



Obscured

✧ Aerial Models, Flight Capability MAR, Flying Robots **CAN** be Obscured.

✧ Naval, Armoured, Surface Skimmer MAR and Tiny Flyers Tokens **CANNOT** be Obscured.

At the beginning of their activation, models may declare they are on the Obscured height level, and they remain Obscured until their next activation on the following turn.

To-Hit FROM Obscured

Ordnance Weapons

vs. TFTs: **n/a**

vs. Submerged: **n/a**

ALL other ordnance: **6**

Dropping Mines (as an Attack)

vs. Submerged & Surface: **4,5,6**

vs. Flying (Large or Massive): **4,5,6**

vs. Flying (Small or Medium): **5,6**

vs. all other targets: **n/a**

Auxiliary Weapons

AA vs. Obscured (small): **5,6**

AA vs. Obscured (non-small): **4,5,6**

AA vs. Flying (small): **5,6**

AA vs. Flying (non-small): **4,5,6**

AA vs. Tiny Flyers: **5,6**

CC vs. Diving (small Surfaced): **5,6**

CC vs. Diving (non-small Surfaced): **4,5,6**

CC vs. Diving (Submerged): **n/a**

To-Hit AGAINST Obscured

by Mine Attacks: **n/a**

by Mine/Mag Explosions: **n/a**

by Bombs, Torpedoes, or CC: **n/a**

by RB1 Surface Gunnery: **n/a**

by Submerged Models: **n/a**

vs. small Obscured ONLY

by TFT AA: **5,6**

by ALL other AA: **6**

by Obscured ordnance: **6**

by Flying ordnance: **6**

by Surface ordnance^{✧✧}: **6**

vs. non-small Obscured ONLY

by TFT AA: **4,5,6**

by ALL other AA: **5,6**

by Obscured ordnance: **6**

by Flying ordnance: **5,6**

by Surface ordnance^{✧✧}: **5,6**

✧✧ = other than RB1 Gunnery

- ✧ Cannot be the target of a boarding assault by a Diving Robot.
- ✧ Cannot ram or collide with another model
- ✧ Cannot become obscured if the model has a Raging Fire counter
- ✧ Immediately become non-obscured (flying height level) upon receiving a Raging Fire counter
- ✧ Cannot spot for Indirect Fire using the Spotter MAR.
- ✧ Models with Swift Ascent may become Obscured after making an attack from the Flying height level on a 5,6 (roll separate for each model in the squadron)
- ✧ Air Hunter - models with Air Hunter MAR get +1 to hit obscured targets