



Terrain-5

Terrain Group 5 is the basic set of terrain types associated with population centers.

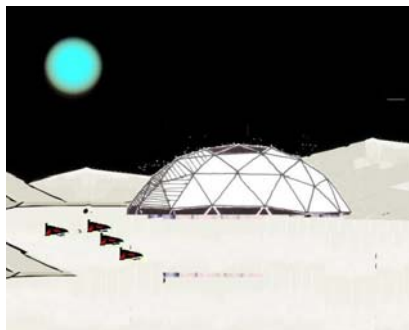
Terrain-5



City 51

The way ahead is City: a major population center with governmental, cultural, educational, and commercial facilities.

Transport Net: Treat as Highway.



Domed City 52

The way ahead is Domed City: a major population center with governmental, cultural, educational, and commercial facilities. It includes protections against environmental conditions.

Transport Net: Treat as Road.



Arcology 53

The way ahead is Arcology: a complex of large high population density hyperstructures. Arcologies are self-sufficient isolated communities with only limited exterior contacts.

Transport Net: Treat as Road.



Suburb 54

The way ahead is Suburb: moderate population regions on the edges of City terrain.

Transport Net: Treat as Highway.



Town 55

The way ahead is Town: low population regions providing government, cultural, commercial, and educational support for the region.

Transport Net: Treat as Road.



Starport 56

Starport is an established landing ground for starships and spacecraft.

Transport Net: Treat as Road.