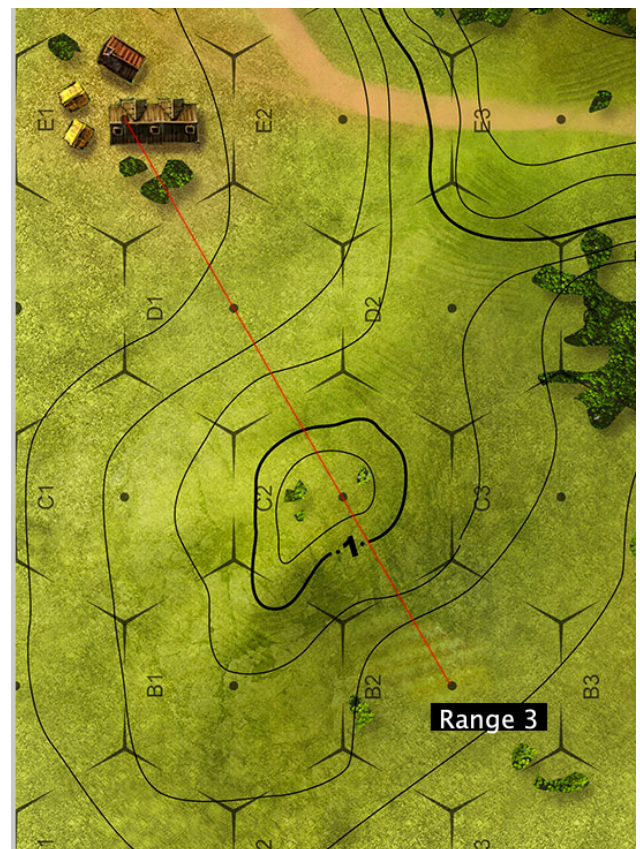


# LHY LOS Examples

Here are some LOS examples illustrating each of the LOS rules. Each picture shows an example of the LOS BLOCKED per the reason indicated in the rule above.

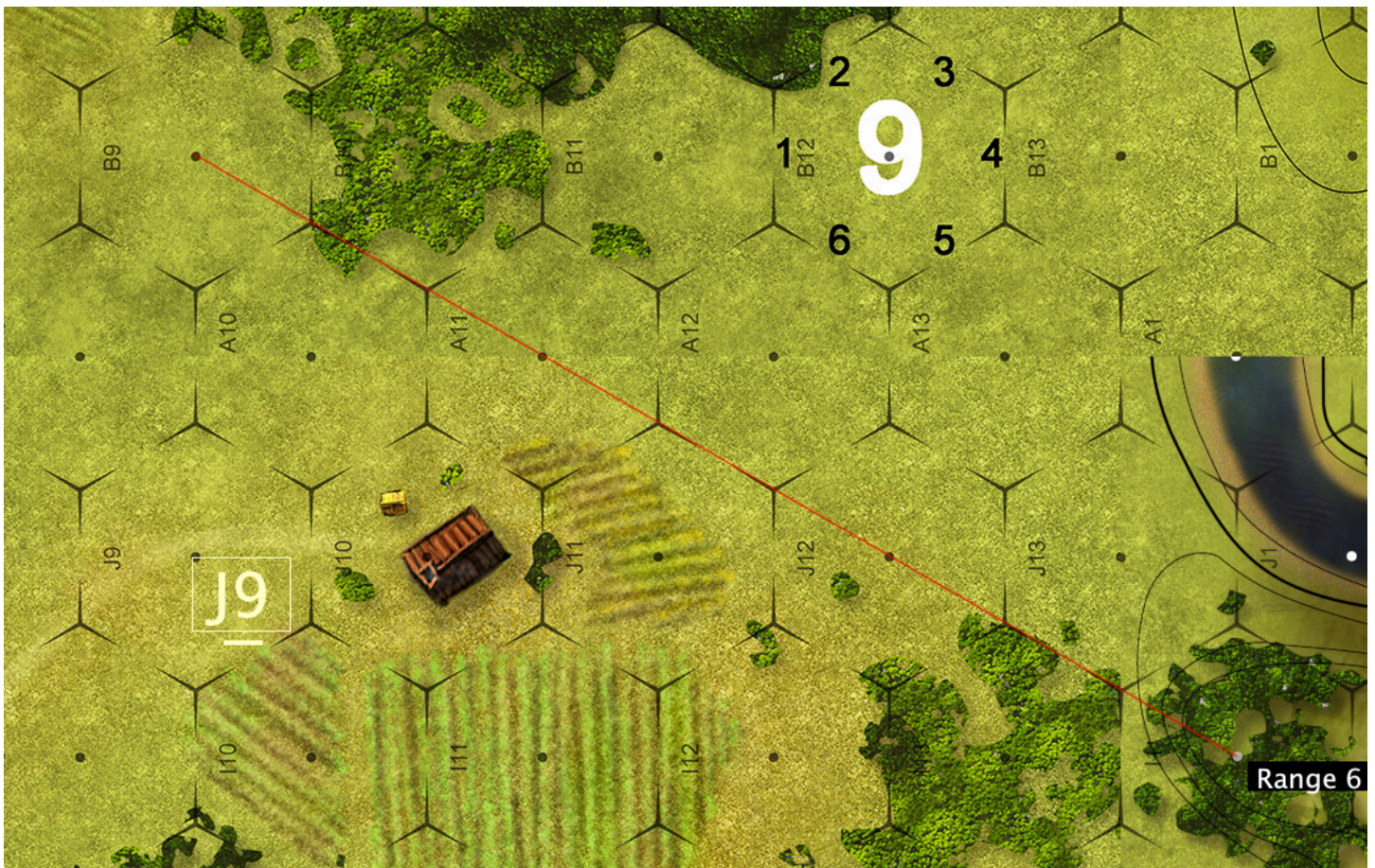
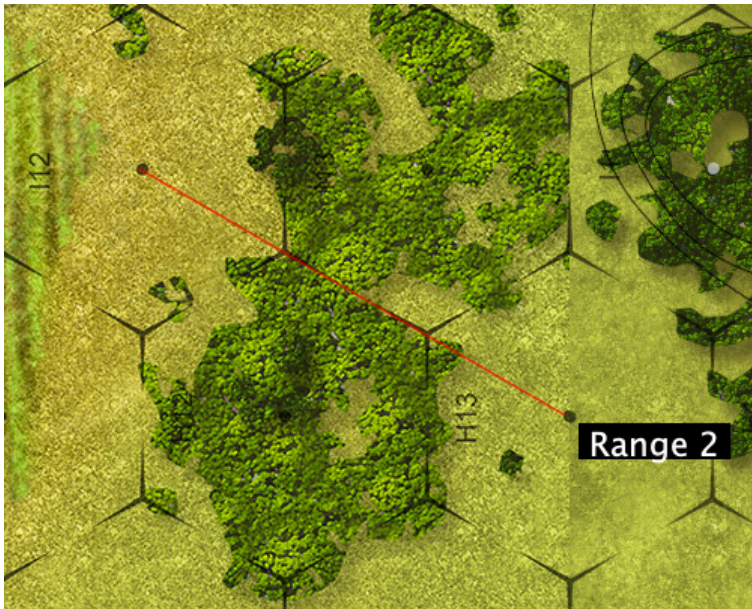
**4.2.1 Units on the Same Level: LOS is blocked when both the firing/spotting and defending units are at the same level and the LOS [Example: 24.1.1]:**

**a) is traced through any part of Blocking Terrain Hex, excluding its vertices or hexsides [EXC 4.2.1g];**





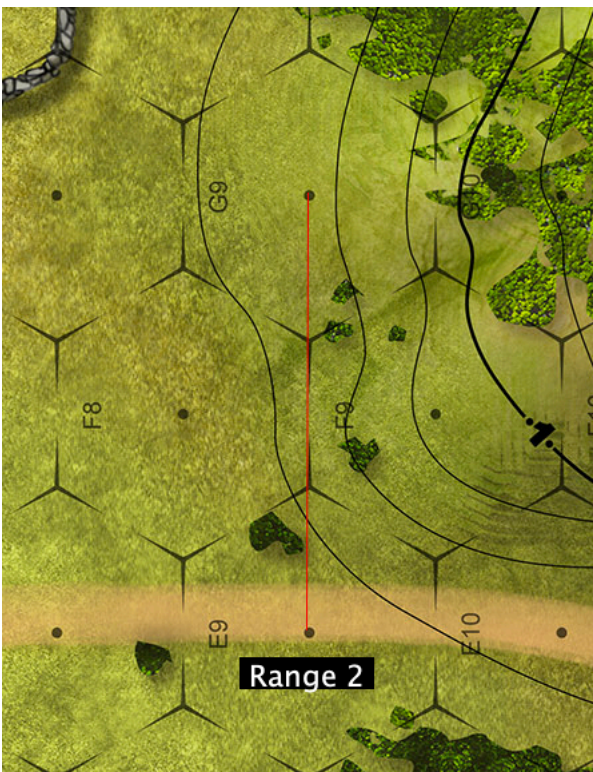
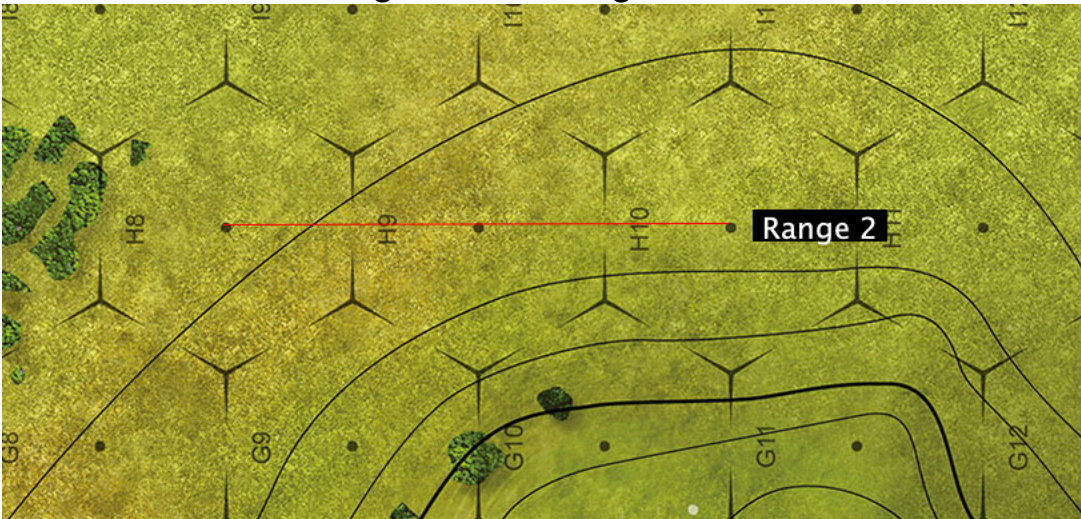
b) is traced along hexsides where woods, forests, or higher-level hill-hexes occur on both sides of the LOS — anywhere along the LOS [see *Playbook example 24.1.1* where LOS is blocked from C to D];





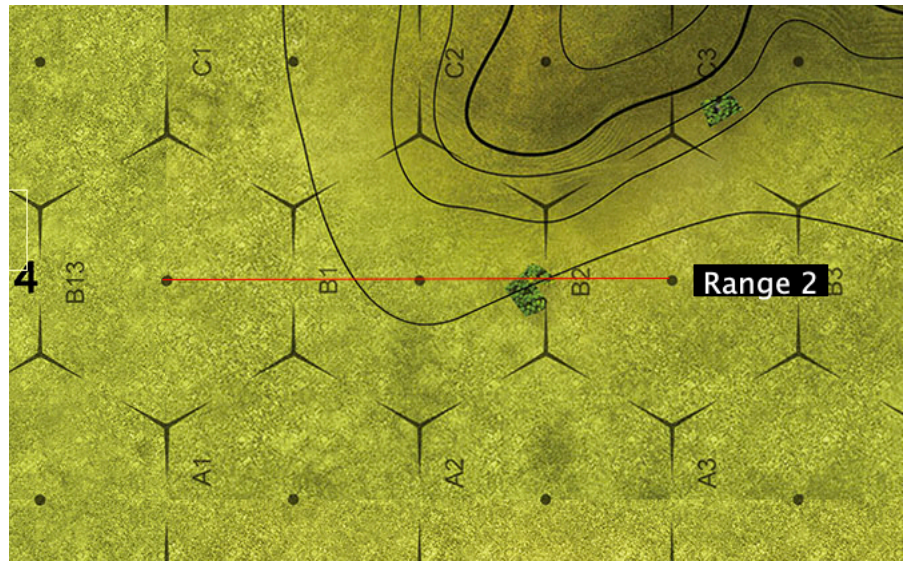
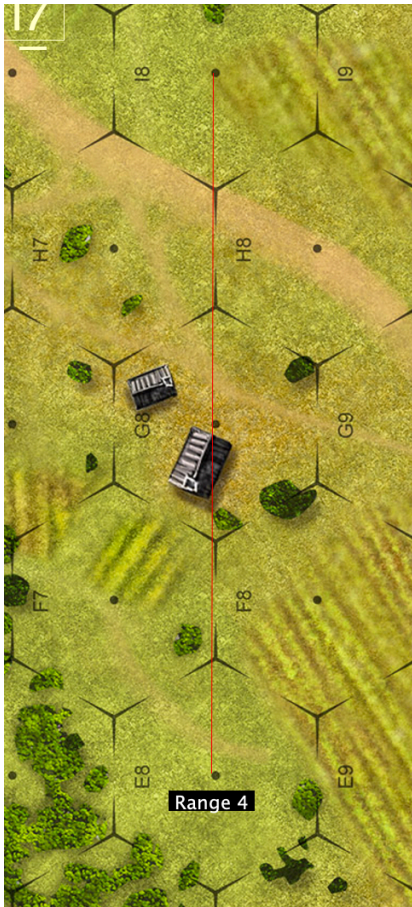
c) intersects any part of the contour in an intervening hex which meets both of these conditions:

