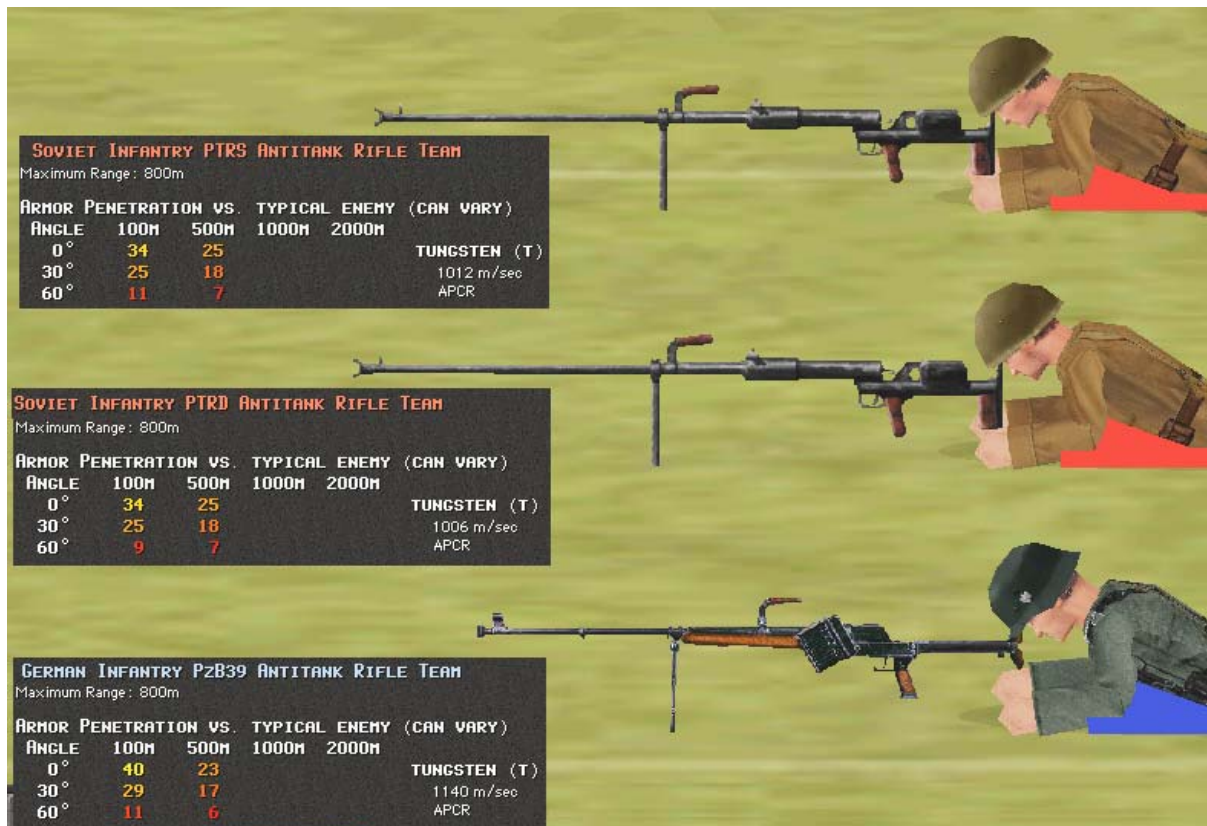


Spotting Anti-Tank Rifles

I just ran this set of tests with Russian ATR's, it pretty much confirms what's already been said, namely that you have to get your units to within about 100metres of ATR's in cover to spot them.

ATR's

Of the two Russian models, the PTRS is fractionally better as the pen figures reveal.



