Advanced Assault

Anti-Armor Base to Hit Modifiers

Target is in cover	*X1/2*
ATGM firing in to woods	*X1/2*

Target is stationary aircraft
  *firer is a†, * or ***   *None*
  firer is all other   *X1/2*

Target is moving aircraft
  *firer is a †, * or ***   *X1/2*
  firer is all other   *X1/4*

Shtora equipped vehicle

*-2 to Base to Hit value after
all other applied modifiers*

*N steps of AFVs or helicopters
  in hex: +(N/2-1)*

*AAM/SAM firing at aircraft
  + target aircraft's infared/defensive modifier*

Top attack missiles always attack target flank value

Units in cover X1/3

Stryker	9P149
FIST (all)	BRDM 2 w/ATGM
ADATS	BMR-HOT
PRAT	VAB-HOT
M901	FV432 Milan
AMX10	MCV-80 Milan
MARDER	Striker

To Die Roll:

Target is in urban strip:	*+1*
Target is in woods:	*+1*
Target is in town/city:	*+2*
NATO firing AFV moved:	*+1*
WP firing AFV moved:	*+2*

Opportunity Fire Limits

Range	Limits
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.*

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 = Final Penetration Value
6. Roll die; if the number rolled is less or equal to the Final Penetration Value the round penetrates and causes step loss.

Hit Confirmation Examples:

Soviet T-90A fires AP at M1A2 at 6 hexes and rolls a flank hit
1. Primary Flank Armor Value = 12
2. Flank Armor Value + ERA Armor Value 12+4=16 Target Armor Value
3. Ammunition ERA Penetration Value + Target Armor Value -3+16=13 Modified Target Armor Value
4. Ammunition Penetration Value - Modified Target Armor Value 18-13=5 Base Penetration Value
5. Base Penetration Value + Flank Armor Modifier 5+(-1)=4 Final Penetration Value
6. Soviet must roll a 4 or less to penetrate the armor

FRG Leopard 1A5 fires AP at Polish T-55M at 8 hexes and rolls a frontal hit
1. Primary Frontal Armor Value = 11
2. Frontal Armor Value + ERA Armor Value 11+3=14 Target Armor Value
3. Ammuniton ERA Penetration Value + Target Armor Value -3+14=11 Modified Target Armor Value
4. Ammunition Penetration Value - Modifed Target Armor Value 14-11=3 Base Penetration Value
5. Base Penetration Value + Frontal Armor Modifier 3+4=7 Final Penetration Value
6. FRG must roll a 7 or less to penetrate the armor