SLX® PROVEN RELIABILITY AND VALUE

SLX® 3×MICROPRISM

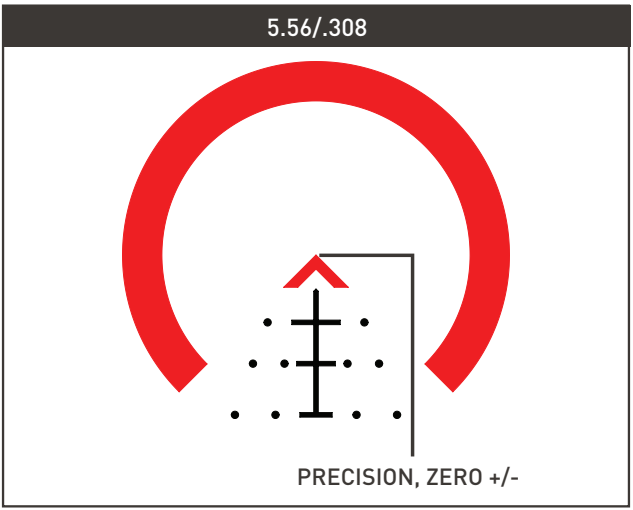
ACSS® RAPTOR-5.56/.308-MP
(METER BASED RETICLE)

For Patent Information go to https://goo.gl/2z62aS

PA PRIMARY ARMS

GETTING TO KNOW THE ACSS RAPTOR RETICLE

The ACSS (Advanced Combined Sighting System) is a giant leap forward in reticle design that utilizes bullet drop compensation correlated with range estimation, wind holds, and moving target leads in one simple to use system. The ACSS Raptor reticle increases first hit ratio and decreases time of engagement dramatically. It is a two-part reticle that allows you to be very fast from 0 to 300 meters, and very accurate from 400 to 600 meters.


5.56/.308
PRECISION, ZERO +/-

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 dot. Each click is 0.25 MOA or 0.25 inch at 100 meters.

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. For 5.56 NATO and 5.45x39 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 marksman 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 ft. above sea level, and a half-inch low at 3,000 ft. above sea level, zeroing at 100 meters.

7.62x39mm	
20″ Barrel	124gr Zero at 100 meters 2,450 fps
16.3″ Barrel	124gr Zero at 50 meters 2,400 fps
16.3″ Barrel	124gr +1″ Zero at 100 meters 2,300 fps
12.5″ Barrel	124gr Zero at 25 meters 2,200 fps
300 BLK Subsonic Loads	
220gr Bullet Zero at 50 meters 1,010 fps	
Barnes	110gr TAC-TX Zero at 50 meters 2,350 fps
Barnes	110gr TAC-X Zero at 50 meters 2,400 fps
Barnes	110gr Poly Tip TSX Zero at 100 meters 2,400 fps

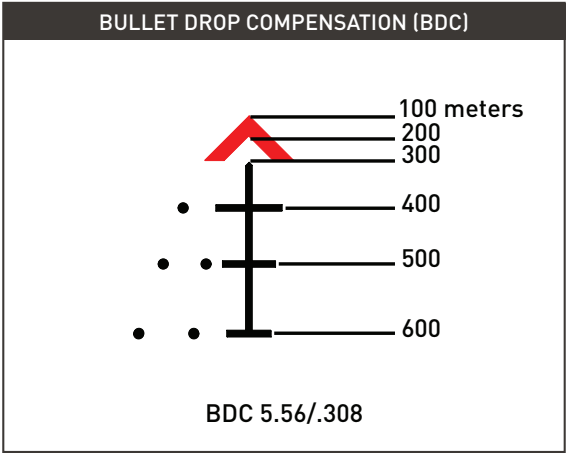
300 BLK Supersonic Loads	
Barnes	110gr TSX Zero at 50 meters 2,400 fps
Barnes	125gr Solid Zero at 50 meters 2,250 fps
Berger	110gr Match Zero at 50 meters 2,360 fps
Berger	115gr Match Zero at 50 meters 2,330 fps
Berger	125gr Match Zero at 50 meters 2,300 fps
Hornady	110gr VMAX Zero at 50 meters 2,350 fps
Speer	110gr Spire Zero at 50 meters 2,450 fps
Winchester	125gr PSP Zero at 50 meters 2,400 fps
Hornady	110gr VMAX Zero at 50 meters 2,350 fps

