

Conventional Fire Combat Results 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	S	S	H	H	H	E	E	E	E	E
2	NE	S	S	S	H	H	H	E	E	E	E
3	NE	NE	S	S	S	H	H	H	E	E	E
4	NE	NE	NE	S	S	S	H	H	H	E	E
5	NE	NE	NE	NE	S	S	S	H	H	H	E
6	NE	NE	NE	NE	NE	S	S	S	H	H	H
7	NE	NE	NE	NE	NE	NE	S	S	S	H	H
8	NE	NE	NE	NE	NE	NE	NE	S	S	S	H
9	NE	NE	NE	NE	NE	NE	NE	NE	S	S	S
10	NE	NE	NE	NE	NE	NE	NE	NE	NE	S	S

Anti-Armor Fire Modifiers

Target is in cover: $\times \frac{1}{2}$
 Target is M-901 in cover: $\times \frac{1}{3}$
 Msl firing into woods: $\times \frac{1}{2}$
 Target is stationary helicopter;
 firer is †, *, **: no modifier
 firer is any other: $\times \frac{1}{2}$
 Target is non-stationary
 helicopter;
 firer is †, **: no modifier
 firer is *: $\times \frac{1}{2}$
 other units may not fire
 N steps of AFVs or helicopters
 in hex: $+(N/2 - 1)$
 AAM firing at helicopter:
 + target's infrared signature

Conventional Fire Defense Table

Unit Type	Terrain					
	Clear	Woods	Marsh	Town	Urban Strip	Entrench
P	5/10	10/15	5/10	10/20	5/20	20
W	5/10	5/10	5/10	5/15	5/15	20
V	10/15	10/15	10/15	5/15	5/15	—
AFV	10/10	10/10	10/10	10/15	10/10	—
H	10/15	10/15	10/15	10/15	10/15	—

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

Hit Confirmation

Armor Type	Modifier
Chobham	0
Laminate	+2
All Others	+4

Armor Types

Chobham	M-1 Front
Laminate	M-1 Flank
	M-2 Flank
	M-3 Flank
	T-64 Front
	T-72 Front
	T-80 Front and Flank

Indirect Fire Defense Table

Unit Type	Terrain					
	Clear	Woods	Marsh	Town	Urban Strip	Entrench
P	10	15	10	20	20	20
W	10	10	10	15	10	20
V	15	15	15	15	15	—
AFV	30	30	30	30	30	—
H	15	15	15	15	15	—

The value is for a unit in the hex regardless of whether or not it is under cover.

Conventional Fire Modifiers

To attack value:
 Target is stationary helicopter: $\times \frac{1}{2}$
 Target is non-stationary helicopter:
 no fire allowed
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 half its initial value