



## Basic tutorial on the use of LAT/HAT

In this tutorial i will bring to the table my 6 years of experience in PR in regard the use of each individual *LAT/HAT* in the game!

### LAT

#### *Summary*

*LAT (Light Anti-Tank Weapon)* are weapons dedicate to launch an AT rocket with a "light" warhead capable of seriously damaging APC, IFV and light vehicles but it can not penetrate thicker armors, such as those of MBT (*Main Battle Tank*); in PR you can find that weapon only in the kit *Rifleman Anti-Tank kit*.

This kit is dedicated to the killing of light vehicles or little armored, shining especially in the forest and urban environment thanks to superior handling; in contrast to the *Heavy Anti-Tank*, the light one have a fastest time of deployment of the weapon, over the 3-4 seconds, also the speed with which the cone of aims closes is identical to any other small-caliber weapon available to the infantry, then in 2- 3 seconds you will have the maximum, but it has the penalty of having a parabola trajectory over 100-150m, that it shrinks the range of use to a maximum of 200-250m, as well as it will be difficult to hit the target with effectiveness. This brings the weapon to give its fullest in close quarters, where the operator can make the most of the advantages of the weapon. With the LAT you can not shoot from lying down, except for one exception.

For more information read the manual.

#### *Types*

LAT in PR are different, they change from faction to faction but also from alternative to standard kit, so I will show the differences between them.

N.B. in all the photos i will set the range to 100m, then where the shot is accurate to 98%; for upper / lower throws will stand to the player to raise or lower the rear sight.

#### *LAT with Ironsight*

***USA/USMC/France/Great Britain /IDF/Canada/Holland***



*English ILAW*

Those faction share the same *AT* with different names (are nothing more than the same model), then the notions of one is the same for all.



*Rear sight and the availability of range*

For these *AT*, when you press Q key, you can choose many different possible ranges, so if you know the precise distance of the target is very easy to set the rear sight.



*Shooting at an APC at 100m*

For this type of *AT*, the shot at 100m is easy, just place the target in the center of the rear sight and press the fire button. You only have one rocket, the damage is high but varies depending on the type of APC / IFV that you will be facing, but the standard rule is: on the front you will damage it, on the side the rounds will damage seriously and you can track it, so it can not move, you can destroy it while hitting the back (for some even the explosion occurs after several seconds).

The alternative kit *LAT* kit for the Americans and the standard *LAT* kit for IDF, the Canadians and the Dutches is the *LAW*.



*M72A6 LAW*

This *AT* has two rounds, but will have a lower damage. Personally I tend to prefer the Standard one for the greater damage to the vehicle than to bring more ammunition.



*Rear sight and the availability of range*

Moreover, as can be seen from the picture, the range that you can choose for shooting are lower, also, and it is a purely personal note, the rear sight is more invasive.

For firing at 100m set just 100m then place the target in the center of the rear sight and press the fire button.

### ***Russia/MEC/Militia***



*RPG-26*

RPG-26 is a totally different AT from the previous one: primarily the shot has a more accentuated and slower trajectory, then the rocket hit the target with a much greater delay, this means that for a shot to a stationary target you'll have to be sure that the target will not move from there in 6-7 seconds, then wait, while for moving targets things get more difficult and results in all experience, i do not have any specific recommendations. In addition, the rear sight and range are very different.



*Rear sight and the availability of range*

The ranges are as shown in the image, so for a shot at 100m you will have only a range to 50m, then you'll have to raise accordingly as shown below:



*Shooting at an APC at 100m*

Then you'll have to keep the target just below the tip of the triangle of the rear sight. The damage is comparable to the ILAW.

For alternative kits of Russia and Militia instead the talk is very different, in fact, if the weapon is the same, it change the rear sight. In addition, the discussion for the alternative kit of the Militia faction it is also applicable for the *LAT* of insurgent factions (Insurgents, Taliban, Hamas).