SOVIET INFANTRY PTRS ANTITANK RIFLE TEAM					
Maximum Range: 800m					
ARMOR PENETRATION VS. TYPICAL ENEMY (CAN VARY)	100M	500M	1000M	2000M	
ANGLE 0°	34	25			TUNGSTEN (T)
30°	25	18			1012 m/sec
60°	11	7			APCR

SOVIET INFANTRY PTRD ANTITANK RIFLE TEAM					
Maximum Range: 800m					
ARMOR PENETRATION VS. TYPICAL ENEMY (CAN VARY)	100M	500M	1000M	2000M	
ANGLE 0°	34	25			TUNGSTEN (T)
30°	25	18			1006 m/sec
60°	9	7			APCR

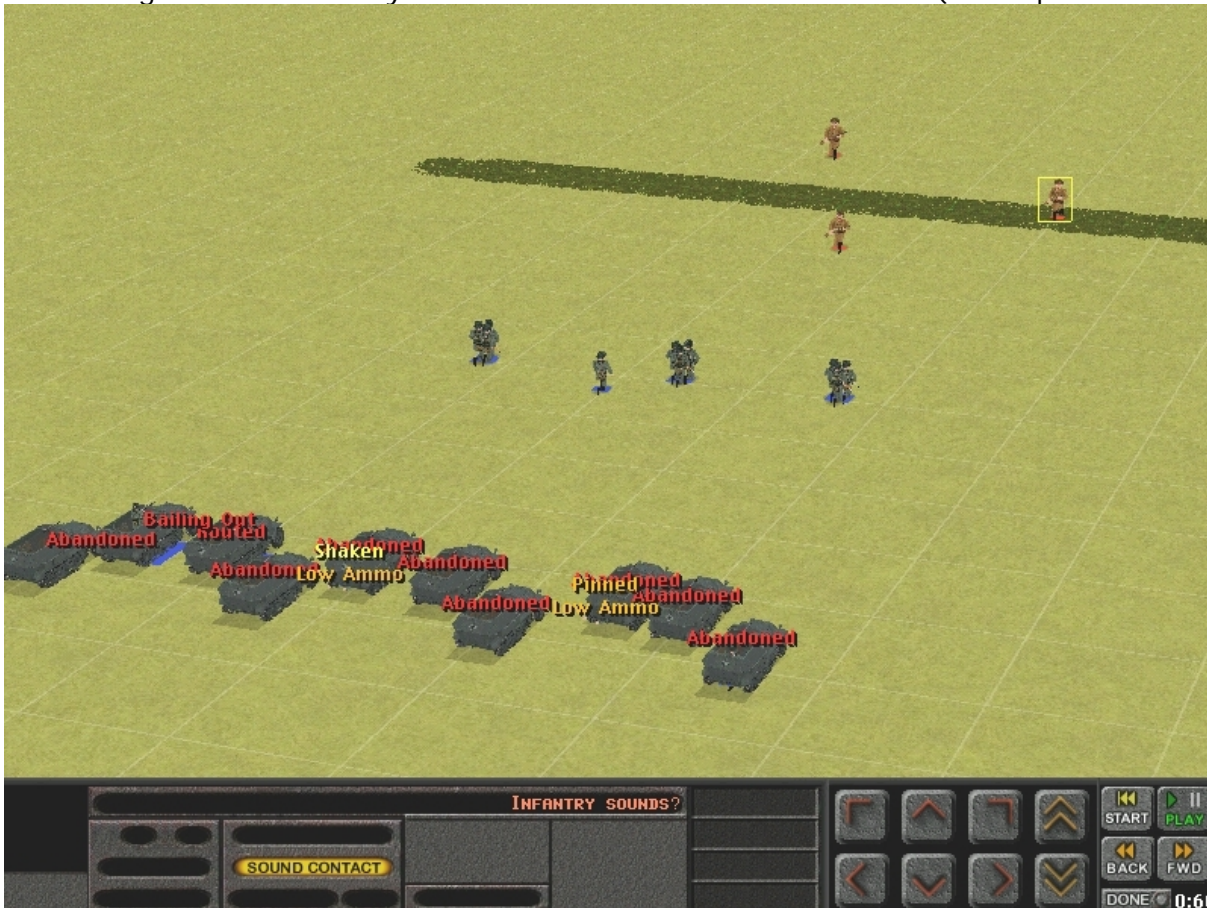
GERMAN INFANTRY PzB39 ANTITANK RIFLE TEAM					
Maximum Range: 800m					
ARMOR PENETRATION VS. TYPICAL ENEMY (CAN VARY)	100M	500M	1000M	2000M	
ANGLE 0°	40	23			TUNGSTEN (T)
30°	29	17			1140 m/sec
60°	11	6			APCR

