. The Model 518 has 20 brightness settings. The Model 558 is similar, but compatible with weapon-mounted night vision optics and has easy-adjust buttons for most functions.

Scope	Magnification & Length	Weight	Short	Medium	Long	Extreme	Max Obs Range	Price
L3 M510	x1	0.33 kg	+5	+2	-2	-5	270	\$116
L3 M511	x1	0.33 kg	+5	+2	-2	-5	300	\$127
L3 M512	x1	0.33 kg	+5*	+2	-1	-5	300	\$133
L3 M552	X1	0.39 kg	+5*	+3	-1	-5	330	\$146
L3 M518	X1	0.39 kg	+5*	+3	-1	-5	340	
L3 M558	X1	0.39 kg	+5*	+3	-1	-5	340	

EOTech XPS2

Notes: The XPS2 is a deceptively-simple holographic sight with no magnification – but with great value in CQB fighting. It is EOTech's smallest and lightest holographic sight, and is only 97x54x64 millimeters. It is useful to soldiers, police officers, or hunters (especially varmint hunters). It is designed to mount on a Picatinny or Weaver Rail, and is small enough to mount on pistols and revolvers as well as submachineguns, carbines, and rifles. Windage and elevation are adjusted using screws on the right side.

Models are delineated by the reticles or red dots they use. The XPS2-0 has a circle with a red dot in it; the XPS2-1 has one red dot in the reticle; the XPS2-2 is like the XPS2-0, but has a second red dot below the center one. The XPS2-FN has a more elaborate reticle with windage curves for moving targets, a red dot in the center of the curves, and a scale below them marked 70m, 5, and 3. The "3" is level with the red dot inside the windage arms. The XPS2-SAGE has small windage arms, and is marked 10m, 8, 6, 4, and 2; the "2" is level with the dot inside the windage arms. The reticles are illuminated, using a single 123 lithium battery.

Scope	Magnification & Length	Weight	Short	Medium	Long	Extreme	Max Obs Range	Price
XPS2	1x30mm	0.26 kg	+5*	+2	-1	-3	114	\$162

*At point-blank range (half short range), this bonus increases to +6.

GSI Beta Lighted Infantry Telescopic Sight

Notes: The BLITS is a forerunner of infantry scopes such as the Trijicon and foreign sights like the SUSAT. It is a large, bulky, heavy unit, but befitting its tech level. It provides moderate magnification, but a rather narrow FOV at 6 degrees. The diopter setting is fixed, but the range and magnification are also fixed. The BLITS is adjustable for windage, but to a much more limited amount of elevation. It is capable of being mounted on a MIL-STD-1913 or Weaver rail, of a STANAG 2324-compatible sight. A detachable antiglare filter is provided. It takes a small watch-type battery, used to power the illumination of the reticle.

Scope	Magnification & Length	Weight	Short	Medium	Long	Extreme	Max Obs Range	Price
BLITS	4x27mm	0.79 kg	+0	+2	+3	+1	1712	\$193

IOT Tactical Scopes

Notes: As the name might suggest, these scopes are designed for use by police and military, though they are also sold to civilians. They are in many ways identical to the Hunting Riflescopes, coming in a wide array designed for anything from CQB to long-range sniping. As with the Hunting Riflescopes, they are known for toughness and durability, but some consider them a bit large. They are built stronger than IOR's civilian scopes, and have click adjustments to ensure that dope stays where it's put. Most are designed to be mounted straight onto MIL-STD-1913 or Weaver rails, though they can also use conventional mounts with an adapter. IOR Military/Police tend to be more compact than their civilian counterparts.

The line begins with the Combat Tactical Scope (CTB), which has low magnification, a short focal length, and the ability to quickly switch to a 1x CQB mode with a simple reticle. The Combat Tactical Scope differs from its other counterparts in that it is designed to fitted without modification to an AR-15/M-16-type carrying handle. The Combat Tactical Scope also has a channel that is compatible with the newer 62-grain 5.56mm bullets. It is in many ways similar to some types of Trijicon's ACOG.

The Simple Tactical Sniper Scope (STSS) are designed for the needs of the spotter for the sniper team, and are optimized to resist the shaking and banging of a semiautomatic sniper rifle. They are parallax-free beyond a range of 100 meters, and their field of view is tight to help eliminate errors caused by having too wide a sight picture. The magnification of these scope is fixed.

Variable Power Tactical Scopes (VPTS) are outwardly similar to their civilian counterparts, but have the differences noted above; they are also built more ruggedly than their civilian counterparts. As with the STSS, the FOV is kept tight; however, FOV widens with the power of magnification chosen. Reticules are illuminated. The 1x/4x and the 2.5-10x have fixed 100 meter parallaxes, the parallax improves to that with the 4-14 and the 6-24 are parallax-free down to 50 meters, the 9-36 and 12-52 are parallax free down to 7 meters, and the 9-36x44 are parallax free down to 8 meters. They are useful for any ammunition, but are designed specifically for 5.56mm and 7,62mm ammunition. The 1x/4x is a tactical version of the Bulldog, and is also called the Bulldog Tactical.

The 6x Zoom series allows the shooter to switch between the low magnification and x6 zoom. This gives a quick switch from short/range zoom to long-range zoom. The bonus ratings below reflect this 6x zoom rating and maximum zoom. The 10x Zoom series is essentially the same, but the quick switch is to 10x. The first bonus is for the first multiplier; the second number is for the quick-switch multiplier.

The Predator is designed more for short and medium-range shots: it is parallax free from 6 meters up, and is slightly larger and considerably heavier. They also have one reticle for short-range and medium-range shots (in game terms), and one for long and extreme-range shots.

