IL2 BOM TANKS

1 Commands.

Qwerty :

IL2 TANK CONTROL REFERNENCE CHART v3.005b

E KEY	ENGINE START/STOP
CURSOR KEYS	DRIVE – LEFT/RIGHT – FORWARD/REVERSE
R ALT + C	OPEN/CLOSE POSITTION HATCHS
L CTRL + C	CHANGE CREW POSITION
R ALT + G	CHANGE AMMO TYPE
[W][S] - MOUSE WHEEL	ZOOM IN / ZOOM OUT
MOUSE	MOVE TURRET / MG - GUNSIGHT
L MOUSE BUTTON	FIRE PRIMARY WEAPON
R MOUSE BUTTON	FIRE SECONDARY WEAPON
[T] KEY	TAKE CONTROL OF TURRET
L SHIFT + T	SWITCH TO GUNSIGHT VIEW
R ALT + ; - R ALT + .	GUNSIGHT – ADJUST RANGE
R ALT + , - R ALT + /	ADJUST SOVIET GUNSIGHT L / R
R SHIFT + L	HEADLIGHTS – ON / OFF
L WIN + C	OPEN/CLOSE VISION SLIT ARMOR
L KEY	INTERIOR COMPARTMENT LIGHTS

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2   Gunsight.

The T-34 sights have: ЩР, БР and ДТ.

ЩР = ShR > I believe it would be Shrapnel Shell

БР = BR > AP

ДТ = DT > DT machinegun"

Soviet gunsight:

1. **Dont use** left scale SG = staraya granata =old projectile,we dont have in game F(fugasni)350 or Sh(Shrapnel)354T granat

2. **Use only right scale DG** = dalnaya granata = long range projectile both for AP (BR350A broneboyni) and HE = in fact OF350M Oskolotschno-fugasnyi = fragmentation/high-explosive

3. The smallest scale to the right is for MG

Principle of range finding is same as with germans.On horizontal line you have mills from 0=8=16=24=32
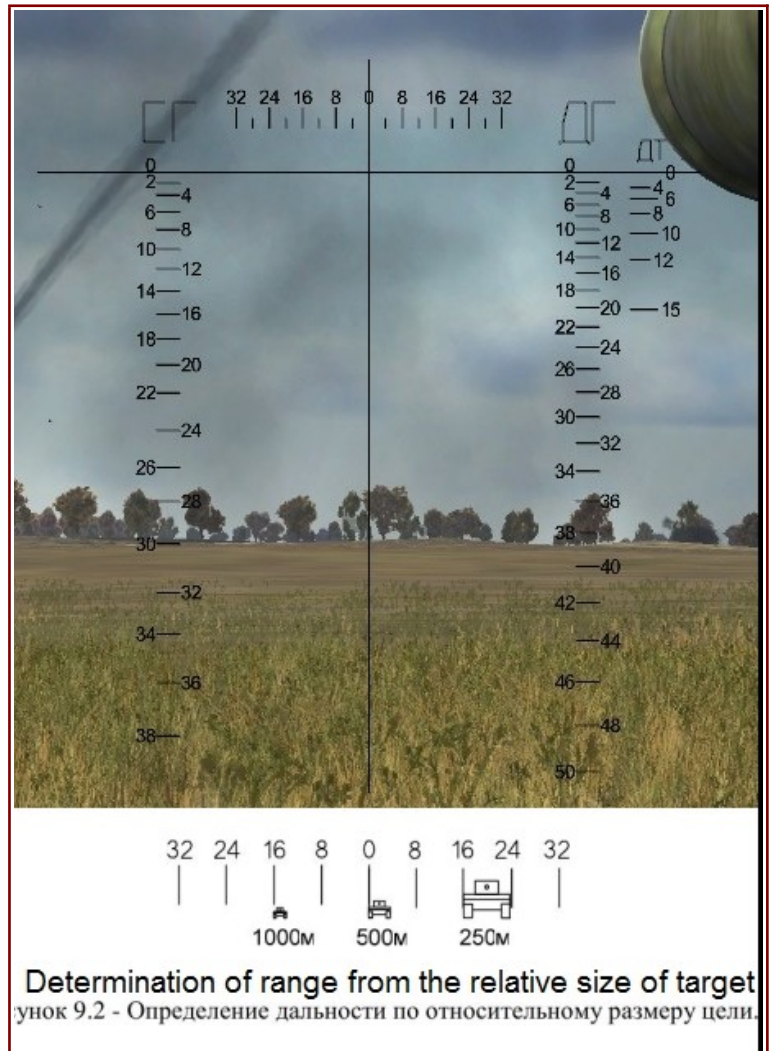
Example: you face PzkpfwIII front.Its width is cca 3m in real

