

Spotting Table

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

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