

SPANISH DIRECT FIRE DATA CHART 2

| Unit | Ammo | ROF | Range Effectiveness | | | | | | | | | | | | | | Ammo Supply | |
|--------------------|------------|-----|---------------------|------|------|------|------|------|------|------|------|------|------|------|------|------|-------------|----|
| | | | Range in hexes | | | | | | | | | | | | | | | |
| | | | 0 | 1 | 2 | 3 | 4 | 6 | 8 | 10 | 12 | 14 | 16 | 18 | 20 | 22 | | |
| Leopard 2A4 ⊕ | APDU | 3 | 8:24 | 9:24 | 8:23 | 7:22 | 6:22 | 6:21 | 6:20 | 5:19 | 4:18 | 3:17 | 2:16 | — | — | — | 6 | |
| | MPAT | 3 | 8:19 | 9:19 | 8:19 | 7:19 | 7:19 | 6:19 | 6:19 | 5:19 | 4:19 | 3:19 | 2:19 | — | — | — | 6 | |
| | MPHE | 3 | 8 | 12 | 12 | 12 | 12 | 10 | 10 | 9 | 8 | 3 | — | — | — | — | 2 | |
| | SCAP * | 3 | 6:5 | 8:5 | 5:5 | 4:4 | 2:3 | 1:2 | — | — | — | — | — | — | — | — | — | 20 |
| | SA | 2 | 4 | 6 | 6 | 4 | 2 | — | — | — | — | — | — | — | — | — | — | 8 |
| Leopard 2E ⊕ | APDU | 3 | 8:24 | 9:25 | 8:25 | 7:24 | 6:23 | 6:21 | 6:20 | 5:19 | 4:19 | 4:18 | 4:17 | 2:16 | — | — | 6 | |
| | MPAT | 3 | 8:20 | 9:20 | 8:20 | 7:20 | 7:20 | 6:20 | 6:20 | 5:20 | 4:20 | 4:20 | 4:20 | 2:20 | — | — | 6 | |
| | MPHE | 3 | 8 | 12 | 12 | 12 | 12 | 10 | 10 | 9 | 9 | 8 | 3 | — | — | — | 2 | |
| | SCAP * | 3 | 6:5 | 8:5 | 5:5 | 4:4 | 2:3 | 1:2 | — | — | — | — | — | — | — | — | — | 20 |
| | SA | 2 | 4 | 6 | 6 | 4 | 2 | — | — | — | — | — | — | — | — | — | — | 8 |
| Centaurus B-1 ⊕ | AP | 2 | 8:18 | 9:18 | 8:17 | 7:17 | 6:16 | 5:15 | 4:14 | 3:13 | 2:12 | 1:11 | — | — | — | — | 6 | |
| | HEAT | 2 | 8:18 | 9:18 | 8:18 | 7:18 | 5:18 | 3:18 | 1:18 | — | — | — | — | — | — | — | 6 | |
| | HE | 2 | 4 | 7 | 7 | 7 | 7 | 7 | 6 | 5 | 4 | 3 | — | — | — | — | 9 | |
| | SA | 2 | 4 | 6 | 6 | 4 | 2 | — | — | — | — | — | — | — | — | — | 9 | |
| BOFORS 40mm | SCAP ** | 2 | 8:17 | 9:17 | 8:15 | 7:15 | 5:16 | 3:15 | 3:13 | 2:12 | — | — | — | — | — | — | 6 | |
| | SCHE ** | 2 | 4 | 7 | 7 | 7 | 7 | 7 | 6 | 5 | 4 | 3 | — | — | — | — | 6 | |
| VCIC Pizzaro ⊕ | SCAP * | 7 | 8:15 | 9:15 | 8:14 | 7:14 | 7:13 | 6:12 | 5:11 | 4:10 | 3:9 | — | — | — | — | — | 6 | |
| | SCHE * | 7 | 3 | 6 | 6 | 6 | 6 | 5 | 4 | 3 | 2 | 1 | — | — | — | — | 8 | |
| | SA | 2 | 4 | 6 | 6 | 4 | 2 | — | — | — | — | — | — | — | — | — | 8 | |
| Stinger | Stinger-E† | 1 | — | — | 5:6 | 5:6 | 5:6 | 4:6 | 4:6 | 4:6 | 4:6 | 4:6 | 3:6 | — | — | — | 2 | |
| SpikeLR | SpikeLR① | 1 | — | — | — | — | 8:18 | 8:18 | 8:18 | 8:18 | 8:18 | 8:18 | 8:18 | — | — | — | 2 | |
| TIGER ⊕ | SpikeER① | 2 | — | — | — | — | 8:25 | 8:25 | 8:25 | 8:25 | 8:25 | 8:25 | 8:25 | 8:25 | 8:25 | 8:25 | 2p | |
| | HEAT* | 5 | 6:12 | 8:12 | 7:12 | 6:12 | 5:12 | 4:12 | 3:12 | 2:12 | 1:12 | — | — | — | — | — | 5r | |
| | HE | 5 | 3 | 7 | 7 | 7 | 7 | 6 | 5 | 4 | 2 | — | — | — | — | — | 5r | |
| | APERS | 5 | 10 | 20 | 20 | 20 | 20 | 20 | 10 | — | — | — | — | — | — | — | 6 | |
| | SCAP* | 7 | 8:15 | 9:15 | 8:14 | 7:14 | 7:13 | 6:12 | 5:11 | 4:10 | 3:9 | — | — | — | — | — | 6 | |
| | HE | 7 | 3 | 6 | 6 | 6 | 6 | 5 | 4 | 3 | 2 | 1 | — | — | — | — | 2p | |
| | Stinger-E† | 1 | — | — | 5:6 | 5:6 | 5:6 | 4:6 | 4:6 | 4:6 | 4:6 | 4:6 | 3:6 | 3:6 | — | — | 2p | |

➡ Spike ER MAX range is 32 hexes (8 Km)

① Spike is a Top Attack Missile and always attacks flank armor values regardless of orientation.

⊕ Stabilized Weapon System

⊕ Thermal Imaging Stabilized Weapon System

⊕ Thermal Imaging/CITV Stabilized Weapon System

⊕ Laser Designating System

⊕ Thermal Imaging Laser Designating System

⊕ Thermal Imaging Laser Ranging Stabilized Weapon System

⊕ Thermal Imaging/CITV Laser Ranging Stabilized Weapon System

⊕ Thermal Imaging Laser Ranging Weapon System

⊕ Thermal Imaging LONGBOW Laser Designating System

⊕ Thermal Imaging System