ASL CHECKLIST LOS/HILLS/BLIND HEXES

Thanks to Alain Chabot!

1. LOS is the same whether you are looking from a hill or a building.

2. You can only see over an obstacle if you are higher than the obstacle.

   - Thus, if you are on Level 0, any level 1/2 or more _in-hex_ obstacle blocks your LOS. Hexside obstacle are slightly different (but will still block LOS at least past the first hex formed by that hexside). They are not the problem here.
   - In order to see past an obstacle you have to be higher than that obstacle. Being on level 1 is good enough to see past any half-level obstacle itself at level 0. But to see over a level 1 obstacle, you need to be at least at level 1.5 (not sure there's any such thing, but the principle is what counts).

3. Now blind hexes.

   - All obstacles at least one level high cast at least one blind hex. This can be increased or decreased (all the way to 0):

   - The exact number of blind hexes is computed this way (you will see variations, but this formula works for me)

     - a) Account for the actual height of the obstacle: for every _full_ level elevation of the obstacle beyond the first level, add _one_ blind hex (thus a level 3 building casts 3 blind hexes)

     - b) Account for the level of the terrain behind the obstacle: for every level the terrain behind the obstacle is _lower_ than the base of the obstacle, add a blind hex (a woods hex at level 1 casts 2 blind hexes if the LOS leads to level 0 terrain); the reverse is true: deduct one blind hex per full level the terrain behind the obstacle is higher than the base of the obstacle (from a level 2 hill, a woods casts no blind hex to a level 1 hill behind it!).

     - c) Account for distance between the obstacle and the viewer: for every multiple of 5 hexes (FRD) between the firer and the obstacle, add one blind hex (a wood hex casts one blind hex from a level 2 position, at a distance of 1-5 hexes; this becomes 2 blind hexes at a distance of 6-10 hexes, etc)

     - d) Account for the height advantage you have over the obstacle: for every full level height advantage you have over the obstacle (beyond the

necessary height advantage required to see past it at all), you deduct one blind hex. This will not reduce the number of blind hexes to fewer than 1.

Example:

Okay: You're on a level 3 hill. You are trying to see beyond a woods hex itself at level 0. If it is at 1-5 level from you, there is 1 blind hex; at 6-10, there is still 1 blind hex (c adds one, but d deletes it); at 11-15 hexes, there are 2 blind hexes. Assume there is a valley behind the woods. This will add one blind hex to every calculation. (b above)

Assume the woods is itself at level 1. This will add one blind hex to every calculation (a above) and a above no longer applies.

Thank you very much to Alain Chabot who helped us with understanding LOS and Blind Hexes in ASL (and with much more....)