*Russian RPG7V2*



*Insurgents's, Taliban's, Hamas's, Milita's RPG7*

Lets consider the two cases:

-Russian RPG7V2: See *LAT with Optics*

- *Militia, Insurgents, Taliban, Hamas RPG7*: this AT has two rounds, it have the lowest damage and also, for my personal experience, often tends to "tailing" so that means that's it's not hit the exact spot but ends at the edge of an imaginary circle. From personal experience is the most difficult to master, like all other variants of the same.

N.B. for the militia facion is available by selecting alternative kit.



*Rear sight and the availability of range*

As you can see from the picture, the minimum range is 200m, then for a shot at 100m the trick is to place the rear sight as shown below:



Shooting at an APC at 100m

In detail:



LAT with Optics

### **Russia**

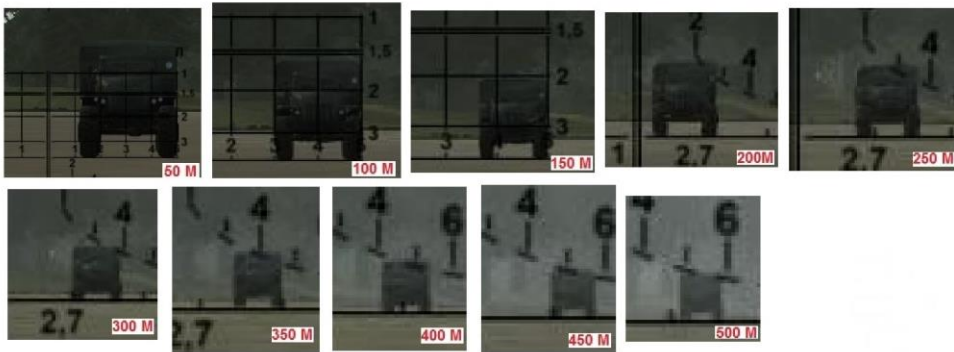
- *Russian RPG7V2*: this AT has two rounds, low damage, and it tends to "tailing". It has a, so you can choose for the optics or the ironsight. In addition it also has a bipod, a feature that will give the chance to shoot even while lying down. Is the only LAT in the game with that feature, as like the HAT counterpart!  
N.B. using the Ironsight you will not be able to access to a window for the range grid.



*Rear sight and shooting at 100m*

Use the optical sight is a is a tricky task, since is difficult to read. For a shot at the 100m the trick is showed in the image, while for long engage you'll have to lift accordingly (if it is twice you must place the target in the center of the 2 lines that ends with the number 3). To know the distance to the target, the optics will help you: placing the target in the **red part**, in such a way that the edge of the notch falls at the point of maximum height of the target, you will know the distance between you and the target and make the calculations accordingly. In to the underlying image you can see how to use this feature. Thanks to =ITW= Butcher for the image and the help N.B. this applies only for shoot beyond 200m.





*How to use the sight*

## **Cina**



*PF-89*

For the performance side, the PF-89 is similar to the RPG-26, so it has a slow stroke.



