

What blocks Line of sight?

Walls and closed doors are the only things that block Line of Sight

What are the line-of-sight rules?

Line-of-sight is necessary for all attacks (including every hex of an area attack) and all other abilities that specify a range (including looting, which technically has a range). Any non-attack ability that does not specify a range does not require line-of-sight.

Are there any adjacency restrictions on what I can target with a melee area attack (area attack containing a grey hex)?

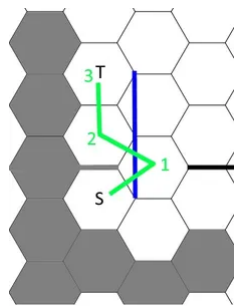
The only restriction is that you have to have line of sight on a figure to target it with an attack. Other than that, if the hex is in the configuration shown on the card, you can attack it.

What exactly is considered a wall?

The edge of any map tile and the entire area of any partial hex along the edge are considered walls unless they are covered by a corridor tile. Doors are also considered walls when they are closed. Where the edge of a complete hex on a map tile comes up right to the edge of the tile, there is a dark border to remind you that a wall exists at that edge, though it does not technically begin (for cases of line-of-sight) until the edge. If two map tiles are set next to each other such that these dark edges line up (i.e. the border of the first and second room of the first scenario), the wall is considered to still be there as a one-dimensional line.

If an enemy is on the other side of this one-dimensional wall line from me, can I hit him with a melee attack?

Not with a non-AoE melee attack. All range, even range 1 melee attacks, can't be counted through walls. In fact, for all intents and purposes (including looting), these two hexes are not adjacent and considered two hexes apart. Note that AoE Melee attacks use their diagram (not adjacency) to determine if a target is in range. The following image shows the range in green (range 3) between a source and a target. The blue line shows their LOS.

**Do the corners and edges of walls block LOS?**

Yes, if the sight line touches any corner or edge of a wall, or any corner or edge of a hex that is considered a wall, LOS is blocked.

How does LOS work with destructible walls?

A destructible wall hex does not block LOS to itself. However, corners shared with other walls do block LOS to the wall hex. So a destructible wall cannot be targeted until at least one of its corners does not touch another wall and you have LOS to that corner.

If a figure is flying on top of something (like an obstacle), are they considered adjacent to it?

No

Obstacles**Are obstacles with hit points considered enemies? Can they be poisoned, wounded, etc.?**

Obstacles with hit points are technically considered enemies for most ability purposes, but they are immune to all negative conditions, to force move abilities (like push/pull/teleport) and some special character specific abilities (see character specific FAQ entries)

Per the rules, obstacles cannot be placed if they block off an area of the map. How does this work with doors that may be opened in a future turn?

You may not block off a closed door unless there is an open path to the other side of it.

What about scenarios where parts of the map are blocked off from the start or become blocked off during play due to scenario instructions?

Treat each isolated section of the map separately for the purposes of this rule.

Are you allowed to create obstacles next to an area consisting only of obstacles (ex: several obstacles up against a wall)?

Yes, as long as you don't block off an open area.

Can you destroy or move an obstacle inside a group of existing obstacles if it creates a blocked-off area?

No

Open Information**Can I say X or Y at the beginning of the round when choosing my cards?**