

Each Optional Rule may only be used upon agreement of all players in a scenario.

Thermal Imagers (Optional)

Some units in WaW85 are equipped with thermal imaging devices that not only improved night vision but assisted daytime targeting as well, particularly through smokescreens.

Units equipped with thermal imagers may trace LOS through smoke hexes at point blank or effective range, applying a +1 To Hit modifier to Direct Fire for each smoke hex the LOS is traced through.

However, LOS cannot be traced through a smoke hex to a target at extended range.

In some scenarios, Soviet HQs may be designated as having thermal imaging capability. They may only trace LOS through smoke to spot for artillery.

Thermal imaging cannot be used during squalls, or at Weather Levels of 2+.

See the Thermal Imager Table for a list of units with thermal imaging capability.

US	West German
M-1 Abrams	Leopard-2
AH-1 Cobra	Jaguar-2
AH-64 Apache	Luchs
M-2 Bradley IFV	BO-105
M-2 Bradley CFV	
M60A3	
M901 ITV	
OH-58 Kiowa	
TOW ATGM	

Designer Note: By 1985, NATO had commenced widespread deployment of thermal imaging equipment for fire control. These sights were remarkable, and a significant improvement on prior systems, but they still had their limitations, particularly in relation to some environmental and weather conditions, and concerns about friendly fire. The Soviets had also made advances in the field, but owing to cost constraints thermal imaging was restricted to command variants of the T-80.

EXAMPLE: A Leopard 2 traces LOS to a BMP at 8 hexes (effective range for the Leopard 2). However, LOS is traced through two smoke hexes, so the Leopard only hits on 5s and 6s:

