

CHAIN of COMMAND SPOTTING¹

SPOTTING UNIT:		INFANTRY/OPEN-TOP VEHICLE/ UNBUTTONED IN ENCLOSED VEHICLE		ENCLOSED VEHICLE		
TARGET SPOTTED AS		Daylight Infantry/Leader/FO	Night Vehicles/Other	Daylight/Flare		Night
				FRONT	OTHER	FRONT / OTHER
Stationary	INFANTRY-concealed	32	16	16	8	8 / 4
Moving	INFANTRY-concealed	64	16	32	16	8 / 4
Stationary	INFANTRY-open GUNS-concealed	64	16	32	16	8 / 4
Moving	INFANTRY-open GUNS-concealed	128	16	64	32	16 / 8
Stationary	VEHICLES-concealed GUNS-open	128	64 / 16	64	32	16 / 8
Moving	VEHICLES-concealed GUNS-open	256	64 / 16	128	64	32 / 16 & 16 / 8
Stationary	VEHICLES-open	256	64	128	64	32 / 16
Moving	VEHICLES-open	512	64	256	128	64 / 32

Target Multipliers	Spotter Multipliers	Night
x2 Target Fired Last Phase Gun flashes any range	½ Poor Weather	Max of Up to 64" Vehicle/16" all other Gun flashes any range
In Woods/Orchard Max Spotting up to 20"		In Heavy Woods/Jungle Max Spotting up to 10"

CoC **SECTIONS 8-9-10-11** plus:

FIRING AT NIGHT: FIRE at gun flashes is -2 to hit. Cover fire can be done against gun flashes with no penalty. Troops outside of spotting range cannot be seen unless they fire in which case you see gun flashes. Troops inside spotting range are seen as in daylight but still may have light or heavy cover.

FLARES: A light mortar or off-table mortar may fire a flare instead of a Ranging Round (See **SECTION 10: SUPPORT WEAPONS FIRE**). If the Flare goes off over the table Double the maximum distance for spotting (Vehicles up to 128", All others up to 32") at Night. A light mortar flare lasts for 2 phases (2 phases after the flare is fired) while a medium mortar or heavier weapon flare lasts from the phase after the flare is fired until the end of the Turn. If the flare goes off the table no effect.

1" equals ~3 meters in CoC.

¹ Chart is based on Arc of Fire 1900-2000 Rules LARGE SCALE SPOTTING © 2003 with distances in that chart multiplied by 5/3.