

Suddenly Appearing Target Example

A squad (green) exits a building and enters another building, but as soon as it leaves one building there is a chance it can be spotted. It can be fired upon after being spotted because it moves into the field of fire of a non-phasing squad (grey).

The gap between the two houses is 1 hex or less (but at least greater than 1/2 hex to make it possible for the Green unit to be seen) and the range is 5 hexes (roll Code normally to hit). In order to see if the squad can be fired upon simply roll Code; no other modifiers are available. However, if the target was in the direct facing of the firer, the modifier would be a spotter benefit of +1 (meaning bringing IN the range band) therefore roll Color to spot; then if spotted roll again to hit; note if there intervening terrain such as hedge/fence/wall etc., that would count as a -1 to the spotter BUT only if the hedge is closer to the target than the spotter.

