

Tactical GameX Terrain Elevation Table

		THE TARGET OCCUPIES				
		Ground (Level 0)	Brown Slope (Level 1)	Orange Hilltop (Level 2)	Yellow Slope (Level 3)	Purple Hilltop (Level 4)
THE ATTACKER OCCUPIES	Ground (Level 0)	Blocked	Clear if intervening terrain is closer to the target.	Clear if intervening terrain is closer to the target and the attacker is at least one hex away from the intervening terrain.	Clear if intervening terrain is closer to the target and the attacker is a number of hexes away from the intervening terrain equal to the relative height of the intervening terrain (one or two).	Clear if intervening terrain is closer to the target and the attacker is a number of hexes away from the intervening terrain equal to the relative height of the intervening terrain (one, two, or three).
	Brown Slope (Level 1)	Clear if intervening terrain is closer to the attacker.	Blocked	Clear if intervening terrain is closer to the target.	Clear if intervening terrain is closer to the target and the attacker is at least one hex away from the intervening terrain.	Clear if intervening terrain is closer to the target and the attacker is a number of hexes away from the intervening terrain equal to the relative height of the intervening terrain (one or two).
	Orange Hilltop (Level 2)	Clear if intervening terrain is closer to the attacker and the target is at least one hex away from the intervening terrain.	Clear if intervening terrain is closer to the attacker.	Blocked	Clear if intervening terrain is closer to the target.	Clear if intervening terrain is closer to the target and the attacker is at least one hex away from the intervening terrain.
	Yellow Slope (Level 3)	Clear if intervening terrain is closer to the attacker and the target is a number of hexes away from the intervening terrain equal to the relative height of the intervening terrain (one or two).	Clear if intervening terrain is closer to the attacker and the target is at least one hex away from the intervening terrain.	Clear if intervening terrain is closer to the attacker.	Blocked	Clear if intervening terrain is closer to the target.
	Purple Hilltop (Level 4)	Clear if intervening terrain is closer to the attacker and the target is a number of hexes away from the intervening terrain equal to the relative height of the intervening terrain (one, two, or three).	Clear if intervening terrain is closer to the attacker and the target is a number of hexes away from the intervening terrain equal to the relative height of the intervening terrain (one or two).	Clear if intervening terrain is closer to the attacker and the target is at least one hex away from the intervening terrain.	Clear if intervening terrain is closer to the attacker.	Blocked

LINE OF SIGHT NOTES

- 1) LOS to a hex behind a Woods, Town, Collective Farm, or Fort hex is always blocked. LOS into a hex across a green (Woods) or gray (Town) hex side that is part of that hex is always blocked (except Note #2).
- 2) Regardless of hex side obstacles, adjacent units may always see and attack each other.
- 3) When determining the height of an obstacle, use its height relative to the attacker and defending hex (i.e. a Level 3 obstacle would be treated as Level 1 if between an attacker at Level 2 and a defender at Level 4).
- 4) Slope hex sides are at the same level as the Slope terrain of which they are part (they do not rise an additional 0.5 levels above it like green or gray hex sides). These are simply low ridges indicating how the slope “wraps” around a hill or a depict a razorback ridge. They may provide reverse slope defense against adjacent or lower attackers.