



# FreeFire's

## 6th Sense Deadeye Guide



Written for ArmA 2 with the 6th Sense mod pack enabled.





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# **1. Introduction**

This guide is brought to you mainly by FreeFire and is written for 6th sense (<http://6thsense.eu/>), a gaming community that plays different online games (including ArmA 2, for which this guide is written). I thought it would be a good idea to develop this guide for all new and even veteran players, because of the new ballistics and aiming options in the 6th Sense mod pack (mostly ACE) and to increase overall first-shot accuracy.

You may think that this is another one of those gamey-guides and that you have to learn using the weapons and equipment by doing it. I would disagree, real soldiers get training, they know their weapons and equipment like the back of their hand. We don't.

So I put together this guide which shows the ranges for the bullet-drop compensation markers on your sight.

All of this info was tested on 'Kronzky's Moveable Target Range' (<http://kronzky.info/targetrange/index.htm>) a very useful small map on Utes island which includes several moving and static targets and all weapons, the perfect tool for training. Because "Training makes perfect".

**Special thanks** to Vking, 6<sup>th</sup> sense member who collected much of the info on the mines, RPG-7, Kestrel 4500 and other parts of this guide. I would also like to thank the rest of the 6<sup>th</sup> Sense community for the great games we've had and the ACE team for making such a fantastic mod.

**As the 6<sup>th</sup> Sense mod pack is constantly being updated sometimes new features/weapons will not be included. I do my best to keep up with the updates.  
Current version: 1.7**



## 2. The Weapons

### *1. The Launchers*

#### **1. M136 AT-4 (CS/RS)**

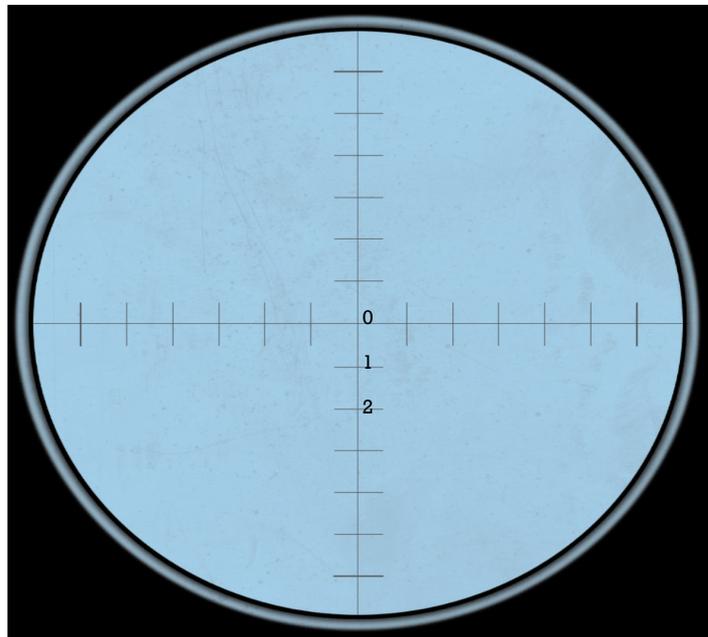
**Firing:** **Set Range:** Press up and down arrow keys while aiming to adjust the range (displayed in top right).



**Notes:** This weapon is a disposable launcher and can be fired only once, it does not need ammo and only takes up your launcher slot. It can be fired from a prone position. Mind the backblast, it might hurt teammates! Note that the CS/RS version has a reduced backblast. Not advised to fire beyond 300 meters.

#### **2. Mk 153 Mod 0 SMAW**

**Firing:** **Set Range** (see M136)  
Without set range:



Sight Reference (when Set Range is on default)	Distance (meters)
0	<100
1	200
2	350

Ammunition	Used Against
HEAA	Armour
HEDP	Infantry and (Armour)

**Notes:** The SMAW has a spotting rifle, when you equip the SMAW you can switch to the spotting rifle through the action menu and fire it at the target, when you hit it with the rifle you can be quite sure that you will score a hit with the rocket (ammunition for the spotting rifle is stored in your pistol ammunition slots). It can be fired from a prone position. Mind the backblast, it might hurt teammates! Not advised to fire beyond 350 meters.



### 3. RPG-7

**Firing:** Uses the 'Set Range' option (see M136)

Ammunition	Used Against	Range
PG-7V HEAT	Armour (low damage)	Normal
PG-7VL HEAT	Armour (medium)	Normal
PG-7VR Tandem HEAT	Armour (Heavy)	Very Low
OG-7 (HE)	Infantry	Normal to High

Ammunition	Sight reference
PG-7V HEAT	0
PG-7VL HEAT	1
PG-7VR Tandem HEAT	0, put range at 500 and don't try shooting beyond 100 meters
OG-7 (HE)	Not listed due to no simple firing rule.

**Notes:** Firing beyond 300 meters is not advised. Mind the backblast, it might hurt teammates!





#### 4. RPG-18, -22, -27

**Firing:** Uses the 'Set Range' option (see M136) fire with the second sight from the top!

Only one type of ammunition mostly used against armour.

