Assault Ant-Armor charts

Anti-Armor Base Hit Modifiers

Target is in cover	*X1/2*
ATGM firing in to woods	*X1/2*
Target is stationary aircraft	
*firer is a †, * or ****	*None*
firer is all other	*X1/2*
Target is moving aircraft	
*firer is a †, * or ****	*X1/2*
firer is all other	*X1/4*

Shtora equipped vehicle

*-2 to base hit value after
all other modifiers*

*N steps of AFVs or helicopters
in hex: +(N/2-1)*

*AAM/SAM firing at aircraft
+ target aircraft's infared/defensive modifier*

Top attack missiles always attack target flank value

Units in cover X1/3

Stryker	**9P149**
FIST (all)	**BRDM 2 w/ATGM**
ADATS	**BMR-HOT**
PRAT	**VAB-HOT**
M901	**FV432 Milan**
AMX10	**MCV-80 Milan**
MARDER	**Striker**

To Die Roll:

Target is in urban strip:	**+1**
Target is in woods:	**+1**
Target is in town/city:	**+2**
NATO firing AFV moved:	**+1**
WP firing AFV moved:	**+2**

Chance to hit

**1. Determine the Chance to Hit by cross-referencing the range with the type of ammunition fired
2. Roll die and apply any modifiers
3. If die roll is less than or equal to the Chance to Hit than the round hits the target**

Chance to penetrate

**1. Determine primary armor value (Front or Flank)
2. Subtract modified Target Armor Value from the Ammunition Penetration
Value = Base Penetration Value
3. Final value is the Penetration Value.
4. Roll die; if the number rolled is less or equal to the Final Penetration Value
the round penetrates and causes step loss.**

Opportunity Fire Limits

Range	Limits
4	**Maximum range Msl or fire at unit performing popup**
5-8	**Target must be in 2nd consecutive spotted hex (4th hex for Helicopter in march formation)**
9-12	**Target must 3rd consecutive spotted hex (6th hex for Helicopter in march formation)**
All Ranges	**Attack aircraft must be spotted for 6 consecutive hexes Fire-bombers must be spotted for 8 consecutive hexes**

*Limits above (except for Msl) do not apply if target begins
the phase visible and remains visible. ROF is 1 per hex entered by target.*