

### **Rule 41: Counter Rocket, Artillery and Mortar (C-RAM)**

*C-RAM is the U.S. anti-rocket, artillery, and mortar defensive system. The unit is available in scenarios after 2010. It is built around the U.S. NAVY CIWS Phalanx. The land based version, Centurion, is mounted on a lo-boy trailer, and can engage in-coming indirect fire and aircraft. The C-RAM is radar guided.*

- A. Range:** *The C-RAM can engage helicopters and aircraft from 0 to 14 hexes in opportunity or direct fire. The C-RAM can provide protection from incoming indirect fire in a radius of 10 hexes. Normal line of sight restrictions for radar apply.*
- B. Combat:** *The C-RAM must be deployed to engage targets. The C-RAM must be in combat formation to deploy and deploys in a manner identical to SPGs; a Deployed marker is placed on the C-RAM unit once deployed. Prior to moving again the C-RAM must un-deploy. Un-deploying takes one movement phase. Operations Point expenditure is the as for SPGs.*
  - 1.** *C-RAM engages aerial targets in the same manner as other radar guided anti-aircraft guns (See Rule 38.C). C-RAM may not engage enemy aerial targets if they are in the same hex as friendly units.*
  - 2.** *Incoming indirect fire of any type may be intercepted by the C-RAM. One is added to the Indirect Fire resolution die roll for each round of C-RAM SCAP fired up to the C-RAM ROF (10). For example; the Soviets have fired a mortar attack against a U.S. Infantry unit that is 6 hexes from the C-RAM. The attack will take place on the 2:1 column of the Conventional Fire Combat Results Table. The U.S. player decides to intercept the incoming mortar attack by firing the C-RAM 5 times. The Soviet player rolls a 3. A 5 is added to the 3 and the result is 8 which is NE. The expenditure of five rounds of SCAP ammunition is recorded on the Ammunition Supply log.*