

Advanced Assault

Turkish Aircraft/Helicopter Direct Fire Data Chart

Unit	Ammo	ROF	Range Effectiveness														Ammo Supply	ERA Mod.
			Range in hexes															
			0	1	2	3	4	6	8	10	12	14	16	18	20	22		
AH-1F	TOW2A	2	—	8:23	8:23	8:23	8:23	8:23	8:23	8:23	8:23	—	—	—	—	2p	-5	
	HEAT	5	6:12	8:12	7:12	6:12	5:12	4:12	3:12	2:12	1:12	—	—	—	—	5r	—	
	HE RKT	5	3	7	7	7	7	6	5	4	3	2	—	—	—	5r	—	
	APERS	5	10	20	20	20	20	20	10	—	—	—	—	—	—	6	—	
	SCAP*	6	6:7	8:6	6:6	5:5	4:4	2:3	1:2	—	—	—	—	—	—	6	—	
	SCHE*	6	2	3	3	3	3	2	2	1	1	—	—	—	—	6	—	
	StingerE†	1	—	—	5:6	5:6	5:6	4:6	4:6	4:6	4:6	4:6	3:6	3:6	—	2p	—	
AH-1W	AGM114 AT	2	—	8:35	8:35	8:35	8:35	8:35	8:35	8:35	8:35	8:35	8:35	8:35	8:35	2p	—	
	AGM114 AP	2	—	40	40	40	40	40	40	40	40	40	40	40	40	2p	—	
	HEAT	5	6:12	8:12	7:12	6:12	5:12	4:12	3:12	2:12	1:12	—	—	—	—	5r	—	
	HE RKT	5	3	7	7	7	7	6	5	4	3	2	—	—	—	5r	—	
	APERS	5	10	20	20	20	20	20	10	—	—	—	—	—	—	12	—	
	SCAP*	6	6:7	8:6	6:6	5:5	4:4	2:3	1:2	—	—	—	—	—	—	12	—	
	SCHE*	6	2	3	3	3	3	2	2	1	1	—	—	—	—	12	—	
OH-58C	AIM9†	2	—	7:10	7:10	7:10	7:10	7:10	7:10	6:10	6:10	6:10	6:10	4:10	4:10	4:10	2	—
	StingerE†	1	—	—	5:6	5:6	5:6	4:6	4:6	4:6	4:6	4:6	3:6	3:6	—	2	—	
	SCAP	5	4:3	8:3	6:3	4:3	2:2	1:1	—	—	—	—	—	—	—	6	—	
AB206	SA	5	4	6	6	5	4	3	—	—	—	—	—	—	—	6	—	
	UH-1H AB212 UH-60 AS532	SA	2	3	5	5	3	1	—	—	—	—	—	—	—	8	—	
F-16C	SCAP**	6	6:7	8:6	6:6	5:5	4:4	2:3	1:2	—	—	—	—	—	—	8	—	
	SCHE**	6	2	3	3	3	3	2	2	—	—	—	—	—	—	8	—	
	AIM9†	2	2	—	7:10	7:10	7:10	7:10	7:10	6:10	6:10	6:10	6:10	4:10	4:10	4:10	2	—
	GBU	All	—	75	75	75	75	75	75	75	—	—	—	—	—	2p	—	
	UGBU	All	—	50	50	50	50	50	50	—	—	—	—	—	—	2p	—	
	AGM	2	—	—	—	9:65	9:65	9:65	9:65	9:65	9:65	9:65	9:65	9:65	9:65	9:65	2p	—
	RKTS	5	—	—	20	20	20	20	10	—	—	—	—	—	—	5r	—	
HARM	2	—	—	—	—	—	—	8:^	8:^	8:^	8:^	8:^	6:^	6:^	6:^	6:^	3p	—

AGM-114 Hellfire 2 AT(anti-tank)/AP (anti-personnel) missiles have a max range of 32 hexes (8km),

GBU and AGM are laser guided from any designator

All weapons attack flank armor regardless of orientation

F-16 has 3 hardpoints for weapons

AIM 9 Sidewinder range is 145 hexes

AH-1W has 2 pylons for weapons 2 for rockets

HARM range is 60 hexes

AH-1F has 2 pylons for weapons 2 for rockets