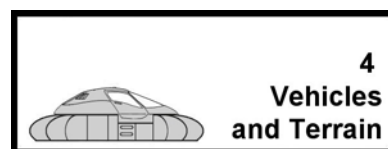


Vehicles and Terrain

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-	No					Yes	Yes	Yes	
NOP =2	No	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	
Atm=E Ellipsoid	No		----- Dependent on other details -----				Yes	Yes	
Atm=F Thin-Low	No		----- Dependent on other details -----				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).