5.56mm				
M855 62gr	1,000 ft.	2,000 ft.	3,000 ft.	0 Distance
14.5" Barrel	+1.0	+0.5	0	100 meters
16" Barrel	+0.5	0	-0.5	100 meters
20" Barrel	0	-0.5	-1.0	100 meters
M193 55gr	1,000 ft.	2,000 ft.	3,000 ft.	0 Distance
14.5" Barrel	0	0	0	50 meters
16" Barrel	+1.0	+0.5	0	100 meters
20" Barrel	0	0	-0.5	100 meters
5.45 x 39mm				
7n6 53gr	1,000 ft.	2,000 ft.	3,000 ft.	0 Distance
16" Barrel	0	0	-0.5	100 meters

.223 Remington
55gr VMAX Zero at 100 meters 3,100 - 3,200 fps
60gr VMAX Zero at 100 meters 3,050 - 3,150 fps
69gr SMK Zero at 100 meters 2,900 - 2,950 fps
75gr HNDY +0.5" at 100 meters 2,700 - 2,750 fps
77gr SMK +1.0" at 100 meters 2,700 - 2,750 fps
7.62x51mm / .308 Winchester
M80 147gr +1.0" at 100 meters 2,650 - 2,700 fps
168gr SMK +1.0" at 100 meters 2,600 - 2,650 fps
6.5 Grendel
123gr VMAX Zero at 100 meters 2,600 fps
123gr VMAX Zero at 50 meters 2,550 fps
123gr VMAX Zero at 200 meters 2,500 fps
6.8 Rem SPC
120gr SST Zero at 100 meters 2,460 fps

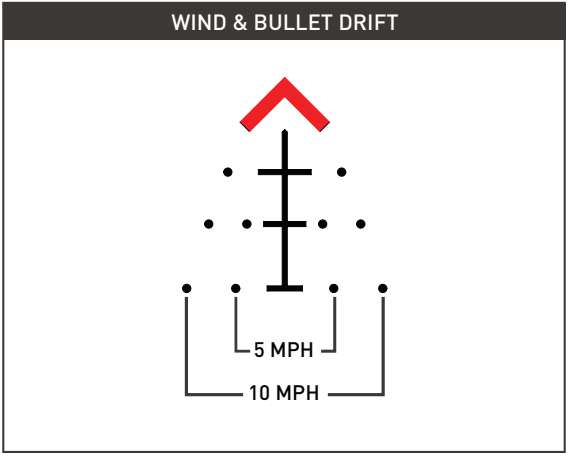
GETTING TO KNOW YOUR BULLET DROP COMPENSATION (BDC)

Gravity will affect your bullet's trajectory. The BDC starts at the tip of the chevron and finishes at the 600 meter mark, indicated by the lowest hash mark. Simply aim using the point in the reticle that coincides with the range to target. For targets at ranges between points you can split the difference. For example, for a target at 450 meters you should aim halfway between the 400 and 500-meter hash marks. We recommend that you establish a steady, supported position in order to utilize the BDC.



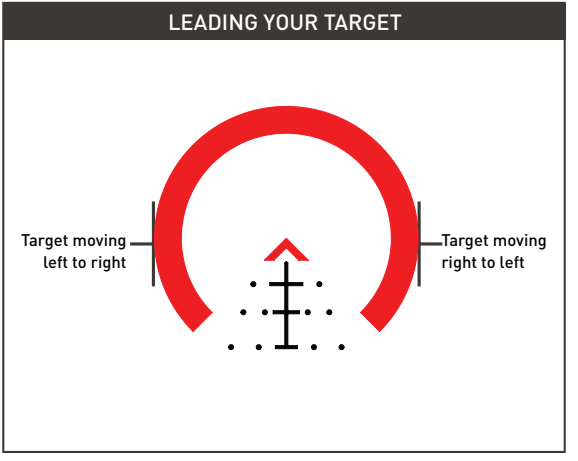
UNDERSTANDING THE WIND AND BULLET DRIFT

Notice the dots aligned with the BDC marks below the chevron. They are 5 mph (8 kph) and 10 mph (16.1 kph) wind marks. Wind will cause the bullet to drift left or right depending on wind direction. For a wind blowing from your left to your right, aim using the appropriate dot on the right side. For a wind blowing right to left, use the left side dot. You can use the dots as a starting point in different conditions. For example, if you have approximately a 2.5 mph (4 kph) wind, you would hold half-way to the dot nearest to the center of the BDC. If you have a 20 mph (32.2 kph) wind, you would double the distance from the appropriate 10 mph (16.1 kph) dot, and so on.



