

## Missile Fire in Iron Cow 2103

### Movement

You can't launch TOW IIs or an AT-10 Stabber while sprinting across open terrain. Missiles today have to be fired while stationary.

While the ATGMs seen on 22<sup>nd</sup> century battlefields wouldn't be wire-guided, their pros (and cons) when compared to ballistic gun tubes would generally be the same. They would reach farther than tank guns, and as they wouldn't rely on velocity to break through enemy armor their penetration would not suffer over range.

Yet the weapons launched from the armored fighting vehicles featured in Iron Cow would also take longer to reach their targets. TOW IIs can travel a little more than 200m per second. Even if that performance were doubled by 2103, most enemy tank crews – if fired on from a few thousand meters away -- would have several seconds to respond to an attack. With the sensors suites available to a 22<sup>nd</sup> century tank, don't think for a minute they wouldn't be aware they were in trouble.

What's more, ATGMs would still need to be directed by a gunner. A gunner (perhaps using a helmet mounted optical piece) requiring a far more stable platform than an IFV bouncing along at 60kmh to keep his gaze locked onto his target for as many as 12 seconds.

For both these reasons, guided missiles would come into their own when used by units acting in an overwatch role or fighting from defensive positions. For that reason, a revised movement table for missile platforms is provided below:

Order	Attacker
Advance	-45%
Cautious	-30%

**Example of play:** *In the past, an Oldmann tank (missile variant) racing across open terrain under "Advance" orders would have had a 20% chance to hit a static target spotted in the open at 300mm (12 inches). Here, that's dropped to 5%. A missile fired from a unit that was tearing along the battlefield, but was then forced to come to a screeching halt, shouldn't have a chance in hell of scoring a hit. In contrast, a missile fired during "Cautious Advance" at the same target would have a 20% chance with the new modifier. The odds, while not good, are far from impossible.*

### Terrain

ATGMs are not at their best when fired on a cluttered battlefield – primarily that means wooded terrain. And we're assuming the same basic principles would apply in 2103.

Firing Into	Attacker
Woods	-30%
Jungle	-50%

Note Urban Terrain has not been adjust as a street still provides, in theory, an open lane of fire.