**Notes:** This weapon is a disposable launcher and can be fired only once! Mind the backblast, it might hurt teammates!





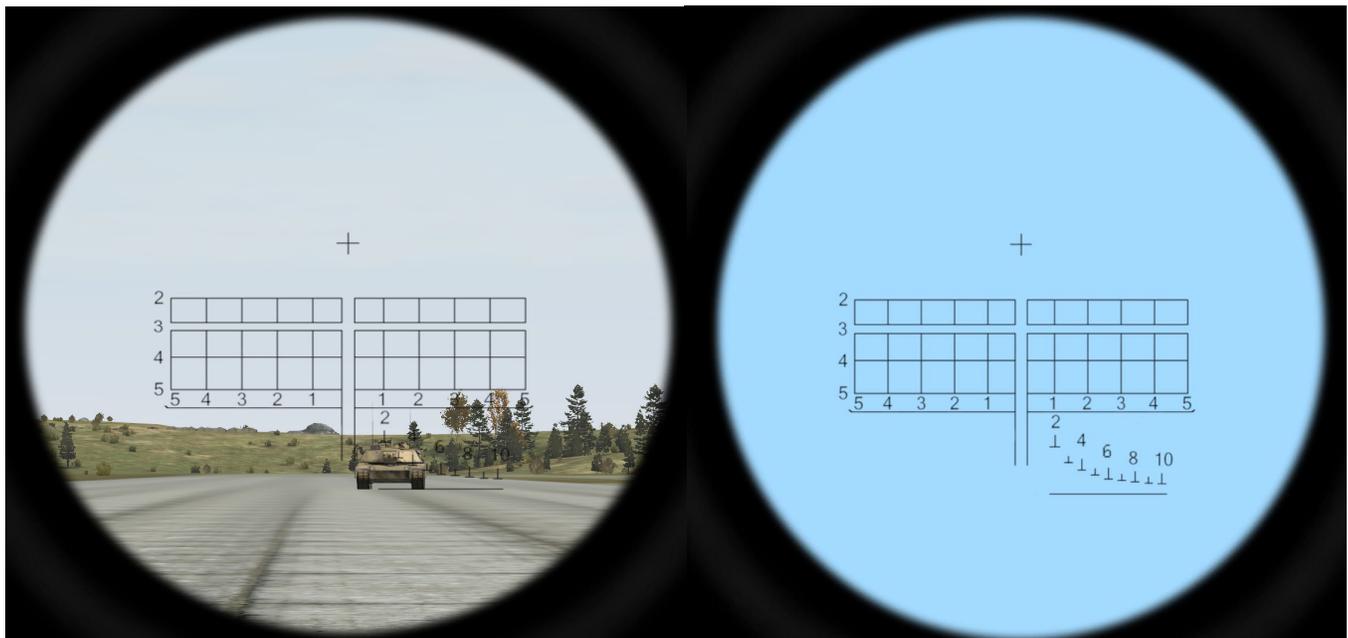
## 5. RPG-29

**Firing:** Ranges are marked on the scope, just multiply by 100 (meters).

Ammunition	Used Against	Range
PG-29	Armour	Normal
TGB-29	Infantry	Normal

**Notes:** Mind the backblast, it might hurt teammates!

**Ranging:** This is done by using the icons in the lower right part of the sight. You place this part of the sight over a tank, the line at the bottom is placed where the tank touches the ground, then the top line with a number should be touching the top of the turret. Multiply this number by 100 and you have the range. The tank in the example is at 200 meters.





## 6. FGM-148 Javelin

**Firing:** Just point at the target, wait until the lock-on signal appears and fire.

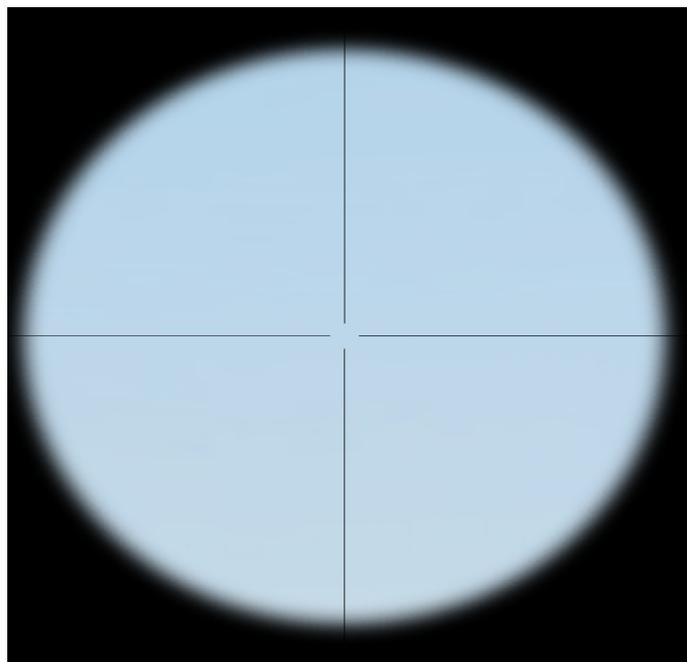
**Notes:** Huge damage and able to fire over distances up to 2km. However it is very heavy and you aren't able to bring much rockets. This weapon is soft launched and has no backblast.



## 7. 9P151 Metis-M

**Firing:** This launcher uses Wire-guided missiles, fire the missile and use the crosshair to guide it to the target. You should keep aiming at the target at all times otherwise the missile will deviate from its course!

**Notes:** Huge damage and able to fire over large distances. However it is very heavy and you aren't able to bring much rockets. Mind the backblast, it might hurt teammates!





## 2. The Assault Rifles

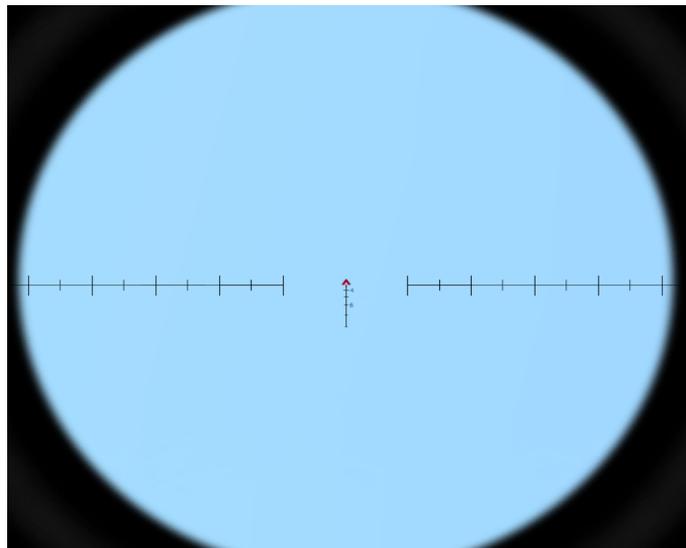
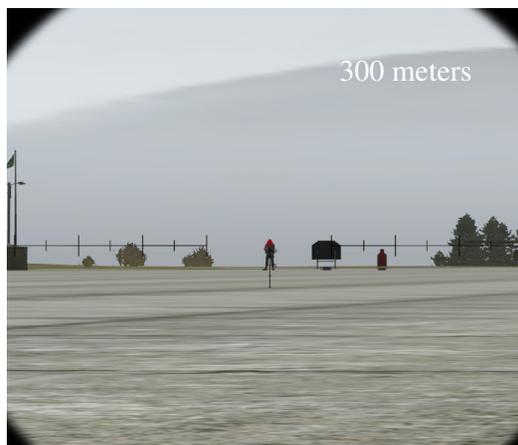
### 1. M16A4 / M4 (SD) with ACOG

**Firing:** Ranges are marked on the scope, just multiply by 100 (meters).

Ammunition	Damage	Rounds
Stanag	Normal	30/20
G36	Normal	30
MG36	Slightly less (almost nothing)	100 (takes 2 inventory slots each)

**Notes:** The M16A4 has a near perfect accuracy up to 300 meters, firing beyond this is not a problem but you will have some spread. When using silenced (SD) weapons don't forget to use SD mags. These have slightly less damage and spread is much larger. Because of its shorter barrel the M4 has slightly more spread than the M16.