*Rear sight and shooting at 100m*

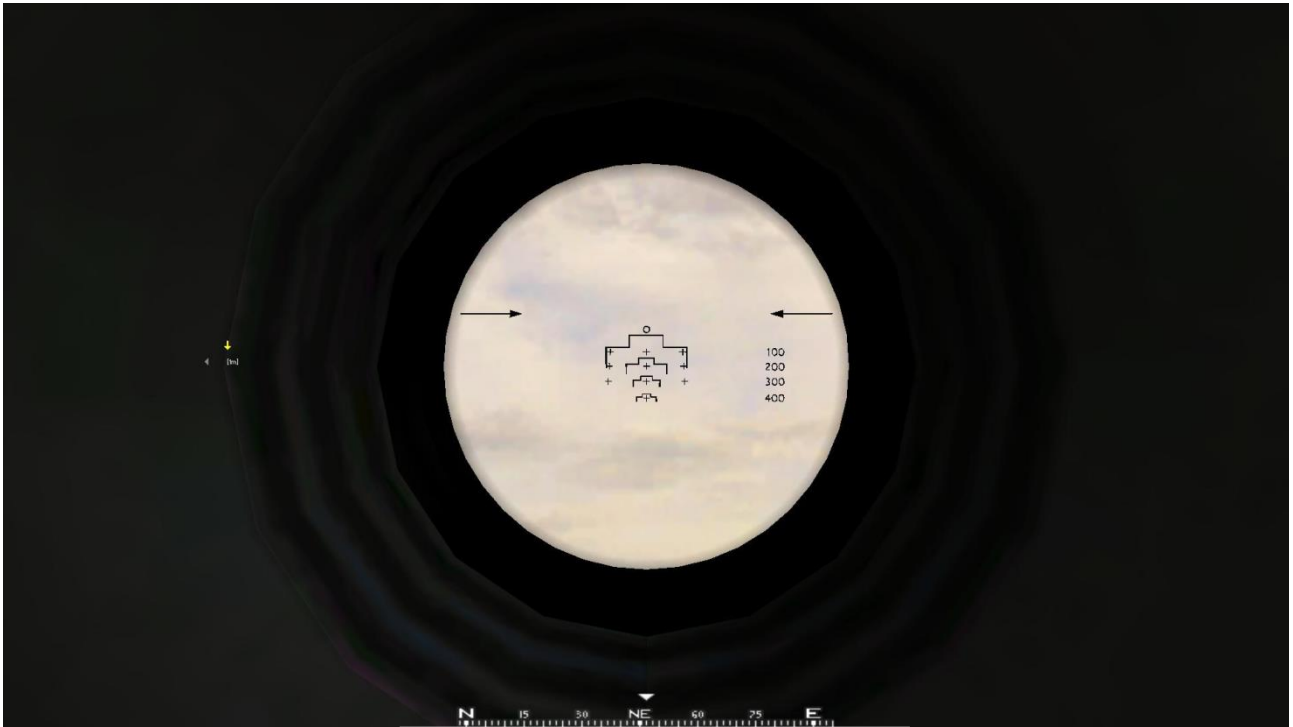
As you can see from the picture, the optics has a comfortable aiming reticle with their meters, so you just need to know the distance from the objective and place the + in the center of the target, relative to the desired distance and then fire.

### ***Germania***



*PzF-3*

For the performance side, the German PzF-3 is similar to the ILAW, although it does have a much quicker rocket and a slightly more parabolic trajectory.



Optics

As you can see from the picture, the optics has a comfortable aiming reticle with their meters, so you just need to know the distance from the objective and place the **+** in the center of the target, relative to the desired distance and then fire. As like for the *PF-89*.



Optics and shooting at 100m

For a precise shot it is necessary to place the central **+** exactly at the midpoint of the target; in the image you can see that I aimed right in the center of the Chinese WZ-551. If you do not follow this rule may lead to missing the target. As like for the *PF-89*.

N.B. the PZF-3 is the LAT with the highest time to deployment in the game, about 8 seconds, then keep in mind the field. In addition the German HAT is identical, it only mount a different warhead, but we will face it later.

## HAT

The *Heavy Anti-Tank* is a role a kit used to fight against any class of vehicles, which is light or heavily armored as the Tanks; is capable of breaking down targets at any distance and, depending on the type that we will see shortly, to shine especially in long distance engagements; compared to *Light Anti-Tank*, the heavy counterpart have a time of deployment vastly superior, can vary between 8 and 10 seconds, to which is added the closure of the cone highlighted as two brackets [ ] that are closed, requiring between 8 and additional 10 seconds, and between 3 and 6 seconds to launch the rocket (see later in detail) so the time that you will be totally undefined will wander around 25 seconds. There are variants with tense trajectory and other with parabolic trajectory but all have a high accuracy in hitting the target. In addition, the missile must travel about 20 meters before the warhead became active and explode on contact, against 8-10m of LAT, this brings the weapon to give its fullest in middle and long engage, where the operator can make the most of the advantages of the weapon. As for the *LAT* you can not shoot from lying down, except for one case. For the basics of the kit see the manual.