TESTS

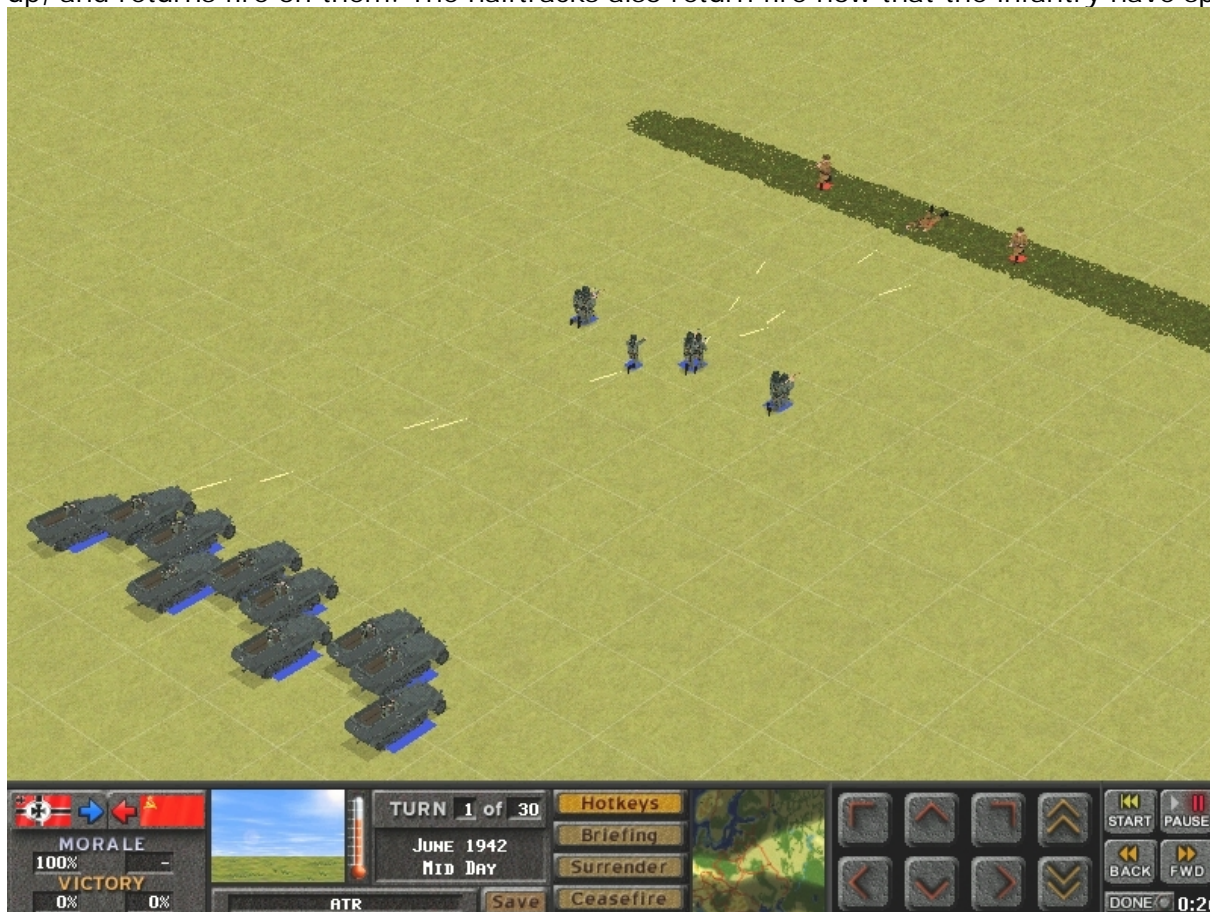
Pic 1 - This is the view in the Russian setup turn (the Germans can't see them). 3 x Russki ATR's are in the woods ready to open up. All units on both sides are veterans, summer midday clear weather...