**Ranging:** We use red chevron and the little lines underneath it to find ranges. Place the chevron or the lines over an enemy soldier's shoulders. The line that fits best is the range. Multiply the number by 100 and you have the range.





## 2. G36 Series

**Firing:** Only for scoped versions



Sight Reference	Distance (meters)
0	< 250
1	400
2	550

Ammunition	Damage	Rounds
Stanag	Normal	30/20
G36	Normal	30
MG36	Slightly less (almost nothing)	100 (takes 2 inventory slots each)

**Notes:** The G36-series (G36K, G36C, MG36) has a near-perfect accuracy up to 300 meters, firing beyond this is not a problem but you will have some spread.

**Ranging:** We use the markings in the left corner of the sight for this. We move the markings over a soldier and try to fit him between these lines when he is standing up. Multiply the fitting number by 100 and you have the range.





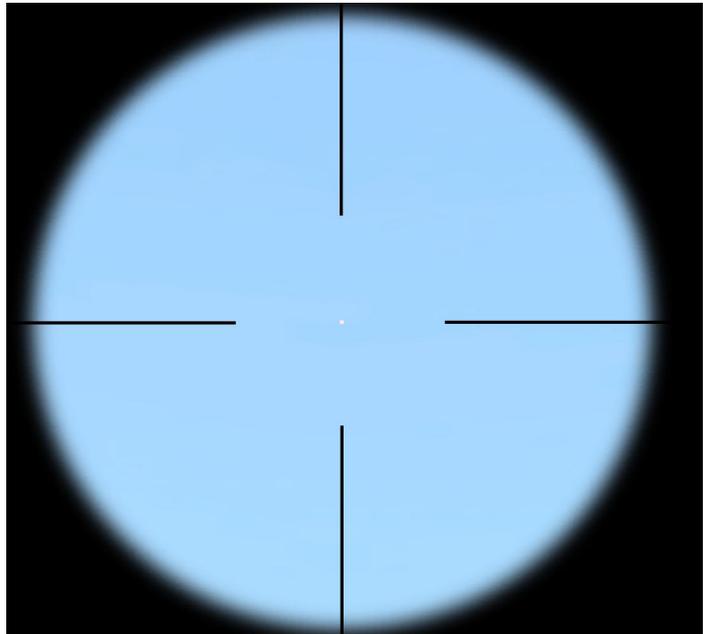
### 3. XM-8 Series

#### Firing:

Ammunition	Damage	Rounds
Stanag	Normal	30/20
G36	Normal	30
MG36	Slightly less (almost nothing)	100 (takes 2 inventory slots each)

**Notes:** The XM8-series has a near-perfect accuracy up to 300 meters, firing beyond this is not a problem but you will have some spread.

**Ranging:** Not possible





#### 4. AK107 / 74 with PSO

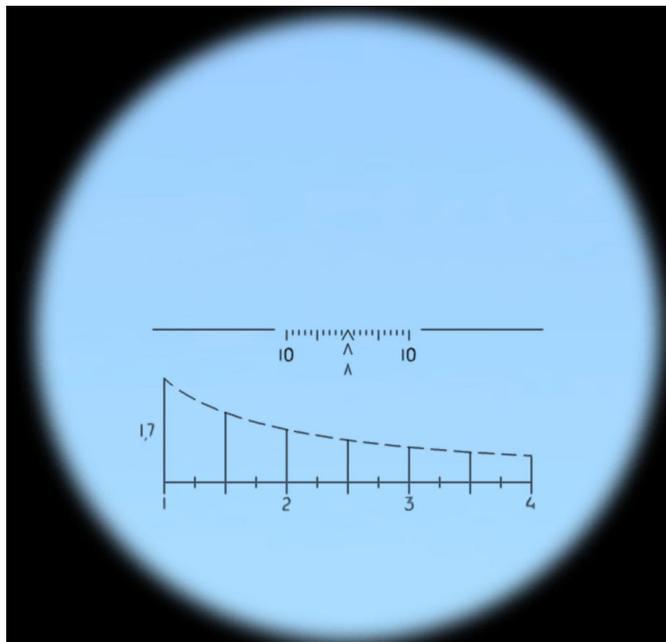
##### Firing:

Sight Reference	Distance (meters)
0	< 250
1	350, 400
2	600

**Notes:** The AK107/74 has a near perfect accuracy up to 300 meters, firing beyond this is not a problem but you will have some spread. The only difference between the AK 107 and the 74 is that the 74 has more recoil but a smaller muzzle flash.

**Ranging:** We use the marking at the bottom of the of the sight and try to fit a standing soldier in it. When you have done this multiply the number of the right line by 100 and you have the range.