- i. the contour is equal to or higher than the higher unit; and
- ii. the contour encloses the center dot of an intervening hex and/ or completely encloses an intervening hexside along which the LOS is traced.





d) intersects any part of the actual image of a **Blocking Terrain Feature** [4.0c.ii] (but not incidental vegetation);





e) is traced through, or along, a wall hexside, unless the firing or defending unit is in a hex *adjacent* to the wall hexside or vertex;

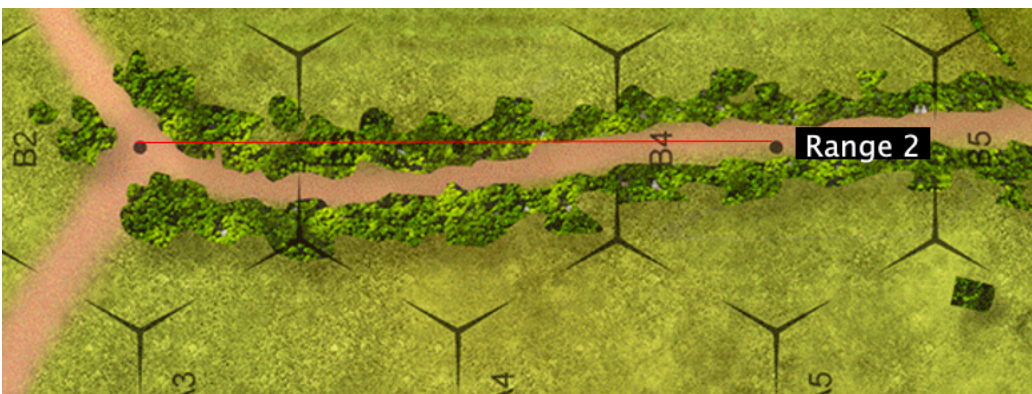




**f)** is traced to, or from, a vehicle or towed gun in an urban-road hex and the LOS intersects a building feature within the same urban- road hex occupied by the vehicle or towed gun [Example 24.1.3].



**g)** is traced along a tree-lined road[4.1.9.1] and intersects any part of the actual image of a woods, forest or tree line in an intervening hex.





**4.2.2 Units on Different Levels: The LOS between a hex at a lower level and a higher one is blocked if an intervening hex [Example: 24.1.2] (including its terrain) is  $\geq$  than the higher-level hex. Otherwise the Blind Hex Procedure is used to determine LOS when the firing/spotting and defending units are on different levels.**





**4.2.3 Blind Hexes:** Hexes that are not in LOS due to intervening terrain. Only intervening woods, forest, hills (levels), or buildings can cause blind hexes “behind them.” Walls do not block LOS from higher levels for the purpose of determining blind hexes. Blind hexes are reciprocal (*i.e., if I can’t see you, you can’t see me*).

**Blind Hex Procedure:**

1. Determine the level-difference (row) between the intervening terrain and the higher of the two (spotting/firing and target) hexes.
2. Determine the number of hexes from that higher hex to the intervening terrain (column).
3. Refer to the *Blind Hex Table* and cross-index the column corresponding to the number of hexes to the intervening terrain with the row corresponding to the level difference.
4. The result is the number of blind hexes *behind* the intervening hex. LOS *cannot be traced from or to these* blind hexes.

