

Rule 42: UAVs (Unmanned Aerial Vehicles) OPTIONAL

UAVs are unmanned aircraft utilized for intelligence gathering, artillery spotting and limited attack. UAV development began in the 1950s with the more modern systems such as the US Predator entering service in 1995. UAV counters are available for NATO and WP. In simulations taking place after 1995, each Division, Corps and Army HQ units have 1 UAV available. These maybe task assigned to a Brigade Hq.

A. Intelligence/Artillery: NATO and WP UAVs function as reconnaissance units equipped with thermal imaging and laser designators for spotting and directed artillery fire. NATO UAVs have a spotting range of 2 hexes per each level of height and WP UAVs have a spotting range of 1.5 (round down) per each level of height; as determined by the owning player to be flying at. This is recorded at the beginning of each Record Artillery Mission by each player. Maximum altitude is level 15. Therefore, the maximum spotting range for a NATO UAV is 30 hexes for an UAV flying at level 15. Terrain blocking rules apply.

B. UAV COMBAT: NATO UAVs are equipped with 1 pylon that can carry either an anti-personnel or anti-armor missile. As with helicopters, the weapon load is determined at the start of the game. WP UAVs are equipped with an anti-armor missile. UAVs may not be reloaded if using Logistic Rules.

1. ANTI-AIRCRAFT FIRE vs UAV COMBAT: The biggest obstacle to attacking the UAV is the small size of some UAVs and the built-in stealth capabilities. There is no auto-spot vs UAV. All units must attempt to spot the UAV including radar equipped units. UAVs are always considered in clear terrain not under cover. Maximum spotting range vs an UAV is 15 hexes and Level 15 altitude by units equipped with radar, 10 hexes and Level 10 altitude by infrared missile equipped units (including MANPADs) and 5 hexes and Level 5 altitude by all other units. Radar equipped units add 3 to the base spotting chance die roll; Infrared missile units add 5 and all other units add 7. Once spotted UAVs may be attacked by anti-aircraft fire; appropriate modifiers apply.