Another method is to try and fit the shoulders of a soldier in the chevrons of the sight. Ranges for the chevrons from top to bottom are: 300, 400, 500 meters





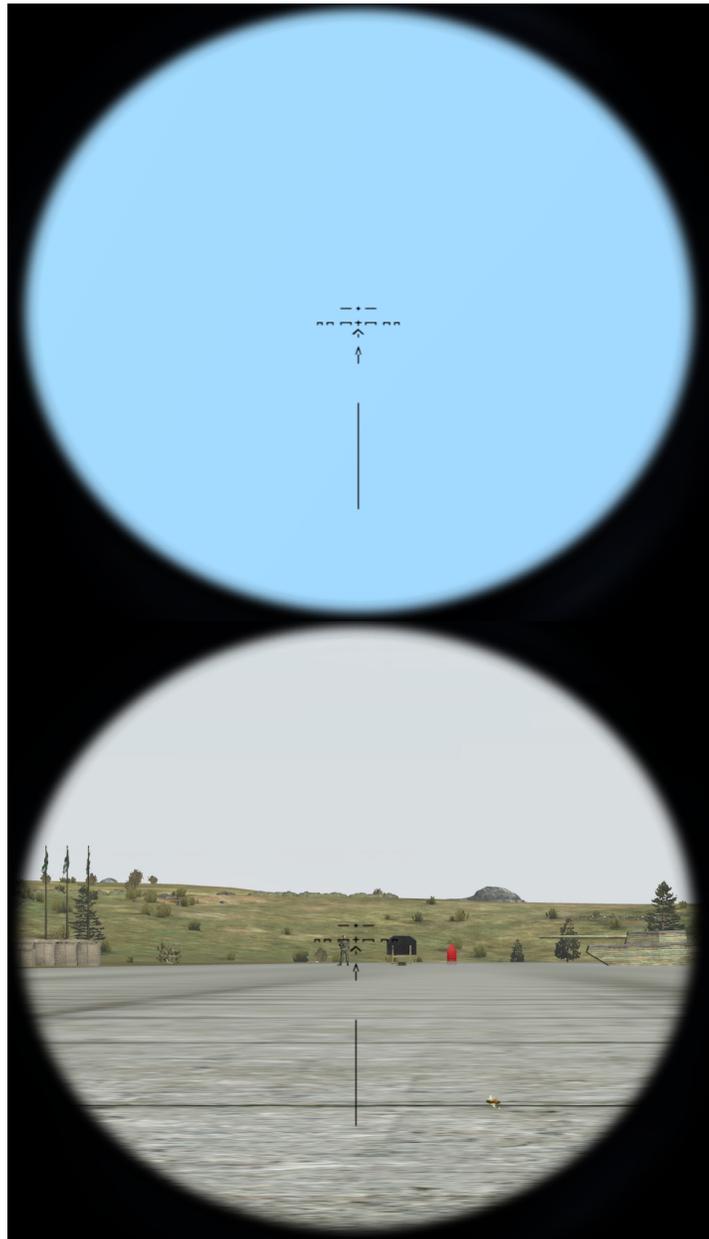
## 5. QBZ03 / QBZ95 (SD) SP

### Firing:

Sight Reference	Distance (meters)
0	< 300
1	400
2	550

**Notes:** The QBZ03 and QBZ95 (SD) have an incredible accuracy at all ranges. When using silenced (SD) weapons don't forget to use SD mags.

**Ranging:** We use the markings left and right of the cross in the middle of the sight. We try to fit the shoulders of the target in these lines. From inside to outside, the ranges are: 300, 400, 500 meters.





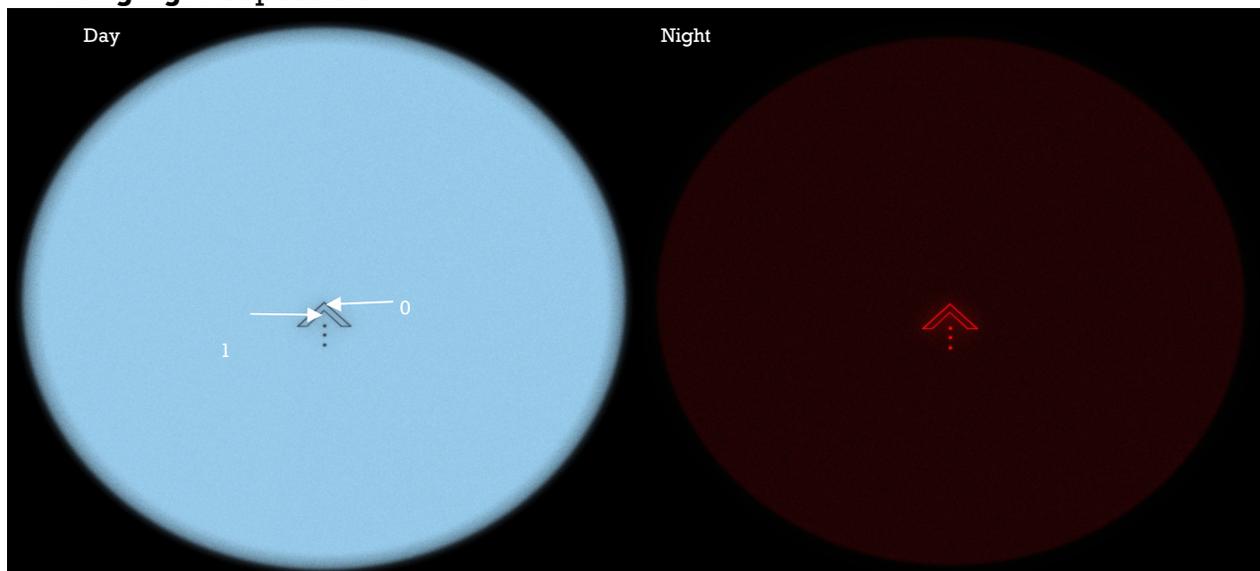
## 6. QBZ03 / QBZ95 (SD) TI

### Firing:

Sight Reference	Distance (meters)
0	200
1	300
2	550
3	650

**Notes:** The QBZ03 and QBZ95 (SD) have an incredible accuracy at all ranges. With the TI (= Thermal Imaging) scope you have the possibility to turn it on ('TI On') and off ('TI Off') when looking down the sights. The TI is only effective at night and is similar to night vision but without the green look. When using silenced (SD) weapons don't forget to use SD mags.

**Ranging:** Not possible



## 7. All Non-Scoped Assault Rifles

**Firing:** Up to 300-350 meters you should just aim at the middle of the enemy's torso (centre-mass) and you should almost always score a hit. Beyond 300 meters it becomes hard to see the enemy through the iron sights or reflex sights and you have to start compensating for the bullet drop. You can, off course, give it a try.



### 3. The Machineguns

#### 1. M249 PARA M145 / M240 (PARA) M145

**Firing:** Ranges are marked on the scope, just multiply by 100 (meters).

**Notes:** The PARA versions are less accurate due to their shorter barrel but this also makes them lighter to carry.



#### 2. Non-Scoped

**Firing:** All non scoped machineguns are zeroed in at 400 meters and you might have to aim down a little bit at closer ranges.





