

# FINAL ACT

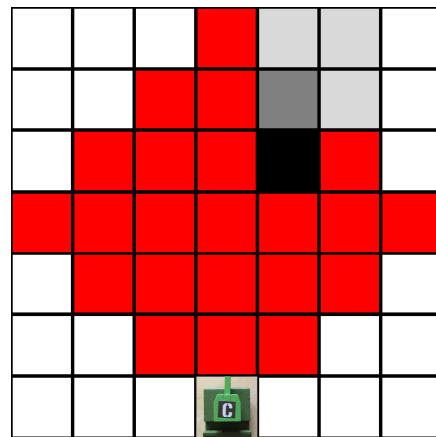
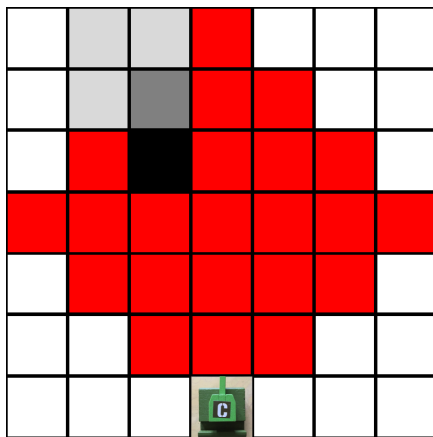
## Fire Cone with Obstacles

**SUMMARY:** These illustrations are intended to assist players with visualizing the cone of fire with obstacles. A tank can shoot to any target territory (center point) as long as the line of fire does not run through an occupied territory held by any other tank. *Line of fire* is defined as the line between one territory square center to the other.

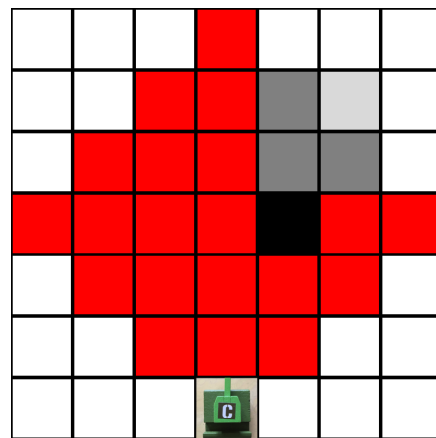
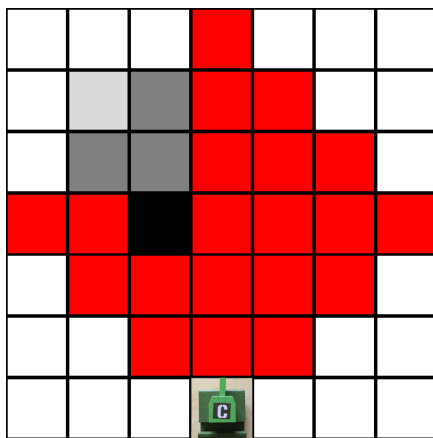
The red squares in these images indicate firing possibilities for a tank with an obstacle (such as another tank) on the black square. Gray squares indicate the shadow of the obstacle where a line of fire does not exist.

**For an obstacle in the column on either side of the tank cannon,** it is helpful to visualize a 4-square shadow behind the obstacle as illustrated:

Example 1:

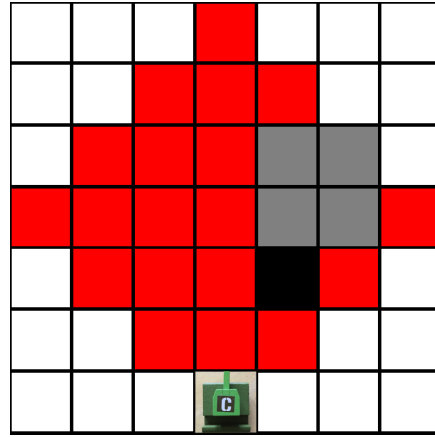
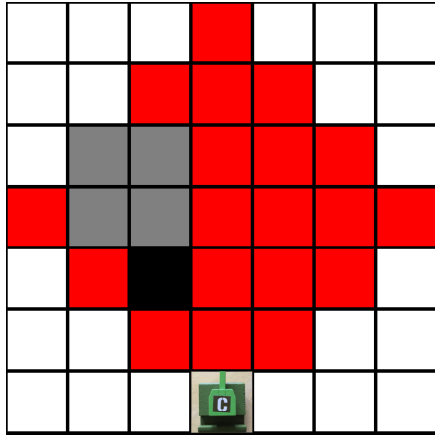


Example 2:



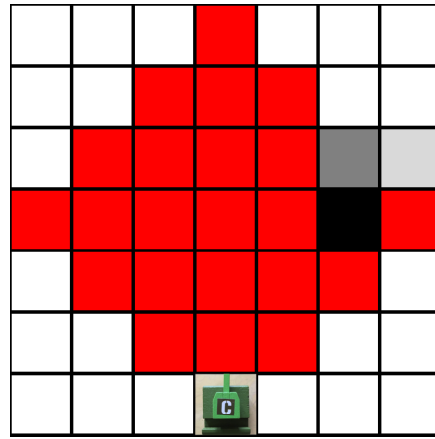
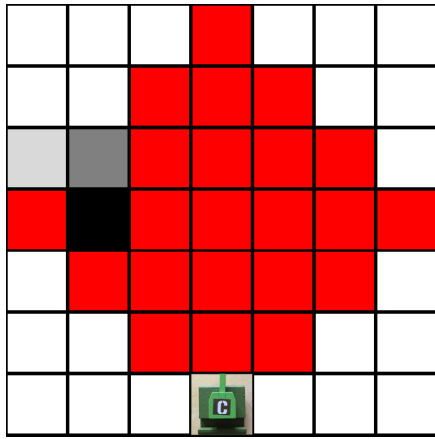
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Example 3:

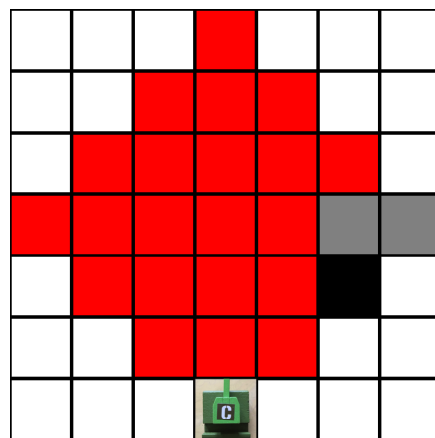
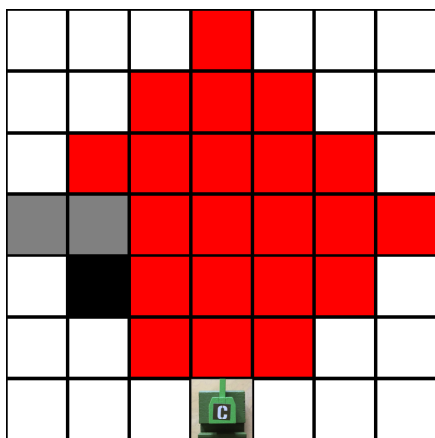


For an obstacle in the second column on either side of the tank cannon, it is helpful to visualize a 2-square rectangular shadow behind the obstacle as illustrated:

Example 4:



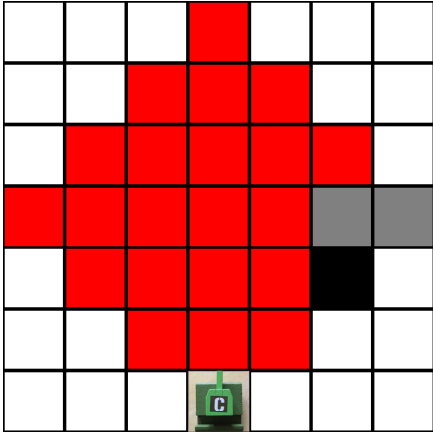
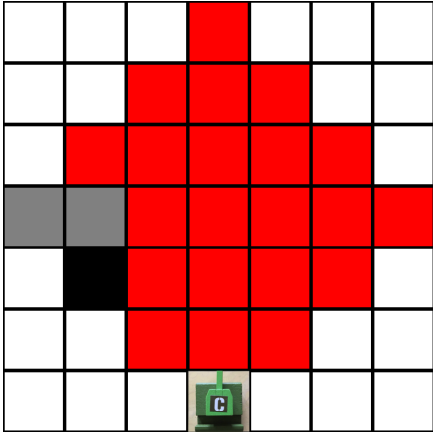
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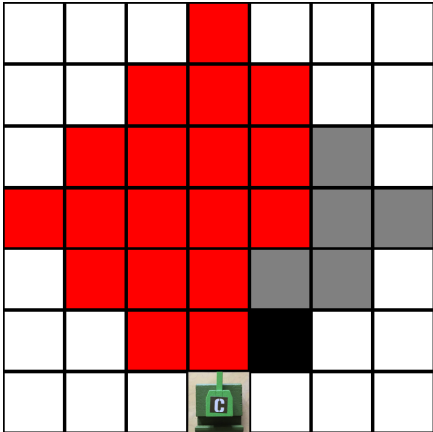
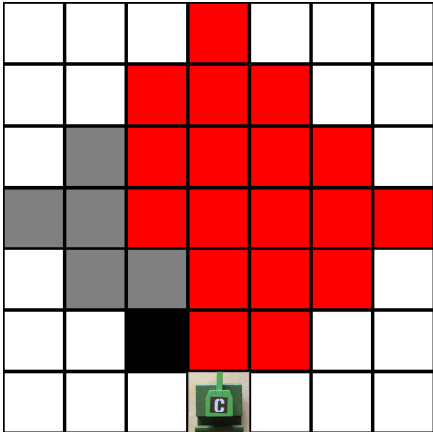
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An obstacle on the diagonal creates a target shadow that is a little trickier:

Example 6:



