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

SLX™ GEN III PRISM SCOPE

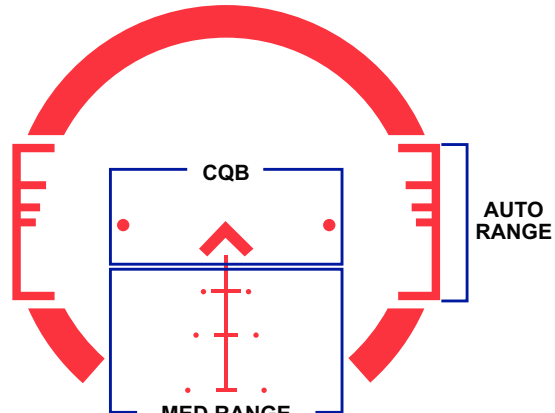
ACSS CQB 300 BLK / 7.62x39 RETICLE MANUAL

PRIMARY ARMS OPTICS

GETTING TO KNOW THE ACSS® CQB™ 300BO/7.62x39 RETICLE

The ACSS® (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 system. The ACSS 7.62 CQB reticle increases first hit ratio and decreases time on target dramatically. It is a two-part reticle that allows you to be very fast from 0 to 300 yards and very accurate from 400 to 600 yards.

ACSS CQB 300BO/ 7.62x39 RETICLE



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 inch 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. 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. To calibrate the ACSS BDC, you will need to zero your optic according to your rifle and cartridge. In the tables below, we provide a recommended zero distance and point of impact for several common cartridges and barrel lengths. Some cartridges may need to impact +1” or -1” from your aiming point to ensure that your reticle lines up with the bullet’s trajectory. In this case, +1” would mean the bullet hits 1 inch above your aiming point at the recommended distance, and -1” would mean the bullet hits 1 inch below your aiming point at the recommended distance.

7.62x39mm	
20” Barrel	124gr Zero at 100 Yard 2,450 fps
16.3” Barrel	124gr Zero at 50 Yard 2,400 fps
16.3” Barrel	124gr +1” Zero at 100 Yard 2,300 fps
12.5” Barrel	124gr Zero at 25 Yard 2,200 fps

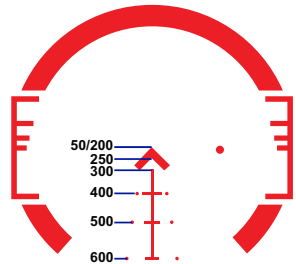
300 BLK Supersonic Loads	
Barnes	110gr TAC-TX 0 at 50 Yards 2,350 fps
Barnes	110gr TAC-X 0 at 50 Yards 2,400 fps
Barnes	110gr Poly Tip TSX 0 at 100 Yards 2,400 fps
Barnes	110gr TSX 0 at 50 Yards 2,400 fps
Barnes	125gr Solid 0 at 50 Yards 2,250 fps
300 BLK Subsonic Loads	
220gr Bullet Zero at 50 Yards 1,010 fps	

300 BLK Supersonic Loads	
Berger	110gr Match 0 at 50 Yards 2,360 fps
Berger	115gr Match 0 at 50 Yards 2,330 fps
Berger	125gr Match 0 at 50 Yards 2,300 fps
300 BLK Supersonic Loads	
Hornady	110gr VMAX Zero at 50 Yard 2,350 fps
Speer	110gr Spire Zero at 50 Yard 2,450 fps
Winchester	125gr PSP Zero at 50 Yard 2,400 fps

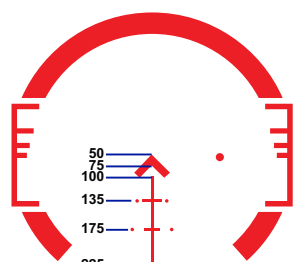
GETTING TO KNOW YOUR BULLET DROP COMPENSATION (BDC)

Understanding your zero and BDC is critical to ACSS' effectiveness. Using a 50-yard zero, a round will hit slightly above the chevron at 100 yards before returning to the chevron tip at 200. A second tip formed by the underside of the chevron is the 250-yard mark. The top of the BDC post is 300 yards, and the marks below correlate with 400-600 yards. 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.

SUPERSONIC 7.62x39/ 300 BLK BDC



SUBSONIC 300 BLK 220gr 1010 fps



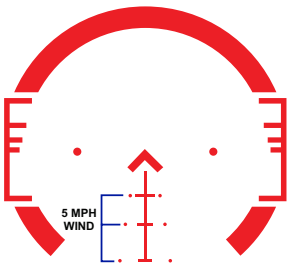
UNDERSTANDING THE WIND AND BULLET DRIFT

Notice the 5 mph wind mark 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. 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. 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.

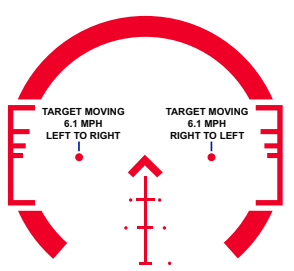
LEADING YOUR TARGET

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.

WIND AND BULLET DRIFT



LEADING YOUR TARGET



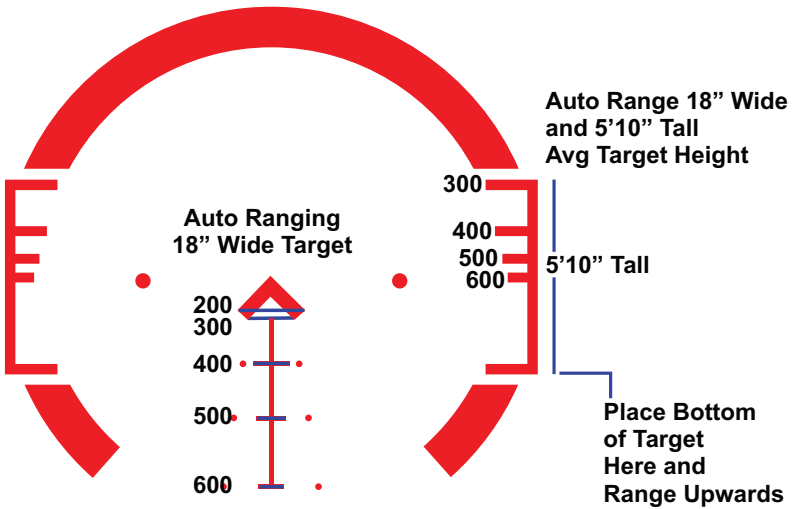
HOW TO RANGE YOUR TARGET

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 ~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.

RANGING


Auto Range 18” Wide
and 5’10” Tall
Avg Target Height
300
400
500
600
5’10” Tall
Auto Ranging
18” Wide Target
200
300
400
500
600
Place Bottom
of Target
Here and
Range Upwards

PRIMARY ARMS
OPTICS

LIFETIME WARRANTY

Your Primary Arms SLx 3x32 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

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