

Bolt Action Terrain Summary

Terrain	Movement effect	Cover	Visibility (in/out/through)
Ruins	Building	Hard Cover (-2)	1" of edge
Hedge	Obstacle	Soft Cover (-1)	in Contact
Rubble	Rough Terrain	Hard Cover (-2)	1" of Edge
Wall	Obstacle	Hard Cover (-2)	in Contact
Woods	Rough, Dense	Soft Cover (-1)	1" from edge
Rocky Ground	Rough	Hard Cover (-2)	
Fence	Obstacle	Soft Cover (-1)	in Contact
Low Scrub	Rough	Soft Cover (-1)	
Cratered Ground	Rough	Hard Cover(-2)	
Forest	Rough, Dense	Hard Cover (-2)	1" of edge
Light Woodland	Open	Soft Cover (-1)	
Wooden Building	Building	Soft Cover(-1)	Openings
Brick/Stone Building	Building	Hard Cover(-2)	Openings
Jungle	Rough, Dense	Hard Cover (-2)	1" of edge
Marsh	Rough	Soft Cover (-1)	
Crops	Rough	Soft Cover (-1)	