

Vehicles and Terrain

The capabilities of vehicles in terrain are detailed in this chart.



| SURFACE TERRAIN | | Cars | | ACV | Wheel | Track | Legged | Lifters | G-Drive |
|-----------------|--------|--------|---------|-----|-------|-------|--------|---------|---------|
| Terrain | People | Trucks | OffRoad | STV | MTV | ATV | Units | Grav | Grav |
| Air Corridor | No | No | No | No | No | No | No | Yes1 | Yes1 |
| Grid | No | Yes1 | Yes1 | ** | ** | ** | No | Yes1 | ** |
| Highway | ** | Yes | Yes | ** | Yes | ** | No | Yes | ** |
| Road | ** | Yes | Yes | ** | Yes | Yes | Yes | Yes | ** |
| Trail | Yes | ** | ** | ** | ** | ** | Yes | ** | ** |
| Clear | Yes | ** | Yes | Yes | Yes | Yes | Yes | ** | ** |
| Clear Wooded | Yes | ** | ** | ** | ** | Yes | Yes | ** | ** |
| Wetland | Yes | ** | ** | Yes | ** | ** | Yes | ** | ** |
| Wetland Wooded | Yes | ** | ** | ** | ** | ** | Yes | ** | ** |
| Rough | Yes | ** | ** | ** | Yes | Yes | Yes | ** | ** |
| Rough Wooded | Yes | ** | ** | ** | ** | Yes | Yes | ** | ** |
| Mountain | Yes | ** | ** | ** | ** | Yes | Yes | ** | ** |
| River, Canal | ** | ** | ** | Yes | Yes | Yes | ** | ** | ** |
| Lake | No | No | No | Yes | Yes | ** | ** | ** | ** |
| Ocean | No | No | No | Yes | No | No | No | ** | ** |

| FLYERS TERRAIN | | Wing | Flap | Rotor | LTA | Lifters | G-Drive | M-Drive | HePLar |
|---------------------------|--------|------|--|-------|------|---------|---------|---------|--------|
| Terrain | People | | | | | Grav | Grav | Grav | |
| Orbit | No | No | No | No | No | Yes | Yes | Yes | Yes |
| Upper Atm = 7 | No | No | No | No | No | Yes | Yes | Yes | Yes |
| Mid Atm=6 | No | | No | No | No | Yes | Yes | Yes | |
| Low Atm= 3-4-5- NOP =2 | No | Yes | Yes | Yes | | Yes | Yes | Yes | |
| < 5 meter | Yes | | | Temp | Temp | Yes | Temp | Temp | |
| Atm=0 Vacuum | No | No | No | No | No | Yes | Yes | Yes | Yes |
| Atm=1 Trace | No | No | No | No | No | Yes | Yes | Yes | |
| Atm=2 Vthin | No | Yes | No | No | No | Yes | Yes | Yes | |
| Atm=3 Vthin | No | Yes | No | No | No | Yes | Yes | Yes | |
| Atm=4 Thin | No | Yes | No | No | No | Yes | Yes | Yes | |
| Atm=5 Thin | No | Yes | No | No | No | Yes | Yes | Yes | |
| Atm=6 Standard | No | Yes | No | Yes | Yes | Yes | Yes | Yes | |
| Atm=7 Standard | No | Yes | No | Yes | Yes | Yes | Yes | Yes | |
| Atm=8 Dense | No | Yes | Yes | Yes | Yes | Yes | Yes | Yes | |
| Atm=9 Dense | No | Yes | Yes | Yes | Yes | Yes | Yes | Yes | |
| Atm=A Exotic | No | Yes | Yes | Yes | Yes | Yes | Yes | Yes | |
| Atm=B Corrosive | No | Yes | | Yes | Yes | Yes | Yes | Yes | |
| Atm=C Insidious | No | Yes | | | Yes | Yes | Yes | Yes | |
| Atm=D Dense-Hi | No | | ----- Dependent on other details ----- | | | Yes | Yes | Yes | |
| Atm=E Ellipsoid | No | | ----- Dependent on other details ----- | | | Yes | Yes | Yes | |
| Atm=F Thin-Low | No | | ----- Dependent on other details ----- | | | Yes | Yes | Yes | |

| SEAFARING TERRAIN | | Boat | Ship | H-Foil | Sub |
|-------------------|--------|------|------|--------|-----|
| Terrain | People | | | | |
| Ocean | No | ** | Yes | Yes | Yes |
| Islands | No | Yes | ** | Yes | ** |
| Shore | No | Yes | ** | Yes | ** |
| River | No | Yes | ** | ** | ** |
| Sea Port | No | Yes | Yes | Yes | Yes |

Entries on these tables show accessible terrain for vehicles. **No** = Prohibited terrain. **Yes** = Accessible terrain. **Yes1** = Accessible if equipped for the Grid. ****** Disallowed Terrain (accessible with some difficulty; see Vehicle Operations).