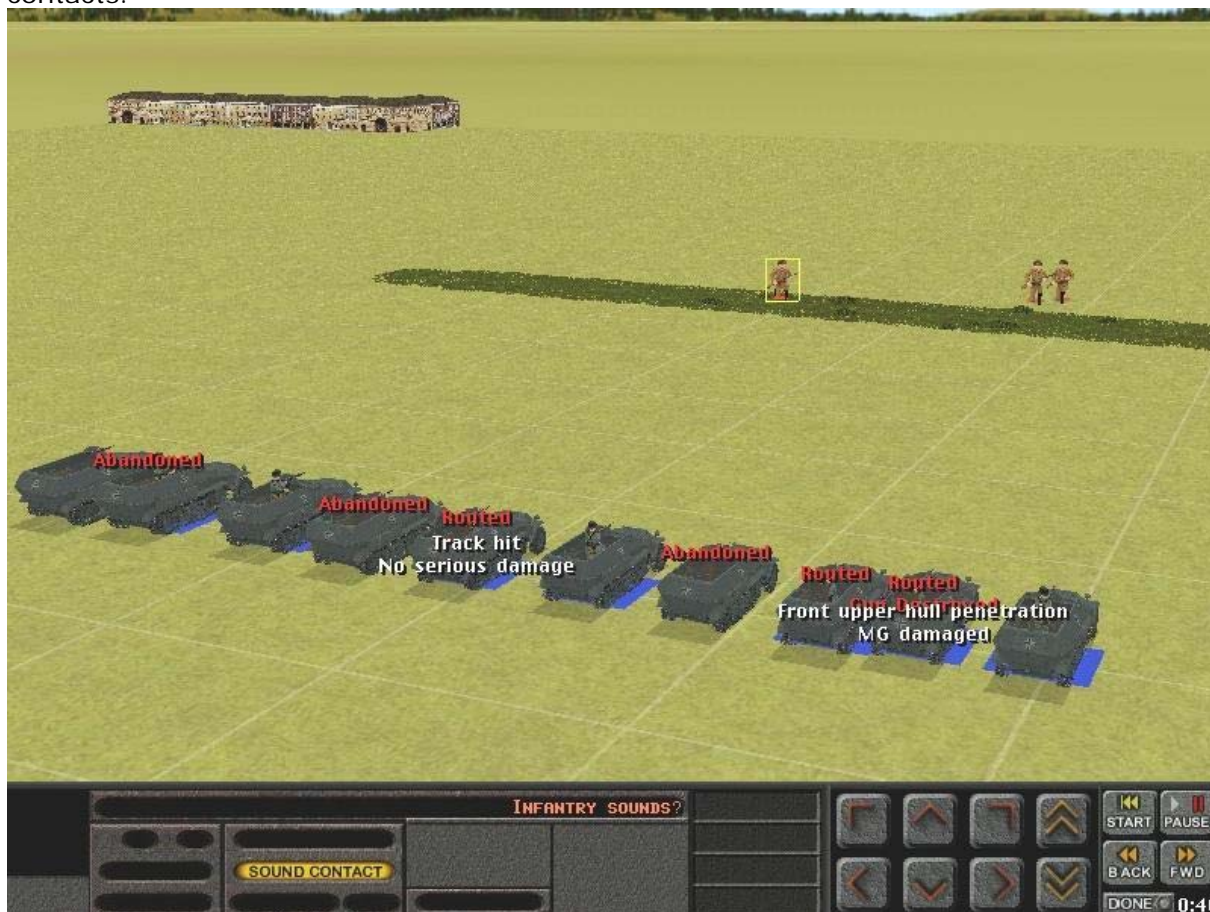
Pic 2 - The ATR's decimate the German halftracks and REMAIN UNSPOTTED (just 'sound contacts') even though German infantry is *a little over 100m* from the ATR's. (Grid squares are 20m)



