

Advanced Assault

Spotting Tables

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

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.

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 this table are the maximum distance at which a unit is spotted automatically. Max= maximum line of sight distance from the Line of Sight Table.

GSR Equipped Units

U.S. OP
U.K. OP
FRG OP
French OP
SNAR-10
PRP-3
PRP-4
BRM-3
M113ZB
YPR765ZB
SpartanDR
All Special Forces

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.

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

Values on this table are the maximum distance at which a unit is spotted automatically. Max= maximum line of sight distance from the Line of Sight Table.

Spotter Status	
Standard AFV	-2
Recon	+2
All Others	0

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.

Target Status	
Moving	+2
Firing	+4

Thermal Imaging	
TI or CITV	+1
CITV+TI	+2
LLTV	+3
FLIR	+4

TI= Thermal Imaging
CITV=Commander's Independent Thermal Viewer
FLIR= Forward Looking Infra-red
LLTV=Low Light Level Television

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.