

## 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

### 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 in 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.

### 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

Values on these 4 tables are modifiers to the base roll and to the ranges given on the auto-spot ranges and maximum spotting ranges tables. See Thermal Imaging table for list of TI/CITV equipped vehicles

#### Shtora Defense System Modifiers

+1 to Base Chance Roll on spotting attempt by targeted Soviet AFV against enemy units utilizing laser designators to spot or engage the targeted Soviet AFV  
Shtora equipped AFVs  
Soviet only- BMP3, BMD3, T-80s, T-90, T-90A

#### Spotter Status

Standard AFVs	-2
Recon	+2
All Others	0

#### Target Status

Moving	+2
Firing	+4

#### Thermal Imaging

TI	+1
CITV/TI	+2