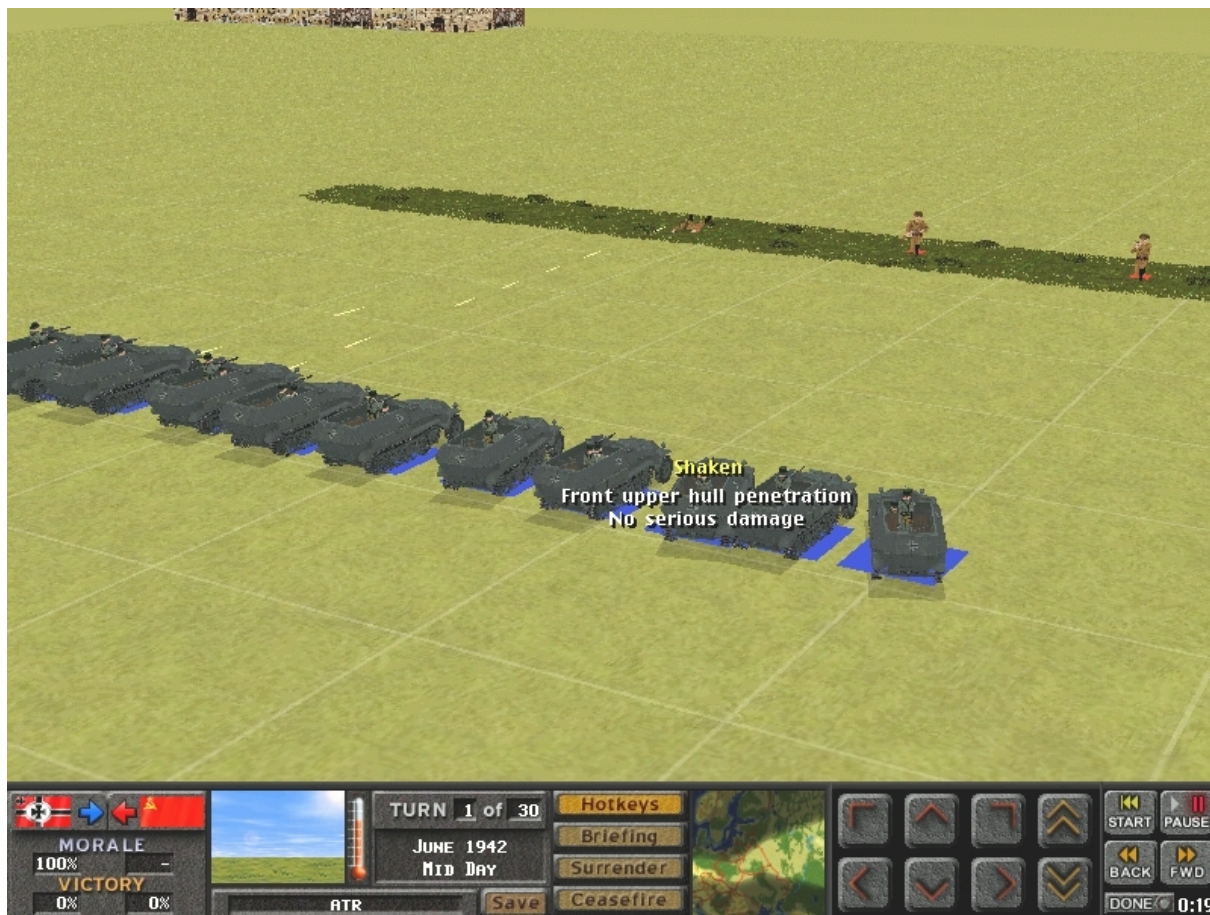
Pic 3 - In this next test the German infantry is *inside 100m* and SPOTS the ATR's when they open up, and returns fire on them. The halftracks also return fire now that the infantry have spotted them...



PIC 4 - For this test I've removed the German inf from the map to see how well halftracks spot. At *over 100m* they CAN'T SPOT the ATR's which are ripping them to shreds, they just get sound contacts.



