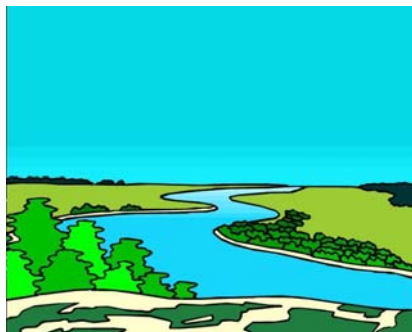




Terrain-3

Terrain Group 3 is the basic set of water-related terrain types encountered on hospitable world surfaces.

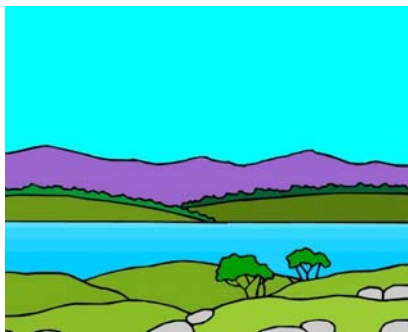
Terrain-3



River 34

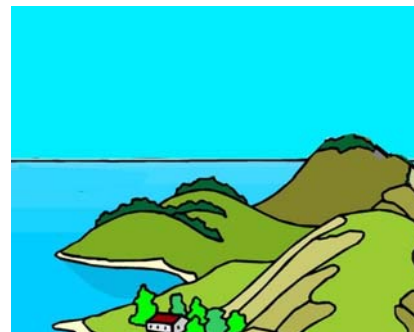
The way ahead is a River: flowing water large enough to pose a barrier to surface vehicles.

River may occur in any territory. Its flow connects to Lake or Ocean.



Lake 35

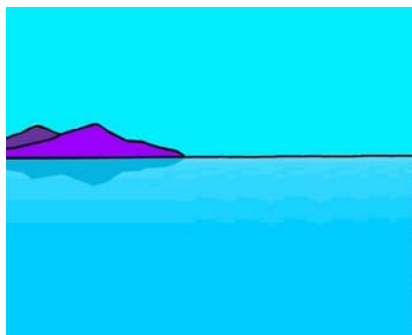
The way ahead is a Lake: a body of water covering most of a Terrain hex.



Shore 33

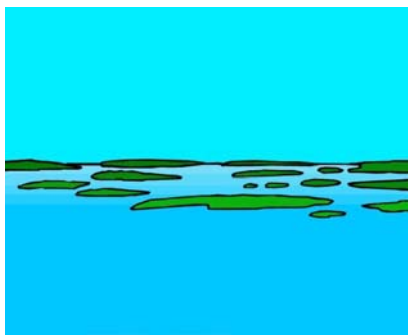
The way ahead is Shore: the boundary between land and ocean. Shore may include other terrain types as well.

The Water portion of the hex is Continental Shelf.



Ocean 31

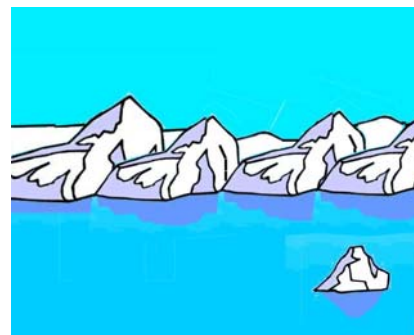
The way ahead is Ocean: a large body of saltwater fed by drainage from continents.



Islands 32

The way ahead is Islands: small bits of land in an Ocean.

Islands do not have Continental Shelves.



Icecap 36

The way ahead is Icecap: frozen water (or other) in the coldest regions of the world.