Determination of range from the relative size of target
унок 9.2 - Определение дальности по относительному размеру цели.

You put your gunsight on him and he fills the horizontal lines from 0 to lets say 4 (small line inbetween 0 and 8 mills)

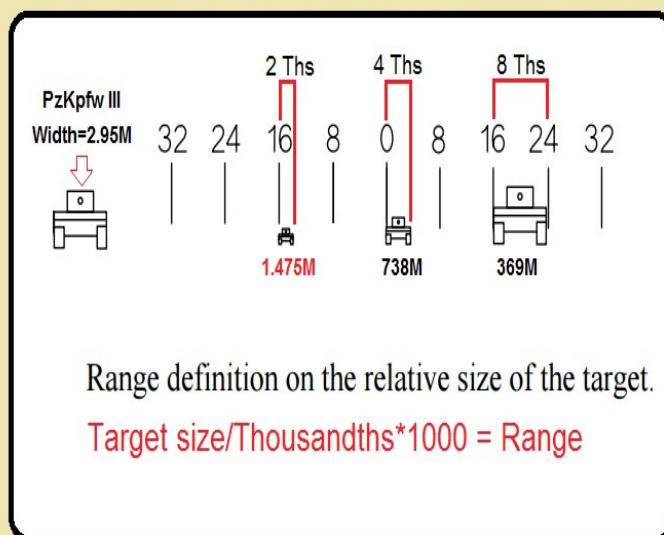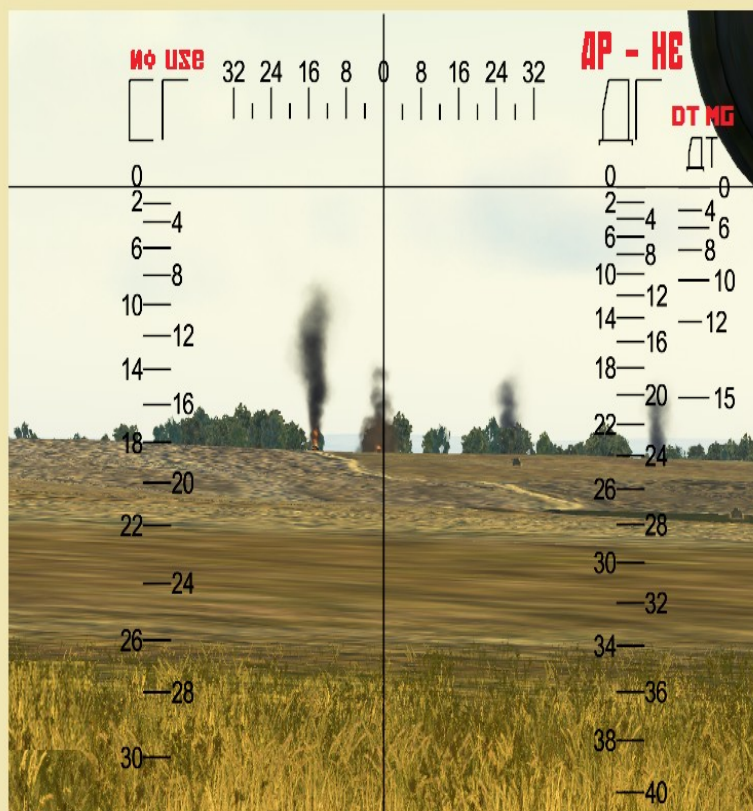simple math = 3m/4mills*1000= 750m distance from you to german tank

