

# Cover

There are two types of [cover](#), Soft Cover and Hard Cover. In both cases, [cover](#) is worked out using the [Line of Sight](#) of the shooting [model](#). Draw [Line of Sight](#) from a [chosen](#) point on front of the shooting [model](#)'s base (for [cover](#) purposes, this can be drawn outside front [arc](#)). If this line is interrupted by models or [terrain](#), the shooting [model](#) suffers to hit penalties depending on what types of models/[terrain](#) [Line of Sight](#) is interrupted by. Models may always ignore models from their own unit for [cover](#) purposes.

## TARGET BEHIND SOFT [COVER](#)

A [model](#) suffering Soft Cover receives a -1 to hit shooting penalty. Soft Cover applies when half or more of target's footprint is obscured by one or more of the following:

- Soft Terrain.
- Models (of any size) When shooting with or at models of large height, ignore models of small height for the purpose of Soft Cover.

## TARGET BEHIND HARD [COVER](#)

A [model](#) suffering Hard Cover receives a -2 "to hit" modifier. However, if a [model](#) is suffering from both Hard Cover and Soft Cover, only apply the Hard Cover penalty. Hard Cover applies when half or more of target's footprint is obscured by one or more of the following:

- Hard Terrain.
- Models of the same or larger height than either the shooting model or its target. When shooting with or at models of Large height, ignore models of Small and Medium height for the purpose of Soft Cover.

## TARGET BEHIND HARD & SOFT [COVER](#)

If target [Unit](#)'s footprint is obscured by both Soft and Hard Cover, but not enough to grant either Hard Cover or Soft Cover, the shooting [model](#) suffers Soft Cover penalty if half or more of the target [Unit](#)'s footprint is obscured by things from either the Hard Cover or Soft Cover list. For example, if the target [Unit](#) is obscured 30% of Soft [Terrain](#) and 30% by Hard [Terrain](#), the shooting [model](#) still suffers the Soft Cover penalty.