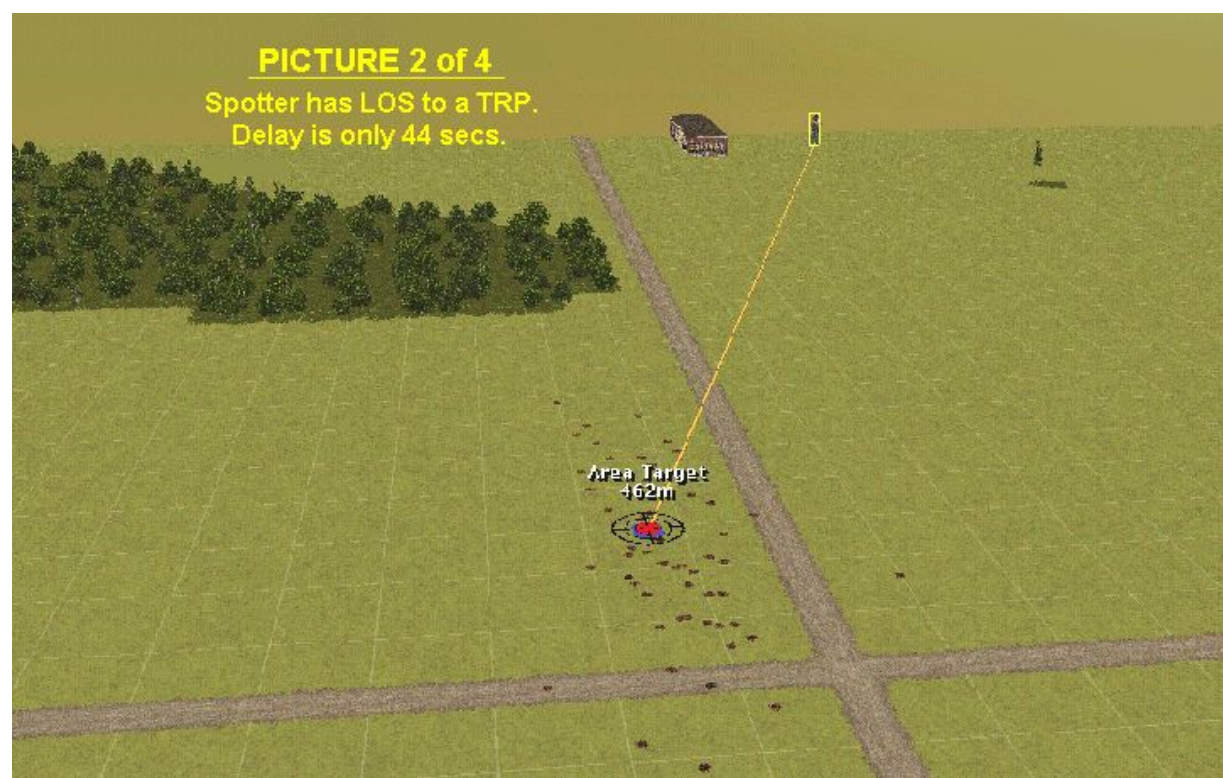


Area Target
471m

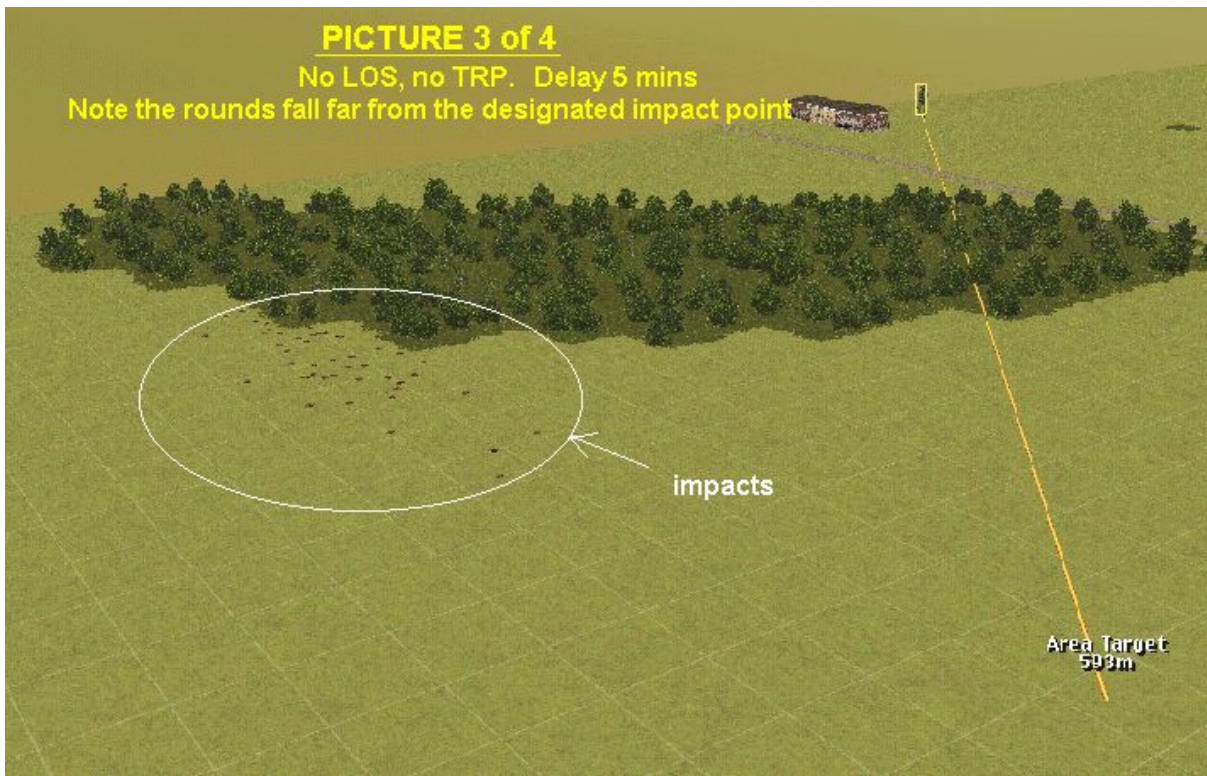
PICTURE 1 of 4
No TRP, but 105 spotter has LOS.
Delay is 3 mins