The VTRs 100 have BDC click patterns, 1 centimeter per click, which changes the mil FRP, designed for longer ranges. They are parallax free from 100 meters. Each click is 1 cm, which is 100 meters at extreme range.

Scope	Magnification & Length	Weight	Short	Medium	Long	Extreme	Max Obs Range	Price
CTB	3x26	0.45 kg	+3	+1	+2	+1	1431	\$405
STSS	6x42	0.62 kg	-1	+2	+2	+1	2290	\$259
STSS	10x42	0.69 kg	-3	-1	+2	+3	3406	\$385
STSS	10x56	0.82 kg	-3	-1	+2	+3	3893	\$440

VPTS	2.5-10x42	0.62 kg	+1	+1	+3	+2	2166	\$244
VTPS	4-14x42	0,9 kg	-2	-1	+3	+2	2930	\$230
VTPS	6-24x50	0.96 kg	-3	-1	+3	+3	4227	\$332
VTPS	6-24x56	1 kg	-3	-1	+3	+3	4396	\$345
VTPS	9-36x56	1.25 kg	-4	-2	+3	+4	5847	\$459
VTPS	9-36x44	0.9 kg	-4	-2	+3	+4	5438	\$427
VTPS	12-52x56	1.37 kg	-5	-3	+4	+5	7341	\$577
VTRS 6x	1.5-6/8x26	0.67 kg	+3/-1	+3/+2	+2	+2/+1	7623	\$600
VTRS 6x	2-6/12x32	0.8 kg	+2/-1	+1/+2	+3/+2	+2/+1	8502	\$672
VTRS 6x	3-6/18x42	0.85 kg	+3/-1	+1/+2	+2/+3	+1/+2	14694	\$840
VTRA 6x	3.5-6/18x50	1 kg	+3/-1	+1/+2	+2/+3	+1/+2	15470	\$924
VTRS 10x Predator	1-10x26	0.94 kg	+3/-3	+1/-1	+2/+2	+3/+3	8594	\$505
VTRS 10x	1-10x26	0.77 kg	+3/-3	+0/-1	+2/+2	+3/+3	8185	\$481
VTRS 10x	4-10/28x50	1.12 kg	-2/-3	-1/-1	+3/+2	+2/+3	4053	\$460
VTRS 10x	5.8-10/28x56	1.27 kg	-1/-3	+2/-1	+3/+2	+2/+3	4539	\$316
VTRS 100	2.5-10x42	0.62 kg	+1	+1	+3	+2	2166	\$244
VTRS 100	3-18x42	0.85 kg	-2	-1	+3	+4	2930	\$250
VTRS 100	3.5-18x42	1 kg	+3	+1	+2	+1	3399	\$265
VTRS 100	6-24x56	1 kg	-1	+2	+2	+1	2625	\$431

Leupold CQB-SS

Notes: The Leupold CQB-SS is designed for close combat, out to medium range, with some utility at long range. It is not, however, an occluded eye gunsight and considerable training must be done to use with both eyes open beyond short range. The turrets have click modifications and are unlikely to get knocked out of their set position by accident. The reticle is illuminated and may be set to 8 levels of illumination. The scope includes a lens shade to help eliminate glare and unwanted reflections.

Scope	Magnification & Length	Weight	Short	Medium	Long	Extreme	Max Obs Range	Price
CQB-SS	1.1-8x24	0.66 kg	+3	+0	+2	+1	720	\$97

Leupold Mk 4

Notes: The M4 ER/T (Extended Range/Tactical) is a more-or-less standard-size riflescope, designed for sniping, hunting, or competition shooting. The elevation and range turrets not only have click adjustments; they have a further turret which unlocks the turrets allowing the shooter to make very fine adjustments, and another control to lock the turrets. The turrets have tactile revolution indicators, so adjustments may be made in the dark by feel. The Mk 4 has Leupold's Xtreme Twilight Lens System (XTLS), which sharpens the view in low-light situations. The reticle is not only illuminated, it magnifies with the magnification of the scope to retain consistent range and holdover estimation values. The Mk 4 can be had with two different reticles, the H-58 and H-27. For game purposes, they are identical.

The Mark 4 CQ/T (Close Quarters/Tactical) combines a red-dot optical sight and the flexibility of a variable-power riflescope within a small device. The Mk 4 CQ/T is becoming popular with competition shooters. The reticle is illuminated; the shooter may set up to 11 light settings for the reticle. Common AA batteries power the reticle and the red dot for 600 hours. The Mk 4 CQ/T has two dial-type turrets for the variable magnification and drift adjustments.

The Mark 4 LR/T is a shorter-ranged counterpart to the ER/T. It has less magnification, but is longer. They are designed primarily for military and police work, but are also available to civilians. The MR/T is also a tactical scope, designed specifically for the US Army's SPR. It has a large option of ranges, though it is designed for more short-range sniping. The MR/T can be mounted atop an AR-15's carrying handle, and has enough eye relief to clear this handle and the charging handle. The scope is compact enough that several other accessories can be mounted if necessary (and you are using Weaver or MIL-STD-1913 rails). The turrets are click-adjustable and either have ¼-MOA (the M2) or ½-MOA with 1-MOA elevation turrets (M1). Most MR/Ts use the M2 knobs, while the v5 uses the M1 knobs. The reticle is illuminated, and may have a Duplex of Mil-Dot pattern (not important in game terms). The v1 has a reticle which has twin optical aiming points and knob positions to allow it to be used specifically with .300 Blackout rounds.