## 4. The Sniper Rifles

### 1. DMR / Mk12 SPR (SD)

#### Firing:

Sight Reference	Zoomed out (meters)	Zoomed in (meters)
0	< 250	< 250
1	500	350
2	650	450
3	800	500
4	950	600
End of thin line	1050	650

**Notes:** The DMR and Mk 12 have a good accuracy at all ranges, only at the longest ones there is a little spread. Attacking targets beyond 650 meters is hard because you have to zoom out, take the shot and zoom in again to see the effect. The downside of the Mk 12 is that it has no bipod, but it can use larger mags. Don't forget the SD mags for the Mk 12. Deploy your bipod and mind wind deflection.



Ammunition (only for Mk12)	Damage	Rounds
Stanag (tracers)	Normal	30/20
G36	Normal	30
MG36	Slightly less (almost nothing)	100 (takes 2 inventory slots each)



## 2. M24 / M40A3 / M110 (SD)

### Firing:

Sight Reference	Only 1 zoom level (meters)
0	< 300
1	350
2	450
3	550
4	600
End of thin line	650

**Notes:** Deploy your bipod and mind wind deflection. Don't forget the SD ammo for the SD version. There is more spread when using the SD version. (Uses same sight as DMR / Mk12 SPR)

**Ranging:** (See note for all sniper rifles further down)

## 3. M107 / TAC 50 (SD)

### Firing:

Sight Reference	Zoomed out (meters)	Zoomed in (meters)
0	< 550	< 550
1	750	600
2	950	700
3	1150	800
4	(Not enough room to test)	900
End of thin line	(Not enough room to test)	950

**Notes:** The M107 / TAC 50 (SD) has a top accuracy at all ranges only at the longest ranges there is a little spread. Attacking targets beyond 950 meters is hard because you have to zoom out, take the shot and zoom in to compensate. Deploy your bipod when prone and mind wind deflection! This rifle makes a lot of noise and stirs up a lot of dust around you.

**Notes only for TAC 50 (SD):** The TAC 50 is a bolt action sniper rifle and has a smaller magazine (5 rnd.) than the M107 (10 rnd.). It is advised to only use the TAC 50 (SD) when you need a heavy silenced sniper. Mind the extra spread on the SD version and do not forget to bring SD magazines.

**Ranging:** (See note for all sniper rifles further down)





## 4. M109

### Firing:

Sight Reference	Zoomed out (meters)	Zoomed in (meters)
0	< 550	< 500
1	650	550
2	800	600
3	900	700
4	1050	750
End of thin line	(Not enough room to test)	800

**Notes:** The M109 has a top accuracy at all ranges only at the longest ranges there is a little spread. Attacking targets beyond 800 meters is hard because you have to zoom out, take the shot and zoom in to compensate. Firing small HE shells, the M109 is probably the mother of all rifles, it kills infantry in one shot and can take out light vehicles with one shot if you aim at weak spots (tires, windshields, ...), the only disadvantage is the heavy recoil which does not allow very fast firing.

Deploy your bipod when prone and mind wind deflection! This rifle makes a lot of noise and stirs up a lot of dust around you. (Uses same sight as M107 / TAC 50)

**Ranging:** (See note for all sniper rifles further down)

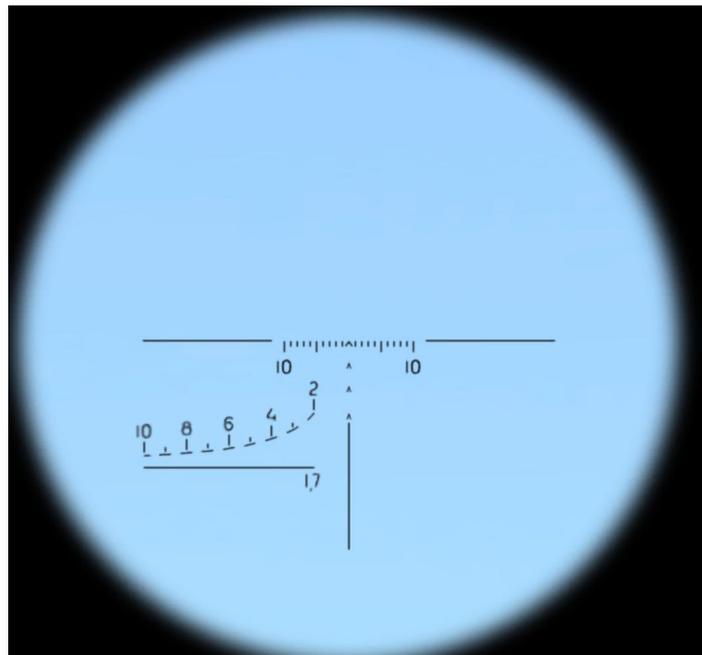
## 5. SVD Dragunov

### Firing:

Sight Reference	Distance (meters)
0	< 350
1	550
2	750
3	950

**Notes:** The SVD has a good accuracy at ranges up to 550 meters, if you fire over greater distances there is a little spread. The SVD has a 10 round magazine and is semi-auto, it's a good medium to long range sniper rifle. Mind wind deflection!

**Ranging:** We use the markings in the left bottom corner. Try to fit a standing soldier in between the two lines. Multiply the number of the fitting line by 100 for the range.