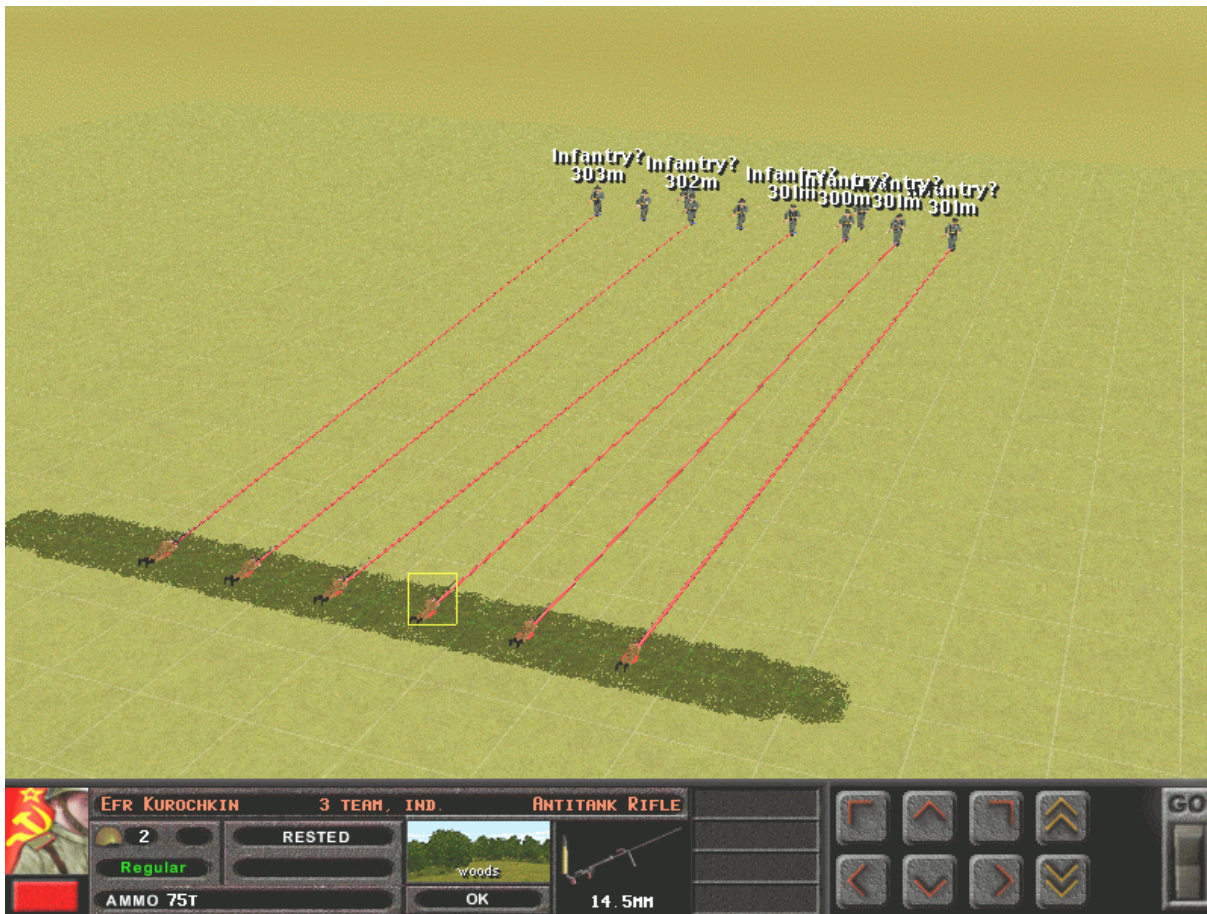
Pic 5 - But now I've moved the halftracks to ***inside 100m*** and THEY SPOT the ATR's and begin hosing them down. Note all 3 ATR's are now not sound contacts, they're solid targets...