PICTURE 3 of 4

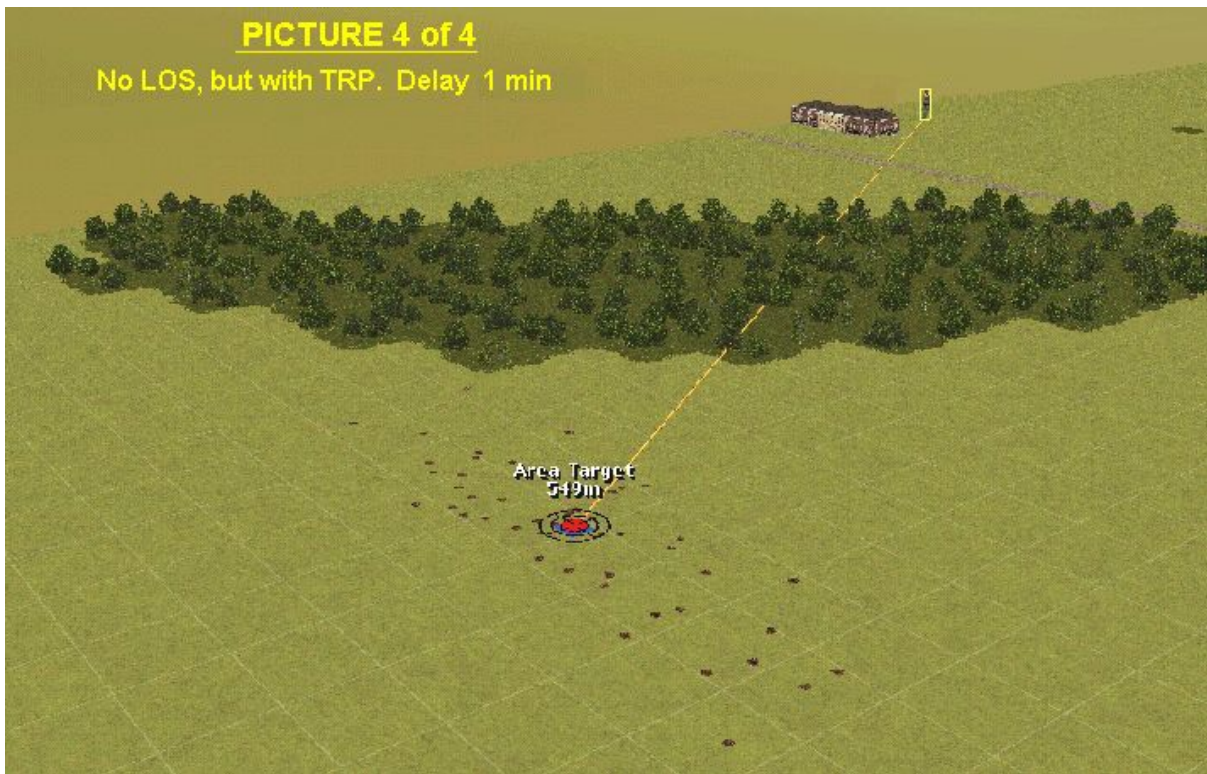
No LOS, no TRP. Delay 5 mins

Note the rounds fall far from the designated impact point



PICTURE 4 of 4

No LOS, but with TRP. Delay 1 min



Spotters in treeline

ARTILLERY BARRAGES AGAINST TANKS

I conducted 3 separate tests with 81, 105 and 150 spotters respectively, the barrages are centred on the middle of the T-34/76 group.

RESULTS -

81 Mortars - Direct hits very rarely kill T-34's but have small chance of killing crewman by flaking, damaging gun and immobilising. Near misses have small chance of damaging gun and immobing.

105mm Guns - Direct hits have small chance of killing T-34's, but have good chance of flaking, damaging gun and immobing. Near misses also have good chance of damaging gun and immobing.

150mm Guns - Direct hit has excellent chance of killing T-34's, flaking, damaging gun and immobing. Near misses also have excellent chance of flaking, damaging gun and immobing. (This screenshot depicts the carnage caused by a 150mm barrage)

Note - remember these are medium T-34's, but results against lighter/ heavier tanks will vary accordingly

Run	F
Move	M
Contact	E
Sneak	S
Withdraw	W
Rotate	R
Hide	H
Pause	P
Target	T
Target Wide	I
Smoke	K
Line of Sight	L

ARTILLERY NORMAL PATTERN

Rounds land up to about 80 metres radius from designated impact point.

Note the pattern is realistically stretched along an axis aligned to the guns off-map locations.

Area Target
549m

LT DRESSLER	1 TEAM, IND.	SPOTTER 105MM	
2	RESTED	open ground	105MM
Veteran		OK	
AMMO 2	FIRING		

