

## Factory Combat

Factories have their own LOS rules, I'll post the tests one by one as I complete them. This first test consists of 8 screenshots and is called -

### FACTORIES DON'T ALWAYS BLOCK LOS

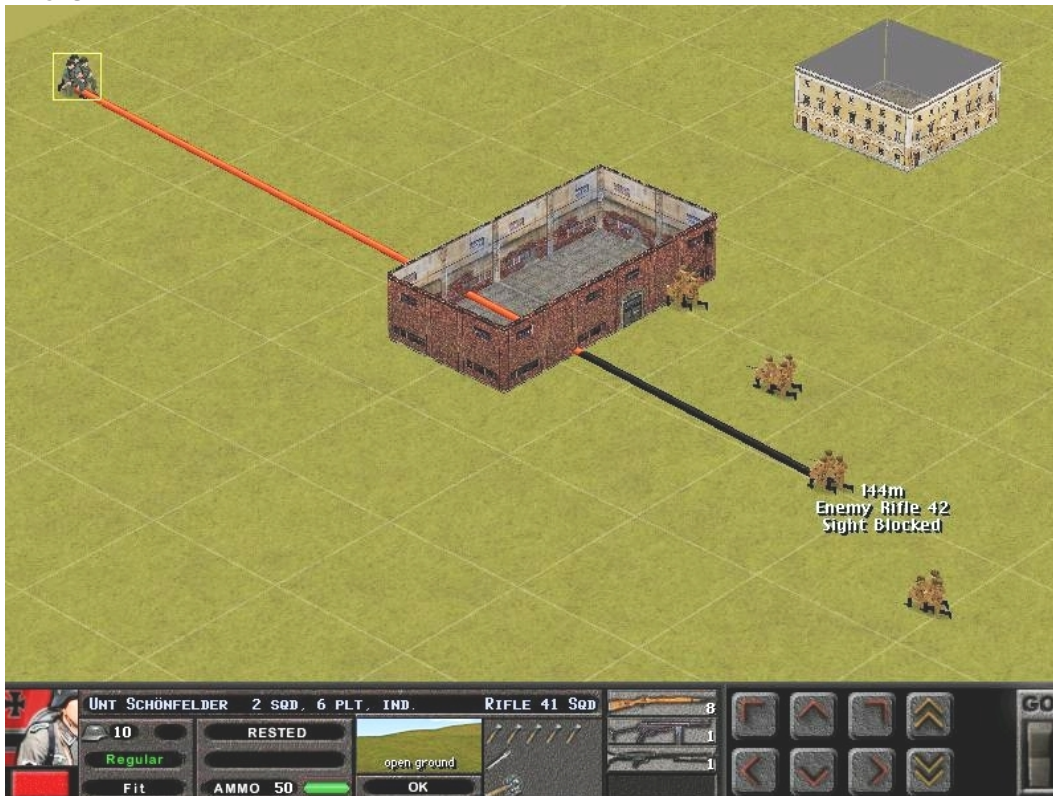
**PICS 1-4** - The German squad is quite a way from the factory and can see the Russian squad which is close up to the factory wall



