 GEN III PRISM SCOPE

ACSS 5.56 CQB M2 RETICLE MANUAL

## GETTING TO KNOW THE ACSS ${ }^{\circledR}$ CQB ${ }{ }^{T M}$ M2 RETICLE

The ACSS ${ }^{\circledR}$ (Advanced Combined Sighting System) is a giant leap forward in reticle design that uses bullet drop compensation correlated with range estimation, wind holds and moving target leads in one simple to use the system. The ACSS 5.56 CQB reticle increases the first hit ratio and decreases time on target dramatically. You can find more information about ACSS and how to use your reticle by visiting www.primaryarmsoptics.com.

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## DIALING IN FOR YOUR BARREL LENGTH AND AMMUNITION

Using a bipod or sandbags, preferably on a bench or in the prone position, adjust your turrets to dial in your point of impact to the center chevron. Each click is 0.25 MOA or 0.25 inches at 100 yards.

When sighting in your rifle, if your shots are hitting low, turn the Elevation Knob clockwise to bring the point of impact up. If your shots are hitting to the left, turn the Windage Knob clockwise to bring the point of impact right. Your point of impact will vary depending on the type of ammunition, barrel length, and altitude above sea level. Locate your ammunition type in the chart below. For 5.56 NATO and $5.45 \times 39$ loads, match your ammunition type and barrel length with your altitude above sea level, and zero your scope at the distance indicated. For other loads, find your bullet weight and velocity and zero your scope at the distance indicated. Plus (+) and minus (-) numbers indicate the desired bullet impact in inches above or below your point of aim. For example, a shooter firing M855 using a 16" barrel will want to sight in a half-inch high at 1,000 ft. above sea level, dead on to point of aim at $2,000 \mathrm{ft}$. above sea level, and a half-inch low at $3,000 \mathrm{ft}$. above sea level, zeroing at 100 yards.

| 5.56 mm |  |  |  |  | . 223 Remington <br> 55 gr VMAX Zero at 100 Yards 3,100-3,200 fps | $5.45 \times 39 \mathrm{~mm}$ |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| M855 62gr | 1,000 ft. | 2,000 ft. | $3,000 \mathrm{ft}$. | 0 Distance |  | 7n6 53gr | 1,000 ft. | 2,000 ft. | 3,000 ft. | 0 Distance |
| 14.5" Barrel | +1.0 | +0.5 | 0 | 100 Yards | 60 gr VMAX Zero at 100 Yards $3,050-3,150 \mathrm{fps}$ | 16" Barrel | 0 | 0 | -0.5 | 100 Yards |
| 16" Barrel | +0.5 | 0 | -0.5 | 100 Yards | 69 gr SMK Zero at 100 Yards $2,900-2,950 \mathrm{fps}$ | 6.5 Grendel |  |  |  |  |
| 20" Barrel | 0 | -0.5 | -1.0 | 100 Yards | 75 gr HNDY +0.5 " at 100 Yards 2,700-2,750 fps | 123 gr VMAX Zero at 100 Yards 2,600 fps |  |  |  |  |
| M193 55gr | 1,000 ft. | 2,000 ft. | $3,000 \mathrm{ft}$. | 0 Distance | $77 \mathrm{gr} \mathrm{SMK}+1.0$ " at 100 Yards $2,700-2,750 \mathrm{fps}$ | 123 gr VMAX Zero at 50 Yards $2,550 \mathrm{fps}$ |  |  |  |  |
| 14.5" Barrel | 0 | 0 | 0 | 50 Yards | 7.62x51mm / . 308 Winchester | 123 gr VMAX Zero at 200 Yards $2,500 \mathrm{fps}$ |  |  |  |  |
| 16" Barrel | +1.0 | +0.5 | 0 | 100 Yards | M80 147gr +1.0 " at 100 Yards $2,650-2,700 \mathrm{fps}$ | 6.8 Rem SPC |  |  |  |  |
| 20" Barrel | 0 | 0 | -0.5 | 100 Yards | $168 \mathrm{gr} \mathrm{SMK}+1.0$ ' at 100 Yards $2,600-2,650 \mathrm{fps}$ | 120 gr SST Zero at 100 Yards 2,460 fps |  |  |  |  |

## GETTING TO KNOW YOUR BULLET DROP COMPENSATION (BDC)

Gravity will affect your bullet's trajectory (or path). The BDC ladder starts at the center chevron and finishes at the 600-yard mark. Simply aim using the hash mark that coincides with the range to target. For targets at ranges between hash marks, you can split the difference. For example, for a target at 450 yards, you should aim halfway between the 400 and 500 -yard hash marks. We recommend that you establish a steady, supported position to utilize the BDC.


## UNDERSTANDING THE WIND AND BULLET DRIFT

Notice the 5 mph wind hold dots aligned with the BDC. Wind will cause the bullet to drift left or right depending on wind direction. Understanding wind is important, as even a 2 mph wind at a 90 -degree angle to the bullet's path can cause the bullet to drift over 10 " at 600 yards. The wind holds correspond to the BDC ladder and represents how much a 5 mph wind will push the bullet at that range. For a wind pushing left to right, use the dots on the right side of the reticle. For a wind pushing right to left, use the dots on the left side of the reticle. You can use the dots as a starting point in different conditions. For example, if you have approximately a 2.5 mph wind, you would hold half-way to the dot. If you have a 10 mph wind, you would double the hold of the dot, and so on.

## LEADING YOUR TARGET

The average target moves at 6.1 mph . The "lead dots" are set for a target moving at a 90 -degree angle to the shooter. Depending on the direction of the target's movement, fire using the "lead dots" instead of the center dot in red. They are best used at 100 to 300 yards and are highly effective on targets of opportunity.


LEADING YOUR TARGET


## HOW TO RANGE YOUR TARGET

ACSS Reticles feature ranging tools that help you quickly determine your distance to target. These tools can range horizontally or vertically, allowing greater flexibility with partially obscured or angled targets.

Calibrated to 18 " wide at each respective distance, the BDC's stadia can be used as built-in ranging measure. If you know a target is $\sim 18$ " across, you can compare the target to each stadia until you find a match. For example, if you find that your target is exactly as wide as the 400 -yard stadia, you know that the target is 400 yards away. If it's smaller than 4 but larger than 3, your target is between 300 and 400 yards. This system allows you to range a target with its corresponding BDC hold, so you can instantly engage the target.

If the target is facing away from you, or if the width is undetermined, you can use the side ranging brackets, which are calibrated to 5 ' 10 " tall. To determine your target's distance, set the reticle such that the bottom of the bracket is at the bottom of the target. Your target will appear to stand somewhere between the numbered top brackets, which are demarcated to represent 100-yard increments.


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## LIFETIME WARRANTY

Your Primary Arms SLx $3 \times 32$ Gen III Prism Scope is covered by the Primary Arms Lifetime Warranty. If a defect due to materials or workmanship, or even normal wear and tear has caused your product to malfunction, Primary Arms will either repair or replace your product. You can find more details about our lifetime warranty at www.primaryarmsoptics.com.

Email: info@primaryarmsoptics.com
Toll-free at 855-774-2767
www.primaryarmsoptics.com

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