

Advanced Assault

| Anti-Armor Base Hit Modifiers | | |
|---|-------------|--|
| <i>Target is in cover</i> | <i>X1/2</i> | <i>Units in cover X1/3</i> Stryker 9P149 FIST (all) BRDM 2 w/ATGM ADATS BMR-HOT PRAT VAB-HOT M901 FV432 Milan AMX10 MCV-80 Milan MARDER Striker |
| <i>ATGM firing in to woods</i> | <i>X1/2</i> | |
| <i>Target is stationary aircraft</i> | | <i>To Die Roll:</i> <i>Target is Turret Down: +1</i> <i>Target is in urban strip: +1</i> <i>Target is in woods: +1</i> <i>Target is in town/city: +2</i> <i>NATO firing AFV moved: +1</i> <i>WP firing AFV moved: +2</i> |
| <i> firer is a †, * or **</i> | <i>None</i> | |
| <i> firer is all other</i> | <i>X1/2</i> | |
| <i>Target is moving aircraft</i> | | |
| <i> firer is a †, * or **</i> | <i>X1/2</i> | |
| <i> firer is all other</i> | <i>X1/4</i> | |
| <i>Shtora equipped vehicle</i> | | |
| <i> -2 to base hit value after</i> | | |
| <i> all other modifiers</i> | | |
| <i>N steps of AFVs or helicopters</i> | | |
| <i> in hex: +(N/2-1)</i> | | |
| <i>AAM/SAM firing at aircraft</i> | | |
| <i> + target aircraft's infared/defensive modifier</i> | | |
| <i>Top attack missiles always attack target flank value</i> | | |

| Hit Confirmation Procedure |
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| <ol style="list-style-type: none"> 1. Determine primary armor value (Front or Flank) 2. Add the ERA Armor Value for Target Armor Value 3. Add the Ammunition ERA modifier to the Target Armor Value = modified Target Armor Value 4. Subtract modified Target Armor Value from the Ammunition Penetration Value = Base Penetration Value 5. Add the Front or Flank armor modifier 6. Final value is the Penetration Value. 7. Roll die and add APS modifier if required; if this number is less or equal to the Final Penetration Value, the round penetrates and causes a step loss. |

| Opportunity Fire Limits | |
|--------------------------------|---|
| <i>Range</i> | <i>Limits</i> |
| 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.