



This is a guide to using the sniper system in ace 3 typically the kestrel and the AtragMX.

created by :



[Procedure](#)

Firstly this is the procedure you will take to effectively range, adjust and kill a target followed by the methods in which to do so.

You MUST remember to CLICK :**DONE/OK/ENTER, AFTER EACH OR ANY ACTION ON THE AtragMX !**

and you MUST be LOOKING/FACING at the target area when making calculations.

1. Range target
2. Open kestrel
3. Open AtragMX
4. Range adjustments
5. Wind adjustments
6. Temperature adjustments
7. Humidity adjustments.
8. Altitude adjustments.
9. Direction of fire.
10. Target inclination.

Equip your rangefinder and range the target as shown below:



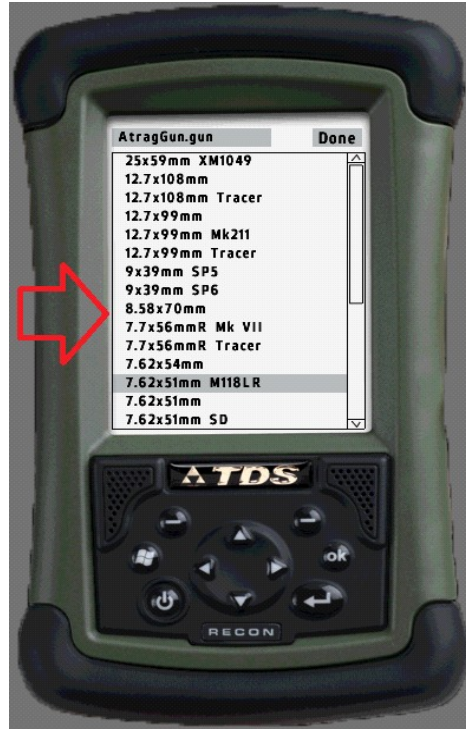
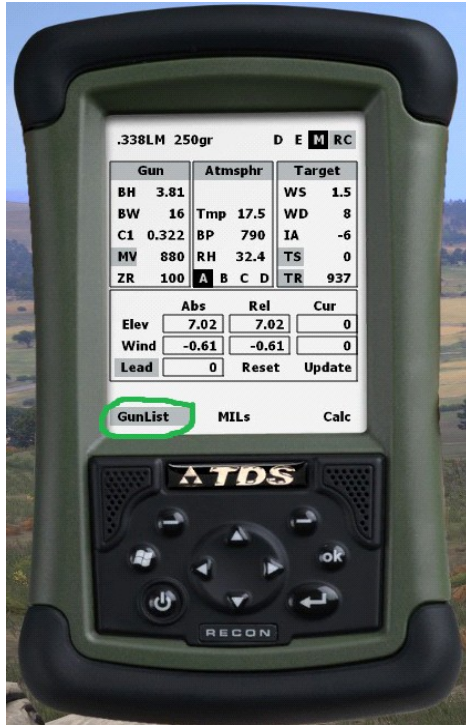
Remember this !! its best to write it down.

Now equip your [AtragMX](#) in your [ACE3](#) interaction menu, in your equipmet slot and it will appear on your screen like below:



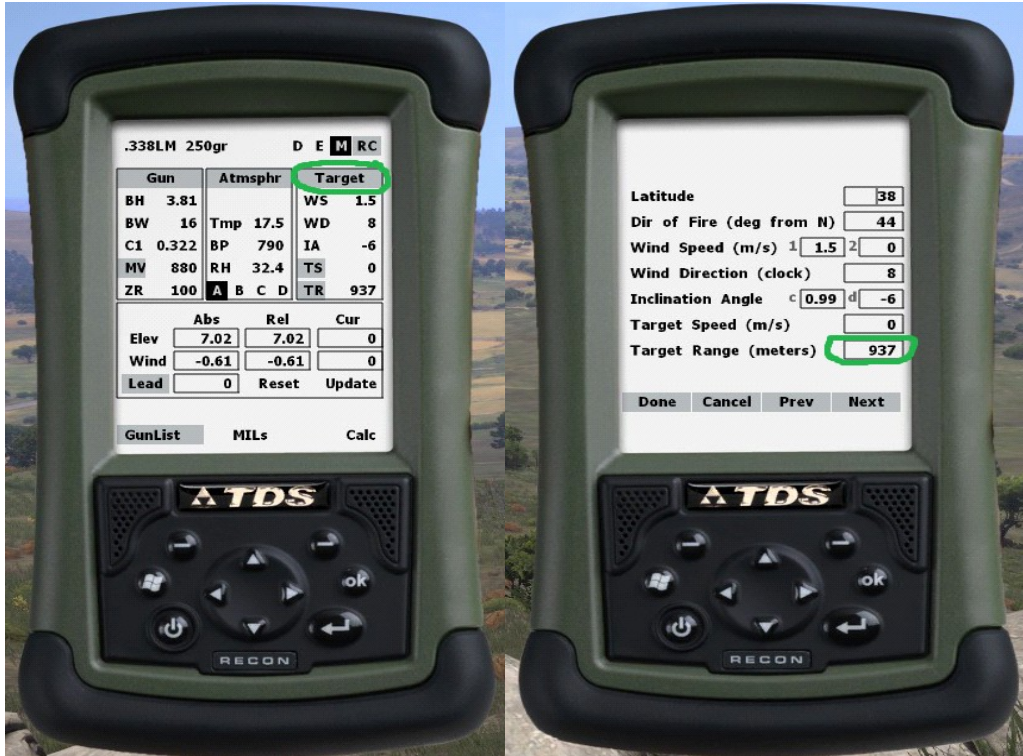
Ok so before we dive into this complicated system we need to start by selecting our weapon that is being used in [AtragMX](#) you can do so by:

simply clicking "[gun list](#)" and then scrolling through the list to find your chosen weapon.



Now enter the "range" that you recorded earlier by :

"clicking the **target** tab in the top right >>> then place the **range** in the **correct field**"



Remember to click DONE !

Wind Adjustments:

Open your [kestrel](#) using the [ACE 3](#) interaction menu and it will appear on screen, we now need a reading for the following:

1. Headwind speed
2. Wind direction
3. Humidity
4. Barow
5. Temprature
6. Altitude

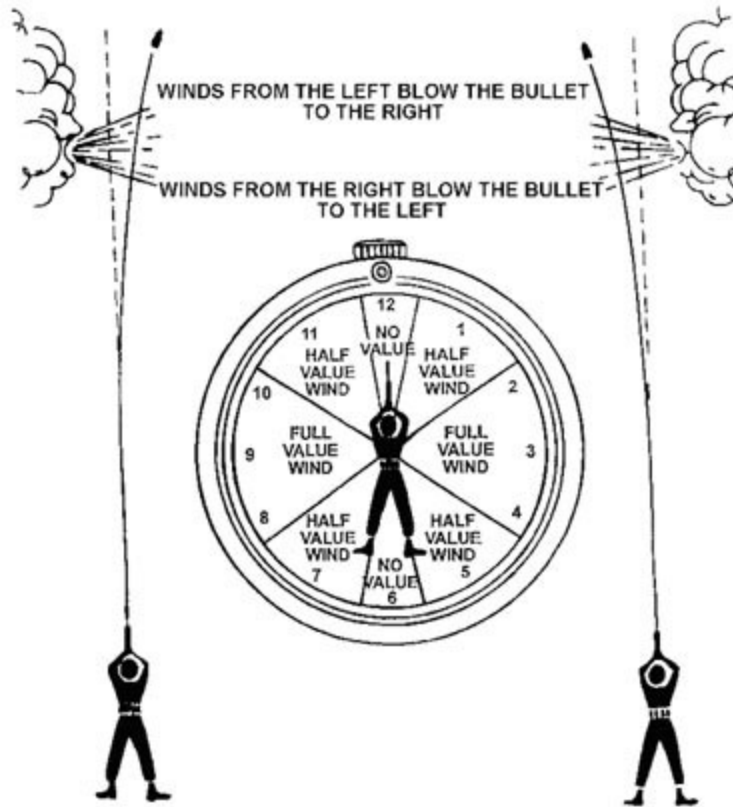
Headwind speed

Press the "down arrow" until you see the title "headwind" on the kestrel then simply type the numbers into the "wind speed section" in the "target" tab on the AtragMX like below:



[Wind direction](#) - clock system

Remember



CLOCK SYSTEM

Simply press "[shift-k](#)" and a "[small arrow](#)" will appear in the top right of your screen, then imagine that arrow was on the OUTSIDE of a clock pointing at the numbers, this number must then be placed in the "[wind direction \(clock\)](#)" section like below.

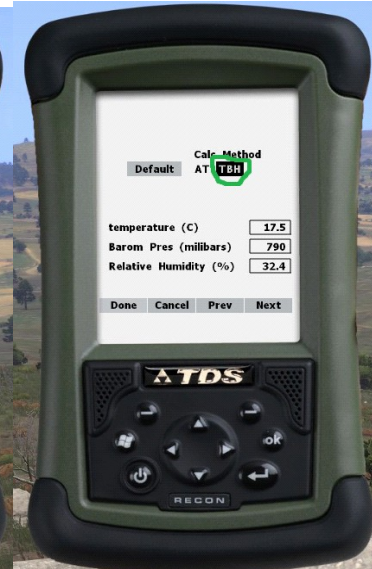
note : this arrow says 10'oclock, so you would type in 10 to the section.



remember to click done !

