

Battlefront: First Echelon – Ground Surveillance Radar Rules v1.0

Ground Surveillance Radar (GSR) is an important part of modern reconnaissance. Most nations field reconnaissance vehicles fitted with GSR and many have dismountable GSR sets. Apply the following rules to simulate the effects of GSR on spotting:



1. GSR sets, whether dismounted or fitted to vehicles, must be stationary and emplaced in order to operate and take 1 action to emplace (like artillery).
2. When a dismounted GSR set is deployed, treat it as a Small Gun for spotting and targeting purposes, though it does not count towards ME strength and overall losses (it is just a piece of machinery – the crew operate it from the command vehicle). The command vehicle must remain within 5 inches of the dismounted GSR set.
3. GSR gives the reconnaissance vehicle an **ADDITIONAL +1** spotting modifier against T & G targets and +2 against V targets, with the following limitations:
4. GSR is blocked by higher elevations and by Dense Concealment. However, GSR may still 'see' 4 inches beyond the edge of Dense (vegetation) Concealment, with all targets within this area being classed as on the Edge of Concealment.
5. Troops in Dug-In or Improved Positions are immune to radar spotting, as are units of all types when deployed in Urban terrain types (i.e. Built-Up, Street or Rubble terrain).

