

| Broad Categories | Description | Examples: | Infantry | Vehicles | Walkers | Skimmers / Hovercraft | Aircraft | Line of Sight | Cover |
|-------------------------------|---|---|------------|------------|----------------------|--|--|---|---|
| Small Features | Single, Solid, Discontinuous Features | Lone Trees, Lamp-posts, Streetlights, Tank Traps, etc. | Impassable | Impassable | Impassable | Impassable unless below 1/4" in height | Impassable if flying at or below height of feature | Block LOS | Cover from LOS |
| Insubstantial Features | "Light Vegetation" | Sparse Woods/Forests, Tall Grass, Agricultural Fields, etc. | Tough | No Penalty | No Penalty | Impassable unless below 1/4" in height | Impassable if flying at or below height of feature | when 6" or deeper. If feature is higher than 1" and model is more than 50% into the feature, blocks when 4" or deeper. If feature is higher than 1" and model is more than 50% into the feature, blocks | Soft Cover for all units if your firing into or through |
| Substantial Features | Robust Wide Area Features | Dense Woodland / Boulder Fields and Low Barricades, Walls and Battlements | Tough | Impassable | 50% Movement Penalty | Impassable unless below 1/4" in height | Impassable if flying at or below height of feature | | Soft Cover for all units if your firing into or through and also provide body cover to Infantry |
| Solid Features | Large Resistant Features | High Walls, Open Ruins | Impassable | Impassable | Impassable | Impassable unless below 1/4" in height | Impassable if flying at or below height of feature | Block LOS | Cover from LOS |
| Barrier Ground | Impossible or Highly Dangerous to move over | Lakes, Deep Rivers, Acid, Lava, Quicksand, etc. | Impassable | Impassable | Impassable | No Penalty | No Penalty (can't land) | none | none |