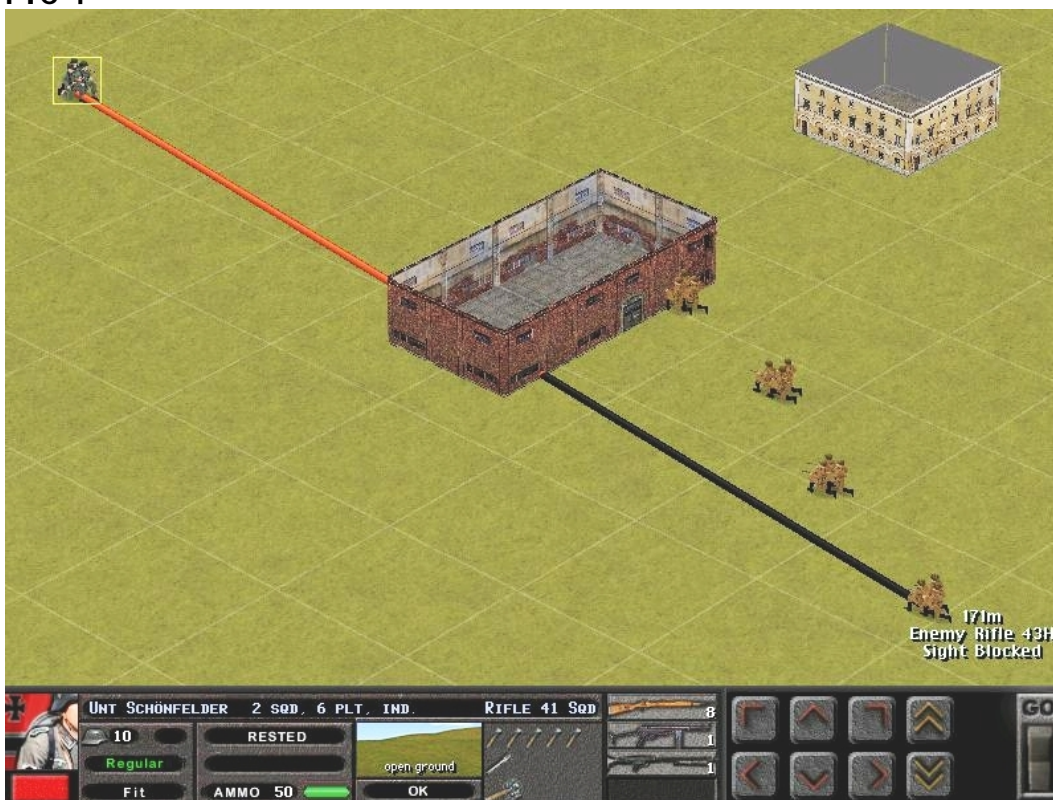
**PIC 2**



PIC 3



PIC 4



**PICS 5-8** -The German squad is now close up against the factory wall and can see more Russian squads *right through* the building.



PIC 6



PIC 7



PIC 8



**CONCLUSION** - If you get close up to the wall you can see some squads *clear through* the factory, presumably because factories have big windows, doors and loading bays.  
Note - the number of enemy units you'll be able to see will randomly vary from game to game, as will the distance at which you'll be able to see them.  
For example, in the above test the German ended up seeing 3 Russians, but in another game he might see 1, 2 or 4.

***The only certainty is that the closer to the wall you are, the more chance you'll be able to see and engage the enemy through the factory.***

Oh, and don't forget that if you can see him, he can see you..

PS - the above tests were with a small factory, larger factories restrict LOS much more, I'll deal with them in due course.

**Doors and windows play no part in the CM program calculations.**

**PIC 1** - Squads can sometimes see through brick walls



**PICS 2 -3** - Looking through doors and windows doesn't guarantee LOS

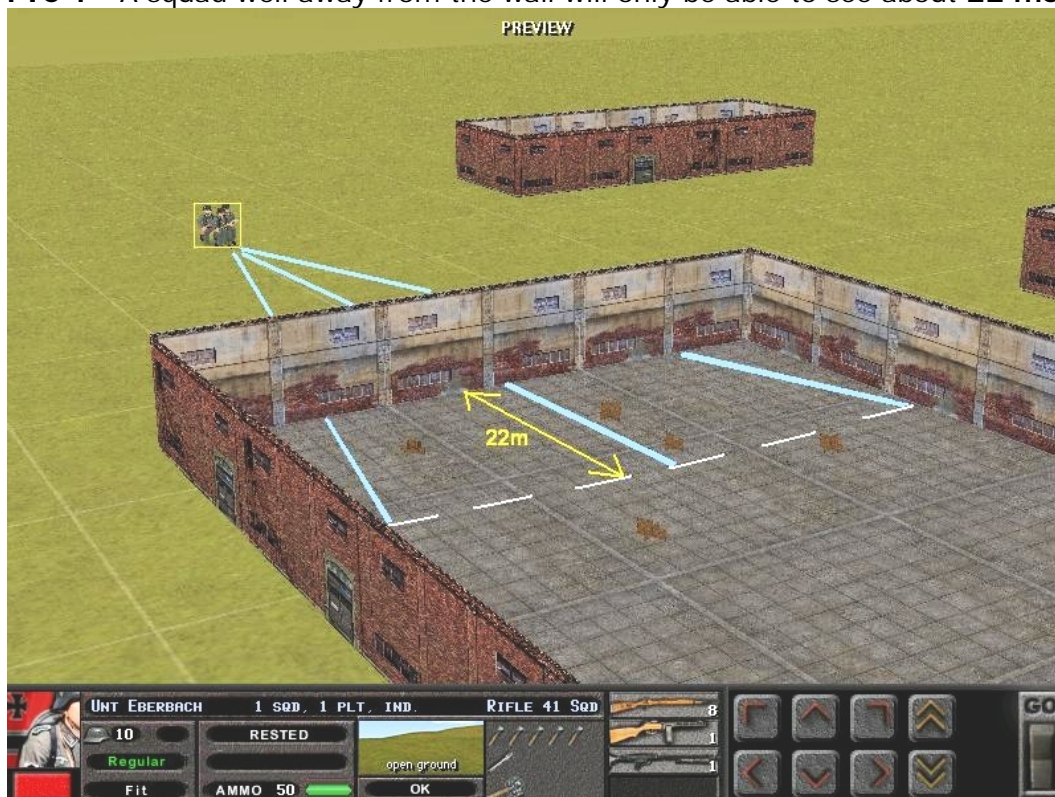


PIC 3

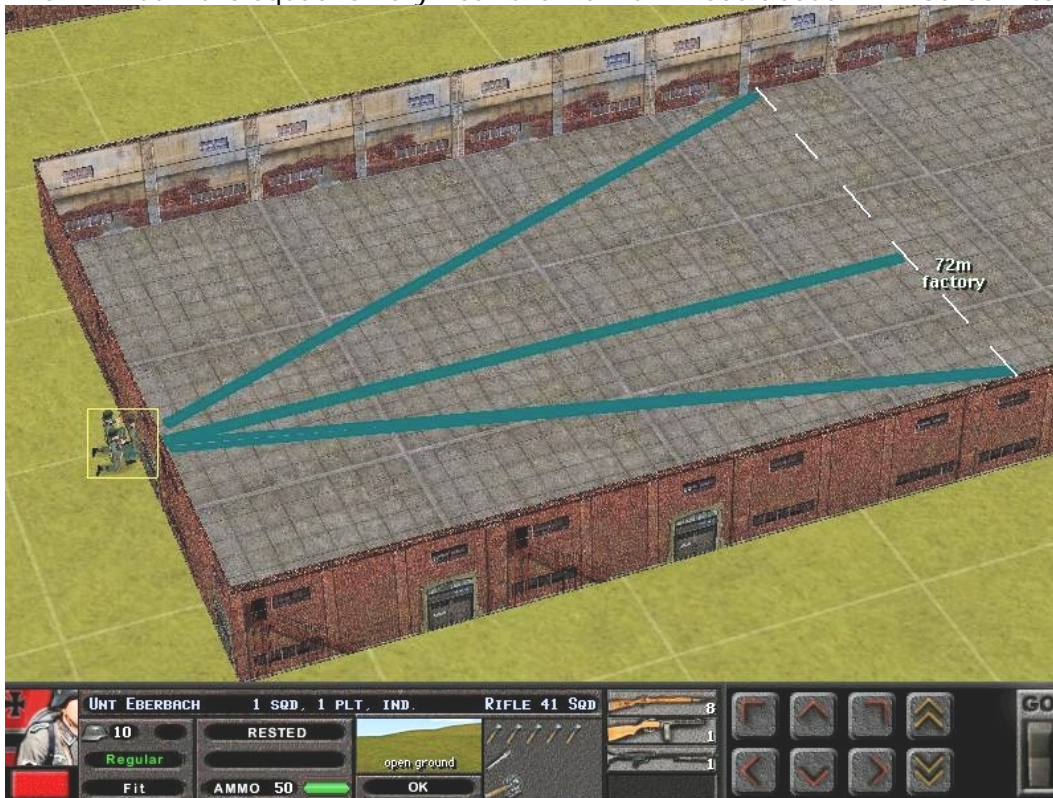


## LOOKING INTO FACTORIES

PIC 1 - A squad well away from the wall will only be able to see about **22 metres** into the factory



**PIC 2** - But if the squad is very near the wall it will see about **72 metres** into the factory



**PIC 3** - here there are several factories side-by-side to create dividing walls but they have *no effect*, the squad still sees about **72 metres**



**PIC 4** - The squad is now *inside* a factory, and can see about **70 metres**



**Note** -the figures may randomly vary slightly from game-to-game that's why I say 'about' 22/ 72/ 70

## FACTORY AND HEAVY BUILDING COMPARISON

These tests show that Factories give slightly worse cover than Heavy Buildings.

