

Standard Spotting Table

Base Roll	
Range	Die Roll
0	Auto
1-2	12
3-4	10
5-6	8
7-8	6
9-10	4
11-12	2
13-14	0
15-16	-2
17-18	-4
19-20	-6
21-22	-8
23+	-10

Line of Sight

Combined Height	Maximum Range
0	18
1	22
2	26
3	30
4+	32

Aircraft Radar Spotting Table	
Base Roll	
Range	Die Roll
0	Auto
1-16	12
17-32	10
33-60	8
61+	6

GSR Spotting Table	
Base Roll	
Range	Die Roll
1-2	12
3-6	10
7-10	8
11-14	7
15-20	6
21+	4

Ground Surveillance Radar Auto-Spot Ranges

Target Type	Clear	Woods	Marsh	Town	Urban Strip
P	20	12/6	12/6	4/2	6/3
W	20	14/10	14/10	5/3	7/4
V	32	18	18	6	8
AFV	40	24	20	10	16

Auto-Spot Ranges

Target Type	Clear	Woods	Marsh	Town	Urban Strip	March Formation on Road
H	4/2	2/0	2/0	4/2	2/0	—
P	Max/4	2/0	4/0	0/0	2/0	4
W	Max/6	4/0	Max/0	4/0	6/2	Max
V/AFV	Max/8	6/2	Max/2	6/2	Max/4	Max

Values on the Auto-spot tables are the maximum distance at which a unit is automatically spotted. Max = the maximum line of sight from the LOS table.

<table border="1"> <thead> <tr> <th colspan="2">Spotter Status</th> </tr> </thead> <tbody> <tr> <td>Standard AFV</td> <td>-2</td> </tr> <tr> <td>Recon</td> <td>+2</td> </tr> <tr> <td>All Others</td> <td>0</td> </tr> </tbody> </table>	Spotter Status		Standard AFV	-2	Recon	+2	All Others	0	<table border="1"> <thead> <tr> <th colspan="2">Shtora Defense System Modifiers</th> </tr> </thead> <tbody> <tr> <td colspan="2">+1 to Base Chance Roll on spotting attempt by targeted Warsaw Pact AFV for enemy units utilizing laser designators to spot or engage the targeted unit.</td> </tr> </tbody> </table>	Shtora Defense System Modifiers		+1 to Base Chance Roll on spotting attempt by targeted Warsaw Pact AFV for enemy units utilizing laser designators to spot or engage the targeted unit.		<table border="1"> <thead> <tr> <th colspan="2">Target Status</th> </tr> </thead> <tbody> <tr> <td>Moving</td> <td>+2</td> </tr> <tr> <td>Firing</td> <td>+4</td> </tr> </tbody> </table>	Target Status		Moving	+2	Firing	+4	<table border="1"> <thead> <tr> <th colspan="2">Thermal Imaging</th> </tr> </thead> <tbody> <tr> <td>TI or CITV</td> <td>+1</td> </tr> <tr> <td>CITV+TI</td> <td>+2</td> </tr> <tr> <td>LLTV</td> <td>+3</td> </tr> <tr> <td>FLIR</td> <td>+4</td> </tr> </tbody> </table> <p>TI= Thermal Imaging CITV=Commander's Independent Thermal Viewer FLIR= Forward Looking Infra-red LLTV=Low Light Level Television</p>	Thermal Imaging		TI or CITV	+1	CITV+TI	+2	LLTV	+3	FLIR	+4
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Values on these 4 tables are modifiers to the base roll and to the ranges on the Auto-Spot Ranges and Maximum Spotting Range. See Advanced Capability Charts or Unit Data Cards for enhanced imaging equipped vehicles.

Maximum Spotting Ranges

Target Type	Clear	Woods	Marsh	Town	Urban Strip	March Formation on Road
H	12/10	10/8	10/8	12/10	10/8	—
P	Max/12	10/6	12/8	10/6	10/8	12
W	Max/14	12/8	Max/10	12/8	14/10	Max
V/AFV	Max/14	14/10	Max/10	14/10	Max/12	Max

Values on this table are the maximum distance at which it is possible to spot a unit. Max=the maximum line of sight distance from the line of sight table.

Terrain Modifiers

Target Type	Clear	Woods	Marsh	Town	Urban Strip	March Formation on Road
H	NE/-2	-2/-4	-2/-4	NE/-2	-2/-4	—
P	Auto/NE	-2/-6	NE/-4	-3/-6	-2/-4	NE
W	Auto/+2	NE/-4	Auto/-3	NE/-4	+2/-2	Auto
V/AFV	Auto/+4	+2/-2	Auto/-2	+2/-2	Auto/NE	Auto

Values on this table are modifiers to the base roll. Auto= auto spot. The first number in each cell is for units not in cover; the second number is for units under cover.