The Mark 4 HAMR (High-Accuracy Multi-Range) combines a DeltaPoint reflex sight for close-range work and a compact optical sight for use at medium range. (There is also a basic HAMR, the HAMR 1, that doesn't have the DeltaPoint sight.) The HAMR 2 has a DeltaPoint with a 7.5 MOA, while the HAMR 3 has a 3.5 MOA. The sight designed for use with both eyes open and is designed for

rapid enhanced accuracy. The sight is designed using the Xtended Twilight Lens System, which provides enhanced vision in low-light situations by gathering more light. The scopes use DiamondCoat 2 lens coating as a scratchproofing treatment. The reticle is visible both in daylight and in light conditions equivalent to EENT or BMNT. The HAMR is designed to be 100% resistant to rain, snow, ice, and fog, and submersion down to 20 meters.

The mount/interface for the Mk 4 can also be used by the CQB-SS. The HAMR's DeltaPoint sight is identical to the standard DeltaPoint (below).

Scope	Magnification & Length	Weight	Short	Medium	Long	Extreme	Max Obs Range	Price
Mk 4 ER/T	6.5-20x34	0.64 kg	-2	0	+3	+4	1530	\$305
Mk 4 CQ/T	1-3x14	0.5 kg	+3	0	-2	-3	230	\$46
Mk 4 HAMR 1	4-24x30	0.42 kg	0	+3	+2	+1	2077	\$194
Mk 4 HAMR 2/3	4-24x30	0.44 kg	0	+3	+2	+1	2077	\$230
Mk 4 LR/T	3.5-10x40	0.55 kg	-1	0	+3	+2	1130	\$225
Mk 4 MR/T 1	1.5-5x20	0.45 kg	+3	+1	+1	0	546	\$109

Leupold Mk 6

Notes: The Mark 6 series is meant to be a riflescope in a small package which is useful as CQB range as well as the ranges most firefights take place (50-200 meters). It features the XTLS low-light attenuation system, the DiamondCoat 2, which gathers light more efficiently and offers a high degree of abrasion, and a FPF (Front Focal Plane) reticle which magnifies with the range in the same way as the Mk 4 ER/T above. Turrets have click modifications to protect settings and find common settings more quickly. While the Mk 6 M6C1 is primarily for CQB and short-range combat, the Mk 6 is designed for longer-range combat. Both are suitable for DMRs.

Scope	Magnification & Length	Weight	Short	Medium	Long	Extreme	Max Obs Range	Price
Mk 6 M6C1	1-8x34	0.65 kg	+3	+2	0	-1	902	\$204
Mk 6	3-18x44	0.67 kg	+0	+1	+2	+4	1558	\$173

Leupold Mk 8

Notes: This is another scope designed for eyes-open close-combat. Eventually a more upscale version of the CQB-SS, the Mk 8 has Pinch & Turn 10-Mil adjustments and a 5 MOA holographic dot. The standard ring setting complies with standard 77-grain 5.56mm NATO rounds, while twisting the ring allows for different loads and bullet weights. The elevation and windage are click-adjustable; the click adjustments are audible as well as tactile. The lenses are indexed to each other and coated with DiamondCoat 2 to increase scratch resistance and gather more light. Two possible reticules can be had, one adjustable for most NATO loads, one more designed for the new Mk 262 rounds. There are 10 levels of lighting for the reticule and the holographic dot.

Scope	Magnification & Length	Weight	Short	Medium	Long	Extreme	Max Obs Range	Price
Mk 8 CQBSS	1.1-8x24	0.66 kg	+3	0	+2	+1	720	\$97
Mk 8 35mm	3.5-25x56	1.05 kg	-1	+2	+3	+4	1846	\$297

Leupold Mk AR Mod 1

Notes: Designed specifically for the AR platform (though useable with other rifles), and with modern sporting and target shooting in mind, the Mk AR comes in four main types and with several different reticules. (Most reticules are in fact Mil-Dot reticules or modified forms of them.) The Mk AR Mod 1A is designed for more close-up work and where one does not want a large scope. It is compact and has an illuminated reticule (with fixed illumination), and has lockable turrets to keep the dope from being banged or brushed out of focus. The longer and higher-magnification Mod 1B is designed specifically for varmint hunting, and is optimized for use with rimfire-shooting rifles (out of the box, for Remington 33-grain HP .22 Long Rifle rounds). The Mod 1C and the AR seem to make quite a pair; user comments are almost totally positive. The Mod 1C is designed for high eye relief and both-eyes-open use if necessary. It uses click-lock turret movement, ensuring the dope stays on the scope. It's longer focal length makes it more suited to non-rimfire rounds. The Mod 1D is simply a higher-magnification version of the 1C.

Scope	Magnification & Length	Weight	Short	Medium	Long	Extreme	Max Obs Range	Price
Mk AR Mod 1A	1.5-4x20	0.27 kg	+3	+3	0	-1	671	\$87
Mk AR Mod 1B	3-9x33	0.31 kg	+0	+1	+2	+4	1169	\$130

Mk AR Mod 1C	3-9x40	0.35 kg	+0	+1	+2	+4	1252	\$140
Mk AR Mod 1D	4-12x40	0.42 kg	-1	+2	+3	+4	1527	\$171

Leupold Tactical Prismatic Rifle Scope

Notes: This scope is designed for CQB; it provides a reticle for point blank, short range, and to an extent, medium range work. The Prismatic has a removable illumination module. Without it, the non-illuminated holographic reticle is still visible. The illuminated reticle has eight settings, from zero illumination to very bright for complete darkness. The reticle is what Leupold calls Circle Glass; it is a simple circle with crosshairs in it. The Prismatic is designed for both-eyes-open shooting. It is small enough to mount on a pistol or submachinegun. The scope has ½-MOA adjustments and have click adjustments to keep the scope from being knocked out of settings. The scope is compatible with rings and a MIL-STD-1913 or Weaver Rail.

Scope	Magnification & Length	Weight	Short	Medium	Long	Extreme	Max Obs Range	Price
Tactical Prismatic	1x14	0.34 kg	+4	+2	-2	-4	Normal Vision	\$47

Leupold VX-6

Notes: The VX-6 series uses Leupold's Quantum Optical System to magnify and to an extent, increase the brightness of objective views. The system is also known as Xtended Twilight, as it increases to an extent the twilight illumination. The series does this with lens coatings and lens layouts rather than actual illumination of the scope or night vision (for the most part; some of this series provides illuminated reticles). The VX-6 is rugged and is capable of quick zooming; the turrets give positive clicks and can be quickly taken back to zero. (Some users say the turrets are so tight as to defy easy turning.) The lenses have multiple coatings to resist fog, water, mud, rain, dust and dirt, and suchlike. The scope is filled with argon instead of air, providing a neutral interior unreactive with other substances. Some shooters fault cheap construction; some fault lenses which are just a little unclear. Versions with illuminated reticles power off after five minutes of inactivity (the scope detects movement and five minutes of movement counts as inactivity to the scope).

The base is the VX-6 CDS 1-6x24mm short-range scope. The VX-6 1-6x24mm MultiGun CDS is designed for several rifle and some handgun types, and has an illuminated reticle, with available non-illuminated reticle. The CDS Illuminated Reticle version, of course, comes with an illuminated reticle, and with on non-illuminated option. Reticles come in the Fine Duplex (essentially crosshairs), the FireDot Circle (with a small circle at the center, and a thickened line leading up), and the FireDot 4 (which is like the FireDot, but has three thickened lines instead of four). Except as noted below, all are the same in game terms as the 1-6x CDS.

The VX-6 CDS-ZL uses a Matte Reticle color and has the Xtended Twilight Lens System, blackened lens edges, complete water and dirt-proofing, and extra coating for the lenses in for form of DiamondCoat2. The interior of the tube is filled with an argon/krypton mixture, which is non-reactive and colorless. It has a matte black finish to avoid glare. The CDS is more of a base design, without the blackened lens edges and DiamondCoat2 coating for the lenses. The CDS-ZL and CDS do not have illuminated reticles. The CDS Illuminated Reticle is as the CDS for game purposes, but does have an illuminated reticle.

The Side Focus CDS, as the name would indicate, moves the focusing knob to the right side, better for long-range focusing without disturbing the rifle's zero. The scope zooms from x1 to x6, automatically jumps with the touch of a turret top to 3x for quick shots, and has magnification up to 18x. The tube is filled with an argon/krypton mixture to keep out atmosphere and has the normal coatings plus the DiamondCoat2 coatings for extra resistance to nature. Lifting up on the top turret returns the scope to zero (or x1). There are nine reticle choices for use with this scope, at the choice of the buyer. The 3-18x50 version is basically the same scope with greater focal length. The 4-24x52 version is also essentially the same, but with greater magnification and longer focal length. However, the scope also has a button on the left knob that allows the user to select between 12 pre-set magnifications, and the left knob button allows the user to select from among 12 pre-set illuminated reticle settings.

Scope	Magnification & Length	Weight	Short	Medium	Long	Extreme	Max Obs Range	Price
VX-6 CDS	1-6x24	0.34 kg	+3	+2	0	-1	935	\$83
VX-6 MultiGun CDS	1-6x24	0.35 kg	+3	+2	+1	0	935	\$84
VX-6 CDS-ZL	2-12x42	0.5 kg	+2	+1	+1	+2	1328	\$114
VX-6 CDS	2-12x42	0.5 kg	+2	+1	+1	+2	1328	\$120
VX-6 Illuminated Reticle	2-12x42	0.5 kg	+2	+1	+1	+2	1328	\$132
VX-6 Side Focus CDS	3-18x44	0.53 kg	+1	+1	+2	+3	1793	\$197
VX-6 Side Focus CDS	3-18x50	0.58 kg	+1	+1	+3	+4	2044	\$267
VX Side Focus CDS	4-24x52	0.69 kg	-1	+1	+4	+5	2126	\$360

Leupold VX-R Patrol

Notes: The VX-R Patrol are two similar scopes designed for CQB, ordinary, if short-ranged, combat, and for use by Designated Marksmen. Two versions are made, one with greater magnifications. It essentially looks like a miniature riflescope, with turrets for elevation and drift adjustments, as well as a turret to lock the present focus. Neat the objective lens is a knob used to adjust the contrast of the illuminating reticule, used to adjust the reticle to one of eight illumination levels. (One has no illumination; the 8 setting is reputedly bright enough to ruin your night vision and leave afterimages.) The VX-R also has two click settings, allowing the user generic high/and low illumination.

Scope	Magnification & Length	Weight	Short	Medium	Long	Extreme	Max Obs Range	Price
VX-R Patrol	1.25-4x20	0.33 kg	+3	+2	0	-1	902	\$80
VX-R Patrol	3-9x40	0.43 kg	+2	+2	+1	+1	1753	\$99

Leupold DeltaPoint Reflex Sight

Notes: A reflex sight is a type of optical sight (rarely magnifying) which improves short-range shooting by putting a crosshairs or aiming dot calibrated to the shooter's zero. This type of sight is most effective at short range, though it has some small utility at medium range. It appears to be a simple piece of glass in a frame above the receiver or slide, but it is much more. It is an aiming aid, up close where it counts. The DeltaPoint reflex sight is designed for use on pistols; two exist – one which fits on an already-present mount, and one that comes with a mount.

Scope	Magnification & Length	Weight	Short	Medium	Long	Extreme	Max Obs Range	Price
DeltaPoint (With Mount)	x1	0.02 kg	+3*	+1	-2	-4	100	\$36
DeltaPoint (Without Mount)	x1	0.02 kg	+3*	+1	-2	-4	100	\$30

*Bonus is +4 at Point-Blank Range (one-half Short Range).

Nightforce ATACR

Notes: Though Nightforce scopes are sold exclusively by an American company and mostly in the US, the scopes themselves are made in Japan. The ATACR (Advanced TACTical Riflescope) is built with the company's credo: Rugged, Reliable, Repeatable. Like many higher-end scopes, a lift on a turret returns the spring-loaded wheel to zero. The lenses are made of ED glass, which has excellent light transmission properties and color contrast. The reticle may be MilDot or MOA, and is illuminated with variable brightness. Both provide fast Kentucky windage and precise ranging. The mount is a low-profile ZeroHold mount.

The ATACR is highly resistant to jarring and rough handling, while retaining its zero and settings on the scope. The turrets are capped, and the turret must be pushed down to change settings. This prevents accidental settings changes. Elevation and windage are already fine adjustable in 0.25 MOA or 0.1 Mrad increments, but a turret for even finer modifications is provided. Parallax is adjusted for using special marks on the reticle. Lifting a turret returns the measurement to the shooter's zero.

The F1 features a choice of three MilDot and one MOA reticle. The others have a choice of one each. The Enhanced version has XtremeSpeed thread making for very fast diopter adjustments. It has double the field of view of its brother scope, the ATACR F1; at 5x, the Field of view is 5.74 meters wide.

Scope	Magnification & Length	Weight	Short	Medium	Long	Extreme	Max Obs Range	Price
ATACR F1	4-16x42	0.85 kg	-1	0	+3	+4	941	\$961
ATACR	4-16x50	0.94 kg	-1	0	+3	+4	1007	\$1029
ATACR F1	5-25x56	1.07 kg	-2	-1	+4	+5	1105	\$1184
ATACR Enhanced	5-25x56	1.11 kg	-2	-1	+5	+5	1117	\$1196

Sightmark Core SX

Notes: The Core SX series comes in several flavors, each to cover a different sort of shooting and firearm. They are, in general, made for use by smaller-caliber and non-ordinary weapons. Each model is tested on the type of firearm they would be used for and tested in field conditions, with the testing shooter making notes the whole way. They are also benchrest tested. The interior of the tubes are nitrogen-filled and purged of air, and sealed against the outside air.

The Core SX 1x24 Shotgun Scope is designed for short-range shot or slugs, with a red-dot sight for quick acquisition, though it provides no magnification (one can make adjustments to his eye, however). It has a duplex reticle, and a wide field of view making it ideal for short and medium-range shots at turkey, rabbits, squirrels, and even wild boar. It is designed to take heavy recoil (literally

1000gs) without being bumped out of zero. It has multicoated optics, and the scope tube is matte black anodized aluminum that is fog, water, mud, and dirtproof. The reticle is black in color.

The Core SX 1.5-4x32 is designed specifically for use on a crossbow; I don't actually know whether it can be used on a firearm, but my guess would be that it could not take the shock of any but the smallest-recoiling guns. Another such obstacle to such use would be that the scope reticle is adjusted to compensate for a drop of a bolt moving from 250-400 feet per second, far slower than most firearm rounds. The red/black VXR-M reticle is illuminated (with 11 brightness settings), and has a wide field of view to hunt even whitetail and mule deer with a crossbow.

The Core SX 2-7x32 SGR BDC is a shotgun scope. Though it can be used for shot, its primary design use is with slug rounds, from lead slugs to rifled slugs to sabot slugs. It uses an SGR Ballistic Shotgun Reticle, essentially black crosshairs with a marking circle in the center. It is constructed within a single tube of aircraft aluminum with a matte black hard anodized finish. It has multicoated lens coatings and resettable capped turrets, and has excellent weatherproofing.

The Core SX 3x32 is a crossbow scope designed for larger targets or longer ranges, though it is tuned for medium-high-velocity crossbows (about 320 feet per second). It is also tuned for heavier bolts. The reticle is illuminated with a red/black VXR-L reticle with 11 brightness settings. The VXR-L reticle has crosshairs, interrupted on the sides and bottom by graduation lines. The reticle is etched into one of the internal lenses in black and illuminated in red. It does not have zoom magnification, but does have knobs for fine adjustments. Construction, finish, and color as per the other Core SX scopes.

The Core SX 3-9x40 is designed specifically for use with rimfire rifles and carbines, particularly those firing rounds like .17 Hornady Magnum Rimfire and .17 Mach 2 which have greater range for their size. The BDC reticle has holdover points out to 200 yards, though with Kentucky Windage greater-range shots may be made. It is specifically calibrated for 40-grain standard velocity and 29-grain high-velocity rounds, though of course other weight rounds may be sighted in. It is otherwise constructed like the SGR BDC, with finger turrets and return to zero features, as well as turrets capped against weather.

The Core SX 4x32 scope is also a rimfire scope; however, it can be useful on certain rimfire pistols, though it is primarily for rifles and carbines. It is designed for quick target acquisition, with a BDC reticle. Except for its fixed magnification (with fine adjustments that can be made), it has roughly the same construction as the Core SX 3-9x40. There is a new version of the 4x32 scope, designed for the same actions, and virtually the same as the original 4x32 Rimfire scope. It does, however have turrets that are capped and all of which are immediately resettable to zero with a push. The scope is made of stronger 6061-T6 aircraft aluminum, finished the same way as other Core SX scopes. Field of View is a full 11 meters at 100 meters. It is much lighter than its predecessor, due to lighter materials.

The Core SX 4x32 Pistol is, as the name suggests, designed for use with pistols, revolvers, bolt-action, and single-shot designed for hunting. It is designed to take the punishment meted out by the recoil of even .500 Wyoming Magnum rounds. It is able to take up to 800gs of force, and has an eye relief of over 43 centimeters and an eyepiece diameter of 38 millimeters. Field of view is 4.16 meters at 100 meters. The reticle is a metal overlay to an interior lens, black in color and a TDR (Tapered Duplex Reticle)-type reticle. Finish and construction is as almost all the rest of Core SX scope. As hunting handguns are light, the Pistol Scope has been kept as light as possible.

The Core SX 10-40x56 CBR is the only scope of this series that is a "normal" scope, designed for rifles of all calibers for long-range shooting, though effective for all types of long-range shooting, the Rifle Scope is designed specifically for long-range competition and hunting. The tube is of harder 6061-T6 aircraft aluminum, finished to the regular matte black hard anodized. It is otherwise, for the most part, built to the same construction standards as other Core SX scopes. The CBR reticle is etched black on the central lens, and illumination is red and overlays the black of the etching. Windage and elevation are in 0.125 MOA clicks, with pop-up turrets offering up to 40 MOA of travel, and a push on a turret to reset to zero. Like other Core SX illuminated scopes, the Rifle Scope uses a CR 2032 battery, which in this case provides 100 hours of power at maximum illumination.

Scope	Magnification & Length	Weight	Short	Medium	Long	Extreme	Max Obs Range	Price
Core SX 1x24 Shotgun Scope	1x24	0.31 kg	+3*	+1	-3	-5	459	\$41
Core SX 1.5-4x32 Crossbow Scope	1.5-4x32	0.45 kg	+2*	+1	+1	0	612	\$60
Core SX 2-7x32 Shotgun Scope	2-7x32	0.4 kg	+2*	+1	+2	+2	832	\$82
Core SX 3x32 Crossbow Scope	3x32	0.4 kg	+2	+1	+1	+1	907	\$91
Core SX 3-9x40 Rimfire Scope	3-9x40	0.4 kg	+2	+1	+3	+3	1256	\$124
Core SX 4x32 Rimfire Scope	4x32	0.4 kg	+2	+1	+2	+2	795	\$83
Core SX New 4x32 Rimfire Scope	4x32	0.33 kg	+2	+1	+2	+2	795	\$83
Core SX 4x32 Pistol Scope	4x32	0.28 kg	+2*	+1	+1	0	716	\$75
Core SX 10-40x56 Rifle Scope	10-40x56	0.87 kg	-2	-1	+4	+5	2575	\$280

*At point-blank (half short range), the bonus is one greater.

Sightmark Wolverine

Notes: The Wolverine is designed specifically for shotguns and SBRs; it is a red-dot sight meant for CQB. There are two varieties, the CSR and FSR. The CSR features a 4 MOA red dot reticle with adjustable brightness for its reticle. Power consumption is very low, and a battery lasts a long time in it. It has a night vision mode, and can be clipped to a night vision scope. The housing is a single 6061-T6 structure in a shockproof housing. The housing is covered in rubber and the lenses are scratchproof, anti-reflective, and is fog-proof and nitrogen-purged. It has an IP67 waterproof rating and submersible to a meter. It /2 has an adjustable height mount.

The FSR is also designed for short-range engagements and is specifically designed for the AR platform. It has a longer objective lens that allows for more rapid target acquisition and offers a 2 MOA reticle. The FSR is otherwise the same as the CSR and has the same features.

Scope	Magnification & Length	Weight	Short	Medium	Long	Extreme	Max Obs Range	Price
Wolverine CSR	1x23	0.29 kg	+3*	+1	-3	-5	440	\$39
Wolverine FSR	1x28	0.35 kg	+4*	+1	-2	-4	496	\$44

*At point-blank (half short range), the bonus is one greater.

Trijicon ACOG

Notes: Though some versions (such as the 4x32) were present well before the Wars in Afghanistan and Iraq, the Trijicon ACOG made its name there – first as the standard optic of the US Marines, and then of the US Army, replacing a plethora of earlier experiments with other scopes. And though it has been supplemented by other scopes and engagement optics, it still figures greatly in US Military use, as well as with some local and national police forces around the world. Since that first 4x32, many other types, sizes, and strengths of ACOG have been developed, so that there now some 15 Trijicon ACOGs.

The ACOG is designed to be a small and light package, for increasing the chance of hitting with short-to-medium-range shots, and even having a better-than-average chance of hitting long-range targets. The reticles are simple. Most ACOGs use a fiberoptic tube and tritium to illuminate the reticle, though some use an LED powered by a single AA battery. (It goes without saying that these are better in dark conditions.) The ACOGs have a wide field of vision, and most are small and deliberately do not offer high magnification, to increase their utility in CQB. Some are designed to fit into the AR-15/M-16/M-4 carrying handle, but most are designed to use the ACOG's Picatinny or Weaver rail interface.

The following ACOGs are designed for AR carrying handles. The TA44 is designed especially for CQB and point-blank shots, and has very low magnification. It is designed for mounting on an AR-15/M-16/M-4 carrying handle, and one would find difficulty mounting it any other way (Impossible: Gunsmith, to mount it on another type of rifle). The reticle is simple, with an amber, red, or green circle with a dot of the same color in the center. This is supplemented by a black vertical line to estimate windage adjustments. The TA45 has either an 8 MOA triangle reticle with a vertical base line (top two-thirds colored, bottom black), or a colored crosshair with black ends. The TA47 is the same, but with a higher magnification, and a third reticle choice – a circle instead of a triangle. The TA50 has crosshairs or circles, and comes in low height or standard-height versions.

