



Terrain-1

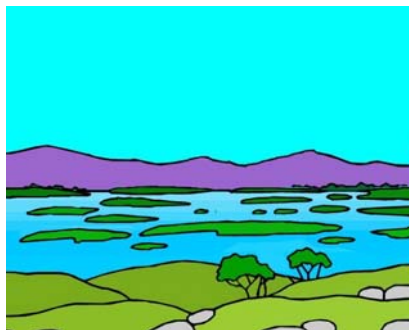
Terrain Group 1 is the basic set of terrain types encountered on hospitable world surfaces.

Terrain-1



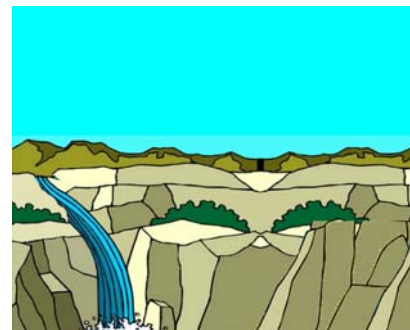
Clear 11

The way ahead is Clear: flat or rolling land with a minimum of obstructions. There may be minor barriers from surface rocks, gullies, or water channels. There may be occasional vegetation.



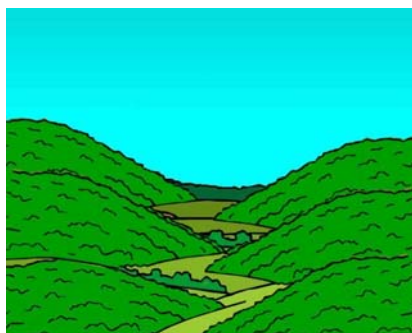
Wetland 13

The way ahead is Wetland: marshlands more than half covered with shallow water (generally knee to waist deep). There is no clear or continuous land path through the area. There may be minor barriers (islands, hills, or rocks). There may be occasional vegetation.



Rough 15

The way ahead is Rough: uneven, obstructed, and rocky land. Progress is indirect and time-consuming. There are major obstructions frequently encountered. There may be occasional vegetation.



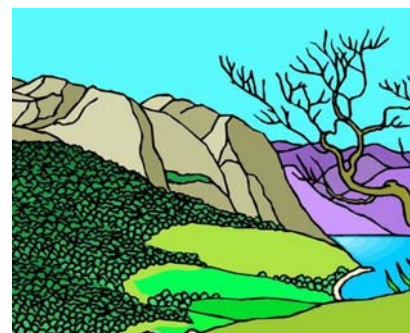
Clear, Wooded 12

The way ahead is Clear but overlaid with megaflora (forests; large plant growth) for the majority of the area. Trees or other large vegetation are irregularly spaced no more than 3 meters apart, and often much closer. There are substantial barriers to surface vehicles.



Wetland, Wooded 14

The way ahead is Wetland: swamp overlaid with megaflora (forests; large plant growth) for the majority of the area. Trees or other large vegetation is irregularly spaced no more than 3 meters apart, and often closer. There are substantial barriers to surface vehicles.



Rough, Wooded 16

The way ahead is Rough overlaid with megaflora (forests; large plant growth) for the majority of the area. Trees or other large vegetation is irregularly spaced no more than 3 meters apart, and often closer. There are substantial barriers to surface vehicles.