Wall
Obstacle
Hard Cover (-2)
in Contact

Low Scrub
Rough
Soft Cover (-1)

Wooden Building
Building
Soft Cover(-1)
Openings

Crops
Rough
Soft Cover (-1)

Rubble
Rough Terrain
Hard Cover (-2)
1" of Edge

Fence
Obstacle
Soft Cover (-1)
in Contact

Light Woodland
Open
Soft Cover (-1)

Marsh
Rough
Soft Cover (-1)

Hedge
Obstacle
Soft Cover (-1)
in Contact

Rocky Ground
Rough
Hard Cover (-2)

Forest
Rough, Dense
Hard Cover (-2)
1" of edge

Jungle
Rough, Dense
Hard Cover (-2)
1" of edge

Ruins
Building
Hard Cover (-2)
1" of edge

Woods
Rough, Dense
Soft Cover (-1)
1" from edge

Cratered Ground
Rough
Hard Cover(-2)

Brick/ Stone Building
Building
Hard Cover(-2)
Openings

Wall
Obstacle
Hard Cover (-2)
in Contact

Low Scrub
Rough
Soft Cover (-1)

Wooden Building
Building
Soft Cover(-1)
Openings

Crops
Rough
Soft Cover (-1)

Rubble
Rough Terrain
Hard Cover (-2)
1" of Edge

Fence
Obstacle
Soft Cover (-1)
in Contact

Light Woodland
Open
Soft Cover (-1)

Marsh
Rough
Soft Cover (-1)

Hedge
Obstacle
Soft Cover (-1)
in Contact

Rocky Ground
Rough
Hard Cover (-2)

Forest
Rough, Dense
Hard Cover (-2)
1" of edge

Jungle
Rough, Dense
Hard Cover (-2)
1" of edge

Ruins
Building
Hard Cover (-2)
1" of edge

Woods
Rough, Dense
Soft Cover (-1)
1" from edge

Cratered Ground
Rough
Hard Cover(-2)

Brick/ Stone Building
Building
Hard Cover(-2)
Openings