Advanced Spotting Rules
An Optional Rule for
GHQ's MicroArmour®:The Game – WWII
By Leif Edmondson

In the standard rules all playing pieces ('stands' or 'units') are visible to all players throughout the course of the game. These rules seek to introduce a bit of 'fog of war' into the game by hiding the exact nature of the stands through the use of generic markers. The use of markers will obscure the nature of the stand from players but not their position or location. I feel this is a good compromise between plotting movement on a map until contact is made and the current 'UAV camera effect' of the spotting rules of the published rules. Using these rules will slow the pace of play down when compared to using the standard rules.

Before play begins prepare the markers and Stand to Marker ID Chart.

1. Markers

All stands must have a numbered (or uniquely ID'ed) marker (a 1"x1" square of card stock or paper) as well as a stand or model that represents its location on the game board.

Depending on the scenario additional unit markers (dummies) may be available to some forces as follows:

Force cohesion Level	Number of Dummy Markers
11 or less	0
12-15	1 per 10 stands
16-18	1 per 8 stands
19+	1 per 5 stands

2. The Stand to Marker ID Chart

The numbers or ID's on the markers must be recorded on a Stand to Marker ID Chart that clearly correlates which stand ID corresponds to which marker ID or number. Ideally the stand's ID is simply written on the marker and the chart. But as this is not always possible the chart will always be available to back up the nature of the marker in question.

Sample chart:

Stand ID Number or Name	Marker ID Number or Name

Deployment:
1. If any player is permitted 'deployed units on the board before play begins' they may use markers instead of stands if they wish. If both sides are 'alternating placement' of on board units before play begins it is advisable to deploy them all as markers and then, still before play begins, conduct a round of 'spotting' to see if any markers need to be replaced by stands.
2. All units entering the game from 'off board' may be replaced by markers instead of stands if the players wish.

Conducting a spotting check:

When
1. A spotting check may be performed during any phase of the game. To avoid confusion try to limit the conduct of checks to each side's action during a given phase of a turn. For example during the fire phase players should conduct spotting checks when they have initiative during the phase. The major exception to this is during the movement phase when one side wants to conduct opportunity fire on a moving marker.
2. A unit (stand or marker) may attempt to 'spot' an enemy marker once per turn.
3. After making a spotting check place an orange bead next to the unit making the attempt, whether it succeeded or not.

How
1. There must be a valid LOS between the target and conductor of the spotting check.
   Note: an LOS may exist between markers and/or stands.
2. Determine the type of the target (vehicle or infantry).
3. Determine the posture of both target and observer (moving, firing or fired previously).
4. Determine the terrain the target is in (concealing or not).
5. Determine the range (distance) between the two units.
6. Determine the cohesion of both units.
7. Consult the Spotting Table:
   - On a result of 'Sp' the target marker is replaced by the appropriate stand.
   - On a result of a field with a number, roll 1 d20 and apply spotting die roll modifiers
     If the modified die roll result is equal to or less than the number on the table the target marker is replaced by the appropriate stand, if higher it remains a marker.

Attacking markers:
Most units (stands or markers) may not fire at (attack) markers during the Fire phase or Movement phase, even if they have a valid LOS to the marker. The only units which may fire at markers are those which automatically cause suppression (artillery, artillery close support vehicles, Support, and MMG units). Artillery attacks may affect markers due to the nature of artillery fire but players may only employ 'barrage' fire missions or pre-plotted fire missions against markers.

Close assaulting or attempting to overrun a marker automatically causes it to be replaced with its stand.

Rule 6.4.2 is still valid, however adjacent units may not always have 'spotted' each other. If one or both of the units is a marker, it may not be attacked by the adjacent unit unless it meets the criteria above

"6.4.2 Adjacent stands have LOS to one another regardless of Terrain Effects Chart. The Cohesion and CRT die roll modifiers imposed by the terrain of the target stand still apply."

The following rule is not valid when using these optional rules.
"6.3.4 A stand is always considered to be in clear terrain for spotting and line-of-sight purposes in any phase of the current turn after it has fired."

Instead a spotting check must be made to reveal the firing unit.