



## Terrain-2

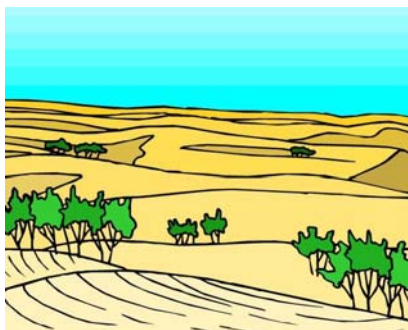
Terrain Group 2 is a set of additional or less common terrain types encountered on hospitable world surfaces.

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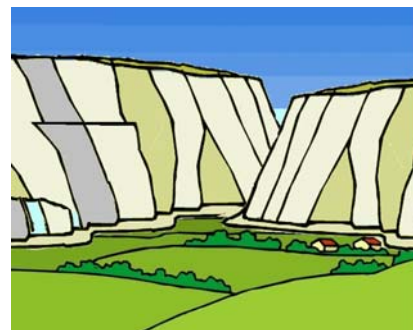
**Mountain 21**

The way ahead is Mountainous: steep rocky peaks or ridges presenting substantial barriers to travel. Surface progress is slow and severely restricted. There may be occasional vegetation.



**Desert 22**

The way ahead is Desert: flat or rolling, often uneven or sandy. The terrain is dry with wide swings in temperature.



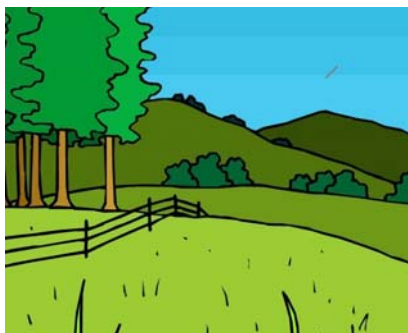
**Chasm 23**

The way ahead is a Chasm: deep valley, canyon, or gorge substantially below the typical land levels. Progress along the Chasm is easy; climbing the Chasm walls is formidable.



**Cropland 24**

The way ahead is Cropland: extensive, cultivated agricultural land dedicated to the production of crops.



**Rural 25**

The way ahead is Rural: partially or sparsely settled terrain nevertheless with basic civilized amenities and infrastructure.



**Ruins 26**

The way ahead is Ruins: sophont-constructed buildings or installations which have been abandoned and have fallen into disrepair.

**Transport Net:** Treat as Road.

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Ruins may be found anywhere on any world: they range from simple abandoned buildings to ruined cities from long-lost civilizations.