

**Table 20a: Common SR situations.**

Rules Sections: C1.2-.22, 1.3-.321, 1.33+, 1.4, 1.6-.61.

Situation: This table indicates the options available to an Observer based on LOS to SR and/or enemy units in/adjacent to the SR and/or depending on Radio Contact/Maintenance.

<b>SR</b>	Correct SR (have Radio Contact)	Convert SR to FFE:1 (have Radio Contact)	Voluntary <sup>*1</sup> loss of Contact	Involuntary <sup>*2</sup> loss of Contact
Base Level of SR is in LOS	May leave in place or Correct up to 18 hexes. <sup>*3, *4</sup>	May Convert to FFE:1 in place <sup>*7, *8</sup> or, May Correct and Convert to FFE:1 up to 18 hexes. <sup>*3, *4, *7, *8</sup>	Battery Access is lost. SR is removed. <sup>*9</sup>	SR remains in place indefinitely.
Only Blast Height of SR is in LOS				
SR is out of LOS (but on board)	May cancel the SR and place new AR, or, use Mandatory Correction. <sup>*5</sup>	Conversion to FFE:1 N/A.		
SR is off-board <sup>*6</sup>				

Notes:

\*1: *Voluntary* loss of Radio Contact is only applicable when the Observer Voluntarily Routs(A10.711) or when the Contact/Maintenance DR is not made while the SR/FFE's Blast Height is out of Observer's LOS.

\*2: *Involuntary* loss of Radio Contact is due to an unsuccessful Maintenance DR, or, when Observer becomes non-Good Order (other than through Voluntary Routing), or, when the Contact/Maintenance DR is not made while the SR/FFE's Blast Height is in the Observer's LOS.

\*3: AR must be placed in a hex that has a Location within Observer's LOS or AR is removed. If there are enemy units in/adjacent to the AR hex, and all are Unknown [per C1.6] to the Observer, an extra black chit draw is required to place AR [per C1.21].

\*4: If not accurate, maximum extent of error equals distance of correction divided by 3 (FRU). If SR is being converted to an FFE:1, the accuracy dr must apply a +1 drm if moved 7-12 hexes and a +2 drm if moved 13-18 hexes in addition to other Hindrances.

\*5: If correction is Mandatory, accuracy is not possible and the maximum extent of error is not limited to the distance of correction divided by 3 (FRU).

\*6: If SR lands offboard, use an extra board butted up against the playing area to mark that SR's position (to indicate its distance to/from the AR counter). It is considered out of LOS when offboard.

\*7: After Accuracy adjustments (if any), the SR converts to an FFE:1 if either of two conditions are met;