Humidity

Select the "Humidity" setting on the kestrel, then type the value into the humidity section. AFTER clicking the atmosphere tab and selecting "TBH" like shown below:





And the same for [barrow](#) :



Temprature and Altitude:

Follow the exact same method , just click "AT" after entering the

"Atmosphere" tab and enter the values shown on the kestrel.



Direction of fire

Now use your rangefinder to find the "direction of fire", simply look at the target , cycle through to the next fuction and when ranged the left numbers are what you need.

NOTE : you must be on the setting show below with "degrees" shown on both sides.

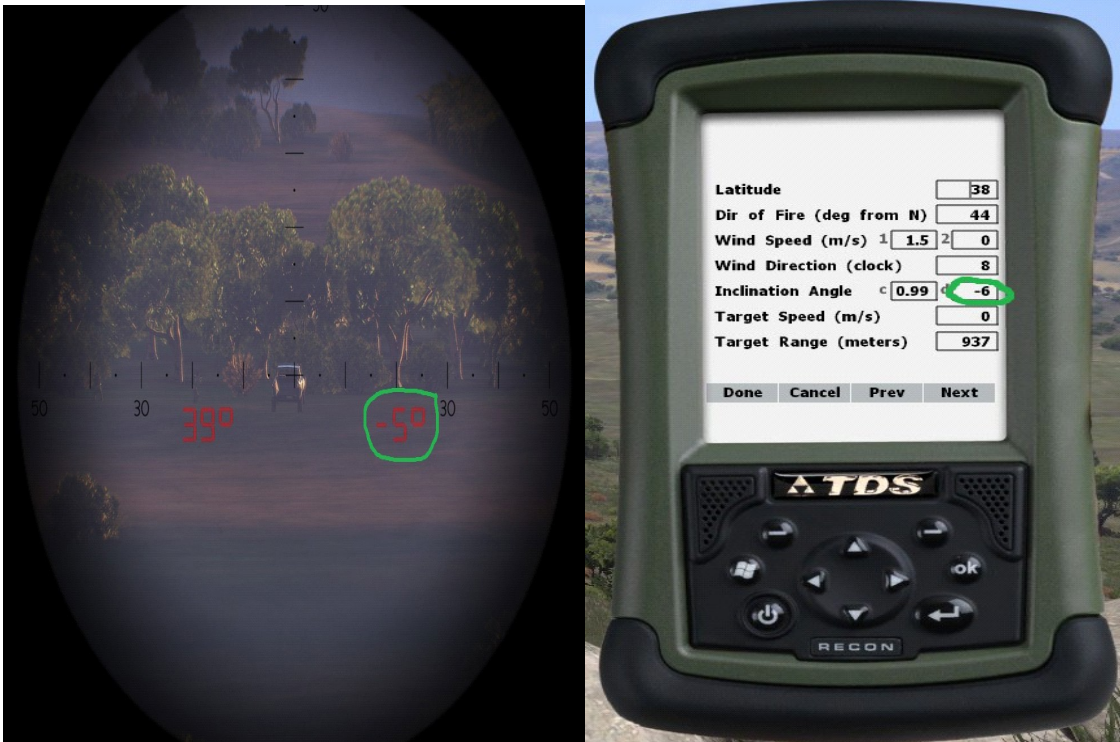


The **left hand side** number shows the direction of fire, simply enter this into the correct field like shown below.



Inclination Angle

The right hand side shows the "Inclination Angle" this must also be calculated and entered before taking the shot.



remember to press DONE !

Completed

After this whole process if you now press [update](#) on your AtragMX it will show all of the correct and updated calculations see below , allowing you to give the correct information the the sniper that is needed.



Blue shows the correct elevation and wind adjustment which you tell the sniper to adjust too.





Upon receiving this information the sniper can now make the relevant adjustments to his scope and begin engaging targets .

Also when information has been passed into the AtragMX it will create its own range tables allowing the shooter/spotter more easy access to information , and less readings to calibrate when time is not of the essence.



There is also an "[Advanced Ballistics](#)" feature which can be touched upon here although these features were not in use and in some cases it has been better to use "real world ballistics apps and calculators rather than the in-game AtragMX:



Thanks for reading i hope you all enjoy and i hope this helps you become a more proficient spotter and sniper :)