StuH42 Ranging Table

Normal Gun Sight

Ranges rounded to the nearest 10s

Range	HE	AP	HEAT	SMOKE
250m	250	400	400	250
500m	500	700	480	500
550m	550	770	530	550
600m	600	840	580	600
650m	650	910	620	650
700m	700	980	670	700
750m	750	1050	720	750
800m	800	1120	770	800
850m	850	1190	820	850
900m	900	1260	860	900
950m	950	1330	910	950
1000m	1000	1400	960	1000
1050m	1050	1470	1010	1050
1100m	1100	1540	1060	1100
1150m	1150	1610	1110	1150
1200m	1200	1680	1150	1200
1250m	1250	1750	1200	1250
1300m	1300	1820	1250	1300
1350m	1350	--	1300	1350
1400m	1400	--	1340	1400
1450m	1450	--	1390	1450
1500m	1500	--	1440	1500

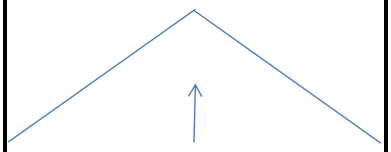
Tentpole Sighting Method

Range	HE	AP	HEAT	SMOKE
1200m	450	1020	350	450
1250m	500	1060	400	500
1300m	570	1100	450	570
1350m	620	1140	500	620
1400m	660	1180	550	660
1450m	710	1230	620	710
1500m	760	1270	680	760
1550m	800	1300	760	800
1600m	860	1350	800	860
1650m	920	1400	860	920
1700m	990	1440	890	990
1750m	1060	1480	950	1060
1800m	1120	1520	1000	1120
1850m	1180	1570	1060	1180
1900m	1240	1600	1120	1240
1950m	1280	1650	1170	1280
2000m	1330	1700	1220	1330
2050m	1390	1730	1290	1390
2100m	1450	1780	1340	1450
2150m	1490	1800	1380	1490
2200m	1550	--	1430	1550
2250m	1600	--	1480	1600
2300m	1650	--	1530	1650
2350m	1700	--	1590	1700
2400m	1760	--	1640	1760

Normal Gun Sight
Targeting & Munitions Notes:

- Aiming reticle needs to be place just to the LEFT of the target
- The calculated ranges in the above table for AP and HEAT munitions are based upon the below formula(s) to allow you to hit your target.
    - AP Range X 140% = Actual range needed for muntition to hit target
    - HEAT Range X 96% = Actual range needed for munition to hit target
    - SMOKE - billows left to right. Max coverage in 7 secs, maintains max coverage for 38 secs, 100% dissipation

Tentpole Sighting Method



When using the TOP of the "tentpole" as an aiming point, adjust your range based upon the munition being fired. See the above "Tentpole Sighting" table" for range information.

***NOTE* If you observe that elevation is impacting your range to target - here's how you can adjust.**

- Range your target using the Range Finder
- Consult appropriate range table using munition type (EX: Using "Normal Gun Sight" table - 1000M range to TARGET firing AP, set range to 1400M)
- Judge (rough guess) the expected elevation change from your gun position (EX: TARGET is 100M higher than your gun position)
- Calculate the Vertical Interval (EX: 100M divided by 2 = Vertical Interval of 50M)
- Adjust range (EX: 1000M range to TARGET firing AP, set range to 1400M plus 50M = 1450M to target)
    - ❖ If Altitude of Target is **higher** than your gun position **increase** range (firing uphill means rounds travel less distance)
    - ❖ If Altitude of Target is **lower** than your gun position **decrease** range (plunging rounds travel further distance downhill)

How to calculate the Vertical Interval (VI):

Altitude difference (in meters) between YOUR position and the TARGET then divide by 2