

Advanced Assault

Anti-Armor Base Hit Modifiers

<p><i>Target is in cover</i> <i>X1/2</i></p> <p><i>ATGM firing in to woods</i> <i>X1/2</i></p> <p><i>Target is stationary aircraft</i></p> <p style="padding-left: 20px;"><i>firer is a †, * or **</i> <i>None</i></p> <p style="padding-left: 20px;"><i>firer is all other</i> <i>X1/2</i></p> <p><i>Target is moving aircraft</i></p> <p style="padding-left: 20px;"><i>firer is a †, * or **</i> <i>X1/2</i></p> <p style="padding-left: 20px;"><i>firer is all other</i> <i>X1/4</i></p> <p><i>Shtora equipped vehicle</i></p> <p style="padding-left: 20px;"><i>-2 to base hit value after</i> <i>all other modifiers</i></p> <p><i>N steps of AFVs or helicopters</i> <i>in hex: +(N/2-1)</i></p> <p><i>AAM/SAM firing at aircraft</i> <i>+ target aircraft's infared/defensive modifier</i></p> <p><i>Top attack missiles always attack target flank value</i></p>	<p><i>Units in cover X1/3</i></p> <table style="width: 100%; border: none;"> <tr><td style="padding: 2px 5px;">Stryker</td><td style="padding: 2px 5px;">9P149</td></tr> <tr><td style="padding: 2px 5px;">FIST (all)</td><td style="padding: 2px 5px;">BRDM 2 w/ATGM</td></tr> <tr><td style="padding: 2px 5px;">ADATS</td><td style="padding: 2px 5px;">BMR-HOT</td></tr> <tr><td style="padding: 2px 5px;">PRAT</td><td style="padding: 2px 5px;">VAB-HOT</td></tr> <tr><td style="padding: 2px 5px;">M901</td><td style="padding: 2px 5px;">FV432 Milan</td></tr> <tr><td style="padding: 2px 5px;">AMX10</td><td style="padding: 2px 5px;">MCV-80 Milan</td></tr> <tr><td style="padding: 2px 5px;">MARDER</td><td style="padding: 2px 5px;">Striker</td></tr> </table> <p><i>To Die Roll:</i></p> <p><i>Target is in urban strip: +1</i></p> <p><i>Target is in woods: +1</i></p> <p><i>Target is in town/city: +2</i></p> <p><i>NATO firing AFV moved: +1</i></p> <p><i>WP firing AFV moved: +2</i></p>	Stryker	9P149	FIST (all)	BRDM 2 w/ATGM	ADATS	BMR-HOT	PRAT	VAB-HOT	M901	FV432 Milan	AMX10	MCV-80 Milan	MARDER	Striker
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Hit Confirmation Procedure

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; if the number rolled is less or equal to the Final Penetration Value the round penetrates and causes 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.