

Table 13: Blind Hexes Created based on distances from the Target/Firer/Obstacle and the relative Levels between them. *1, *2

Rules Sections: A6.4-.5, B10.23

Situation 1: The Firer is at the Level indicated, the Target is at Ground Level (i.e. Level 0), while the Obstacle is a Full Level1 Obstacle (i.e. Woods or a multi-hex building w/o a stairwell marker). If the Level 1 Obstacle is a Crest Line, then the number of Blind Hexes produced is one less which is shown in [brackets].

	Range in hexes from Firer to (Full Level One) Obstacle								
	1-4	5-9	10-14	15-19	20-24	25-29	30-34	35-39	40-44
Firer @ L2, Target @ L0 ³	1 [0]	2 [1]	3 [2]	4 [3]	5 [4]	6 [5]	7 [6]	8 [7]	9 [8]
Firer @ L3, Target @ L0 ⁴	1 [0]	1 [0]	2 [1]	3 [2]	4 [3]	5 [4]	6 [5]	7 [6]	8 [7]
Firer @ L4, Target @ L0	1 [0]	1 [0]	1 [0]	2 [1]	3 [2]	4 [3]	5 [4]	6 [5]	7 [6]

Situation 2: The Firer is at the Level indicated, the Target is at Ground Level (i.e. Level 0), while the Obstacle is a Full Level2 Obstacle (i.e. a multi-hex building with a stairwell marker). If the Level 2 Obstacle is a Crest Line, then the number of Blind Hexes produced is one less which is shown in [brackets].

	Range in hexes from Firer to (Full Level Two) Obstacle								
	1-4	5-9	10-14	15-19	20-24	25-29	30-34	35-39	40-44
Firer @ L3, Target @ L0 ⁵	2 [1]	3 [2]	4 [3]	5 [4]	6 [5]	7 [6]	8 [7]	9 [8]	10 [9]
Firer @ L4, Target @ L0	1 [0]	2 [1]	3 [2]	4 [3]	5 [4]	6 [5]	7 [6]	8 [7]	9 [8]

Notes:

*1: The assumption made in all these examples is that the Firer is at the higher level while the Target is at the lower level. Of course since LOS is reciprocal these situations could be reversed. This table does not take into account the special cases of Continuous Slopes (B.5) nor of the adjacency requirement of out-of-season orchards (B14.2) for hindrance purposes.

*2: These examples are not all inclusive, but could be used for other situations as described in the footnotes below:

*3: {Firer @ L2, Target @ L0, w/ L1 Obstacle} is equivalent to {Firer @ L3, Target @ L1, w/ L2 Obstacle} or to {Firer @ L4, Target @ L2, w/ L3 Obstacle}

*4: {Firer @ L3, Target @ L0, w/ L1 Obstacle} is equivalent to {Firer @ L4, Target @ L1, w/ L2 Obstacle}

*5: {Firer @ L3, Target @ L0, w/ L2 Obstacle} is equivalent to {Firer @ L4, Target @ L1, w/ L3 Obstacle}