

Stalking the Steel Beast: A Guerilla's Guide to Anti-Armor



This article is part of the [Antistasi Commander's Handbook](#).

Battle Quotes

"The infantryman has a traditional horror of the tank. But a tank is just a coffin for its crew if it is not supported by infantry. It is the job of our infantry to kill the enemy infantry, and then the tank is ours."

— Anonymous Finnish Officer, Winter War

1. PURPOSE

To establish the doctrine for the identification, engagement, and destruction of enemy armored fighting vehicles (AFVs). The adversary's armor is their most potent and intimidating ground asset. This document provides the tactical framework for transforming our fighters from prey into disciplined and effective tank hunters, thereby neutralizing the enemy's key advantage on the battlefield.

2. SITUATION

The enemy will consistently deploy AFVs—including Main Battle Tanks (MBTs), Infantry Fighting Vehicles (IFVs), and Armored Personnel Carriers (APCs)—to spearhead assaults, secure key terrain, and intimidate the populace. While formidable, these vehicles are not invincible. They possess critical vulnerabilities that a well-trained and determined irregular force can exploit.

a. Enemy Armor Strengths

1. **Firepower:** Heavy cannons and machine guns capable of destroying our positions from long range.
1. **Protection:** Armor resistant to small arms, machine guns, and shrapnel.
1. **Shock Action:** The psychological effect of their presence can cause untrained forces to panic and break.

b. Enemy Armor Weaknesses

1. **Limited Visibility:** Crews have poor situational awareness, especially in complex terrain (cities, forests). They are blind to threats at close range.
 1. **Vulnerable Areas:** All AFVs have weaker armor on their sides, rear, and top.
 1. **Track/Suspension Vulnerability:** A disabled track system immobilizes the vehicle, turning it into a static pillbox.
 1. **Logistical Dependence:** They require constant fuel, ammunition, and maintenance.
-

3. CONCEPT OF OPERATIONS

Our anti-armor strategy is predicated on the mindset of a hunter. We do not engage the beast head-on in the open field where it is strongest. We stalk it, learn its habits, channel it into terrain of our choosing, and strike its weak points with precision and violence from positions of concealment. This is a battle of wits and will, not of brute force.

a. The Hunter's Trinity

(1) Patience is the Sharpest Weapon

The single most common cause of failure is impatience. An AT gunner who fires prematurely at a target's strong frontal armor has not only wasted a precious round but has also revealed their position to be annihilated. You must wait. Wait for the perfect side or rear shot. Wait for the vehicle to enter the pre-planned kill zone. Discipline is lethality.

(2) Exploit Weakness, Never Challenge Strength

The fundamental principle is to attack the vehicle where it is most vulnerable. A 7-ton truck carrying an ATGM is a greater threat to a 70-ton tank than another tank, provided it strikes from the right place. Your goal is a **mission kill** (disabling the vehicle) or a **catastrophic kill** (destroying it). An immobilized tank is a mission kill.

(3) The Hunter-Killer Team

Tank hunting is not a solo endeavor. It is a team sport. A typical Hunter-Killer Team consists of:

1. **The Gunner:** The fighter armed with the primary AT weapon. Their sole focus is identifying a weak point and landing a killing shot.
1. **The Fixer/Support:** A fighter with a machine gun or rifle. Their job is to suppress the enemy

infantry supporting the tank and to suppress the tank itself (firing on its optics) to distract it.

1. **The Security Element:** Other fighters providing 360-degree security, watching the team's flanks and rear for enemy reinforcements.

Battle Quotes

"The giant steel beasts are not as dangerous as they seem. You just have to get close, stay calm, and know where to hit them. They bleed, just like anything else."

— Chechen Fighter's Maxim

4. TACTICAL APPLICATION

a. Tools of the Trade

1. **Unguided Rockets (e.g., RPG-7):** The guerilla's workhorse. Common, lightweight, and versatile. Requires the gunner to get close to the target to be effective. Best used for side and rear armor shots.
1. **Anti-Tank Guided Missiles (ATGMs):** The sniper rifle. Rare, expensive, and requires a stable firing platform. Allows for engagement from long range, but the missile's flight time can expose the operator.
1. **Anti-Tank Mines:** The perfect ambush weapon. When placed correctly on roads and choke points, they can achieve a mobility kill without risking a single fighter. Their effect is both physical and psychological, making the enemy fear all routes.
1. **Static AT Guns:** Tremendous firepower but are immobile and highly vulnerable. Must be employed in carefully prepared ambush sites with planned escape routes.

b. Anatomy of the Kill: Where to Aim

Never shoot a modern tank in the front unless it is your only option. Focus on high-percentage shots that disable or destroy.

graph TD
 subgraph "AFV Target Zones"
 A["**Frontal Aspect**
Thickest Armor
LOWEST PROBABILITY OF PENETRATION"]
 B["**Side Aspect**
Weaker Armor
Hull & Turret Sides
GOOD PROBABILITY OF PENETRATION"]
 C["**Rear Aspect**
Weakest Armor
Engine Compartment
HIGHEST PROBABILITY OF PENETRATION"]
 D["**Running Gear**"]
 end

Tracks & Wheels

RESULTS IN MOBILITY KILL") end style A fill:#962D2D,color:white style B fill:#E67E22,color:white style C fill:#2ECC71,color:black style D fill:#3498DB,color:white

Priority: 1. Rear Shot > 2. Side Shot > 3. Mobility Kill (Tracks) > 4. Frontal Shot (Last Resort).

Insurgent Commander's Note



Capturing a vehicle is always preferable to destroying it. If the opportunity arises, a well-placed shot to the tracks to immobilize a tank is the first step. Once it is stopped, your Hunter-Killer team can eliminate the supporting infantry and force the crew to either surrender or be destroyed inside their steel coffin.

5. SUMMARY

The enemy tank is a machine. It does not think. It does not feel. It follows the orders of its crew and the path of least resistance. You are a thinking, adaptable fighter. Use your intelligence to overcome its strength. Use the terrain to your advantage. Use your patience to create the perfect shot. Be the hunter, not the hunted. Stalk the steel beast, learn its ways, and when the moment is right, strike with precision and send it to the scrap heap.

Battle Quotes

"Courage is not the absence of fear, but rather the judgment that something else is more important than fear."

— Ambrose Redmoon

From:

<https://thecollectivegc.com/wiki/> - **The Collective Gaming Community**

Permanent link:

https://thecollectivegc.com/wiki/arma_3:antistasi_commanders_guide:at_for_the_guerilla

Last update: **2026/01/05 21:03**