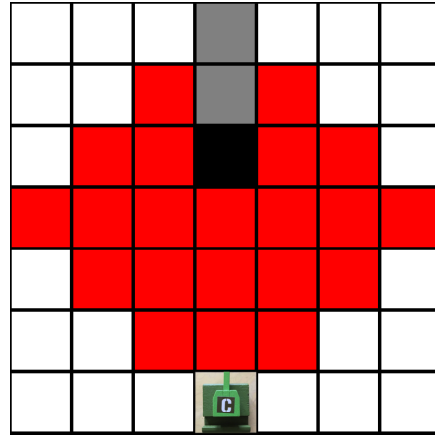
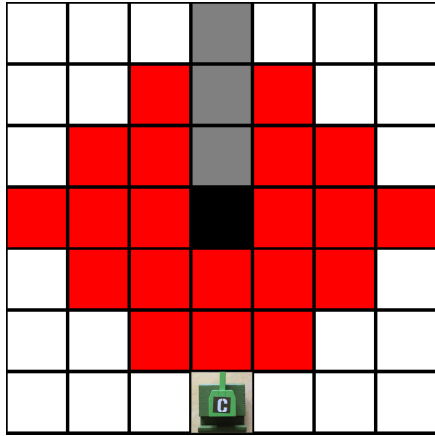
Example 7:



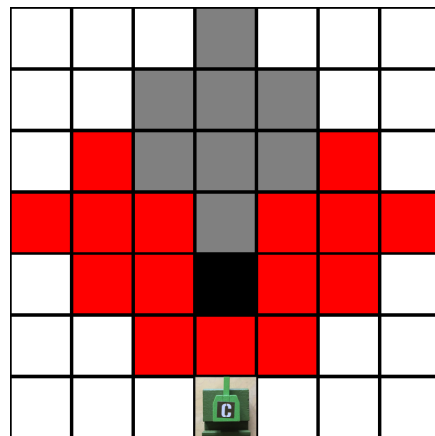
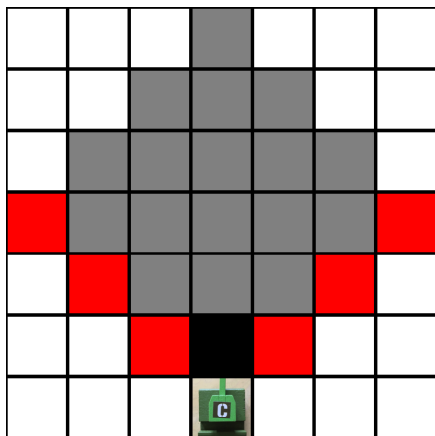
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**An obstacle directly ahead** creates a smaller target shadow as the distance from the tank increases, as shown below (the lower-right is the least intuitive of these):

Example 8:



Example 9:



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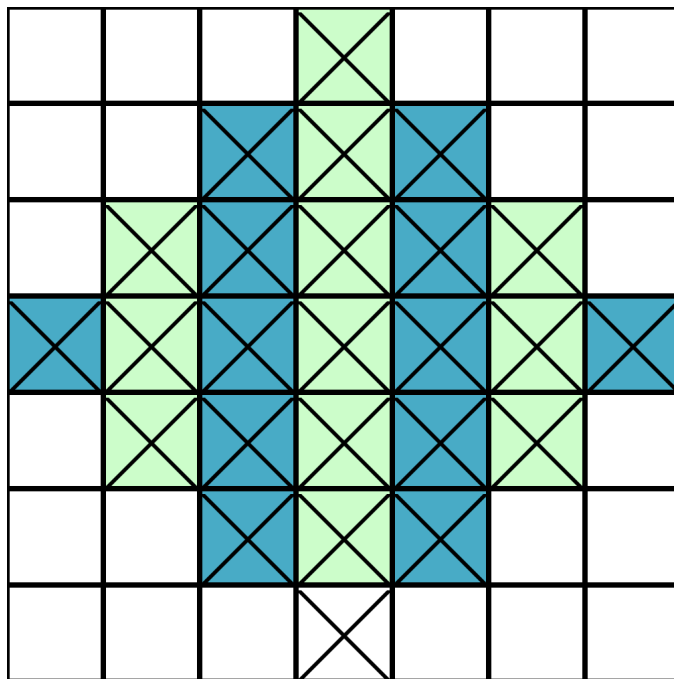
**Shooting from top of berms:** When a tank climbs a berm it is elevated. This means you may shell any of the targets in your cone of fire with no line of fire limitations; a tank on a berm can shoot over destroyed tanks. A tank on a berm also increases its shooting range straight ahead one more square, to a distance of 7 squares. The rest of the cone remains the same.

**EXCEPTION:** A tank on a berm cannot target tanks behind a berm. A tank behind a berm is safe from getting hit (a defensive position), but is also unable to shoot past the berm.

**Smoke:** Smoke always obscures line of sight, even if firing from a berm.

**Setup:** By game rules, berms and tanks can be located up to the third row.

**NOTE:** This template was used to establish line of sight for these illustrations:



Template: