

### Weapon Attack Table

Die Roll	Odds										
	1:3	1:2	1:1	2:1	3:1	4:1	5:1	6:1	7:1	8:1	9:1
1	S	H	H	H	H	H	E	E	E	E	E
2	S	S	S	H	H	H	H	E	E	E	E
3	NE	S	S	S	H	H	H	H	E	E	E
4	NE	NE	S	S	S	S	H	H	H	E	E
5	NE	NE	NE	S	S	S	S	H	H	H	E
6	NE	NE	NE	NE	S	S	S	S	H	H	H
7	NE	NE	NE	NE	S	S	S	S	S	H	H
8	NE	NE	NE	NE	NE	S	S	S	S	S	H
9	NE	NE	NE	NE	NE	S	S	S	S	S	S
10	NE	NE	NE	NE	NE	NE	S	S	S	S	S

Smoke blocks laser designator for GBU  
Shtora system +3 modifier to GBU attack

Unit Type	Terrain							
	Clear	Woods	Marsh	Farm Land	Town City	Urban Strip	Entrench	Bunker
P	5/10	10/20	10/15	10/20	15/20	10/15	20	30
W	5/10	10/15	10/10	10/15	15/20	10/15	20	30
V	5/10	10/15	5/10	5/15	10/15	5/15	-	-
AFV	10/10	10/15	10/10	10/15	10/20	10/10	-	-

The first value is for units not in cover; the second is for units in cover

**DEFENSIVE VALUE MODIFIER**  
To DEFENSE VALUE:  
*Target is AFV or H: + armor value*  
*N steps in target hex: -(N-2)*  
  
The Defense Value may never be reduced to less than 1/2 of its initial value

Weapon Attack Altitude DRM	
High Altitude	-1
Medium Altitude	-2
Low Altitude	0

UGBU Distance to target	
Alliance	To Hit DRM
NATO >8 hexes	+2
WP >4 hexes	+2
Neutral >6 hexes	+2

Gun Attack Hit Altitude DRM	
High Altitude	0
Medium Altitude	-1
Low Altitude	-2

**TARGET STATUS DRM**  
Stationary Target: -2  
Moving Target: +3

Aircraft Radar Spotting Table	
Base Roll	
Range	Die Roll
0	9
1-16	8
17-32	6
33-60	4
61+	3

Altitude Spotting DRM	
NAP	3
LOW	1
MEDIUM	-2
HIGH	-3

NAP Altitude: Aircraft fly at 0-1 level above the hex terrain.  
Low Altitude: Aircraft fly at 2-3 levels above the hex terrain.  
Medium Altitude: Aircraft fly at 4-5 levels above the hex terrain  
High Altitude: Aircraft fly at 6+ levels above the hex terrain.