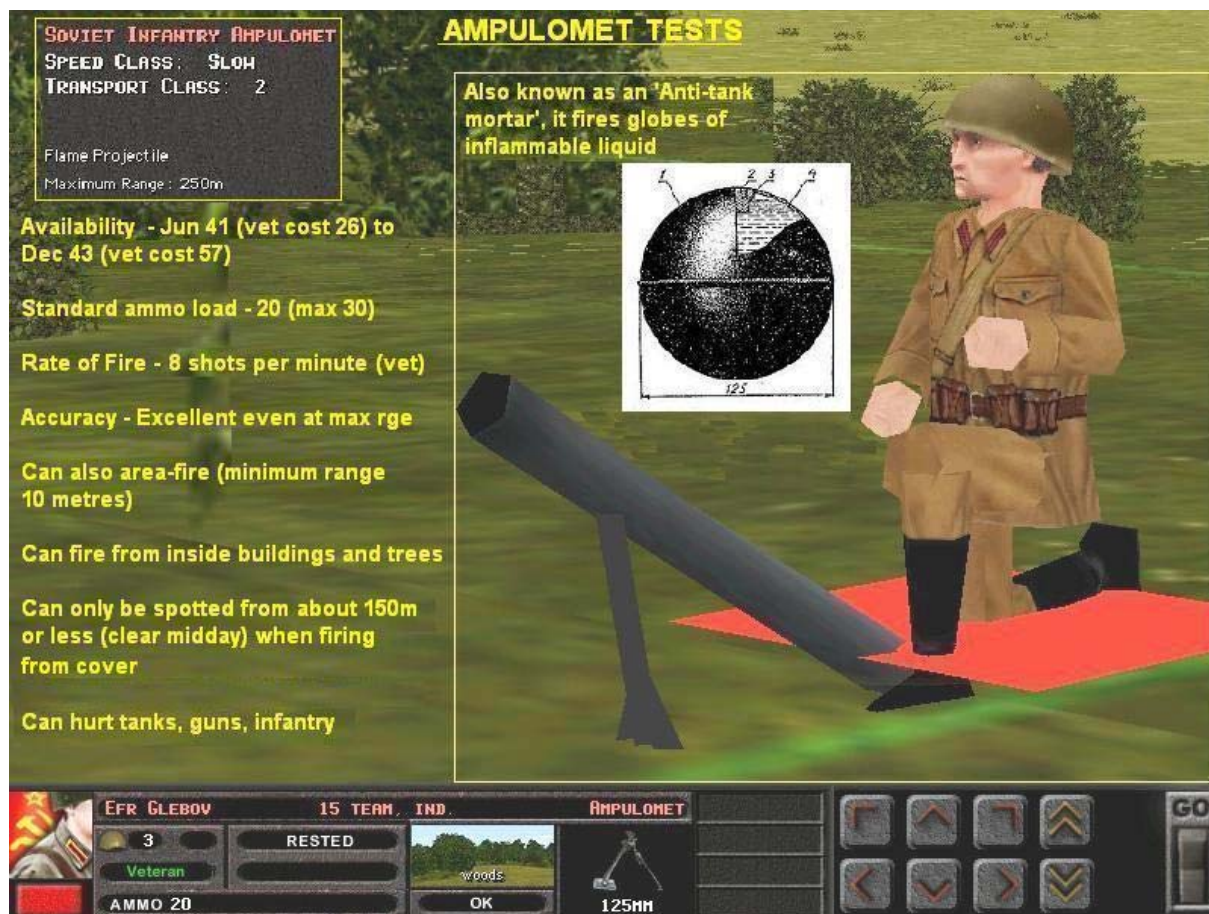


## Ampulomet

The Russian Ampulomet is a very useful weapon against light armour, being hard to spot, rapid firing and can even be fired from inside buildings



here are some live-fire tests I ran by putting 5 ampulomets in the trees and seeing how they did against different AFV's. Predictably they made mincemeat of light armour and can even hurt medium tanks in the side armour.

Heck they even knocked out a Tiger frontally, but its a very, very rare occurrence.

But its certainly worthwhile having a go at heavy and medium tanks because you might blow a track off or damage the gun even if you don't kill it..

JasonC:

The ampulet "penetrates" 50mm plates routinely, though expect about one full kill for every two hits due to behind armor effect variations. The accuracy is best at around 200 meters. You can think of it as a bazooka in AT firepower - gamey but highly effective for its era (way better than ATRs). Once 80mm front vehicles are everywhere, they are less effective, but they can still KO with flank shots.

### AMPULOMETS v TIGERS

They kill a Tiger on turn 1 !  
It was a 'partial pen' but it did the job..  
I let the amps carry on firing through turn 3 til their  
ammo ran out, and they immobd another one.  
The amps were unspotted, the Tigs never  
fired back.  
(clear midday)

I then ran the test again but this time started  
the Tigers side on, to give the amps side  
shots.  
Result after 3 turns of firing was just 1 Tiger  
immobd



### AMPULOMETS v PZ IVH's

The 5x vet amps have a hard time hurting the IV's, only  
managing to immobilise one and damage the gun of another  
despite plastering them all with hits for 3 turns until their ammo  
ran out.

In all, the 5 amps fired a total of 100 times and hit the IV's with  
about 95 of them.

The amps remained unspotted throughout and the IV's never  
fired a single shot in return.  
(clear midday)

I then ran the test again but positioned the IV's side on to  
give the amps side shots.  
Result was 2x IV's abandoned after 1 turn, and all 5 IV's  
abandoned after 3 turns !





### AMPULOMETS v PZII's

Total domination by the amps, they forced 3 abandons and got one immob all in the first turn.  
The II's never spotted them and never fired back.  
(clear midday)

Then I ran it again with the amps given side shots, and all 5 II's were abandoned within the first turn



### AMPULOMETS v 251I's

The 5x vet Amps completely dominated, plastering the 5x static halftracks with a hail of 'penetrations' and they quickly died inside one turn.  
Furthermore the halftracks never fired back because the amps remained invisible at this near-max range.  
And despite the long range, the amps rarely missed.  
(Clear midday)