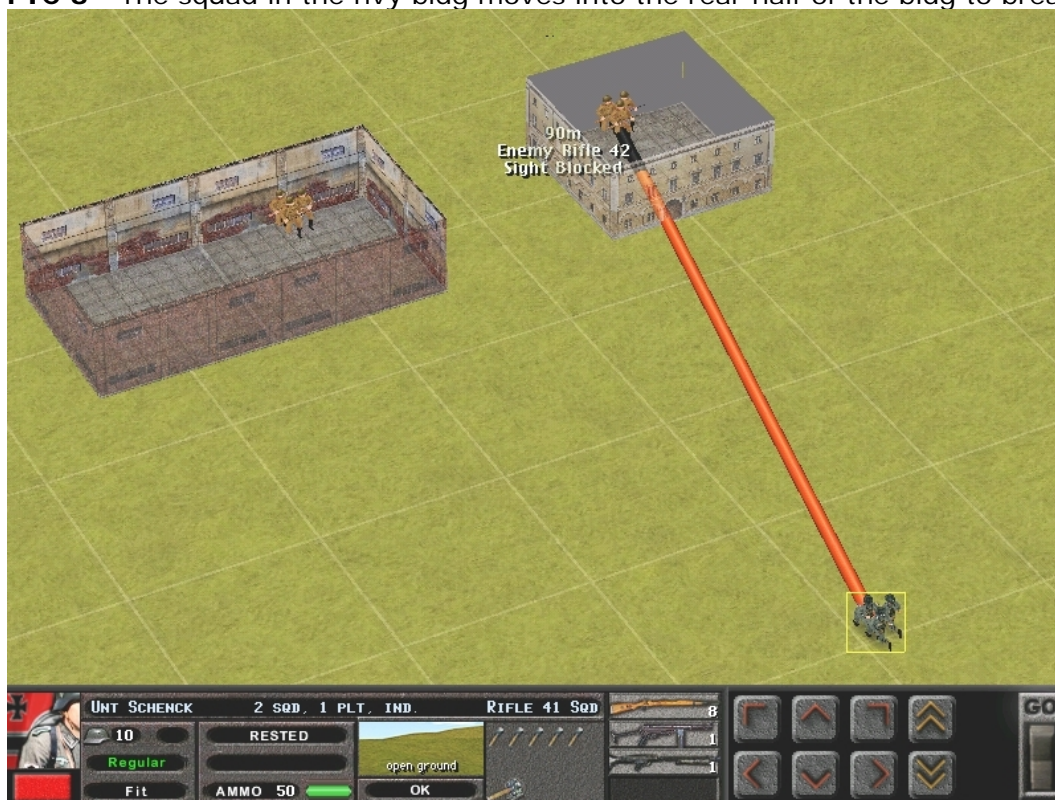
**PIC 1** - The Russian squad in the hvly bldg is only 12% exposed which is excellent.