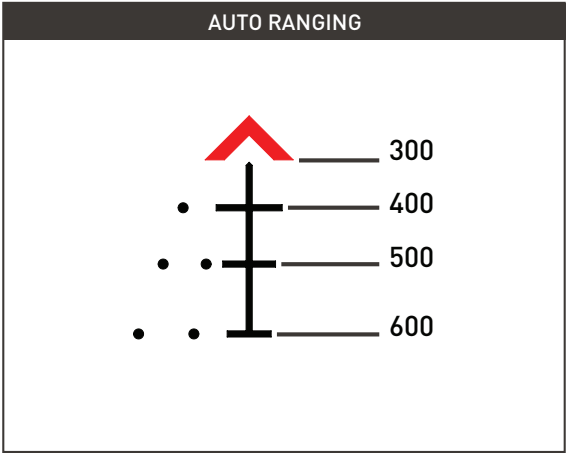
LEADING YOUR TARGET

The average target moves at 8.6 mph (13.8 kph). The leading edge of the "horseshoe" section of the reticle is 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 edge of the horseshoe instead of the center chevron. If the target is moving left to right, use the left edge of the horseshoe. If the target is moving right to left, use the right edge. This technique is best used from 100 to 300 meters.



AUTO RANGING

Knowing the proper range to your target is crucial in order to use the right hold on the BDC. Auto ranging a standard 19" (431.8mm) wide target horizontally is correlated with the BDC hash marks. The horizontal hash marks range estimate center mass on targets 19" wide, and predators or small game with an approximately 19" measurement from shoulder to hip. When using the BDC to auto range, simply fit the target's width inside the BDC hash mark that matches it, and fire. All the math has been done.



Why ACSS®?

The Advanced Combined Sighting System (ACSS®) is a high-performance reticle solution to the challenges of modern marksmanship, distilling complex mathematics into intuitive holdovers that enhance your speed and precision.

Each ACSS reticle is specially designed to outperform in real-world applications, incorporating a mix of tools to deliver instant firing solutions. These tools may include ballistic drop compensation, auto-ranging stadia, wind holds, moving target leads, or an infinitely-precise center chevron.

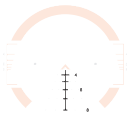
ACSS reticles distill complex math into an intuitive reticle that matches your rifle's ballistic profile.

Primary Arms Optics are available with a wide variety of ACSS reticles to pair with different calibers and use cases. For a full list of reticle and optic options, please visit www.primaryarmsoptics.com.

Elements of an ACSS Reticle

1. Infinitely Precise Center Chevron

ACSS reticles take a different approach to the typical crosshair. In traditional reticles, crosshair lineweights can obscure the target. ACSS's center chevron provides an infinitely small point of aim while also leading the eye to the target.

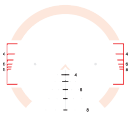


2. Calibrated Bullet Drop Compensation

Whether hunting, shooting targets, or competing, speed matters. Calculating point of impact manually takes time, and errors have drastic effects. ACSS reticles do the math for you. They are calibrated to popular loadings so that you know where your shot will go every time.

3. Wind Holds

Wind is always changing, and the ability to adjust to it fluidly spells the difference between a shot on target and a lost opportunity. ACSS reticles incorporate wind holds that are calibrated for popular loadings so that your shots go where they're supposed to.



4. Ranging Ladders

Knowing the distance of targets is integral to knowing where to hold, and estimating distances with traditional reticles requires quick math that can result in errors. ACSS reticles simplify ranging with a wide array of features that allow you to determine distances immediately.

5. Moving Target Leads

In practical applications, most targets will be on the move. When this is the case, eyeballing holds can hinder shot placement. ACSS's moving target leads show exactly where to hold to compensate.

PRIMARY ARMS

LIFETIME WARRANTY

Your Primary Arms SLx 3x MicroPrism 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

For more information on these optics, go to:
http://primaryarmsoptics.com/product-category/prism-scopes/