Fig. 1a



Fig. 1b

In the two images above you can see the detail of the brackets [ ] (left and right side inside of the optics) for some HAT ; in the Fig. 1a the brackets are to the maximum opening, then the rocket will involve on to the miss of the target, in the Fig. 1b the brackets are closed and you have the highest accuracy.

The HAT fall into two broad categories: the wire guided and unguided.

### Wire Guided HAT

#### USA/USMC/Great Britain



#### France/MEC/Canada



If the first (**USA/USMC/Great Britain**) have the same model of HAT but with different names, the second (**France/MEC/Canada**) have the same model of HAT, but for both the method of use is identical.

After taking out the weapon and mounting the rocket, you'll aim and wait for the brackets to closing. For these HAT must you hold down the fire button to fire the rocket, you will see it in the lower right a green writing "Seek" for a period that changes between the HATs; after various tests: 3s for the Eryx, 4s for SHAW USA / USMC and 6 seconds for the English LAW.



Optics and shooting at 100m. Note the "Seek" in the corner

Lie down will not contribute to the accuracy of the weapon, also you will not be able to fire at this location.

They have great accuracy and a great damage. They can inflict seriously damages against wagons on to the front or side and they destroys them when taken on the back as well as any other light vehicle / APC / IFV.

The standard *HAT* kit for the USMC is the SMAW which we will shortly.

**N.B:** in the latest v 1.3.5 for every wire guided HAT, beyond 350-400 m, the rocket will start to lose his rectilinear trajectory, becoming misaligned from its axis. In other words the rocket will gain a random trajectory preventing you to hit the target at long distances.

### *Unguided HAT*

### **USMC**

As anticipated, for the USMC it is the SMAW, while the alternative is the SHAW.



SMAW

As you can see, the SMAW has two warheads:

-High Explosive Anti-Tank: It serves to break down heavily armored vehicles. You will damage seriously the *wagons* and destroy with a single shot any *light vehicle* / APC / IFV. He has little AoE damage to for engage *infantry*. You will have 2 shots available.

- High Explosive Dual Purpose: It serves to break down *light vehicles* / APC / IFV, it not destroy them instantly but they will explode after a few seconds. It has a huge AoE damage, so it is possible to damage multiple targets if they are close together, then is good to take down groups of *infantry and vehicles*. Not excel against *wagons*. You will have only one round available.

The SMAW has a shot identical to the ILAW LAT, then a parabolic trajectory but with a fast rocket. Unfortunately mounts an optical ACOG where it is difficult to measure the elevation for shooting.



*Optics and shooting at 100m.*

Fortunately the weapon has a "Sighting Rifle" that fires tracers rounds for long distance shots. You select this rifle and you shoot several shots to understand the exact raise, you select the desired warhead, (**IMPORTANT!!** never move or move the mouse during that procedure) aiming and after 1.5-2 seconds you can already shoot with the highest precision. The SMAW has a BUIS, then you can switch between an Ironsight.

I recommend the use of SMAW only in CQB maps, suck like in forest or in urban areas, while in the open maps used SHAW kit alternative, is much more reliable for long distance shots.

**IDF**



*Matador-MP*

The Matador is the *HAT* for the IDF faction, even it is not guided wire, it presents the closing of the brackets [ ] typical of that class of *HAT*. It has one shot. It hurts seriously wagons if taken on the front or side, destroys them when taken from the back as well as any other light vehicles / APC / IFV.



*Optics.*



## Germania/Olanda



PzF-3

It is nothing more than the *HAT* version German *LAT* so for the shooting make use of the same rules. Fast rocket with arched trajectory, one round. It has one shot. It hurts seriously wagons if taken on the front or side, destroys them when taken from the back as well as any other light vehicles / APC / IFV.



Optics and shooting at 300m.