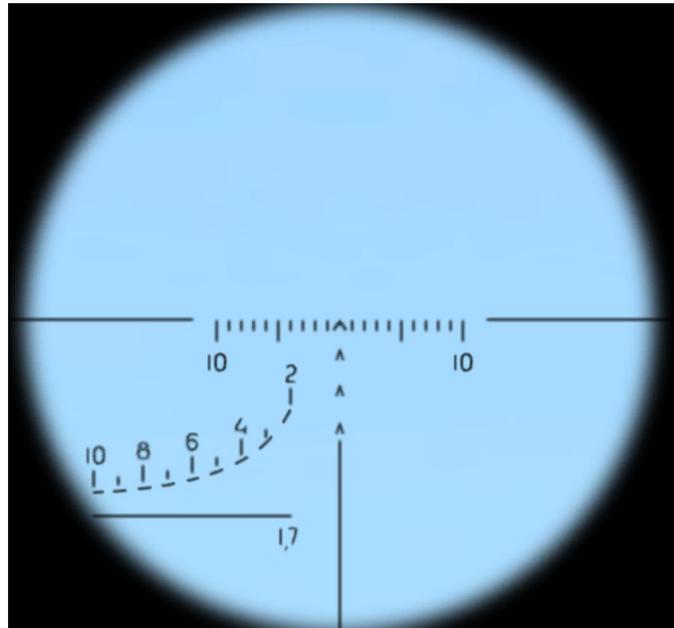


## 6. KSVK

### Firing:

Sight Reference	Distance (meters)
0	< 500
1	650
2	900
3	1100

**Notes:** The KSVK has a good accuracy at all ranges only if you fire over very long distances there is a little spread. The biggest disadvantage of the KSVK, compared to the M107, is that it is a bolt action rifle, it has only 5 round magazines and it has huge recoil, even more than the M107. Deploy your bipod when prone and mind wind deflection! This rifle makes a lot of noise and stirs up a lot of dust around you. **Ranging:** We use the markings in the left bottom corner. Try to fit a standing soldier in between the two lines. Multiply the number of the fitting line by 100 for the range.

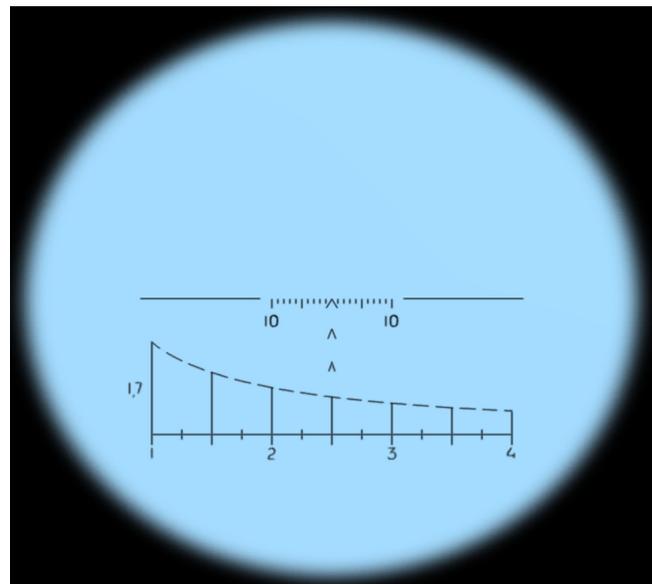


## 7. VSS Vintorez

### Firing:

Sight Reference	Distance (meters)
0	< 100
1	200
2	300

**Notes:** The Vintorez has an integrated silencer and is the only silenced Russian sniper. Mind wind deflection.





## 8. Important Notes for all Sniper Rifles

### Sight Adjustment:

On all Sniper Rifles you have the Sight Adjustment option. This can be activated by pressing **Shift+V**. After doing this a window will appear at the top of your screen. In this window you click 'Range Table' and a table with ranges and mils will appear. For each range you can input the right amount of mils. After putting the info in you click confirm and your scope will be zeroed to that range. So you can now fire straight at the target if it is at the selected range. You can also insert the amount of crosswind this is only possible if you have a Kestrel 4500 wind meter (standard equipment of the spotter). Russian snipers will allow immediate input of the range. Do note that the range tables earlier in the guide won't be correct anymore because you changed your sight. To be able to use them again you will have to put the Sight Adjustment back on default.

**BLUFOR**

Elev  moa    Windage  moa

Close table    Confirm

Range	Elev.	Wnd. 4m/s
100	-7	1
200	-4	1.2
300	0	1.9
400	4	3.2
500	8	4.9
600	14	6.9
700	20	8.9
800	28	11.8
900	37	15.3
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**OPFOR**

Range  m    Windage  mil

Close table    Confirm

Range	Elev.	Wnd. 4m/s
100	0.6	0.3
200	1.4	0.4
300	2.4	0.6
350	2.9	0.75
400	3.3	0.9
450	3.9	1.05
500	4.6	1.2
550	5.4	1.4
600	6.1	1.6
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### Ranging for US Sniper Rifles:

All US Sniper Rifles use the same ranging system, this is the Mil Dot system. (These are not the realistic values, these are only used in the game). Note that these ranges are only right when you are in maximum zoom. Distance in example is 300 meters.

Amount of Dots	Distance (meters)
2	850
3	600
4	450
5	350
6	300





### **Kestrel 4500 Windmeter:**

The Kestrel 4500 is a very important piece of equipment for a serious sniper team and comes with the default equipment of the spotter unit. You open it by clicking on 'Kestrel 4500' in the action menu. It has 4 menus and you can switch between these by clicking on the left and right buttons.

#### Menu 1:

Digital compass, shows your heading and if you click on the middle button here the Kestrel will be calibrated.

#### Menu 2:

Crosswind indicator, If you haven't calibrated the Kestrel an error message will be shown here. To calibrate it you have to go back to menu 1. This menu shows the speed of the crosswind but gives no indication whether it is coming from left or right. You can check this by pressing 'Shift+K' this will show an arrow in the top left corner of the screen (yellow = weak wind, orange = medium, red = strong), you have to exit the windmeter first though.

#### Menu 3:

Headwind indicator, shows the amount of headwind. Not really useful.

#### Menu 4:

Altimeter, shows your current altitude.

To exit the Kestrel press esc.