ATR's v INFANTRY TEST

(Regulars on both sides, midday, clear weather, summer)

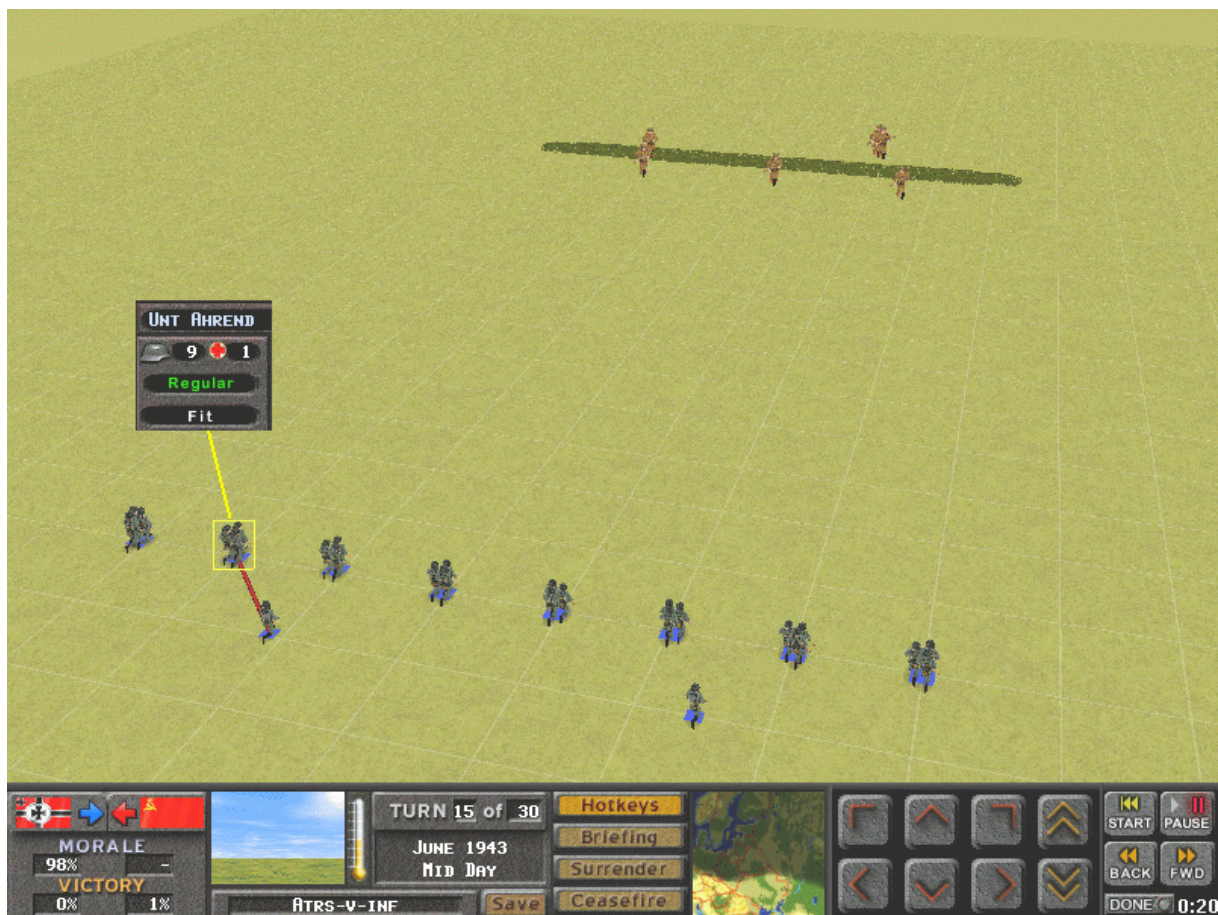
The Russians will **not** open fire on their own initiative because they know they have little chance of hurting inf, so you have to **order them** to fire, like this –



