

### 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	-	-	-	-	-
●	10	10	10	10	10	8	6	6	5	4	4	3
●	10	10	10	10	10	10	10	8	6	5	4	4

- Un-aided      ● Infrared
- Starlight      ● Thermal Imaging
- White Light   ● Low Light Level TV

CITV/TI modifier +2

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

Target Status	
Moving	+2
Firing	+4

### Low Light Spotting Roll Modifiers

Target Type	CLEAR	WOODS	MARSH	TOWN	URBAN STRIP	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	+4	n/a	n/a	-2	-1	-2
P	-2	-1	-2	+3	+2	+3	n/a	n/a	-2	-1	-2
W	-3	-2	-2	+1	0	+2	n/a	n/a	-2	-1	-2
V/AFV	-4	-3	-3	-1	-2	+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

### Natural Light Table

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

### 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	-	-	-	-	-
●	0	0	0	0	0	0	0	0	0	0	0	0
●	0	0	0	0	0	0	0	0	0	0	0	0

Apply to Die Roll for Base Chance to hit  
Apply to Conventional Fire Die Roll

- Un-aided      ● Infrared
- Starlight      ● Thermal Imaging
- White Light   ● Low Light Level TV