



TIGER

Ratings

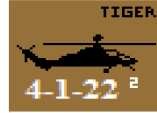
Armor: 4
Infra-red Signature: 1
Mobility: 22
Manueverability: 2

Weapons Stations: 4 pylons

**GIAT 30 cannon; Hydra 70 Rockets
 SPIKE ER ATGM; 20mm Gun Pod
 MISTRAL AAM**

Special Abilities: Longbow; Helicopter movement;
 Laser Designation

OPTICS: FLIR



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		
TIGER	SPIKE ER	2	—	—	—	8:25	8:25	8:25	8:25	8:25	8:25	8:25	8:25	8:25	8:25	8:25	2p	-5
	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								5r	—
	SCAP*	8	8:12	8:13	7:12	7:11	6:11	5:10	4:8	3:8	—	—	—	—	—	—	7	—
	SCHE*	8	8	12	12	10	10	8	6	4	2	1	—	—	—	—	6p	—
	SCAP*	4	8:8	9:8	8:8	7:7	6:6	5:5	4:4	2:3	—	—	—	—	—	—	6p	—
SCHE*	4	2	3	3	3	3	3	2	2	1	1	—	—	—	—	6p	—	
MISTRAL†	1	—	—	4:6	4:6	4:6	4:6	3:6	3:6	3:6	3:6	3:6	3:6	—	—	2p	—	

SPIKE ER range = 3 hexes-32 hexes **All weapons attack vs flank regardless of orientation**
SPIKE ER does not require designation



AV-8B Harrier II

Ratings

Armor: 3
Defensive Modifier: 4
Mobility: ∞
Altitude: Low

Special Abilities: Aircraft Flight; Laser Ranging/Designating
OPTICS: All-weather

**GAU-12 Equalizer 25 mm Rotary cannon
 AIM-9; AGM 88 HARM; AGM-65
 Guided Bombs; Unguided Bombs
 70mm Rocket Pods
 Weapons Stations: 3 pylons**



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		
AV8B Harrier II	SCAP**	5	8:14	9:14	8:14	7:13	6:13	5:12	4:10	—	—	—	—	—	—	5	—	
	SCHE**	5	3	4	4	4	4	4	3	—	—	—	—	—	—	5	—	
	GBU	All	—	75	75	75	75	75	75	75	—	—	—	—	—	2p	—	
	UGBU	All	—	50	50	50	50	50	50	—	—	—	—	—	—	2p	—	
	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	—
	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	—
	HARM	2	—	—	—	—	—	8:^	8:^	8:^	8:^	8:^	6:^	6:^	6:^	6:^	2p	—
RKTS	5	—	—	20	20	20	20	10	—	—	—	—	—	—	5r	—		

AIM-9 max range = 145 hexes **HARM range = 600 hexes**
GBU, AGM are laser guided from any designator;
All weapons attack vs flank regardless of orientation