Menu 1



Menu 2



Menu 3



Menu 4



Menu 1:  
calibrating



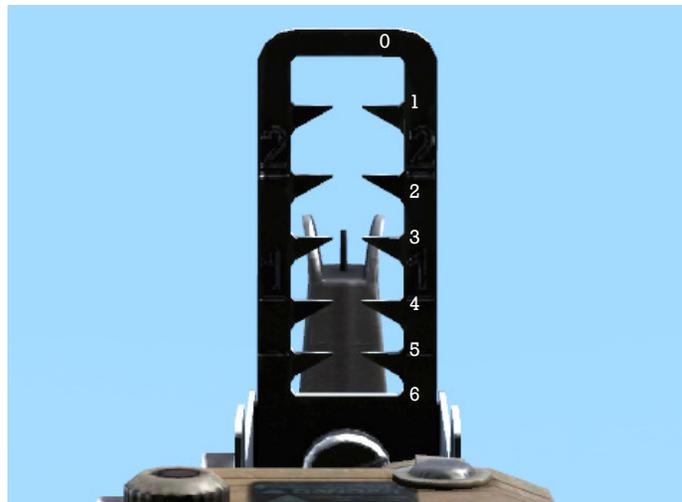
## 5. The Grenade Launchers

### 1. M203

#### Firing:

Sight Reference (^)	Distance (meters)
0 (top)	< 80
0 (bottom)	100
1	110
2	130
3	150
4	170
5	185
6	195

**Notes:** Ace added an aiming help when firing over greater distances, this is to simulate the experience of your soldier with the grenade launcher. When you press **Shift+V** you will see a window in the top left corner showing you the range you will shoot at (on horizontal ground!) When the number turns red, you will fire right at that range if it is white you will shoot at approximately that range.



### 2. GL and GP-25

The GL and GP-25 only have a small sight with no bullet drop compensation lines, all that can be said about it is that the sight is set for a range of 150 meters. You can also use **Shift+V** (see M203).



### 3. QBZ95 GL

#### Firing:

Sight Reference (^)	Distance (meters)
0 (top)	< 80
1	150
2	200
3	260
4	300

**Notes:** You can also use [Shift+V](#) (see M203).





## 6. The Static Weapons

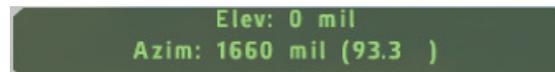
### 1. M2, KORD, DShKM

All these weapons have the 'Sight Adjustment' option in the action menu. When this is selected a window will open similar to that of the sight adjustment of the sniper rifles. Here you can select range and windage values. Once done, click confirm and fire straight at the target you have set the range for.



### 2. Mk19, AGS-30

These weapons also use the 'Sight Adjustment' option (see previous). The static GL can also use the 'Use T-E' option. It can be found in the action menu. Once activated a window will open in the upper left corner, it will constantly show the elevation and heading of the gun. Once you have selected this option you can turn it off in the action menu with the 'End Using T-E' option or select 'Range Table' for a table with the right mils for the ranges.



Range, m	Elev, mil	Indir.
0	0	
100	9	
200	18.6	
300	29.1	
400	40.4	
500	52.6	
600	65.9	
700	80.3	
800	96	

### 3. Note for Static Weapons

The above systems also work on the mounted versions of these weapons e.g. Humvee, Stryker, Pickup, UAZ, ...



## 6. The Explosives

### 1. Mine

**Placement:** The traditional Anti-Tank landmine. Move to the location where you want it and select 'Put Mine (x left)' in the action menu. When this is done the mine is deployed.

**Detonation:** (automatic only) The mine will detonate when a vehicle moves very close. The mine will not be detonated by infantry.

**Disarming:** The mine can be deactivated by selecting 'Disarm mine' in the action menu when you are close enough to the mine and looking directly at it.



### 2. M18A1 (Claymore)

**Placement:** The M18A1 is a directional explosive device it fires hundreds of small iron balls towards the direction it is facing, so placement is important. You can place the claymore by selecting 'Place M18' in the action menu.

If you want to change the facing of the mine you can use the option 'Sight in mine' in the action menu when you look directly at the mine. After you this is done your view will change and you can use the movement keys to choose the exact facing of the mine. When done press escape.

**Detonation:**

**Manual:** First use the 'Safety Off (Clacker x)' option in the action menu. Then press 'Detonate Claymore x' in the action menu. You can place multiple claymores, they will be numbered and you can set them off one by one.

**Automatic:** Get close to the mine and look directly at it, in the action menu you will get the option 'Tripwire Mine', select it, then move away from the away from the mine to where you want the tripwire to end and select 'End Tripwire' in the action menu. You then have 5 seconds before the mine is armed. The mine will be detonated when either a vehicle or infantry passed the tripwire.

**Disarming:** (see Mine)





### 3. M16A1 Bounding Mine

**Placement:** The M16A1 is a bounding mine, this means that when the mine is set off it will launch itself up in the air to about 1 meter and the detonate unleashing shrapnel in a 360° angle. So even when 1 person sets it off it might kill a whole fireteam. To place the mine move to the location where you want it and click 'Place M16' in the action menu.



**Detonation:**

Automatic 1: Tripwire (see M18A1 Claymore)

Automatic 2: Look directly at the mine and select the 'Safety Off option'. The mine will be detonated by infantry only.

**Disarming:** Not possible when Safety Off option has been used otherwise, see Mine.

### 4. M49 Tripflare

**Placement:** The M49 Tripflare is a warning device that is placed on the ground and is activated by a tripwire. Once activated it will start burning just like a flare, hopefully backlighting the enemy. This mine is only useful at night. To place the M49 move to the location where you want it and select 'Place M49' in the action menu.



**Detonation:**

Automatic: Tripwire (see M18A1 Claymore)

**Disarming:** (see Mine)

### 5. M89 PDM

**Placement:** The M89 Pursuit Deterrent Munition can be thrown like a grenade and once it hits the ground it will shoot out wires and detonate if infantry or vehicles come too close.



**Detonation:**

Automatic: Proximity

**Disarming:** Not Possible



## 6. M2 SLAM

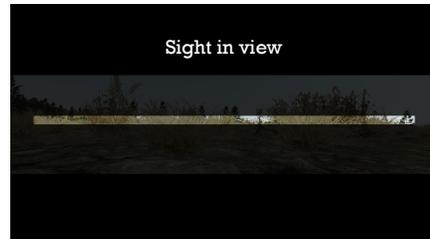
**Placement:** Move to the location where you want to place the mine and then select 'Place M2' in the action menu. It is only triggered by vehicles.

### **Detonation:**

**Automatic 1:** Bottom Attack, this arming mode turns the M2 in a normal mine, it will detonate when a vehicle drives over it. After placing the mine, look directly at it and select 'M2: BOTTOM ATTACK' then select 'Safety Off' in the action menu.

**Automatic 2:** Side attack, this arming mode is similar to the claymore. First select 'M2: SIDE ATTACK' in the action menu then 'Sight In' when you are satisfied with the facing select 'Safety Off'.

