

Low Light Equipment

| Unit | Light |
|-----------------|-------|
| M60/Magach | ○ |
| Centurion (all) | ○ |
| T-54/T-55/T-62 | ● |
| PT-76/BRDM | ● |
| BMP | ● |
| Ferret/Saracen | ○ |
| Israeli P-Class | ● |
| All Arab HQ/OP | ● |
| All Arab Inf C | ● |

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 | - | - | - | - | - |

- Un-aided ● Infrared
 ● Starlight ○ White Light

IDF Units have IR Driving aids

IDF Hq units have IR for spotting only.

| Target Status | |
|---------------|----|
| Moving | +2 |
| Firing | +4 |

Natural Light Table

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

Low Light Spotting Roll Modifiers

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

All modifiers are cumulative.

Radar-equipped units are not affected by Low Light conditions and spot as normal