You can use same logic when facing Panzer from the side.You just have to know how long its hull is (cca 6m)

Pz.KpfW III L: Lenght=5.56; Width=2.95; Height=2.50. m

T-34 Opera Resume (Sokol1 IL2BOS)
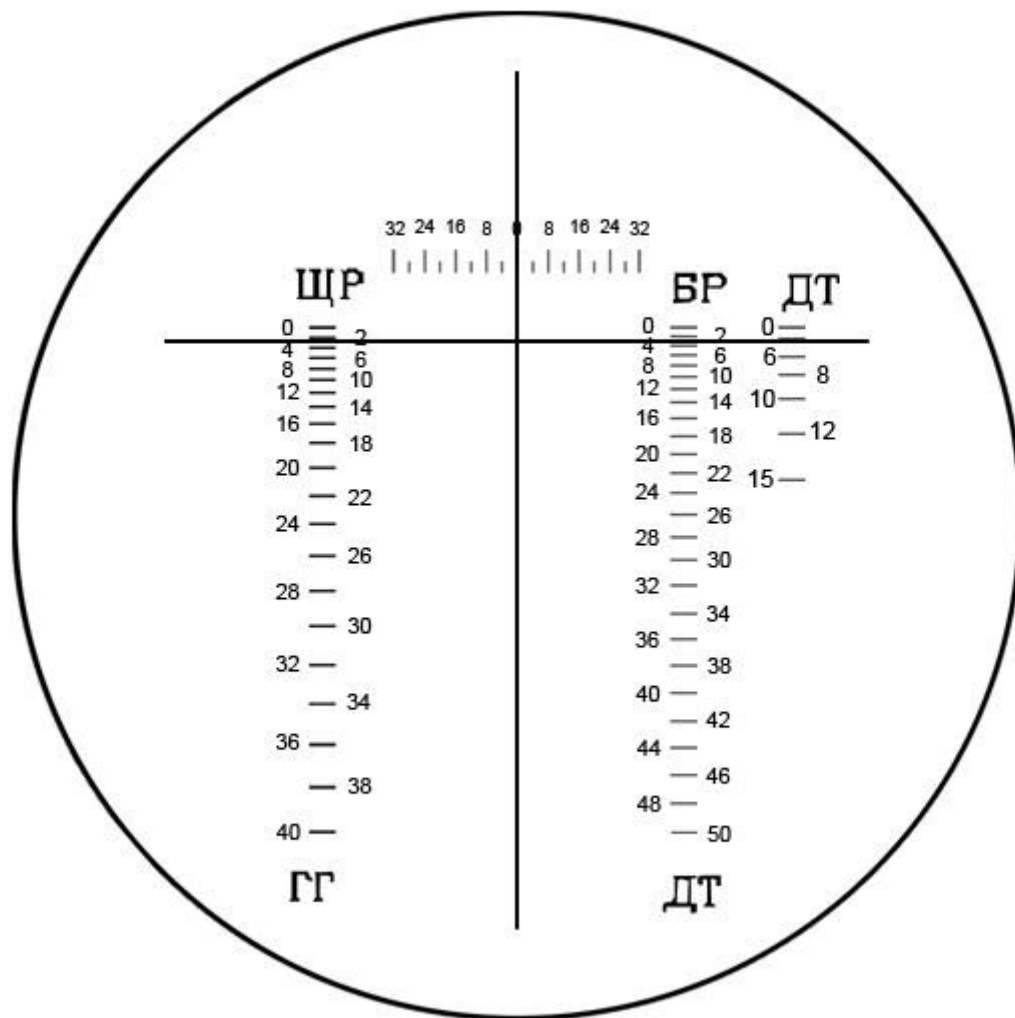
T-34-76 Optics Sight TMFD-7

Range definition on the relative size of the target.

