

Advanced Assault

Low Light Equipment

Unit	Light
M60/Magach	○
Centurion (all)	○
T-54/T-55/T-62	●
PT-76/BRDM	●
BMP	●
Ferret/Saracen	○
Israeli P-Class	○
All Arab HQ/OP	○
All Arab Inf C	○

Low Light Spotting Table

Low Light Device	Base Spotting Roll											
	Range in hexes											
	0	1	2	3	4	5	6	7	8	9	10	12
●	10	6	-	-	-	-	-	-	-	-	-	-
○	10	8	6	5	-	-	-	-	-	-	-	-
○	10	10	10	6	5	-	-	-	-	-	-	-
●	10	10	10	8	6	6	5	-	-	-	-	-

- Un-aided ● Infrared
- Starlight ○ White Light

Israeli HQs have IR for spotting only

Target Status	
Moving	+2
Firing	+4

Low Light Spotting Roll Modifiers

Target Type	CLEAR	WOODS	MARSH	Rough	URBAN STRIP	Ruins	Cover ^①	Used White Light	Used Infrared Light ^②	Used Laser ^②	Natural Light Modifier	
											Half Moon	Full Moon
H	+2	+1	+1	0	+1	0	+4	n/a	n/a	-2	-1	-2
P	-2	-1	-2	+3	+2	+3	+3	n/a	n/a	-2	-1	-2
W	-3	-2	-2	+1	0	+2	+2	n/a	n/a	-2	-1	-2
V/AFV	-4	-3	-3	0	-2	-1	+2	Auto	-4	-2	-1	-2

① Cover modifier applies to units in bunkers, entrenchments, hull down positions and cover.

② modifier only applies if spotting unit is using Starlight, Infrared, Thermal Imaging or Low Light Level TV (LLTV)

All modifiers are cumulative.

Radar-equipped units are not affected by Low Light conditions and spot as normal

Low Light Combat Modifiers

Low Light Device	Base Hit Modifier											
	Range in hexes											
	0	1	2	3	4	5	6	7	8	9	10	12
●	-2	-3	-	-	-	-	-	-	-	-	-	-
○	0	-1	-2	-3	-	-	-	-	-	-	-	-
○	0	0	0	0	-1	-	-	-	-	-	-	-
●	0	0	0	0	-1	-2	-3	-	-	-	-	-

Apply to Die Roll for Base Chance to hit

Apply to Conventional Fire Die Roll

- Un-aided ● Infrared
- Starlight ○ White Light

Natural Light Table

Full Moon	Half Moon	None
1-5	6-8	9-10