

5.1.3.3 Anti-Tank Guided Missiles (ATGM)

ATGMs are a special class of modern AP weapons focused primarily on the destruction of tanks and other combat vehicles. While they also possess a GP capability, their primary purpose is vehicle destruction. They utilize HEAT-type (CE) rounds featuring individual or tandem warheads.

They include relatively short range weapons (1,000 meters) and those capable of engaging targets out to the sighting limits of the firing unit. They are guided to the target by an operator who inputs course corrections either manually via an input device, e.g., joystick, or via a semi-automatic sighting device. Course corrections are transmitted to the ATGM optically (typically infrared), laser, or through a thin wire that unspools in flight.

Crew-served ATGMs may not fire while being transported or located in the upper floors of buildings unless otherwise indicated (see Data Card Notes Section).



Some vehicles carry them as a primary or secondary weapon.

Reference the Crew-Served Weapons Data Card Key, the US Dragon is a crew-served ATGM.

ATGMs include additional factors, game mechanics, and resolve their AP Combat in a slightly different manner than standard AP weapons.

Note that laser guided ATGMs, e.g., the T-80U's (Data Card SM-1A) Sniper (Refleks), may not be utilized if Smoke or fire originates in the firing unit's hex, passes through, or enters the target unit's Smoke/Fire hex (see 6.5.2.2.5).

Naming Convention: Seldom when initially fielded are the official names known for Soviet ATGMs or for that matter other weapon system, i.e., aircraft, helicopters, SAMs, and MANPADS. As a standard practice, NATO designations are assigned to these weapon systems for ease of identification and pronunciation. For example, AT-5 Spandrel is the NATO designation for the 9M113 Konkurs ATGM. Where feasible, both names are listed, e.g., Spandrel (Konkurs).

5.1.3.3.1 ATGM Factors

ATGMs include two additional weapon factors beyond the standard penetration and GP factors. For vehicles, all four factors are listed directly below the range information. For crew-served ATGMs, the GP Factor is listed in their Ammo Type column.

- **P (Penetration):** as a CE-type warhead, the penetration factor is non-range dependent, e.g., the Soviet T-80U's (Data Card SM- 1A) Sniper's penetration is 180. It also has a tandem warhead as indicated by the TW suffix.
- **GP:** fixed, non-range dependent GP Factor, e.g., the US Dragon's (Data Card UM- 8B) GP Factor is 12. It has the same range as AP Fire. GP Direct Fire is used only when these weapons fire at a leg or towed units. If fired at a vehicle transporting leg or towed units, the GP Factor may be applied against the passengers in addition to the AP fire directed at the transporting vehicle.
- **CL (Class):** includes 1, 2, 3 or 4 class ATGMs. This refers to the type of guidance, e.g., the Soviet Saxhorn's (Data Card SM- 8B) is CL: 2. Class 1 and 2 are semi-automatic command to the line-of-sight (SACLOS) ATGMs, while Class 3 and 4 are manual command to the line-of-sight (MCLOS) ATGMs.
- **SP (Speed):** The speed at which ATGMs fly is comparatively slower than the typical tank shell. The ATGM Speed Factor is a numeric value representing a number of hexes e.g., the Soviet BMP-1's (Data Card SM- 5A) Spigot's SP is 12 hexes.

5.1.3.3.2 ATGM AP Range Factor

What may seem counterintuitive at first, the ATGM AP Range Factor is determined by starting at Extreme Range and moving along the R – Range sub row from right to left until finding the value that is greater than or equal to the value that corresponds to the range in hexes.

Some Range Factors may be skipped. They list “---” as the range.

ATGMs have a higher probability of hitting a target at longer ranges. The operator must first capture the ATGM within his sight to guide it to the target. Some ATGMs, especially early model MCLOS types, have a longer capture range while SACLOS and later models have a much shorter capture range.

Reference the Vehicle Data Card Key, the Soviet T-80BV's Songster ATGM: at a range of 1, the AP Range Factor is E; at a range of 2, the AP Range Factor is M (note that L – Long Range is skipped); at a range of 3 or 4, the AP Range Factor is S; at a range of 5 to 40, the AP Range Factor is P.

5.1.3.3.3 ATGM Short Halt

Vehicle and helicopter mounted Class 1 and 2 ATGMs may have a SHORT HALT command. They resolve fire in the same manner as other AP/GP Type fire. Regardless of the stabilization for any other weapons, all CL: 1 and CL: 2 ATGMs are classified as SB: 0. They apply a -4/-15 modifier and the vehicle/helicopter may expend up to ½ of the available movement speed allowance (round down).

Vehicle and helicopter mounted CL: 3 and CL: 4 ATGMs and ALL crew-served ATGMs, regardless of Class, may not have a SHORT HALT command.

5.1.3.3.4 ATGM Dodge

Considering their slower speed, moving vehicles may at times avoid an incoming ATGM by dodging behind or into covering terrain. Dodge is possible against vehicle or crew-served ATGM Direct Fire or Overwatch Fire during the Movement Phase. Dodging is not possible in those cases where the ATGM's SP is greater than its maximum range, e.g., US Dragon (Data Card UM-8B).

To dodge an incoming ATGM, the target vehicle:

- Must have a MOVE command (not SHORT HALT).
- Must have spotted the firing unit during the current turn's Spotting Phase.

