

## Gullies and shooting opportunities

### Explanations 2.k

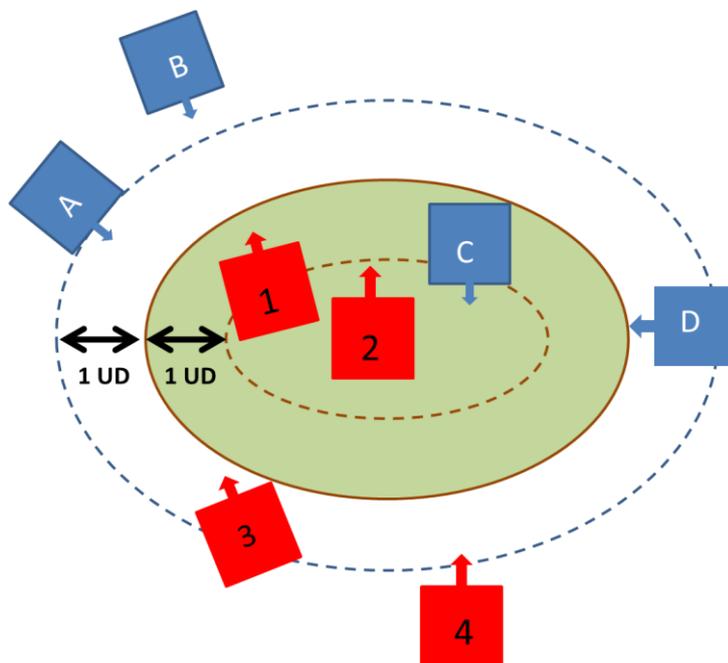
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Gullies make often troubles particularly for understanding to many players, when it's time to determine shooting opportunities. On FAQ, this rule's principle is explained but some sketches may help to understand more quickly.

### Principles :

- In order to shoot from outside the gully to a unit inside, the shooting unit must be within 1 DU (1 or less) from the edge. All the shooting range can be applied.
- In order to shoot from a gully to a unit located outside, the shooting unit must be within 1 DU but in that case the the shooting range is limited to 1 DU.
- It is possible to shoot to a unit over a gully.

It the example below, a 4x6DU gully, the shooting opportunities are as follows (we supposed that red and blue units are archers (shooting range of 4 DU) :



- Blue A is at 1 DU from the gully's edge, it sees inside it and can shoot at Red 1 ;
- Blue B can't shoot at nobody because no unit is visible or at range ;
- Blue C can only shoot at Red 2 because they are together inside the gully ;
- Blue D is at less than 1 DU from the edge, it can shoot at Red 2 ;
- Red 1 is at 1 DU or less from the gully edge, it can shoot only at Blue A which is in its shooting area and at 1 DU from the edge
- Red 2 can shoot at Blue C ;
- Red 3 can shoot at Blue A over the gully ;
- Red 4 is at more than 1 DU from the edge. So Blue C is unseen, Red 4 can't shoot at it either on Blue D, which is outside its shooting area.