START PAUSE

BACK FWD

0:08

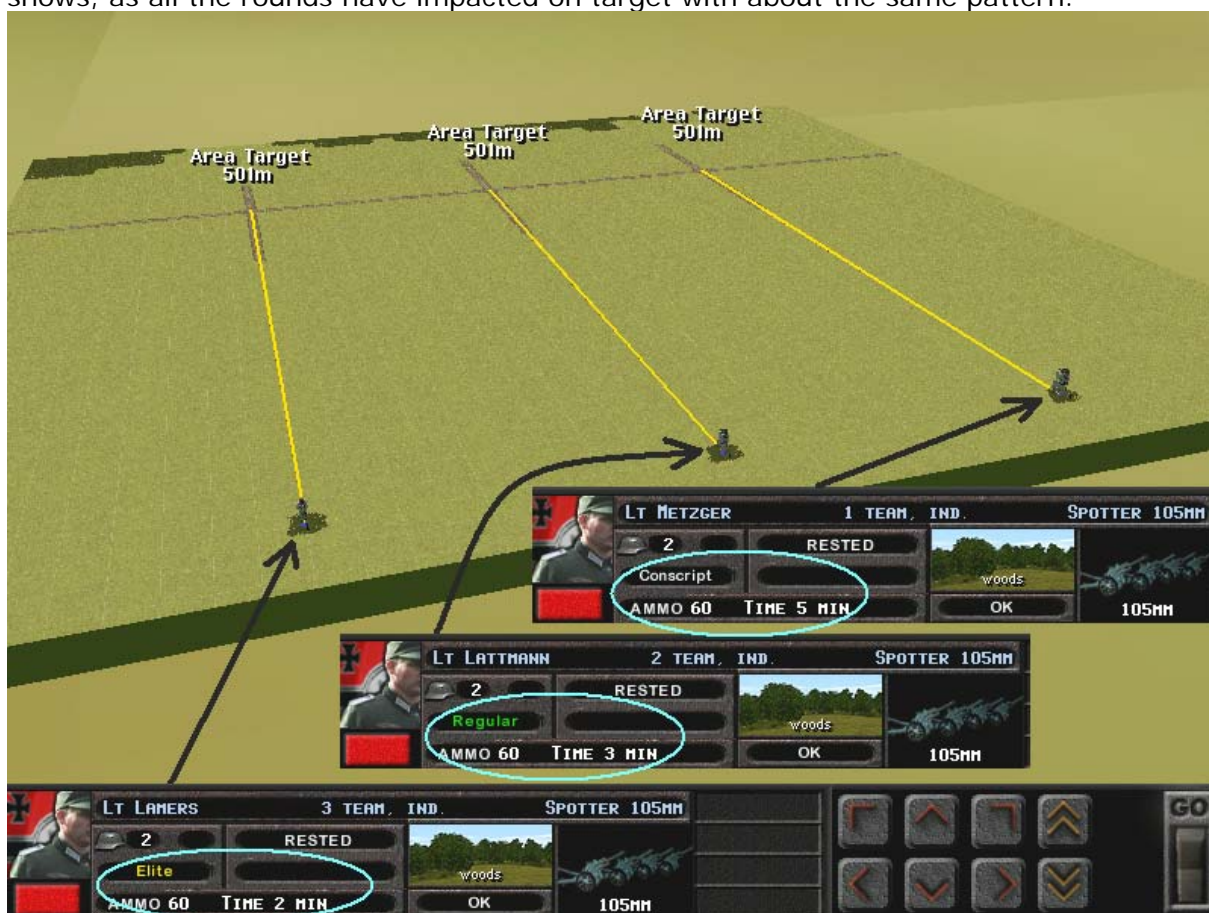


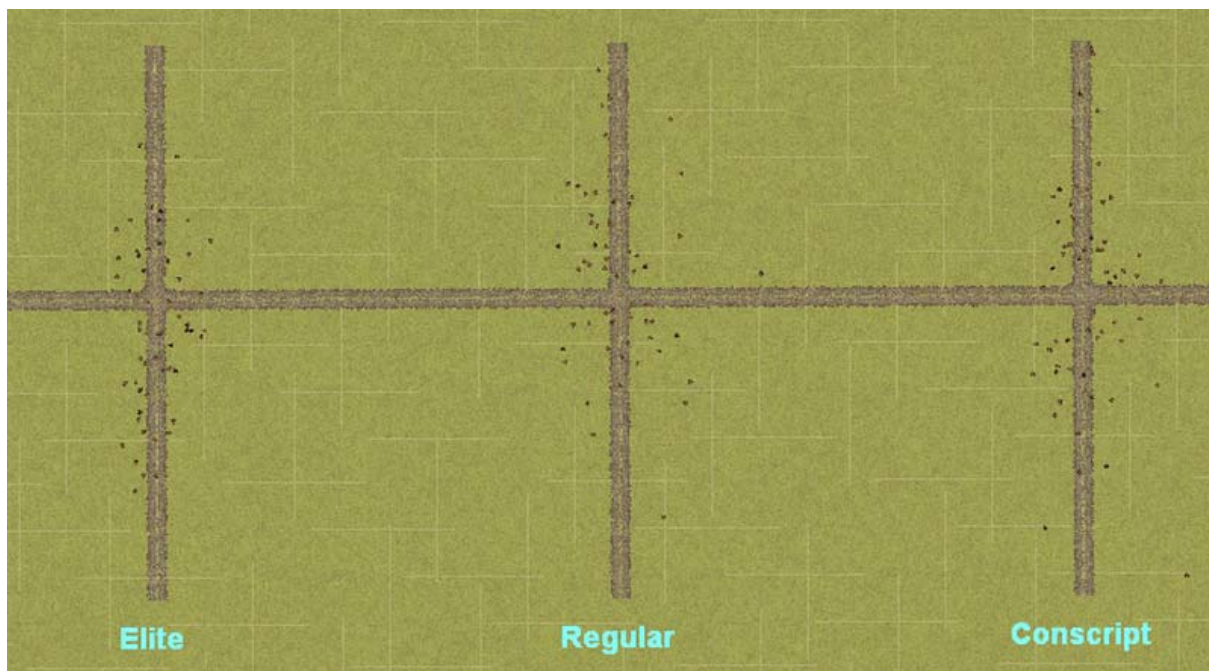
LOS, no TRP	LOS with TRP	NO LOS, no TRP	NO LOS, with TRP
81 Mt = 1min	81 = 17sec	81 = 3min	81 = 42sec
105mm = 3min	105 = 44sec	105 = 5min	105 = 1min
150mm = 2 min	150 = 35sec	150 = 4min	150 = 1min
300 Rkt = 6min	300 = 1min	300 = 8min	300 = 1min
82 Mt = 2min	82 = 33sec	82 = 4min	82 = 1min
122mm = 14min	122 = 1min	122 = 15min	122 = 1min
162mm = 27min	152 = 1min	152 = 29min	152 = 1min
300 Rkt = 13min	300 = 1min	300 = 15min	300 = 1min