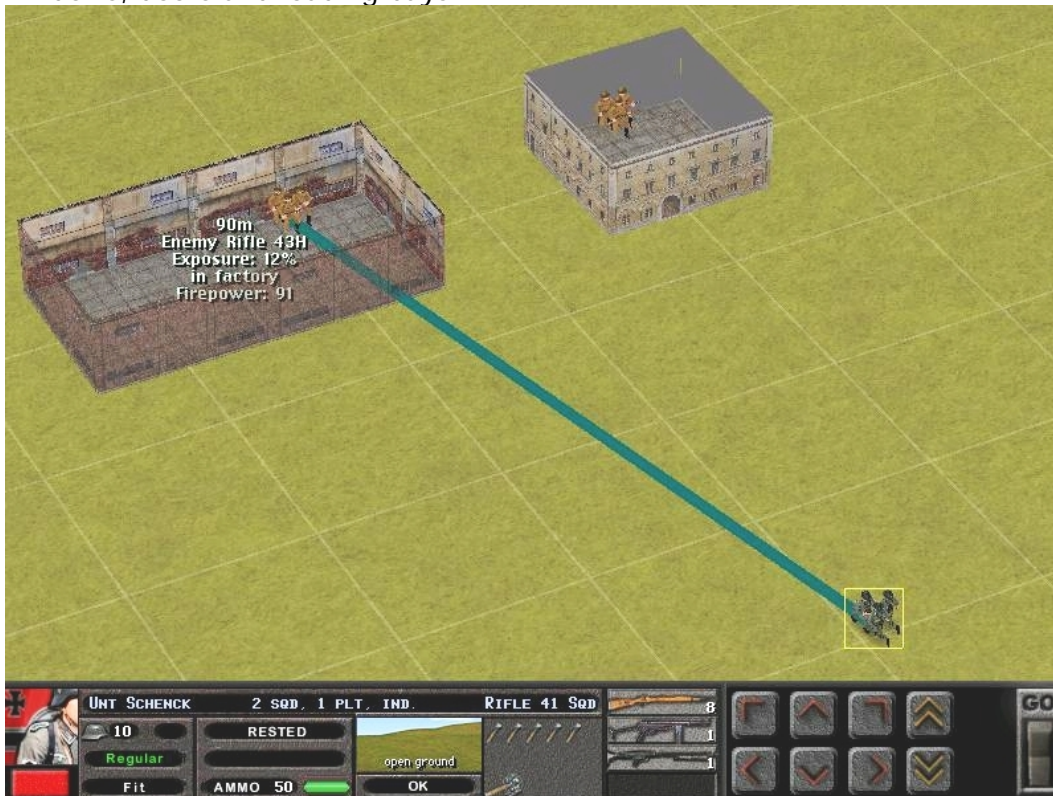
**PIC 2** - But the squad in the factory is 15% exposed, that's still excellent but not quite as good as the hvy bldg.



**PIC 3** - The squad in the hvy bldg moves into the rear half of the bldg to break LOS



**PIC 4** - But when the squad in the factory moves to the rear half, the LOS is **not** broken, confirming that factories are big airy places easier to see into, presumably because of their bigger abstracted windows, doors and loading bays.