**Disarming:** (see Mine)



## 7. Satchel Charges

**Placement:** Move to the location where you want the satchel and select 'Put Satchel Charges (x left)' in the action menu. Another option is to attach it to a vehicle, stand close to the vehicle and select 'Put Satchel Charges (x left)' then look directly at the satchel and click in the action menu on 'Attach Satchel Charges to [number Vehicle name]'.

### **Detonation:**

**Manual:** Once you placed the satchel you can press 'Touch Off x Bombs' this will detonate all the bombs you have placed.

**Automatic:** Timer, this option allows you to set a timer on the satchel. Once the satchel is placed select 'Set Timer on (30 seconds)' once this has been done the timer will immediately start counting down, you can keep adding seconds to the timer by doing the same step over and over again.

**Disarming:** Look directly at the Charge and select 'Deactivate Bomb'.



## 8. Important Note on Mines

Mines don't care whether you are friendly or not so be extremely careful when placing them, good teamwork and coordination are a must. It is advised that you first plant all of them and then start turning the safety off starting on the outer perimeter and working your way towards the inside.



## 9. Grenades

Whether it is an M67, M34, M7A3 or an RGO, the next applies for all of them. ACE includes a new throwing mechanic for grenades. This can be activated by pressing 'Shift+H' and you will switch between different throwing modes. The selected mode will show up in the upper right corner.

Mode	Effect
Throw	Default throwing mode
Throw (short)	Useful for lobbing grenades just over a wall. It uses the default angle but less power
Precisionthrow	Throws the grenade in the direction you are aiming and not in an angle. (This how you are used to throwing smoke grenades)
Roll	Throws the grenade parallel to the ground, fast enough to bounce about 10 meters.
Roll (short)	Same as roll but the grenade goes much slower, it might fall to close so be careful.
Drop	Drops it right at your feet. You better start running if you don't want to loose your feet.

Grenade Name	Description
M67	Timed anti-personnel grenade (BLUFOR)
RGD5	Timed anti-personnel grenade (OPFOR)
Type 82	Timed anti-personnel grenade (PLA)
RGO	Anti-personnel grenade, detonates on impact (OPFOR)
M34	White-Phosphorus grenade, only explosion hurts you
M7A3	CN gas, gives player blurry vision, AI runs away from the source ignoring everything on their way
M84	Flashbang, has a 2 seconds fuse, depending on distance from the grenade and whether it is within field of vision effects may vary from only temporary loss of hearing to being blinded for 10 seconds plus loss of hearing, AI is stunned for about 6 seconds.
Flashbang	(see M84)
M86	PDM, mine (see mines section)



## 7. Printer-friendly Version

### M136

Use 'Set Range' option

### Mk 153 Mod 0 SMAW

Use 'Set Range' option, also use the spotting rifle if appropriate.

Sight Reference (when Set Range is on default)	Distance (meters)
0	<100
1	200
2	350

### RPG-7

Use 'Set Range' option

Ammunition	Sight reference
PG-7V HEAT	0
PG-7VL HEAT	1
PG-7VR Tandem HEAT	0, put range at 500 and don't try shooting beyond 100 meters
OG-7 (HE)	Not listed due to no simple firing rule.

### RPG-18, -22, -27

Use 'Set Range' option

### RPG-29

Ranges are marked on the scope, just multiply by 100 (meters).

### FGM-148 Javelin

Lock-on and fire

### 9P151 M-Metis

Keep the crosshair on the target (wire-guided)

### M16 / M4 with ACOG

Ranges are marked on the scope, just multiply by 100 (meters).

### G36 Series

Sight Reference	Distance (meters)
0	< 250
1	400
2	550

### XM-8 Series

Zeroed at 300 meters.

**AK 107 / 74 PSO**

Sight Reference	Distance (meters)
0	< 250
1	350, 400
2	600

**QBZ03 / QBZ95 (SD) SP**

Sight Reference	Distance (meters)
0	< 300
1	400
2	550

**QBZ03 / QBZ95 (SD) TI**

Sight Reference	Distance (meters)
0	200
1	300
2	550
3	650

**M249 PARA M145 / M240 M145**

Ranges are marked on the scope, just multiply by 100 (meters).

**DMR / Mk 12 SPR**

Sight Reference	Zoomed out (meters)	Zoomed in (meters)
0	< 250	< 250
1	500	350
2	650	450
3	800	500
4	950	600
End of thin line	1050	650

**M24 / M40A3 / M110 (SD)**

Sight Reference	Only 1 zoom level (meters)
0	< 300
1	350
2	450
3	550
4	600
End of thin line	650

**M107 / TAC 50 (SD)**

Sight Reference	Zoomed out (meters)	Zoomed in (meters)
0	< 550	< 550 meters
1	750	600
2	950	700
3	1150	800
4	(Not enough room to test)	900
End of thin line	(Not enough room to test)	950



### M109

Sight Reference	Zoomed out (meters)	Zoomed in (meters)
0	< 550	< 500
1	650	550
2	800	600
3	900	700
4	1050	750
End of thin line	(Not enough room to test)	800

### SVD Dragunov

Sight Reference	Only 1 zoom level (meters)
0	< 350
1	550
2	750
3	950

### KSVK

Sight Reference	Only 1 zoom level Distance (meters)
0	< 500
1	650
2	900
3	1100

### M203

Sight Reference	Distance (meters)
0 (top)	< 80
0 (bottom)	100
1	110
2	130
3	150
4	170
5	185
6	195

Use [Shift+V](#)

### GL and GP-25

Zeroed at 150 meters. Use [Shift+V](#)

### QBZ95 GL

Sight Reference	Distance (meters)
0	< 80
1	150
2	200
3	260
4	300



### **3. ACE 2 Features**

ACE 2 has a huge amount of big and small changes, I only explained a couple of them that are important for aiming, for all the features visit the website.

[http://community.bistudio.com/wiki/Features\\_of\\_ACE2](http://community.bistudio.com/wiki/Features_of_ACE2)



### **4. Play ArmA 2 at 6<sup>th</sup> Sense**

Interested in playing at 6th sense? Go to <http://6thsense.eu/> and post a short introduction in the Welcome Thread, our moderators will handle your registration as soon as possible.