

**PE TANG 1900 Optional Line of Sight Table<sup>1</sup>**

<b>Allied Unit Cathedral Location</b>	<b>Artillery Within Line of Sight<sup>3</sup></b>
<b>1</b>	<b>1</b>
<b>2</b>	<b>1</b>
<b>3</b>	<b>2 or 3</b>
<b>4</b>	<b>2 or 3</b>
<b>5</b>	<b>None</b>
<b>6<sup>2</sup></b>	<b>1, 2, or 3</b>

<sup>1</sup> In the original rules, artillery units on the map represent the number of active artillery rather than artillery locations. This optional table increases game difficulty by limiting line of sight based on the location of the artillery unit on the map.

<sup>2</sup> Location 6 is the Cathedral roof.

<sup>3</sup> Artillery locations are clockwise starting at the upper left artillery unit on the map.