

# Part 1: ATGM Special Rules

## Section A: Rules

### Rule 1: Top Hitting

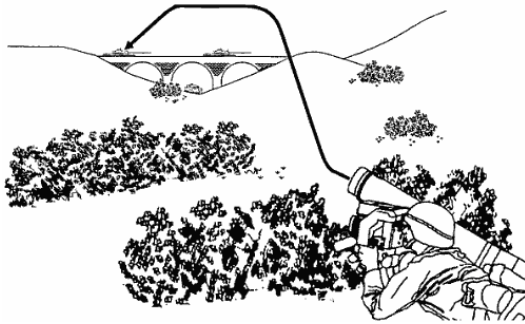
ATGMs with the Top Hitting rule will always hit on top armor unless the shooter chooses to aim elsewhere.

### Rule 2: Fire and Forget

ATGMs with the Fire and Forget rule do not need to be guided by the operator all the way to the target in the same way wire guided and laser guided missiles must be. As a result, if the operator is killed or suppressed while the missile is in flight, there is no effect on the missiles chance of hitting its target.

Fire and Forget ATGMs are also not effected by open terrain dodges however they are effected by defilade dodges unless they also have the Curveball Shot rule (Rule 3, below).

### Rule 3: Curveball Shot



ATGMs with the Curveball Shot rule in addition to the Fire and Forget rule are not effected by open terrain dodges or defilade dodges. Fire and Forget ATGMs with the Curveball rule climb to altitude and visually track the target regardless of where it goes. The exception to this would be a dodge that gets the target vehicle under a structure that hides the vehicle from being “seen” by the ATGM.

<Chart here of missiles with these special rules>