Target size/Thousandths*1000 = Range

Dimensions		MILS										
PzKpfw III Aus L	Meters	2	3	4	5	6	8	10	12	14	16
Front view	2,95	1475	983	738	590	492	369	295	246	211	184
Side view	5,56	2780	1853	1390	1112	927	695	556	463	397	348

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32 24 16 8 ● 8 16 24 32

ЩР   БР   ДТ

| ГГ		ДТ	
0 ═	─ 2	0 ═ ─ 2	0 ═
4 ═	─ 6	4 ═ ─ 6	6 ─
8 ═	─ 10	8 ═ ─ 10	─ 8
12 ═	─ 14	12 ═ ─ 14	10 ─
16 ─	─ 18	16 ═ ─ 18	─ 12
20 ─		20 ─	
	─ 22	24 ─ ─ 22	15 ─
24 ─		28 ─ ─ 26	
	─ 26		─ 30	
28 ─		32 ─	
	─ 30		─ 34	
32 ─		36 ─ ─ 38	
	─ 34	40 ─	
36 ─			─ 42	
	─ 38	44 ─ ─ 46	
40 ─		48 ─ ─ 50	

ГГ   ДТ

PanzerIII

As you can see in the following pictures the sights consists of two main components even though they can look completely different from tank to tank: The main sight (1) and the range scale (3). The targeting sight of the 37mm KwK L/46.5 of the PanzerIII F will be used as an example for the other German KwK's.

The distance scale with the description "Sprgr" (High Explosive Shell) does not yet have a function in the game.

 You should always use the top of the triangle to aim. For a nonmoving target the main triangle will be used, for

Pzkfwlll F Gunsight
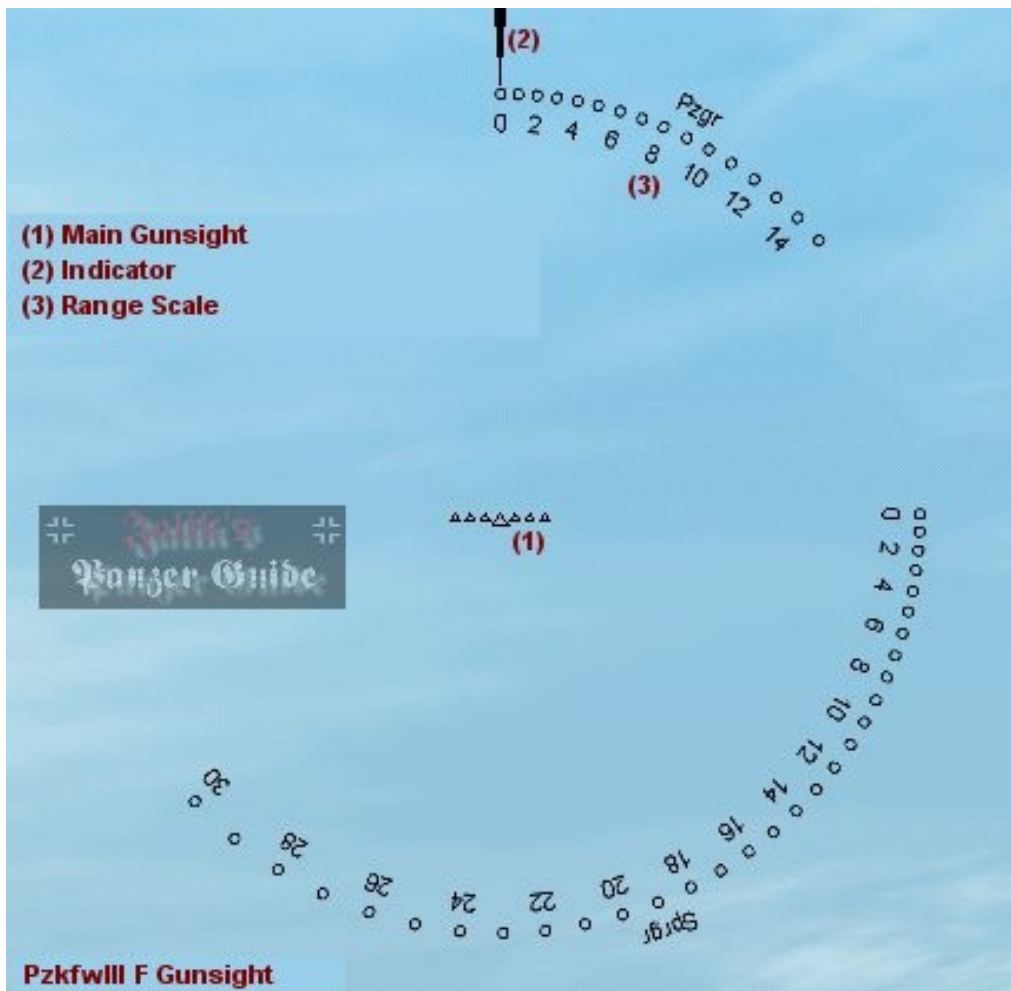
a moving target use the side triangles. Let the target lie on the triangles - it is wrong to have the target inside the triangle (it means you'll most likely shoot over the target).

