

# Spotting Table

TARGET Is		OBSERVER is this range to target or less						
Vehicle or Medium to Large Weapon and in:		1"	5"	10"	15"	20"	30"	40"
Concealing Terrain	Sp	4	3	2	1	1	1	
Stationary/Fire Posture								
Concealing Terrain	Sp	Sp	Sp	15	13	9	5	
Movement or Fire/Move Posture								
Concealing Terrain	Sp	Sp	Sp	Sp	Sp	14	10	
Fired Previously This Turn								
Open Terrain	Sp	Sp	18	16	14	10	7	
Stationary/Fire Posture								
Open Terrain	Sp	Sp	Sp	Sp	Sp	18	15	
Movement or Fire/Move Posture								
Open Terrain	Sp	Sp	Sp	Sp	Sp	Sp	17	
Fired Previously This Turn								
Infantry or Light Weapon and in:		1"	5"	10"	15"	20"	30"	40"
Concealing Terrain	4	2	1	1	0	0	0	
Stationary/Fire Posture								
Concealing Terrain	10	5	2	1	1	0	0	
Movement or Fire/Move Posture								
Concealing Terrain	Sp	Sp	16	10	4	2	1	
Fired Previously This Turn								
Open Terrain	Sp	10	5	1	0	0	0	
Stationary/Fire Posture								
Open Terrain	Sp	Sp	15	10	4	1	0	
Movement or Fire/Move Posture								
Open Terrain	Sp	Sp	Sp	Sp	15	10	5	
Fired Previously This Turn								

## examples:

All Tanks/AFV's, Armored Cars, Trucks, Cars, Mounted Cavalry, Wagons and Limbers, Guns/Howitzers/Mortars 100mm and larger, Medium and Heavy AA Guns (e.g. 37mm and larger), Heavy ATG's (100mm and larger)

## examples:

Infantry, MG's, Support, Light Mortars (less than 85mm), Light ATG's (those with a Trans Req less than 8), Light AA Guns (25mm and less)

## Field Values:

Sp Target is spotted. Replace Marker with Stand

# This is the number needed or less (on a d20) to 'spot' and identify the target.

## Die roll Modifiers:

Cohesion of Spotter is 16 or higher: -2

Cohesion of Spotter is 11 or lower: +2

Spotter has moved previously this turn: +3

Spotter has fired previously: +2

Spotter is an [R] type stand: -4

Spotter is part of a Reconnaissance Battalion: -2

Spotter is S'ed or D'ed: +2

Spotter is both S'ed and D'ed: +5

Target is a moving wheeled or tracked vehicle through dry desert or otherwise dusty terrain type: -5