

21. SPOTTING

Briefing

Spotting is the process of observing targets to be fired upon by other pieces, usually indirect fire artillery pieces. Almost any piece can spot targets for other friendly pieces. Spymines and spyshells provide remote, automated systems to spot enemy forces. Spotting cannot be used to observe targets for direct fire attacks by other pieces.

Spotting procedures

1. To spot a target for indirect artillery fire a piece must have the target in sight and must establish communications with the artillery or other indirect fire weapons that will fire.
2. Sentient troops and crew members of vehicles and strongpoints may call artillery fire down on known and suspected enemy positions, or on geographic locations where an enemy presence is anticipated.
3. Reconnaissance drones and uncrewed vehicles may call artillery fire on known enemy locations but may not call artillery fire in on suspected enemy positions or geographic locations.
4. A player may use spotting information stored in his battlenet to call indirect fire down on reported enemy locations. (Refer to Rule 22. Communications, for an explanation of the battlenet.)
5. Communications may be determined at the time the spotter sights a target or at the time the artillery fire is to be delivered. For example:
 - a. A forward observer can call an artillery crew with the coordinates for a targeting point.
 - b. An artillery crew can call a forward observer, asking if he has any targets.
 - c. An artillery crew can check the battlenet to see if there are any targets.

- d. An infantry officer can call the battlenet to report a target sighting.

6. The chance of success in establishing communications is based on the type of piece attempting to make the call and the type of communications network it is utilizing, as given on the Communications table.

Marking spotted pieces

1. An enemy piece is marked as spotted when it has been detected by a friendly piece and that information has been communicated successfully to the friendly command (battlenet) or artillery.
2. A small marker indicating that a piece has been spotted is placed beside the piece.
3. An enemy piece marked as spotted can be fired upon by any piece capable of indirect fire. It cannot be fired upon using direct fire unless the firing piece has detected it using detection procedure.
4. The only way for a piece to remove a spotted marker is to move. (Placing smoke in the area might obscure it from direct fire, but it would still be on a target grid for indirect fire.)
5. If a spotted piece moves, the spotted marker is removed. While moving is a simple and straightforward way to remove a spotted marker, it does have consequences. It reduces the owning player's control over his use of initiative by forcing him to move a piece to protect it.

Spotting devices (Optional rule)

1. The most technologically-advanced stellar nations have fielded remote spotting devices to cover areas where they do not have troops. Two of the more common devices are described below.

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2. A **spymine** is a sensor pod that is planted in the ground like a mine. When it detects an enemy vehicle or trooper the mine immediately transmits the information through its communication link.

a. These mines are often used to target enemy infantry for artillery fire.

b. The spymine utilizes normal detection rules to spot enemy forces.

3. A **spyshell** is a sensor pod delivered to a target point by a missile or artillery rocket. Once it has landed on the surface it is used to detect enemy forces and transmit locations to friendly artillery.

a. Once the pod lands it deploys its sensor array and a compact antenna and begins scanning. An internal battery provides power for a few hours.

b. When a spyshell is fired the owning player should determine where it lands using the normal random fall of short procedure. The location of the shell can be marked with a small counter.

c. The spyshell utilizes normal detection rules to spot enemy forces.

4. Communications

a. A spymine is considered to be part of a standard communications network linked to the artillery.

b. A spyshell is considered to be part of a standard communications networks linked to command.

c. Both spymines and spyshells use the die roll (1-5) for a reconnaissance drones on a standard network.

5. Detection and destruction

a. An enemy piece within 4 inches of a deployed spymine or spyshell can detect it on a die roll of 1 to 5.

b. The spymine or spyshell has a size of 0, and an armor class of 4. It is destroyed by any hit that penetrates.