- Compares the ATGM speed (SP) with the range. If the range is less than or equal to the ATGM speed (SP), the vehicle may not dodge. If greater than the ATGM speed (SP):
 - The vehicle may expend 1 of its available movement speed allowance per each increment of the ATGM's speed (SP) if its movement speed allowance (cross-country, path or road) is 6 or less.
 - The vehicle may expend up to 2 of its available movement speed allowance per each increment of the ATGM's speed (SP) if its movement speed allowance (cross-country, path or road) is 7 or more.
 - Do not actually move the vehicle, place an unused MOVE command in the new hex. If moving multiple hexes, pay close attention to all of the hexes it enters as it could trigger Overwatch Fire. Place additional MOVE commands, if necessary, for multiple hex moves.
- Must enter a new hex that results in blocking the firing unit's LOS or its inability to spot due to a new spotting range (including the SPOT/MOVE modifier).
- Meets ALL of the above conditions, the ATGM shot automatically misses.
- Is committing to moving into the dodge hex(es). Once it enters that hex, it may continue moving.



The Situation

A Soviet BMP-1 (Data Card SM-5A) located in a Light Woods hex is firing a Spigot ATGM at a US M2A1 Bradley (Data Card UM-4A) located in a Clear hex at a range of 13 hexes.

The BMP-1 has a FIRE command and a SPOT/MOVE counter having entered its hex the previous turn. The M2A1 Bradley has a MOVE command. The Soviet player is the First Player. Its FIRE counter is revealed.

The M2A1 Bradley was within spotting range as the actual range of 13 hexes is less than 20 hexes, which is the maximum spotting range when attempting to spot a vehicle in None type Cover.

Once the Soviet player announces that the BMP-1 is firing its Spigot, the US player announces that the M2A1 Bradley is going to Dodge the ATGM.

The players determines if the M2A1 Bradley meets all of the ATGM Dodge criteria.

- The M2A1 Bradley has a MOVE command. Its MOVE counter is revealed.

- The BMP-1 was within spotting range as the actual range of 13 hexes is less than 30 hexes, which is the maximum spotting range when attempting to spot a moving vehicle in Light Cover.

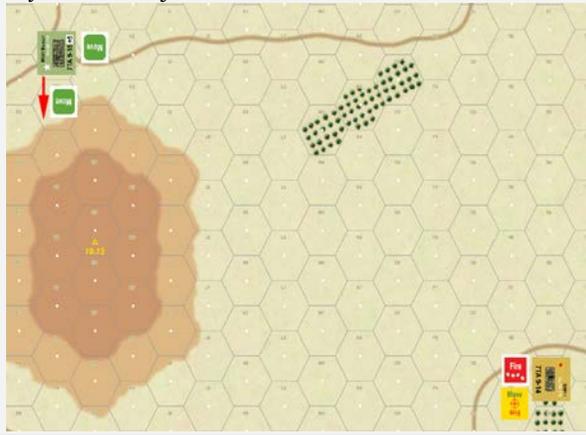
- The Spigot's speed (SP) of 12 is less than the range of 13.

- The M2A1 Bradley's movement speed allowance is 7 so it may expend up to 2 of its movement speed allowance dodging the ATGM.

The US player commits to move the M2A1 Bradley 1 hex down behind Hill 10.15 and places an extra MOVE command in that hex.

Since the BMP-1 no longer has LOS to the M2A1 Bradley, the Spigot automatically misses.

During the upcoming Movement Phase, the M2A1 Bradley must first move into the committed hex, moving anywhere thereafter, as desired.



5.1.3.3.5 ATGM Overwatch Response

Overwatching ATGMs may themselves be targeted by Overwatch Fire before they are able to resolve their Overwatch fire regardless of the First/Second Player status.

If an unit with an unrevealed OVERWATCH command can fire at the ATGM unit, meeting ALL of the following conditions, it resolves its Overwatch fire before the ATGM unit.

- May or may not be the target of the ATGM.
- Fires with a non-ATGM weapon.
- Fires without Overwatch Adjust (note that a Vehicle Commander Independent Sight (FRG) does not eliminate this requirement).

If GP Fire and the ATGM unit is not Suppressed, it is subject to ATGM Under Fire (see 5.1.3.3.6). The ATGM unit must apply all combat results before resolving its fire.

5.1.3.3.6 ATGM Under Fire

Since ATGMs are guided to a target, GP fire can disrupt control of the ATGM making guidance more difficult.

If an Unsuppressed unit that possibly has unresolved ATGM fire is itself the target of GP Direct or Indirect Fire resulting in No Effect (N), mark it with an UNDER FIRE counter. If Suppressed by the fire, do not also mark it with an UNDER FIRE counter.

If it is not possible for the GP Fire to achieve a Suppression, do not mark it with an UNDER FIRE counter.

If the unit subsequently fires a non-ATGM weapon, if so equipped, ignore the Under Fire modifiers and remove the UNDER FIRE counter

When resolving ATGM fire, apply the following AP/GP modifiers:

- If CL: 1, the modifiers are -1/-5.
- If CL: 2 or CL: 3, the modifiers are -2/-5.
- If CL: 4, the modifiers are -3/-10.
- Remove the UNDER FIRE counter after resolving the ATGM fire.