OFF-MAP ARTY DELAY TIMES
 Figures are from actual tests.
 Figs vary slightly from game to game.
 Whether spotter is in/out of command makes no difference.
 Figs are for Veteran spotter, but higher/lower qual will affect figs.
 Radios don't affect figs, but enable spotter to be transported.

SPOTTER QUALITY DOESN'T AFFECT ACCURACY

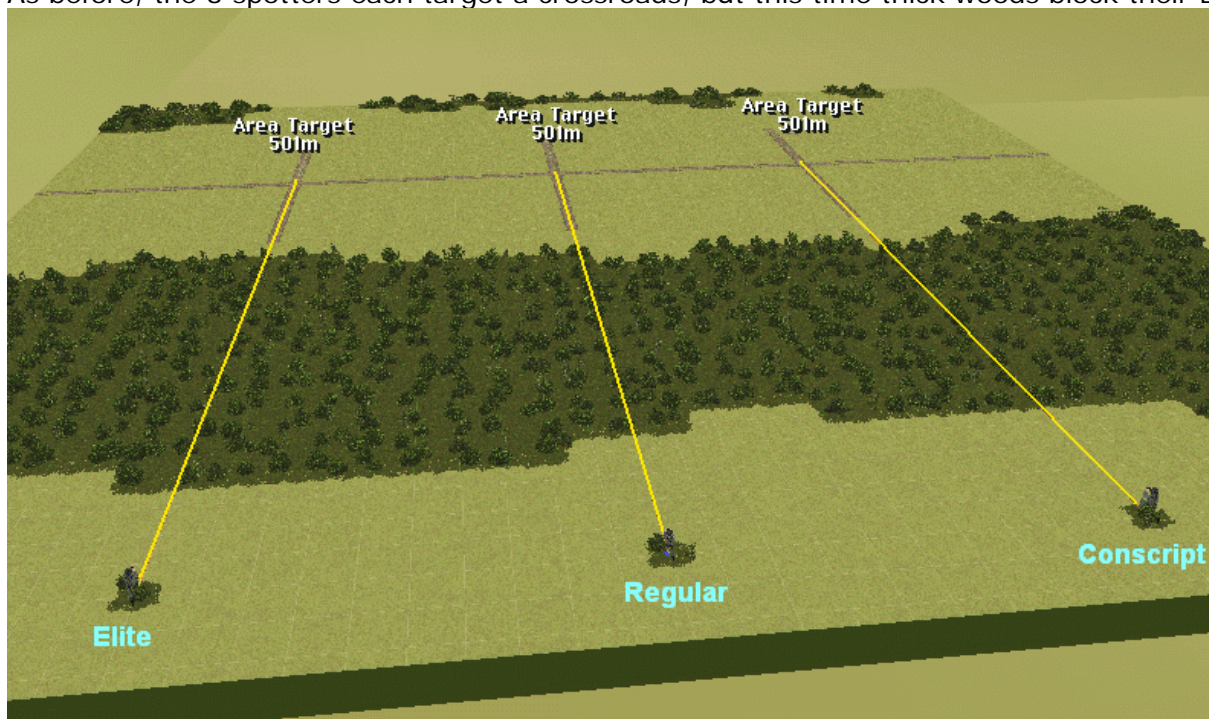
These 3 spotters are Elite/ Regular and Conscript and are calling in fire on the 3 crossroads. Although quality affects delay (2/ 3/ 5 mins), it doesn't affect accuracy as the bottom post-barrage pic shows, as all the rounds have impacted on target with about the same pattern.





WITH NO LOS, ARTY IMPACTS WAY OFF TARGET EVEN WITH HIGH-QUAL SPOTTER

As before, the 3 spotters each target a crossroads, but this time thick woods block their LOS..



And all 3 barrages drift far from the designated impact points, Conscript is worse and drifts completely off the map..

Conclusion- even the Elite drift is bad, so having a good quality spotter won't help much..



(PS- And delay times were longer without LOS, elite=3 mins, regular=5 mins, conscript=8 mins)