

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

Anti-Armor Base Hit Modifiers

<i>Target is in cover</i>	<i>X1/2</i>	<i>Units in cover X1/3</i>
<i>ATGM firing in to woods</i>	<i>X1/2</i>	BRDM w/ATGM
<i>Target is stationary aircraft</i>		<i>To Hit Die Roll:</i>
<i>firer is a †, * or **</i>	<i>None</i>	<i>Target is in urban strip: +1</i>
<i>firer is all other</i>	<i>X1/2</i>	<i>Target is in woods: +1</i>
		<i>Target is in ruins: +2</i>
<i>Target is moving aircraft</i>		<i>Israeli firing MBT moved: +1</i>
<i>firer is a †, * or **</i>	<i>X1/2</i>	<i>Arab firing AFV moved: +3</i>
<i>firer is all other</i>	<i>X1/4</i>	<i>Syrian MBT firing at higher</i>
		<i>higher elevation:</i>
<i>N steps of AFVs or helicopters</i>		<i>Adjacent Target: +2</i>
<i>in hex: +(N/2-1)</i>		<i>2 hexes: +1</i>
<i>AAM/SAM firing at aircraft</i>		<i>Syrian MBT Gunnery:</i>
<i>+ target aircraft's infared/defensive modifier</i>		<i>3+ hexes to Target: +1</i>
		<i>Israeli MBT gunnery:</i>
		<i>0-4 hexes: -2</i>
		<i>5-8 hexes: -1</i>

Hit Confirmation Procedure

1. Determine primary armor value (Front or Flank)
2. Subtract modified Target Armor Value from the Ammunition Penetration Value = Penetration Value
3. Add 4 (Conventional Armor Modifier) to Penetration Value
4. Roll die; if the number rolled is less or equal to the Penetration Value the round penetrates and causes step loss.

Opportunity Fire Limits

Range	Limits
4	Maximum range Msl or fire at unit performing popup
5-8	Target must be in 2nd consecutive spotted hex (4th hex for Helicopter in march formation)
9-12	Target must 3rd consecutive spotted hex (6th hex for Helicopter in march formation)
All Ranges	Attack aircraft must be spotted for 6 consecutive hexes Fighter-bombers must be spotted for 8 consecutive hexes

Limits above (except for Msl) do not apply if target begins the phase visible and remains visible. ROF is 1 per hex entered by target.