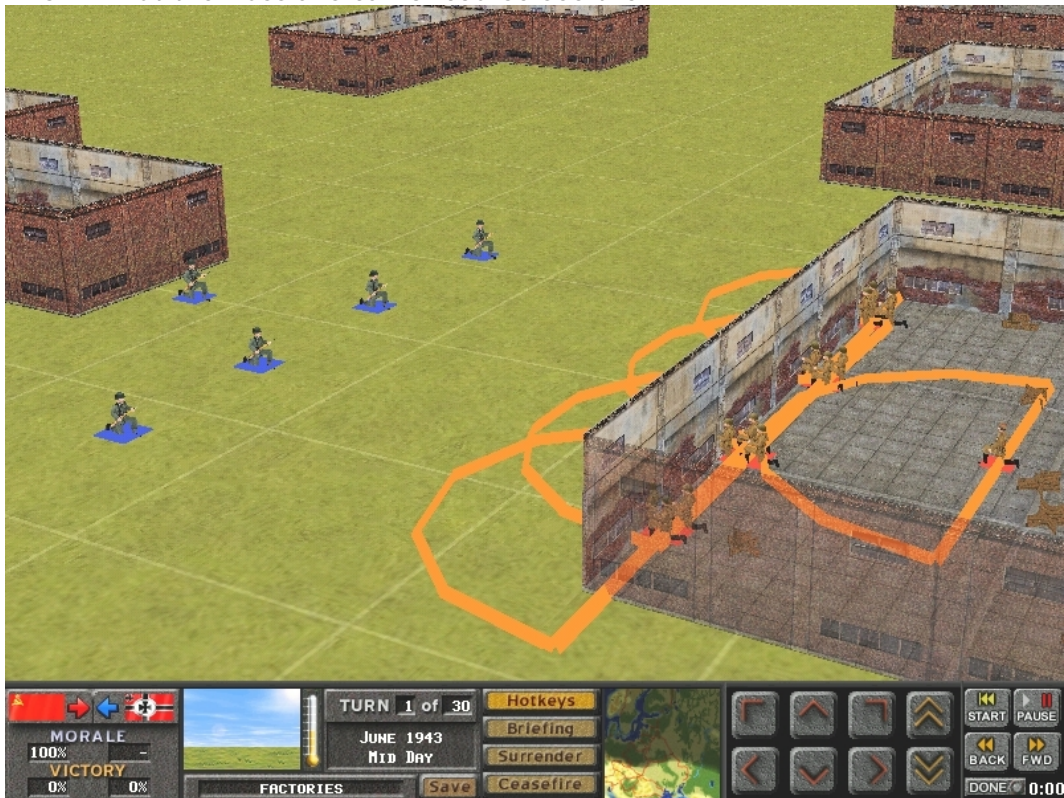


## SPOTTING UNITS IN FACTORIES

**PIC 1** - The Germans can't see the Russians. (grid squares are 20 metres)



**PIC 2** - But the Russians can of course see them..



**PIC 3** - The Germans move forward and halt about 25 metres from the factory but they still can't see any Russians because the Russians aren't firing or moving..



**PIC 4** - The Germans move forward a bit more and the Russians open up at inside 20 metres, cutting them to pieces



**Tac conclusions** - to spot units in factories you must get to less than about 20m. If they let you.. But remember the above were only tests, in a real game situation the German player would probably clobber the factory with supporting tank area-fire **before** sending the infantry forward, in order to keep the enemys heads down.

Personally I like hitting factories and buildings with everything I've got to collapse it on top of the occupants, then send my men in to mop up.

I mean enemy troops can't do anything if they're mush..

The more tanks you've got, the more area-fire demolition work you can do, like my panzers did here in a ladder game -

