"Cover" situations
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These are the 3 most common, general, situations you are likely to run into involving Cover.
The following assumes you are familiar with the basic rules for Cover, Obstacles, and Firing Blind.
In the following, all other modifiers to Shooting (Illumination, Range, Crouching, Prone, etc.) apply as usual.

NOTE : Cover (big "C") is a game term that specifically means <u>part</u> of the target is hidden behind an obstacle, and so <u>part of the target is visible</u>. But in the following, **"total cover"** (little "c", my term) **means "the <u>obstacle</u> the target is <u>completely</u> hidden behind"** (otherwise the grammar just gets too twisted).

1. You can see some part of the target.
<u>Examples</u> : target is partially behind Cover, or prone, etc.
<u>Procedure</u> : apply the appropriate Cover penalty(ies), and **if a physical object is providing Cover, the Obstacles rules always apply** (so the Cover *might* provide its armor bonus to the target's Toughness).

2. You cannot see any part of the target, but have a <u>rough idea</u> of where he is.
<u>Examples</u> : target is completely behind "small" "total cover" like a door or table; you're in pitch darkness (but have made a Notice roll); target has no-raise invisibility (but you have made a Notice roll); you're not looking over your "total cover" to aim (just poking your gun around and shooting), etc.
<u>Procedure</u> : these are all *equivalent* to Pitch Darkness : –4 penalty, but **if "total cover" is involved, it always provides its armor bonus to the target's Toughness**.
• Note that the penalty can vary depending on your knowledge of the target's position, from "roughly" (–4) to "pretty much exactly" (–1) where he is.
• And the penalty could even be higher, such as from the shooter being Blind, or the target having Invisibility with a Raise, or is Obscured, etc. - as long as you still have a rough idea of the target's location (made your Notice roll, etc.).

3. You cannot see any part of the target, and have <u>no good fix</u> on where he is : this is Firing Blind, which is always caused by some other situation that makes it impossible to see the target, and *adds its own penalty*.
<u>Examples</u> : target is behind "large" "total cover" like a long wall and has given no clue as to his location; you're in pitch darkness (and have failed the Notice roll); target has no-raise invisibility (and you have failed the Notice roll); target has multiple choices for "total cover", you didn't see which he took, AND you're not looking to aim.
<u>Procedure</u> : –8 to hit (–4 "cannot see target", –4 "Firing Blind"), Stealth roll (with <u>no</u> modifiers except –2 for a RoF ≥ 3) to avoid, and **if "total cover" is involved, it always provides its armor bonus to the target's Toughness**.
• Note that the "cannot see target" penalty could even be higher, such as from the shooter being Blind, or the target having Invisibility with a Raise, or is Obscured, etc. (and you've failed your Notice roll).

NOTE : in situations #2 and #3, if the reason you can't see any part of the target is <u>not</u> "total cover", and the target also has (partial) Cover, then those Cover modifiers are also included. Such as an invisible creature (–4) behind Medium Cover (–2) having a –6 to hit. And in that case, **the Obstacles rules always apply** (so the Cover *might* provide its armor bonus to the target's Toughness).

Cover stacking
Cover sometimes stacks, sometimes it doesn't – it's the GM's call, based on the situation.
A character Prone (+2) behind a thin tree or in brush (Medium Cover, +2) would be at +4.
A character peeking around a stone wall (Heavy Cover, +4) doesn't matter if he's standing or Prone (+2), so +4.