

# Panzer Leader

## TARGET ELEVATION TABLE

		Green Woods Hex Side on Ground Level	Green Woods Hex Side on Slope Level	Brown Slope Hex Side	Orange Hilltop Hex Side	Town Hex
Firing from Ground Level	Target on Ground Level	●	●	●	●	●
	Target on Slope Level	No LOS if the firing unit is directly behind a green hex side	●	●	●	No LOS if the firing unit is directly behind a town hex
	Target on Hilltop Level	No LOS if the firing unit is directly behind a green hex side		LOS only if the brown hex side is closer to the target	No LOS if traced through more than one orange hex side	No LOS if the firing unit is directly behind a town hex
Firing from Slope Level	Target on Ground Level	No LOS if the target unit is directly behind a green hex side	●	●	●	No LOS if the target unit is directly behind a town hex
	Target on Slope Level		●	●	●	
	Target on Hilltop Level		No LOS if the firing unit is directly behind a green hex side		No LOS if traced through more than one orange hex side	
Firing from Hilltop Level	Target on Ground Level	No LOS if the target unit is directly behind a green hex side		LOS only if the brown hex side is closer to the firing unit	No LOS if traced through more than one orange hex side	No LOS if the target unit is directly behind a town hex
	Target on Slope Level		No LOS if the target unit is directly behind a green hex side		No LOS if traced through more than one orange hex side	
	Target on Hilltop Level					

### KEY:

● = Always obstructs LOS/LOF

note = Conditional obstruction

□ = Does not obstruct LOS/LOF

### NOTES:

1. A unit may always fire at a target to which it is directly adjacent, regardless of elevation.
2. Green hex sides and town hexes on hilltops obstruct all LOS/LOF, except as noted in #1 above.
3. Hilltop or slope to stream is treated as hilltop/slope to ground level.
4. Cliff hex sides are exactly equivalent to orange hex sides for LOS/LOF.
5. See VII. J. 11. d. & e. for explanations of terrain on mapboard B.