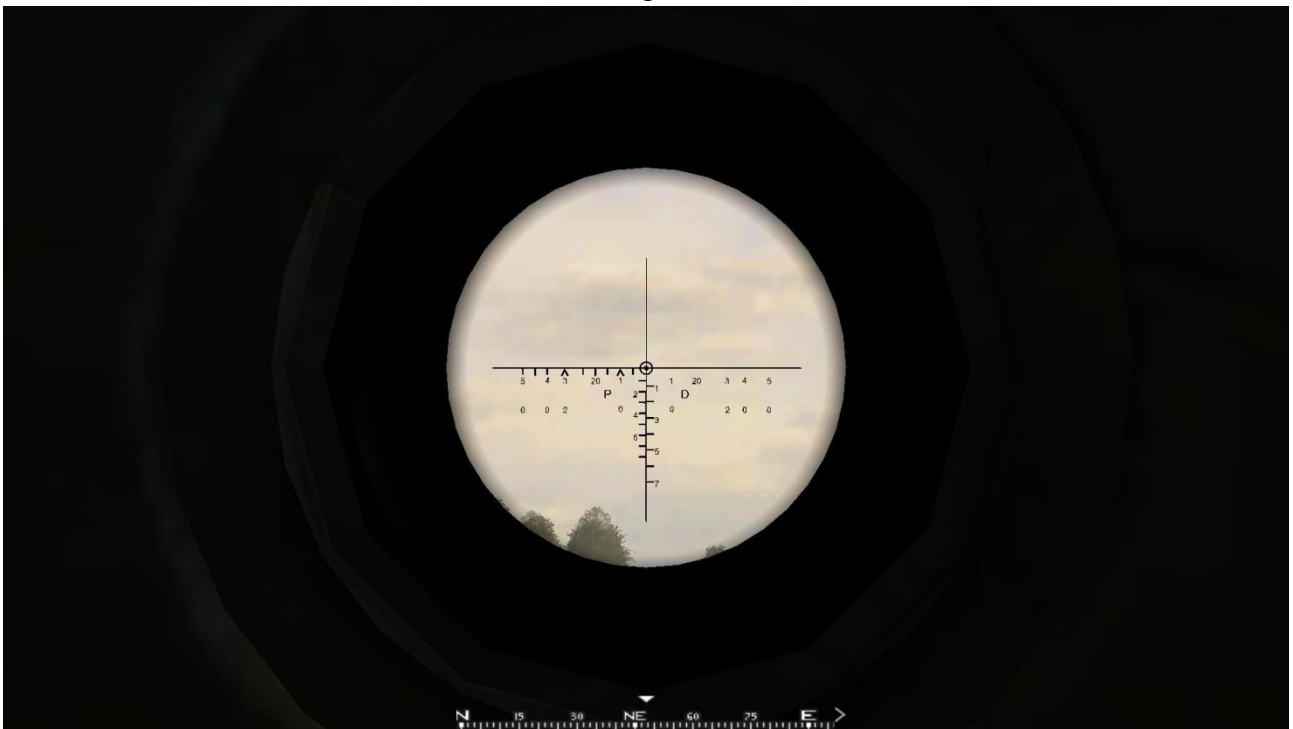
Note that even at this distance, the central optics + fits perfectly with the center of the wagon.

**Cina**



*PF-98*

The PF-98 is a Chinese *HAT* similar to Pzf-3 and the SMAW, it has an arcuate path but, contrary to these, will come to aid you two instruments: the first is an optical grating to determine the elevation as seen from the image:



*Optics and grid.*

The other is a comfortable rangefinder included, so placing the target in the center of the viewfinder, you will have a red number in the lower right optics (*Fig. 2a*) which will indicate the distance of the target, then aim accordingly. *Fig. 2b* refers to a shot from 293m, and you can see how I place the target in the bar between the No. 2 and No. 4, which indicate 200 and 400m respectively, so that the bar shows the 300m.



