

TECHNICAL SPECIFICATION
TIKKA T3x TAC A1

WEAPON	TIKKA T3x	
MODEL	TAC A1	
MANUFACTURER	SAKO Ltd., FINLAND	
AVAILABLE ACTION	Right hand	
OPERATION	Tikka T3x manually operated bolt action	
BOLT	2 locking lugs, plunger ejection, teflon coated, synthetic larger bolt knob	
CALIBER / RATE OF TWIST / MAGAZINE CAPACITY	308 Win / 11" / (10 in magazine, 1 in chamber)	
	260 Rem / 8" / (10 in magazine, 1 in chamber)	
	6.5 Creedmoor / 8" / (10 in magazine, 1 in chamber)	
OVERALL WEIGHT w/o ACCESSORIES	4.7 kg with (16") barrel (MIL/LE) no muzzle brake	
	4.9 kg with 510 mm (20") barrel	
	5.1 kg with 600 mm (23.7") barrel	
OVERALL LENGTH (Folding stock version)	Stock open: 910mm (16" Barrel) (MIL/LE)	Stock folded: 675mm (16" Barrel) (MIL/LE only)
	Stock open: 1011mm (20" Barrel)	Stock folded: 776mm (20" Barrel)
	Stock open: 1104mm (23.7" Barrel)	Stock folded: 869mm (23.7" Barrel)
BARREL LENGTH	510 mm (20")	600 mm (23.7")
BARREL	Mid contour barrel (cold hammer forged) with 5/8x24 muzzle thread	
MAGAZINE	Detachable staggered two row steel magazine	
SIGHTS	No open sights	
OPTICAL SIGHT ATTACHEMENT	Picatinny rail (0 MOA)	
METAL PARTS SURFACE FINISHING	Steel parts with matt blackening and aluminium parts with black anodizing Teflonated bolt	
STOCK	Aluminium middle chassis with modular removable fore-end connector AR15 buffer tube compatible interface and AR15 pistolgrip compatible slot	
PISTOL GRIP	Synthetic AR15 compatible grip	
FORE-END	13.8" black anodized aluminium tube with M-LOK attachment's Top of the fore-end has full length 0 MOA picatinny rail	
REAR STOCK	Aluminium rear stock with adjustable (height and angle) cheek piece Recoil pad is adjustable in height and LOP with spacers QD sling mount possibility Picatinny rail for monopod attachment (monopod sold separately) Optionally available with folding mechanism	
TRIGGER MECHANISM	Two stage trigger, adjustable pull 1 to 2kg (2 to 4 lbs)	
SAFETY	Two way safety with bolt release lever	
ACCESSORIES	3x Allen key	
	Muzzle Brake 5/8x24	
	Extra 10 round magazine	
	Manual	

