



In the example above, Grant 'A' previously placed a BOT marker on Pzkw IIc 'C' and Pzkw IIIg 'D'. If either Panzer moves into hexes marked 'A' during the Movement Segment, a +2 HPN modifier for Moving Vehicle Target is applied as the Grant will need to change its turret or sponson-mounted gun (hull) facing to be able to fire at the target vehicle. If either Panzer enters a hex marked 'B', the +2 HPN for Moving Vehicle Target IS NOT applied as these hexes are considered moving DIRECTLY toward (for the Pzkw IIIg) or away (for the Pzkw IIc). Directly at or away from is defined as a vehicle moving from its current hex into a hex that is either GREATER THAN or LESS THAN in range to the firing unit AND the firing unit does not need to change its turret or vehicle facing in order to fire at the target vehicle.

If the Pzkw IIIg moved into the 'B' hex to its port side, the +2 moving HPN modifier is NOT applied. If the Pzkw IIIg then turns its vehicle facing one hexside to its port side, then enters the 'A' hex to its front port side, the +2 moving vehicle modifier IS applied.

Were the Pzkw IIc 'C' to reverse into the 'A' hex to its port rear side, the +2 HPN modifier would be applied. The same goes if it turned 180-degrees IN ITS HEX to enter this same hex. Note, however, that the Pzkw IIc may be fired on using Opportunity Fire in its current hex (after being allowed to turn ONE hexside in its hex before it may be fired on) without paying the +2 HPN modifier for moving.

If the BOT marker is removed (or was never placed) on the target vehicle(s), the +2 HPN modifier is ALWAYS applied. Also, if the range to the target is GREATER than 16 hexes AND a BOT marker is placed, the +2 HPN modifier is NOT applicable (i.e., it is not paid). Note also that a target presenting its FLANK facing applies a -1 HPN modifier (making it easier to hit a flank).