Fig. 2a



Fig. 2b

You do not have access to the brackets [ ] so I recommend to wait between 3 and 5 seconds of aiming standing still before opening fire. You will have one shot, arcuate path and rocket appears to be fast enough. It hurts seriously wagons if taken on the front or side, destroys them when taken from the back as well as any other light vehicles / APC / IFV.

## Russia



RPG-7 with HEAT warhead

The heavy Russian has characteristics similar to its *LAT* counterpart, like a BUIS, an arcuate path, "tailing", two rounds, It hurts seriously wagons if taken on the front or side, destroys them when taken from the back as well as any other light vehicles / APC / IFV. In addition it also has a bipod, a feature that will give the chance to shoot even while lying down. Is the only *HAT* in the game with that feature, as like the *LAT* counterpart!

N.B. using the Ironsight you will not be able to access to a window for the range grid.

The optics, even is it identical to the *LAT* version, is not used in the same way, because the warhead is bigger = greater fall of the shot; the image below shows you how to get an accurate shot at 100m:



Optics e shooting at 100m.

Then you need to place the target below the line below the numbers 5-4-3-2-1 and 1-2-3-4-5 left to right. Even in this way you will not have a 100% accuracy due to the characteristic of the missile of "tailing" on the way.

### ***Talibans/Hamas/Militia/Alternative Russian HAT***

These other factions have the same RPG that I just finished talking above but without optics, then provided only with the Irosight. For shooting make use of the same rules for the *RPG7 LAT*, but only and solely the Russian to present the bipod for shooting from lying down; you can also adjust the notch to a minimum of 100m, making the shot at 100m a lot easier.



*Rear sight and the availability of range*

### **Tips and Tricks**

1. The priority, in order of importance, of your targets are: Tanks - APC/IFV - Truck - Jeep - Helicopters - Infantry.
2. Yes, if you're good enough you might even take down some helicopter too bold; this is extremely easy with the HAT wire-guided, also the pilot will have no signal as for rockets AA.
3. If you are recharging at a package of ammunition, stay slightly distant and not directly above, you will have many more chances to refill the shot before running out of the package.
4. If you have fight, so you have used ammunition / grenades / smoke / field dressing know that these will have priority, and then will be charged firstly, and then the rocket will be reloaded.
5. If you have ammo crate always ask a rifleman and use the package of ammunition to reload, so the crate will last more = more rockets.
6. Never take a target from the front, but outflank him and hit it where it is most vulnerable, or aim to the tracks if you just want to lock it in place to do so then finish by a medium friend, or the turrent to reduce his offensive potential.

7. Use the environment to your advantage, if you are in an urban wait until the vehicle will come out from the corner that you are targeting, and not you to get out, in forest map use valleys or rocks to move around the target without making you see. When you lean to shoot you will be suppressed never go out from the same point, change location.
8. If possible, move in pairs, preferably with a rifleman, and even better if he also knows how to use an AT. After you've shot you can immediately recharge, if you will cut down the companion will immediately retrieve the kit and replace you / retreat.
9. Audio is your best friend, understand what type / class of vehicle is approaching will be a major advantage for you. It follows that also understand exactly what vehicle is approaching it gives too you an added advantage, and I speak of the ability of the vehicle to *mount thermal optics*. Knowing that a Russian BTR80A does not have the thermal, while a BMP-3 yes can really change the type of approach. Example I can use the smoke (if it has no heat) to get his attention in one direction, while I move somewhere else and then shoot or retreat.
10. Before take any LAT / HAT kit always ask to you Squad Leader the permission.

End of the guide, I hope it can help you and it's enough comprehensive / understandable. For any other questions please contact me here on the forum, on the topic or via PM, it will be my pleasure to try to help you further. Also you can do all the tests that you want locally, thanks to this convenient guide provided by [\[R-DEV\]VapoMan](#) (<http://www.realitymod.com/forum/f189-modding-tutorials/95253-local-rcon-commands.html>)

With great pleasure.  
PR.IT [EI]Aragorn89

