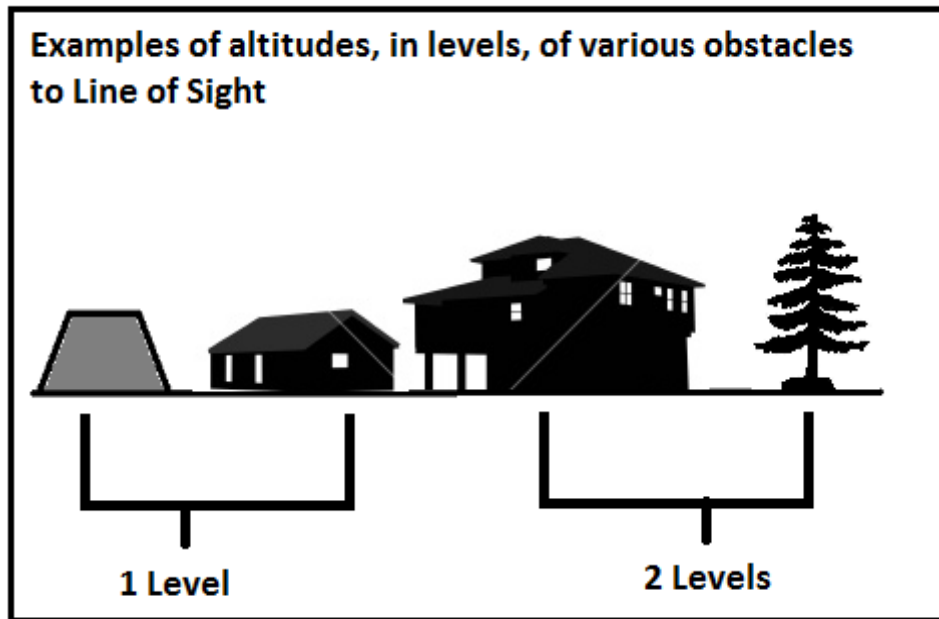


Alternate Line of Sight Rules for plateau hills

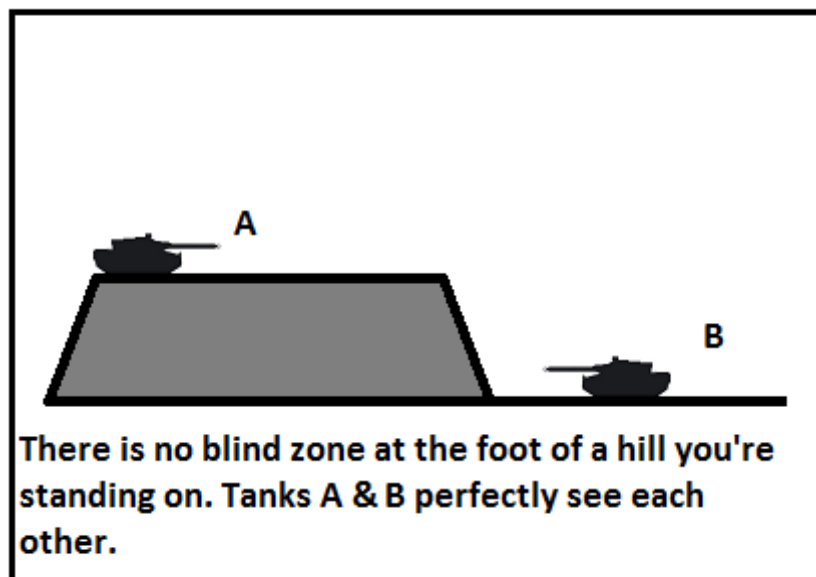
While not fundamentally altering a game, these rules will work well with plateau hills terrain and will match better what you see on the board.

Altitude

Each hill is high of a certain number of levels, corresponding to the plateaux it is made of : a one plateau hill is one level high, a 2 plateaux hill 2 levels high and so on, Each obstacle to LOS can also be assessed a value in levels : woods can be two levels high, cottages one level, towns buildings two levels and so on :

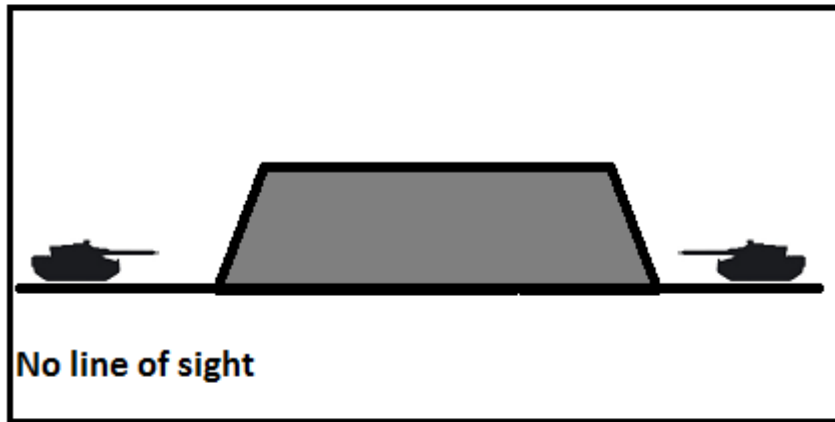


There is no blind zone at the base of an obstacle your unit is standing on :

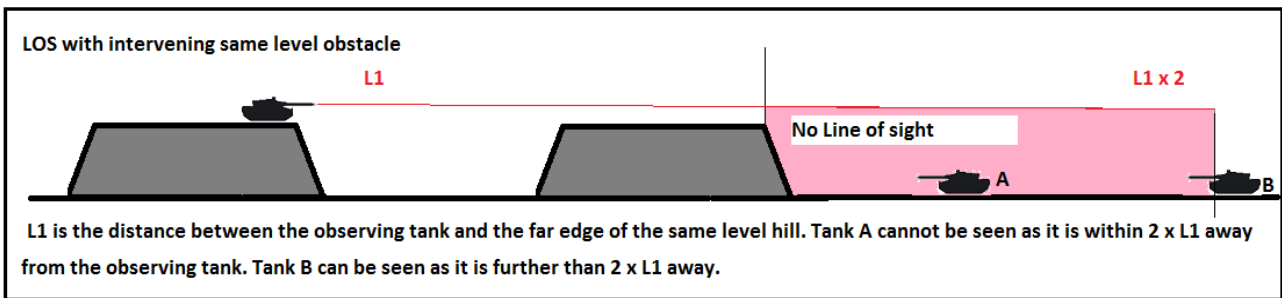


Determining LOS

If there is an obstacle higher than the ground they stand on between two units, there is no line of sight :



If there is an equal altitude obstacle between two units, they see each other if the lower unit is at least as far as the higher one from the edge of the intervening obstacle opposite to the higher unit.



If there is an intervening obstacle between two units of an altitude lower than that of the ground the higher unit is standing on, then there is a 5cm per level blind zone starting from the obstacle edge opposite to the higher unit :