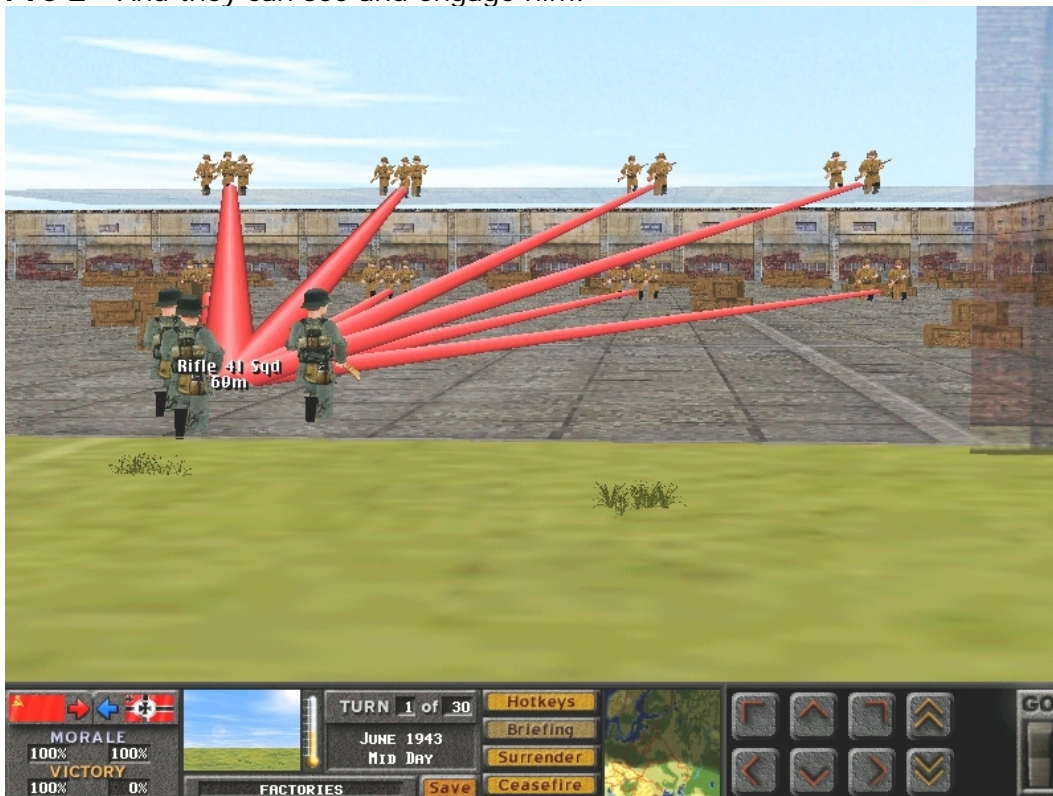


## LOS IGNORES FLOORS

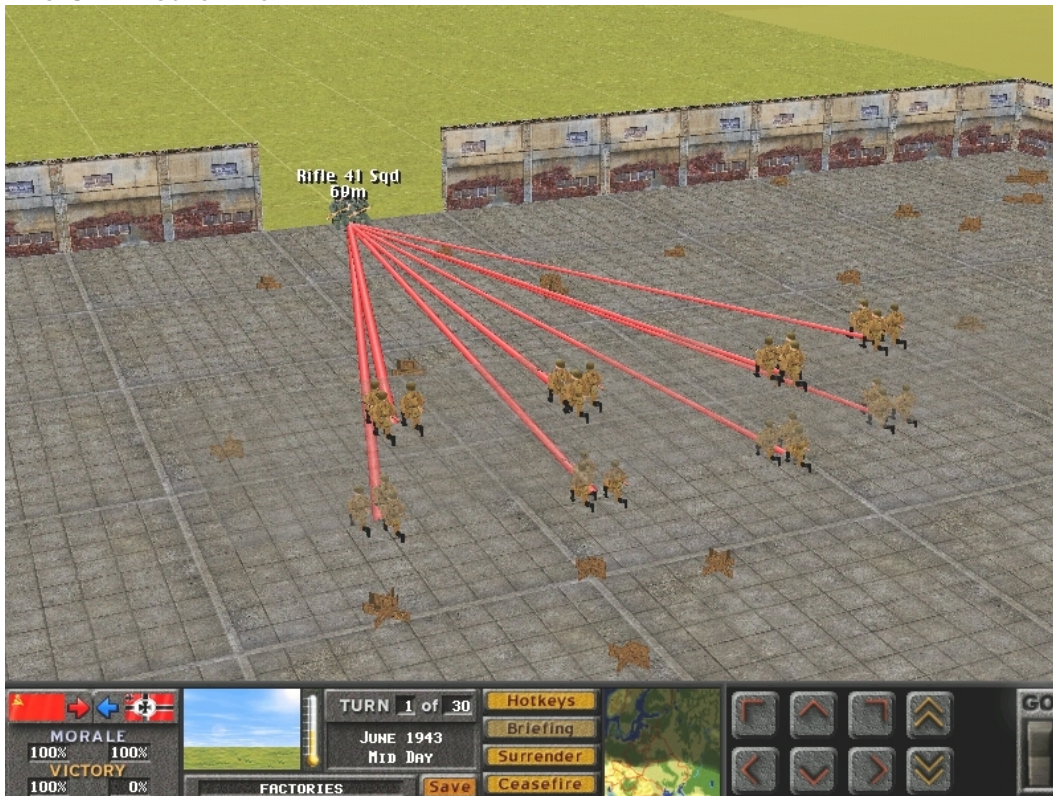
**PIC 1** - The German squad enters the factory and sees a welcoming committee of 8 Russian squads, 4 on the bottom floor, 4 on the top, but he can see them all (including those on the top floor) and engage them ..



**PIC 2** - And they can see and engage him!



**PIC 3** - Another view.



**Tac notes** - Although factory floors/ceilings are therefore seemingly made of glass, I think its simply the programs way of abstracting the interior of typical factories which often don't have floors but an open network of overhead walkways, platforms and ladders etc.

## CRATE NEWS

**PIC 1** - the crates littering factory floors don't block LOS in any way, so the enemy can't hide from you..



**PIC 2** - But of course you can't hide from him either, note the incoming and outgoing tracer zipping just *over* the crates.



**PIC 3** - Here there are no crates between the two units, notice the range/ exposure/ firepower factors are 63/ 12/ 116..



**PIC 4** - But even when there *are* crates between them, the exposure and firepower factors remain exactly the same (63/ 12/ 116) confirming that crate icons have *no effect* on gameplay. ♦♦



**HOWEVER LET'S NOT FORGET..**

that units in factories can always stay unspotted if they want to, by not moving or firing..

**PIC 1** - The Germans move into the building but can't see any enemy.



**PIC 2** - even though its chock-full of Russians.  
(Neither side can see the other because there's too much factory between them)



**PIC 3** - The Germans move forward and halt. They still can't see Ivan.



**PIC 4** - but Ivan has seen them moving up and holds his fire. (He could have fired but wants to devastate them when they get pointblank)



**PIC 5** - When the Germans close to within about 20 metres, the Russians open up and the Germans are hurt bad.

