For FAQs and more information, please visit:
https://www.shepherdscopes.com/support

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SHEPHERD SCOPES

ROGUE SERIES

Instruction Manual

Care and Maintenance

Take care not to drop, knock, or subject the scope to heavy impacts.

Keep the protective lens covers in place when not in use.

Do not over-tighten scope rings on scope tube body. Please follow scope ring manufacturer's torque recommendations.

Maintain the metal surface of the scope by removing dirt, dust, etc. with a soft brush to avoid scratching the surface.

If necessary, clean the exterior lenses of the scope with the supplied cloth. First, make sure the lenses and cloth are clean of debris to avoid scratching the lens surface and coatings. Never use fingers or tissue paper.

Do not allow the scope to come into contact with acid, alkaline, or corrosive materials or substances.

Do not disassemble the scope, remove screws or parts, or lubricate any part of the scope.

Welcome Guide

Thank you for your support!

ROGUE SERIES
4-16x50
6-24x50

Mounting the Scope

Mount the scope into 30mm scope rings on the rifle leaving the top half of the rings loose enough to allow the scope to slide forward and back. Start with the scope as far forward in the rings as possible and with the scope at its highest magnification. Assume a proper shooting position and adjust the scope to get a full field of view with a sharp edge. This will ensure that the scope is at the proper eye relief.

Secure the rifle on sand bags or a gun rest and level it. Without moving the rifle, rotate the scope until it is level. This can be done with a bubble level set on top of the elevation knob. Tighten the scope rings in a crisscross pattern one to two turns at a time to ensure a firm, even grip on the scope that will not induce torque on the tube or tilt the crosshair.

WARNING: Do not over-tighten any of the scope ring screws as you may cause damage to the scope body or the mounts. Such damage would not be covered under warranty. Be gentle and use no more than 20 inch/lbs of torque.

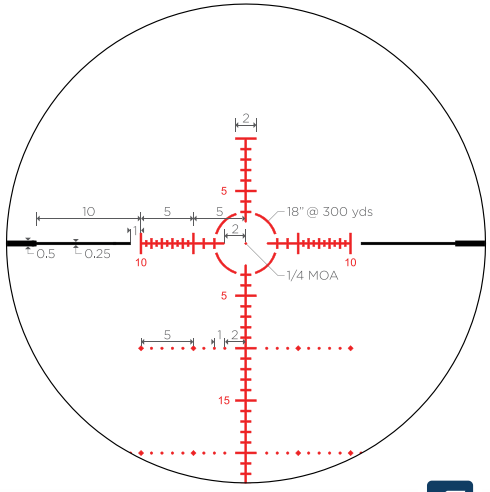
Rogue Reticle

The Shepherd Rogue reticle has MOA hash marks for long distance shooting without having to adjust the turrets.

Bullet drop compensation tables can be found on the ballistic calculator at bc.shepherdscopes.com. The center dot is 1/4 MOA and the inside diameter of the center circle is 18" at 300 yards.

All Rogue series scopes have a rear focal plane reticle. The subtensions relate to the scope at its highest magnification setting.

Rogue 6-24x50 reticle shown. Dimensions are the same for Rogue 4-16x50 reticle.



All Dimensions in MOA

1) EYEPIECE ADJUSTMENT KNOB
2) ILLUMINATION ADJUSTMENT KNOB
3) MAGNIFICATION ADJUSTMENT KNOB
4) PARALLAX ADJUSTMENT KNOB
5) WINDAGE TURRET
6) ELEVATION TURRET
7) OBJECTIVE

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Fast Focus Eyepiece Adjustment

Turn the eyepiece knob counter-clockwise until it is fully out. Look through the scope at a blank, light colored wall. Slowly turn the eyepiece knob clockwise until the reticle is in focus. As you turn the knob, look away every few seconds so your eye does not adjust to the reticle. When the reticle is clear and sharp with a quick glance, the eyepiece is set to your eye.

Parallax Adjustment

The parallax adjustment is used to focus the target image. Aim the scope at the target and rotate the left side parallax focus knob to match the target's range. The reticle should stay on target even if you move your eye or head slightly. If the crosshair shifts in relation to the target, make slight adjustments until the crosshair stays on target.

Bore Sighting

Bore sighting the scope will ensure that the scope is mounted properly to retain full erector travel. This can be done by following the manufacturer's instructions for a laser bore sighter, or by following the instructions below to bore sight visually.

Remove the bolt (for ARs, separate the lower receiver first) and set the rifle up on sand bags or a gun rest. With a target about 50 yards away, look through the bore and adjust the rifle until the target appears centered in the barrel.

Now look through the scope. The scope should be aligned to the weapon so that the center of the reticle is within a 4-inch circle on the target from your aiming point. If you are not within a 4-inch circle, you may need to shim or adjust your scope rings so that the scope is better aligned with your weapon's barrel. When the scope is aligned as closely as possible to the barrel, it is ready to be zeroed.

Zeroing Your Scope

At a range, place a target at 50 yards. When safe to do so, fire a shot from a solid rest while aiming at the center of the target. Your shot should land within a few inches of the target's aim point when properly bore sighted. Adjust the elevation and windage knobs appropriately to get the scope on target.

The turrets are marked U-D for Up and Down (elevation) and R-L for Right-Left (windage). Turning the knob in the direction of the arrow will move the bullet impact point in that direction.

4-16x50 One turret click is equal to approximately 1/8" at 50 yards, 1/4" at 100 yards, 1/2" at 200 yards and so on.

6-24x50 One turret click is equal to approximately 1/16" at 50 yards, 1/8" at 100 yards, 1/4" at 200 yards and so on.

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Zeroing Your Scope continued

For example, with the 6-24x50 if your shot was low by 2 inches at 100 yards, you would move the elevation knob in the "UP" direction 2 inches, or 16 clicks counter-clockwise. Since you are at 50 yards, if you are low by 2 inches, you must turn the knob twice as far, 32 clicks counter-clockwise.

After your initial adjustments, fire another shot to make sure you are on target. Then move to the 100, 200, or 300-yard range and continue the process of adjusting the turrets to zero in the scope. Fire a three-shot group and make any final adjustments based on the center of that group. When you have achieved your desired zero setting, reset each knob by unscrewing the 3 setscrews and spinning the knob to '0'. Tighten the setscrews and push the knob down to lock it.

Pull up on turret knob to disengage the lock

NOTE: Changes to ammunition, weather, and elevations can all affect the bullet trajectory which may require an adjustment to your zero.