



# Basic Ranges

# Basic Altitudes Depths

## 1a WORLD SURFACE RANGES

Distance R= Descriptor

5,000 km	<b>9</b>	Far Orbit
500 km	<b>8</b>	Orbit
50 km	<b>7</b>	Vdistant
5 km	<b>6</b>	Distant
1000 m	<b>5</b>	Vlong
500 m	<b>4</b>	Long
150 m	<b>3</b>	Medium
50 m	<b>2</b>	Short
5 m	<b>1</b>	Vshort
1.5 m	<b>T</b>	Talking
0.5 m	<b>R</b>	Reading
Surface	<b>0</b>	Contact

## 1b ALTITUDES OF THE ATMOSPHERE

Distance R= Descriptor

250,000 km	<b>11</b>	Satellite
50,000 km	<b>10</b>	Geo
5,000 km	<b>9</b>	Far Orbit
500 km	<b>8</b>	Orbit
400 km	<b>7.8</b>	Upper8
300 km	<b>7.6</b>	Upper6
200 km	<b>7.4</b>	Upper4
100 km	<b>7.2</b>	Upper2
50 km	<b>7</b>	Upper
30 km	<b>6.8</b>	Mid8
20 km	<b>6.6</b>	Mid6
12 km	<b>6.4</b>	Mid4
8 km	<b>6.2</b>	Mid2
5 km	<b>6</b>	Mid
1000 m	<b>5</b>	Airspace5
500 m	<b>4</b>	Airspace4
150 m	<b>3</b>	Airspace3
50 m	<b>2</b>	NOP
5 m	<b>1</b>	NearSurface
1.5 m	<b>T</b>	Talking
0.5 m	<b>R</b>	Reading
Surface	<b>0</b>	Contact
0.5 m	<b>-R</b>	
1.5 m	<b>-T</b>	
5 m	<b>-1</b>	
50 m	<b>-2</b>	
150 m	<b>-3</b>	
500 m	<b>-4</b>	Chasm Rim
1000 m	<b>-5</b>	Chasm Wall
5 km	<b>-6</b>	Chasm Floor
50 km	<b>-7</b>	
500 km	<b>-8</b>	
5000 km	<b>-9</b>	

## 1c DEPTHS OF THE OCEANS

Distance R= Descriptor

50 m	<b>2</b>	Tsunami
5 m	<b>1</b>	Vbig Waves
1.5 m	<b>T</b>	Big Waves
0.5 m	<b>R</b>	Waves
Surface	<b>0</b>	Surface
0.5 m	<b>R</b>	Wading
1.5 m	<b>T</b>	Fording
5 m	<b>-1</b>	Pond
50 m	<b>-2</b>	Thermocline
150 m	<b>-3</b>	Shelf
500 m	<b>-4</b>	Lake Bottom
1000 m	<b>-5</b>	Deep Lake
5 km	<b>-6</b>	Bottoms
50 km	<b>-7</b>	Depths
500 km	<b>-8</b>	Abyss
5000 km	<b>-9</b>	

Basic Ranges are used in personal and vehicle combat, especially on world surfaces.

Basic Ranges are used with the Senses.

**NOP**= Nap of the Planet.  
**Chasm**= Of special importance on worlds with Atm= F (Thin, Low).

**ThermoCline**= Of importance in underwater sensor use.

**Abyss**. Of special importance on Ocean Worlds.

