

## Spotting Tables

### Base Roll

| Range | Die Roll |
|-------|----------|
| 0     | Auto     |
| 1-2   | 12       |
| 3-4   | 10       |
| 5-6   | 8        |
| 7-8   | 6        |
| 9-10  | 4        |
| 11-12 | 2        |
| 13-14 | 0        |
| 15-16 | -2       |
| 17-18 | -4       |
| 19-20 | -6       |
| 21-22 | -8       |

### Line of Sight

| Combined Height | Range |
|-----------------|-------|
| 0               | 18    |
| 1               | 22    |
| 2               | 26    |
| 3               | 30    |
| 4+              | 32    |

### Terrain Modifiers

| Target Type | Terrain |       |         |       |             |                         |
|-------------|---------|-------|---------|-------|-------------|-------------------------|
|             | Clear   | Woods | Marsh   | Town  | Urban Strip | March Formation on Road |
| H           | NE/-2   | -2/-4 | -2/-4   | NE/-2 | -2/-4       | -                       |
| 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 on this and the two tables below is for units not in cover. The second number is for units in cover.

### Auto-Spot Ranges

| Target Type | Terrain |       |       |      |             |                         |
|-------------|---------|-------|-------|------|-------------|-------------------------|
|             | Clear   | Woods | Marsh | Town | Urban Strip | March Formation on Road |
| H           | 4/2     | 2/0   | 2/0   | 4/2  | 2/0         | -                       |
| P           | Max/4   | 2/0   | 4/0   | 0/0  | 2/0         | 4                       |
| W           | Max/6   | 4/0   | Max/0 | 4/0  | 6/2         | Max                     |
| V/AFV       | Max/8   | 6/2   | Max/2 | 6/2  | Max/4       | 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 | Terrain |       |        |       |             |                         |
|-------------|---------|-------|--------|-------|-------------|-------------------------|
|             | Clear   | Woods | Marsh  | Town  | Urban Strip | March Formation on Road |
| H           | 12/10   | 10/8  | 10/8   | 12/10 | 10/8        | -                       |
| P           | Max/12  | 10/6  | 12/8   | 10/6  | 10/8        | 12                      |
| W           | Max/14  | 12/8  | Max/10 | 12/8  | 14/10       | Max                     |
| V/AFV       | Max/14  | 14/10 | Max/10 | 14/10 | Max/12      | Max                     |

Values on this table are the maximum distance at which it is possible to spot a unit. Max = the maximum line of sight distance from the line of sight table.

### Spotter Status

|            |    |
|------------|----|
| AFV        | -2 |
| Recon      | +2 |
| All Others | 0  |

### Target Status

|        |    |
|--------|----|
| Moving | +2 |
| Firing | +4 |

Values on these two tables are modifiers to the base roll and to the ranges given on the auto-spot ranges and maximum spotting ranges tables.