

Marksman Qualification Guide



Department of the UNSC

1st Marine Expeditionary Unit

5th Regiment, 1st Battalion

S-4 Training Department

1. Open Statement

- The objective of this manual is to familiarize 1st members with the standard operating procedures (SOPs) by which they must abide whilst using the Marksman Qualification.

2. Marksman Rules

Any breach in these Behavior guidelines will result in Qualifications to be removed and possible DAs.

- Every member of the 1st is to uphold the rules and regulations of the marksman qualification.
- Usage of Banned Equipment will result in an immediate revocation of the Marksman Qualifications and possible blacklist of the qualification, this is non-negotiable.
- Approved weapons are M295X BMR, M393X DMR, M393X/S DMR, MRS11X DMR, SRS99C-S2X and SRS99D-S2X Sniper rifles. No other weapons are allowed when running marksman or sniper.
- Sidearms (pistols) are allowed to anyone running a SRS, but are only allowed 5 magazines.
- No backpacks of any type allowed when running a marksmen kit.

3. Marksman Skills

This will explain basic skills and tools at your disposal.

➤ **Ranging**

- Use your binoculars to range the target. Then zero your scope using the 'page-up' or 'page-down'.

➤ **Windage**

- Use 'Shift+K' to bring up the windage and direction meter.
- The arrow on top left of the screen shows wind direction and the dots represent speed.

➤ **SSWT Kit**

- Use the SSWT kit to provide a stable shooting position. The SSWT kit is placed using Ace interactions.
- Recommended to build a trench in front of SSWT to protect the tripod and yourself.
- Best used when prone firing position isn't available.

➤ **Scope functions**

- "N" will toggle different vision modes for your scope variant if applicable
- "/" on numpad or "Control + right click" will switch which scope your using for hybrid scopes
- "+ and -" on numpad will zoom in and out with your scope if applicable.
- "T" will toggle range finder if applicable
- HUD breaks scope functions, you must turn it off during scope use
- "TAB" will with certain 1st MEU scopes for the SRS auto adjust your scope to the target

3. Marksman Skills continued

➤ **Ace Zeroing**

- "Page up" and "Page down" increase and decreases the scope zeroing by .1
- "Shift + Page up" and "Shift + page down" increases and decreases the scope zeroing by 1.
- "Ctrl + page up" and "ctrl + page down" increase your left and right shift by .1 .
- "Ctrl + shift + page up" and "ctrl + shift + page down" increase and decrease the scope left and right zeroing by 1.
- "Alt + page up" and "Alt + page down" uses the old system of zeroing by increasing and decreasing by 100 meters.
 - Bullet drop is more of a factor comparatively from before when using the old system

4. Overwatch and Engagements

Basic explanation of overwatch and engaging targets.

- **Prioritize Targets.** Depending on the situation you should be prioritizing different targets. Focus on what can damage the team the most at the present time. Below are a list of potential targets and general order in which to engage infantry. An example of when to disregard this list is if an Auto-Rifleman is suppressing a squad from moving up.
- **First priority targets:**
 - Sniper, Implacements, Grenadier, Marksmen
 - **Secondary Targets:**
 - Autorifleman and AntiTank
 - **remaining targets:**
 - Everyone else besides medic
 - **Last priority targets:**
 - Medic

- Spot and Report Threats. Your role puts you in a position to be the first line of defense and early warning.

5. Understanding Your Role:

- Understand your capabilities:
 - When running a tier 2 weapon system your weapon isn't ideal for clearing buildings your primary skill set is ideal for overwatch and support by fire.
 - Your weapon system is a mid to extreme range
 - You can engage hostiles that most weapon systems can't more accurately.
 - Range your weapon
 - Have a spotter or use the built in rangefinder of your scope to range your targets for more accurate shots
- Requirements to run Sniper team or a tier 2 marksmen weapon system:
 - No more than two Snipers in an operation.
 - Must have leadership approval during platoon operations or Zeus approval during fun ops.
 - A spotter who is marksmen and rto basic qualified.

Ace Zeroing:



➤ Making adjustments

- To zero this weapon utilize the key binds located in the Marksmen Skills section of this SOP however you won't see the adjustments as shown in the picture above if you are looking into your scope. It is recommended to do all adjustments while not aiming down range.
- Oracle scope is not adjusted to 200 meters.
 - Non tracer ammunition has more weight to the round thus more bullet drop.

7. Additional Useful Info

- Scope Stuff - Only the srs99d can have an oracle sight.

The only oracle sight allowed is the D variant with SRS99D and the C Variant SRS99C.

No scopes greater than 4x on any weapon besides marksmen weapons

No thermals on any scopes besides the oracle

0x-8x max sight for tier 1 marksmen authorized weapons

0x-25x max sight for tier 2 marksmen authorized weapons

➤ Tracer ammo vs non tracer ammo

- Tracer ammo is more accurate and easier to dial in on the target than non tracer ammo
- When using ace zeroing tracer ammo requires less dialing than non tracer ammo

➤ Ammo types

- HEDP - high explosive dual purpose useful for aircraft and light to medium level armored vehicles. Heavy round with high bullet drop
- SS - subsonic is an extra shhhh round ideal for lets be super silent.
- APFSDS - armor-piercing fin-stabilized discarding sabot round that shoots straighter than most rounds over long distance but still packs a punch. The ideal round when running SRS.
- HVAP - high velocity armor piercing is ideal for heavily armored troops over extreme distances.
- AP - armor piercing DMR only round ideal for heavily armored troops but does less damage. When fighting lightly armored units. militia or covenant dont use this round.
- HP - high penetration another version of armor piercing round but does slightly more damage per round
- NARQ - non lethal round ideal for making HVT sleep

8. Practical Test

A small practical test should be done to make sure the Trainee has understood the lessons and can successfully do it in an operation.

❖ **Marksmen Test:**

- Have individuals engage hostiles captured at 300-500 meters out to practice zeroing scopes, weapon familiarization and accuracy.

❖ **Sniper Test:**

- Have individuals engage hostiles captured at 1000-2000 meters out to practice zeroing scopes, weapon familiarization and accuracy.
- Have two counter sniper situations where you send infantry to suicide charge at them and Zues control a hostile bush wookie. No kill shots
- Have them engage two motorized vehicles you spawn in 1000 meters out and have the vehicles charge them.

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