



Distance Is Not a Range: A Gunnery Manual for Tactical World War II Soviet Tank Simulators

By Paul F. Contier

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Covering all the essentials of stadia-metric range-finding system used by World War II Soviet tanks, Distance Is Not a Range seeks to familiarize readers with range-finding and accurate shooting process for tactical realism in gaming. The fruit of twenty years of tactical gaming experience, it provides formulas directly relevant to success on the virtual battlefield. Including many color illustrations and diagrams, this guide uses a practical, functional, and easy-to-understand format and focuses on the wide range of Soviet armor and gun sights during World War II. It also avoids the excessive convoluted explanations that so often turn the understanding of World War II tank tactical simulation gaming into a frustrating attempt to connect with armor history. The second guide of its kind from author Paul Contier, Distance Is Not a Range presents well-researched and useful information for beginners and experienced gamers alike.

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