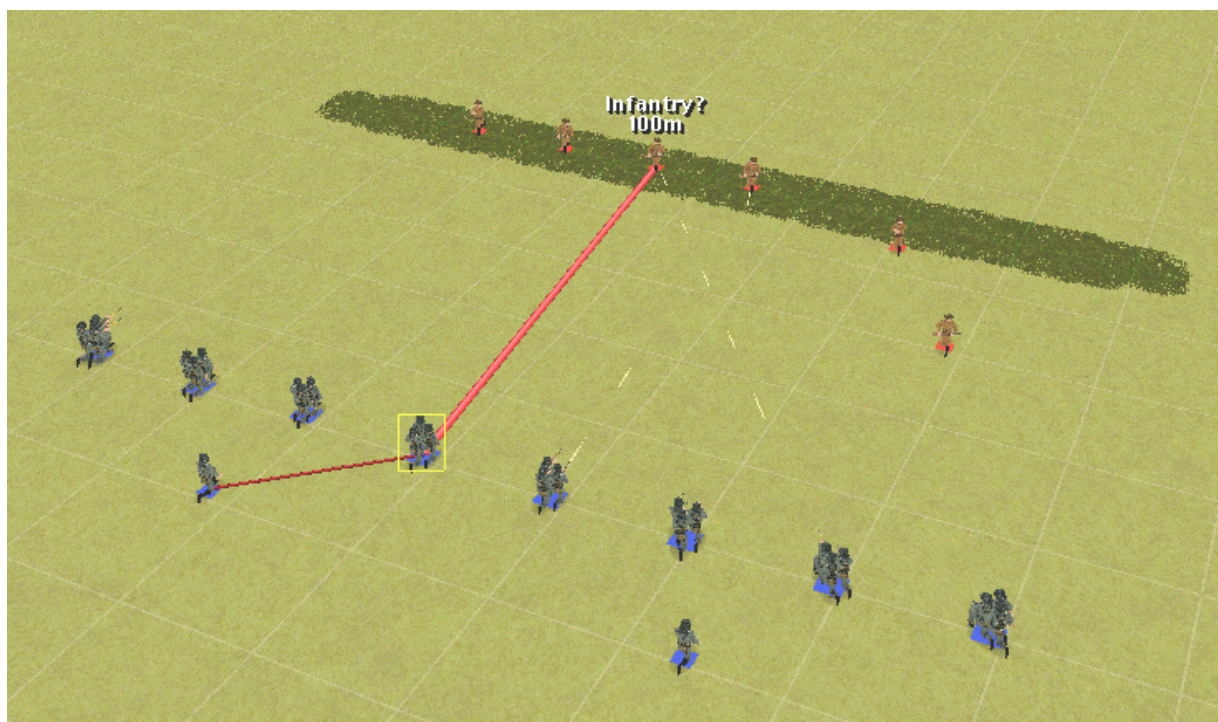
But after 15 continuous turns of firing they've only inflicted one casualty! (occasionally a German squad or two would be briefly pinned but unhurt)

Conclusion -don't bother wasting your ATR slugs on infantry.

(PS - Notice the infantry haven't spotted the ATR's in the woods, they're just getting ghost icon 'sound contacts' from the direction of the woods)



PS - it'd be a bad idea for the ATR's to let the infantry get closer in the hope of inflicting more casualties, because the inf would spot them at around 100m and start firing back like this..



ATR's v Guns, Schrecks, Mortars, HMG's, Trucks

This is a follow-up series of tests to my earlier 'ATR's v inf' post.

In the main pic, I lined up 6 x 75mmPaks, but after 15 turns of continuous firing at 300 metres, the ATR's inflicted no casualties at all on the guns or the crews, they just made the odd one go 'pinned' or 'taking cover' now and again.

And at no point did the guns spot the ATR's in order to fire back, they just got the usual ghost 'sound contacts'.

INSETS BOTTOM RIGHT - I then conducted the test three more times, ATR's v schrecks, mortars and HMG's in turn, and the results were exactly the same, no casualties after 15 turns of firing.

INSET TOP - But the same test against trucks made mincemeat of them after just a few turns.

Conclusion - don't waste your ATR slugs on non-vehicles

(PS - in all the tests the ATR's ammo began getting low around turn 15 and they started refusing to fire in order to conserve it, that's why the tests only ran 15 turns)