The following are designed specifically for mounting on Picatinny or Weaver Rails, and have adjustable height. The TA33-C is further designed to mount on either 5.56mm/.223 or .300/.308/7.62mm-series caliber rifles, and come with either a colored chevron reticle with crosshatched vertical line below, crosshairs, or a circle with a crosshatched black line below. The circle on the .300/.308/7.62mm version is larger than on the 5.56mm/.223 versions.

The following come in either carrying handle or Picatinny/Weaver rail mounts with adjustable height. They TA11 version for carrying handles comes with a reticle with a small circle (called a Donut) with a vertical line with crosshatches below. A chevron instead of a Donut, a half-Donut with a dot in the middle and a vertical black line with crosshatching, a crosshairs, of a Mil-Dot M-249-scope-type reticle. The TA-11-C version has a reticle with a small colored crosshair and a black reticle, a chevron in a large circle, a triangle atop a vertical line with crosshatches. The same but with a chevron atop, the same with a half Donut and a dot in the middle,, and a crosshairs. The TA11-C has a version with a reticle illuminated by LED with batteries; this is the TA11-C-LED. Reticles for the .223/5.56mm versions are a chevron, donut, or horseshoe with dot in the middle, with a vertical crosshatched line. The TA110-C-LED offers the same reticles, but is illuminated via battery-powered LED. The TA01 comes in either AR handle mounts or Picatinny/Weaver mounts, and has exclusively different types of crosshairs, in black or red. It has fiberoptic illumination. The TA31-BAC features dual illumination – fiberoptic during the day and tritium at night. Reticles span just about all of Trijicon's reticle types, military, police, and civilian. Mounts come in both carrying handle and Picatinny/Weaver Rail mounts. The TA02 is essentially the same as the TA01, but has LED illumination. The TA55-C comes only with a Picatinny/Weaver rail mount, and comes in versions designed for 5.56mm/.223 and .308/7.62mm. They have only chevron with a vertical crosshatched line reticles, and the reticles are only in red. They are illuminated by fiberoptics and tritium. The TA648-C is primarily for long-range shots, and has a dual-illumination reticle of many different types. It not only fits on a Picatinny/Weaver rail, it comes with a length of Picatinny Rail suitable for the receiver/barrel of a bare rifle, or one with modifications to mount a Picatinny Rail.

Scope	Magnification & Length	Weight	Short	Medium	Long	Extreme	Max Obs Range	Price
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TA44	1.5x16mm	0.14 kg	+3*	+2	-3	-5	484	\$43
TA45	1.5x24mm	0.18 kg	+4*	+3	-2	-4	545	\$49
TA47	2x20mm	0.18 kg	+2*	+2	+3	+2	967	\$188
TA-50 (Standard Height)	3x24mm	0.17 kg	+2	+2	+3	+2	1020	\$199
TA-50 (Low Mount)	3x24mm	0.16 kg	+2	+2	+3	+2	1020	\$199
TA33-C	3x30mm	0.22 kg	+2	+2	+3	+2	1084	\$212
TA11/TA11-C	3.5x35mm	0.4 kg	+2	+2	+4	+3	1252	\$245
TA110-C-LED	3.5x35mm	0.53 kg	+2	+2	+4	+3	1252	\$248
TA01	4x32mm	0.28 kg	+1	+2	+4	+3	1284	\$257
TA31-BAC	4x32mm	0.34 kg	+1	+2	+4	+3	1284	\$260
TA02-LED/TA02-C-LED	4x32mm	0.51 kg	+1	+2	+4	+3	1284	\$263
TA55-C	5.5x50mm	0.73 kg	-1	+1	+4	+4	1888	\$383
TA648-C	6x48mm	1.05 kg	-1	0	+5	+4	1935	\$498

*At point-blank (half short range), the bonus is one greater.

Trijicon Sealed Reflex Sight

Notes: The SRS is an interesting sort of Optic: it does have a space for a lithium battery, but it primarily for use at night and indoors, as during the day, the SRS is powered by a wrap-around solar panel atop the scope. This panel also recharges the battery. The solar panel will also work in cloudy weather, even heavy clouds, and indoors if under electric lights. The switch from solar to battery power and back again is seamless, with no blinking of the scope or its reticle. The only time it doesn't work is when the battery is discharged and there is no daylight or electric light available, in which case no reticle will be seen and no brightening of sighting through the scope. The battery will power the SRS for about 15 hours (and a total of 50-80,000 hours of use with repeated charging); the solar panel will provide power as long as there is daylight or electric light available. For the most part, you should not run out of power. The SRS is essentially otherwise a red-dot-type scope, similar in concept to an ACOG.

Scope	Magnification & Length	Weight	Short	Medium	Long	Extreme	Max Obs Range	Price
Sealed Reflex Sight	1x28mm	0.38 kg	+4*	+2	-2	-4	501	\$55

*At Point-Blank range (one-half short range) bonus is +5.

Trijicon Vudu

Notes: The Vudu is a series of compact scopes useful for both close range and some longer-range work. The Vudu may have one of two reticles at the buyer's option: a circular at short range and a crosshair at long range, or a circular at short range and a smaller circle/crosshair at medium range. The Vudu is designed to be equally handy on a bolt or lever-action rifle as on a semiautomatic; the smaller ones can be used on larger pistols. The Speed Ring reticle allows for quick snap shots at short range, but accuracy at higher magnifications. It is designed for short to medium shots, including CQB. They are made of 7075 T6 aluminum and are quite tough in action. They are so tough, Trijicon offers a lifetime warranty on the Vudu. Illumination controls are push buttons, and there is a turret on top for windage adjustments and turrets on the sides for elevation adjustments; they are click adjustable and have turret locks. They have an EZ Stop zero adjustment feature, returning the magnification to base at a click. They have a parallax adjustment for long-range shots. Finish is uniformly black.

