



The Heights

Altitudes

Levels of the Atmospheres

Ellipsoid

Altitude	R=	Level	Vacc	Vthin	Thin	Standard	Dense	Exotic	Corrosive	Insidious	Dense High	Polar	Arctic	Tropical	Equatorial	Thin Low	Comments
			0	2	4	6	8	A	B	C	D	E1	E2	E3	E4	F	
250,000 km	11	Satellite	0	0	0	0	0	0	0	0	0	0	0	0	0	0	Luna= 384,000 km
50,000 km	10	Geo	0	0	0	0	0	0	0	0	0	0	0	0	0	0	For Terra= 36,000 km
5,000 km	9	Far Orbit	0	0	0	0	0	0	0	0	0	0	0	0	0	0	MEO = Medium Earth Orbit
500 km	8	Orbit	0	0	0	0	0	0	0	0	0	0	0	0	0	0	LEO = Low Earth Orbit
50 km	7	Upper	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
30 km	6.8	Mid8	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
20 km	6.6	Mid6	0	0	0	0	1	1	1	1	1	0	0	0	0	0	
12 km	6.4	Mid4	0	0	0	1	2	2	2	2	2	1	0	0	0	0	
8 km	6.2	Mid2	0	0	1	2	4	4	4	4	4	2	1	0	0	0	
5 km	6	Mid	0	1	2	4	4	4	4	4	4	4	2	1	0	1	
1000 m	5	Airspace5	0	1	2	4	6	6	6	6	6	4	4	2	0	2	
500 m	4	Airspace4	0	2	4	6	8	A	A	A	A	6	4	2	1	2	
150 m	3	Airspace3	0	2	4	6	8	A	A	A	A	6	4	2	1	2	
50 m	2	NOP	0	2	4	6	8	A	A	A	A	6	4	2	1	2	
5 m	1	Near Surface	0	2	4	6	8	A	A	A	A	6	4	2	1	2	Typical Grav Altitude
1.5 m	T		0	2	4	6	8	A	A	A	A	6	4	2	1	2	
0.5 m	R		0	2	4	6	8	A	A	A	A	6	4	2	1	2	Typical Lifter Altitude
Surface	0	Surface	0	2	4	6	8	A	A	A	A	6	4	2	1	2	
500 m	-4	Chasm Rim	0	2	4	6	8	A	A	A	A	6	4	2	1	2	
1000 m	-5	Chasm Wall	1	4	6	8	A	A	A	A	A	8	6	4	2	4	
5 km	-6	Chasm Floor	2	4	6	8	A	A	A	A	A	8	6	4	2	4	

On This Table: 2= Very Thin (includes Atm-3). 4= Thin (includes Atm-5). 6= Standard (=Earth. =Terra) (includes Atm-7). 8= Dense (includes Atm-9). A= Very Dense (includes A=Exotic, B=Corrosive, and C=Insidious).

THE ATMOSPHERE TYPES

Type	Descriptor	Tainted?	Human Effects
0	0	Vacuum	Suff-3
	1	Trace	Suff-3
2	2	Very Thin	Tainted Suff-2. Poison-1.
	3	Very Thin	Suff-2
4	4	Thin	Tainted Suff-1. Poison-1.
	5	Thin	Suff-1
6	6	Standard	
	7	Standard	Tainted Poison-1
8	8	Dense	
	9	Dense	Tainted Poison-1
A	A	Exotic	Poison-1.
	B	Corrosive	Corrode-1. Poison-1
	C	Insidious	Corrode-2. Poison-1
*	D	Dense-High	
			Polar E1
*	E	Ellipsoid	Arctic E2
			Tropic E3
			Equatorial E4
*	F	Thin-Low	

* Governing pressure determined from the chart.

FLYERS AND ATMOSPHERES

Type	Prohibited	Mishap In	Operates In
Wing	0	2	2-4-6-8-A
Rotor	0-2	4	4-6-8-A
Flapper	0-2-4	6	6-8-A
LTA	0-2	4	4-6-8-A

Mishap: Flyer operating in Mishap Atmosphere Check Quality twice during the flight.

Human Atmosphere Effects

Effects are imposed per minute.

Non-Human Atmosphere Effects

Sophont breathes native Air-N.

Lower Atmosphere levels produce Suff= (Native Air minus Local Air) / 2 (round fractions up). Taint (other than in Native Atmosphere) inflicts Poison-1.

For example, a sophont who normally breathes Air-9 and is on a world with Air-6 can expect (9-6 = 3 / 2 = 1.5 =) Suff-1 breathing the local atmosphere. He probably needs a Breather-5 (to increase Air-6 to Air-8).