The estimated distance can be put in via the range scale (default: PageUp and PageDown). When you adjust the range you can see the range scale moving right or left and targeting triangles move up or down. If the indicator is over 200 for example you adjusted a distance of 200m to the target. If you increase the range you'll see the triangles moving down what means that the gun have been raised.

At the beginning the gun is calibrated for 0m. For a target 200m away it means that the shell will most likely hit the dirt if you aim with the triangles. If you adjust the range to 200m the triangles will move into the right position for a 200m shot. That means that you always can aim with the triangles without having to aim over or below the target.

2.3 Range calculations with tank sight

Estimation is one way and not he worst if you are used to it. But the german tank sights are providing all we need to calculate the approximate range of a target.

The triangles stand for so called mils. One mil means 1 meter at 1000m distance.
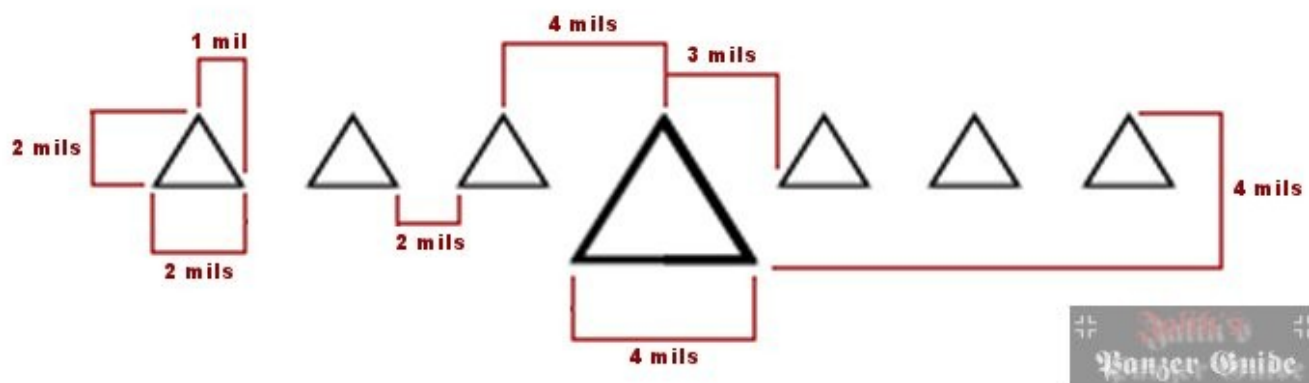
If a tank seen from the side fits between the upper edge of the main triagle and the upper edge of one of the neighboring small triangles it's "4 mils long". If a tank seen from the front fits into one of the small triangles it's "2 mils wide".

A tank is about 6m long and 3m wide in average. These dates are not accurate because every type of tank has it's own characteristics but it's good enough to calculate the approximate range.