Scope	Magnification & Length	Weight	Short	Medium	Long	Extreme	Max Obs Range	Price
Vudu	1-6x24	0.56 kg	+4	+2	-1	-3	526	\$95
Vudu	2.5x10x44	0.76 kg	+3	+2	+1	-2	790	\$154
Vudu	3.5x18x50	0.94 kg	+2	+2	+3	+2	967	\$188

Tru-Glo TRUTEC Red Dot Sight

Notes: This is a relatively short, compact re-dot sight designed for CQB, though it has some utility at medium range. It has a 2 MOA reticle for precise aiming, and a circle around this reticle. It has push-button controls, such as brightness, focus, eye vision, and auto-on and auto-off features. In addition, the Tru-Glo TRUTEC has a timer that can turn the brightness off after a given period. It's shock-resistant to 1000g, and waterproof and fog proof, and sealed against gas (or the outside atmosphere – the device is filled with nitrogen). It has click windage and elevation adjustments. It mounts to either a Picatinny or Weaver rail, and includes high and low-mounting bases. It is known for long battery life on a CR3032 battery.

Scope	Magnification & Length	Weight	Short	Medium	Long	Extreme	Max Obs Range	Price
TRUTEC Red Dot	1x20mm	0.2 kg	+4*	+1	Nil	Nil	428	\$60

*At Point-Blank range (one-half short range) bonus is +5.

Vortex Diamondback/Diamondback HD

Notes: The Diamondback is a line of riflescopes, some of which can be used as pistol scopes and shotgun scopes. The tube is of one-piece aircraft aluminum alloy blocks, purged with argon for most models. The lenses are multicoated with XD extra-low dispersion glass, which increases resolution and color fidelity. The left side turret corrects for parallax and focus, with a push on top returning them to zero. The knobs are small to allow a perfect mounting height. They are water and weatherproof, dust and dirtproof. The HP versions have a quick 4x zoom and focus. Lenses exposed to air have antireflective coatings.

The Diamondback 1.75-5x32 rifle scope is also useful to shotgunners and pistolers. It is available with a V-Plex reticle. The reticle has features for estimating range, holdover, and wind drift correction. The turrets are capped, allowing re-indexing and re-zeroing, and providing additional protection for the knobs.

The Diamondback 2-7x35 is essentially a larger version of the above – intended for rifles, but easily used on shotguns and pistols. It is designed to take the recoil of even heavy-caliber rifle rounds. The Precision-Glide Erector System uses added components in the zoom feature to ensure smooth zooming.

The Diamondback HP 2-8x32 is also similar to the 2-7x35 scope, except for its HP features, and slightly greater magnification and lesser focal length. It uses a second focal plane reticle, which is a V-Plex reticle. The right side knob has a capped finger knob that does fine magnification adjustments and parallax adjustments.

The Diamondback 3-9x40 is similar to the above scopes in construction and features, except for its magnification. It is not only meant for rifles, but muzzleloaders and shotguns firing slugs. It is too big for pistols except the longest of them. It uses a V-Plex MOA reticle. The Diamondback 3.5-10x50 is designed for the same applications, but also meant to sight on targets at a longer range.

The Diamondback 3-12x42 HP is designed for longer-ranged shots, especially from magnum and other high-powered rifles; they otherwise have all the features of previous HP-equipped scopes.

The Diamondback 4-20x40 is also meant for long-range shots, primarily from centerfire long-range and magnum rifles, but also useable with muzzleloaders and shotguns slugs. It uses a V-Plex Dead-Hold BDC reticle, which helps stabilize the reticle. It has low capped knobs which are finger-actuated. The Diamondback 4-20x40 AO is identical except for the Adjustable Objective, which makes for finder adjustments, especially on long-range targets.

The Diamondback 4-16x42 HP has, of course, the HP features, and also uses low dispersion glass which increases color fidelity and light-gathering ability. Turrets are designed for low mounting.

The Diamondback 2-7x35 Rimfire is, as the name suggests, designed specifically for the shorter ranges of rimfire rounds. However, with a 50-meter parallax setting, it is just as useful for shotguns firing shot and muzzleloaders. Construction is otherwise like other Diamondback scopes, but it has a crystal-clear, tack-sharp reticle.

Scope	Magnification & Length	Weight	Short	Medium	Long	Extreme	Max Obs Range	Price
Diamondback 1.75-5x32	1.75-5x32	0.36 kg	+3*	+1	-1	-3	684	\$124
Diamondback 2-7x35	2-7x35	0.4 kg	+3*	+1	0	-1	748	\$208
Diamondback HP 2-8x32	2-8x32	0.45 kg	+3*	+1	0	-1	761	\$212
Diamondback 3-9x40	3-9x40	0.41 kg	+2	+1	+1	0	982	\$274
Diamondback 3.5-10x50	3.5-10x50	0.46 kg	+2	+1	+2	+2	1138	\$318
Diamondback HP 3-12x42	3-12x42	0.51 kg	+2	+1	+3	+3	1101	\$339
Diamondback 4-20x40	4-20x40	0.41 kg	+1	0	+5	+4	1449	\$447
Diamondback AO 4-20x0	4-20x40	0.48 kg	+1	0	+5	+4	1449	\$470
Diamondback HP 4-16x42	4-16x42	0.61 kg	+1	0	+4	+2	1337	\$425
Diamondback 2-7x35 Rimfire	2-7x35	0.4 kg	+3*	+1	0	-1	748	\$208