

Spotting Tables

Spotting Tables

Base Roll

Range	Die Roll
0	Auto
1-2	8
3-4	6
5-6	5
7-8	3
9-10	2
11-12	0
13-14	-2
15+	-3

Line of Sight

Combined Height	Range
0	12
1	16
2	20
3	24
4+	26

Terrain Modifiers

Target Type	Clear	Woods	Marsh	Town	Urban Strip	March Formation on Road
P	Auto/NE	-2/-6	NE/-4	-3/-6	-2/-4	NE
W	Auto/+2	NE/-4	Auto/-3	NE/-4	+2/-2	Auto
V/AFV	Auto/+4	+2/-2	Auto/-2	+2/-2	Auto/NE	Auto

Values on this table are modifiers to the base roll. Auto=auto-spot. The first number in each cell is for units not in cover; the second number is for units in cover.

Auto Spot Ranges

Target Type	Clear	Woods	Marsh	Town	Urban Strip	March Formation on Road
P	Max/1	1/0	2/0	0/0	1/0	4
W	Max/2	2/0	Max/0	2/0	3/1	Max
V/AFV	Max/3	4/1	Max/2	4/1	Max/2	Max

Values on this table are the maximum distance at which a unit is spotted automatically. Max=maximum line of sight distance from the Line of Sight Table

Maximum Spotting Ranges

Target Type	Clear	Woods	Marsh	Town	Urban Strip	March Formation on Road
P	Max/8	5/3	6/4	5/3	5/4	6
W	Max/10	6/4	Max/5	6/4	7/5	Max
V/AFV	Max/12	7/5	Max/5	7/5	Max/6	Max

Values on this table are the maximum distance at which a spotting attempt vs a target can be made. Max=the maximum line of sight distance from the Line of Sight Table.

Spotter Status

Recon	+2
All others	0

Target Status

Moving	+2
Firing	+4