Since we know that 1 mil means 1m at 1000m we can now calculate the range with the following simple formula:

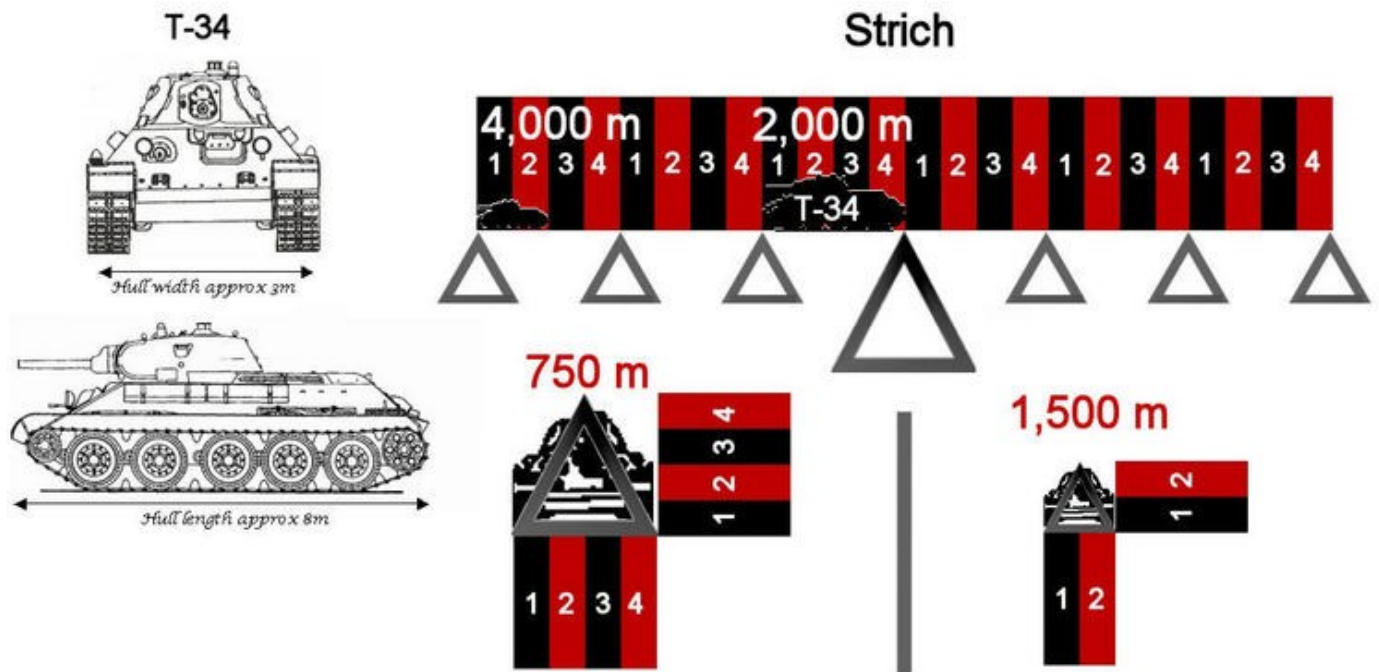range = average real life size of the tank * 1000 / mils

Example:

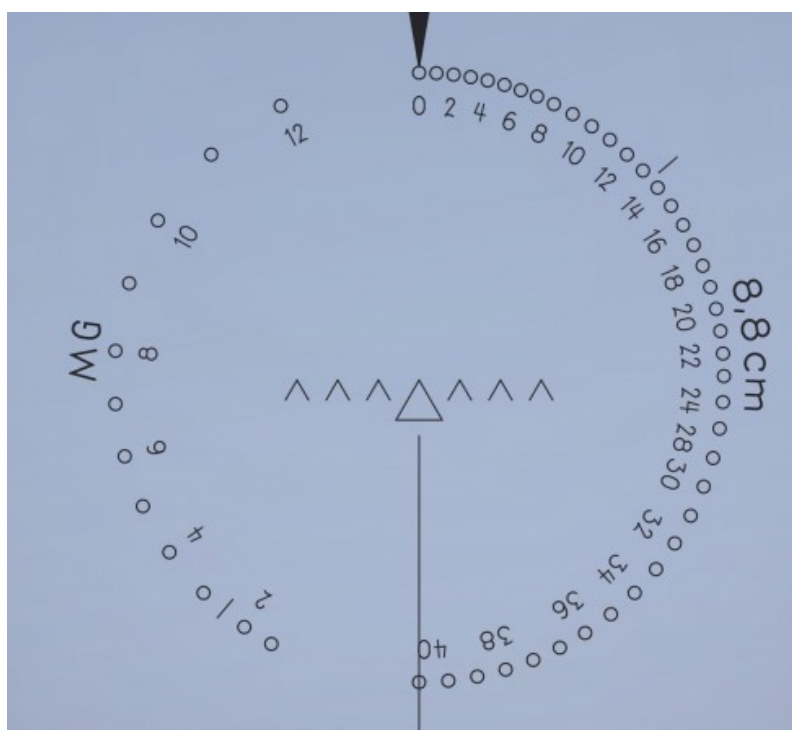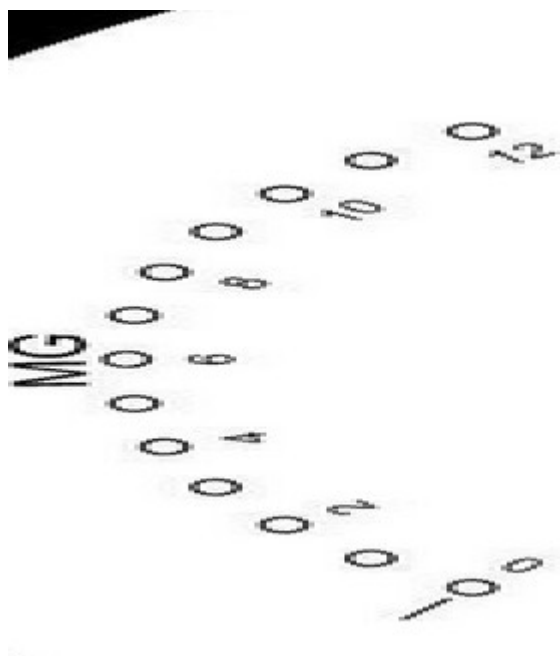A tank seen from the side is 4 mils long. It's real life size is 6m.

6 * 1000 = 6000

6000 / 4 = 1500

The tank is about 1500m away.

If the tank is standing slantwise you can't calculate with the lenth and width but it's working with the height. In average an enemy tank is 2m to 3m high (the R35 about 2m, the others 2,5m or more).

Motto: Nie lernst Du Richten oder Schießen,
bevor Du hier nicht durchgebissen.

Der Strich

Hülsensack hatte zum Geburtstag von seiner Braut Elvira eine große Torte geschenkt bekommen, ein gewaltiges Ding mit *2 km Durchmesser.*

Jeder Mann in der Division sollte ein Stück davon haben. Hülsensack teilte sie in *6400 Teile.*

Das wurden ganz wundersame Tortenstücke. Wenn man eines mit der Spitze in den Mund steckte, hatte man kaum etwas zwischen den Zähnen, weil es so hauchdünn war, aber weiter hinten wurde es immer breiter. Es war *1000 m lang* und an seinem äußeren Rand immerhin *1 m breit.*

Elvira hätte ja gern eine Torte gebacken, bei der jedes Stück 2000 m lang wäre. Die wären dann am äußeren Rand 2 m breit gewesen. Aber die Feldpost hat die Annahme verweigert.

Für so ein Tortenstück kannst Du die Breite leicht ausrechnen, wenn Du die Entfernung von Deinem Munde weißt:

Auf 1000 m ist es 1   m breit,
auf 2000 m ist es 2   m breit,
auf   800 m ist es 0,8 m breit
usw.

Die ganz Schlauen sagen die Breite ist stets $^1/_{1000}$ oder 1‰ (ein Promille) der Entfernung von Deinem Mund.

So ein Tortenstück nennen wir Strich.

4 Strich z. B. ist soviel wie 4 Tortenstücke nebeneinander.
Paß auf! Hier sind die Stacheln in Deinem Zielfernrohr.

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