

## **RTE Techniques Step by Step for AB Kestrel (Firmware 1.34 must be installed)**

### **Danger Space**

1. Select [GUN] that you will use. (Example: RN\_M110)
2. Scroll down to [BALLISTICS] and press ↵
3. Set Range based on engagement area. (Example: 500m furthest you would engage out to)
4. Scroll down to MaxO. If MaxO doesn't exceed the target's height (Example: MaxO displays 28" and your target height is 30") you can use the range you set in step three as your Line of Sight Hold. If MaxO does exceed target height, decrease your range by 50 meters and reassess.
5. Press ⚙️ and go to [RANGE CARD]. Scroll to range that you set in step three (Example 500 meters). Annotate Elevation Hold. (Example: 3.9 Mils). If using MOA turret, convert.  
 $\text{Mil} \times 3.438$  ( $3.9 \times 3.438 = 13.4$  MOA round up to 13.5 MOA)
6. Dial Elevation Hold annotated in step five. Sniper will dial in Mils or MOA based off turret unit of measurement. (Example: dial 3.9 mils or 13.5 MOA) Now for any target that is between 100-500 meters, sniper will hold at the beltline of a target with turret dialed and the trajectory of the round will not exceed the height of the target.

### **Max Point Blank Range**

1. Scroll to [GUN] and press ↵
2. Scroll to [ZR] and press ↵
3. Select [MaxPBR] and press ↵
4. Change Target to 25" (Avg. male torso size)
5. MPBhd will populate. (Example: 2.19U mil) This is what you will dial on your turret. If using a MOA turret, hit ↵ and change Units to TMOA then hit ⚙️ Should now read (Example: 7.5 tmoa)
6. MaxPBR will display the max effective range target can be hit with MPB Hold.
7. Scroll down to NoGo. If the target mils greater than what is displayed (Example: 1.49 mil) then you can use MPB Hold.

### **Speed Drop**

1. Scroll to [Accuracy 1<sup>st</sup>] and press ↵
2. Scroll to [SpdDrp] and press ↵
3. Scroll to [Calculate] and press ↵. Scroll back up to [SpdDrp#] Annotate number displayed. (Example: 1.3 mil)
4. Look at Rng Min and Rng max. This tells you your minimum and maximum ranges that the speed drop technique will be effective to.

### ***Apply speed drop number as follows:***

Sniper estimates range to target is 450 meters. Turn 450 into 4.5. Subtract 1.3 from 4.5  
 $4.5 - 1.3 = 3.2$  Sniper holds 3.2 mils to engage the target. To simplify things, the sniper can dial down .3 mil and subtract 1 from whatever range to target. Example: Target is at 350 meters.  
 $3.5 - 1 = 2.5$  mil hold. If using Mark 4 3.5-10 DOS, you cannot dial down. Use TMR reticle and original speed drop number i.e. 1.3 mil. Target is at 500 meters.  $5.0 - 1.3 = 3.7$  mil hold with TMR.