



# CIVILIZATION II TEST OF TIME™

## Terrain Reference

**MICRO PROSE®**
























# INTRODUCTION










The section on terrain in the manual introduces and explains all the concepts you need to understand. This reference booklet provides the details: the attributes and production numbers for every type of terrain on every map in all the games. Briefly, here are what each of the columns represents:

<b>Food</b>	This is the base supply of food that each unimproved (and unpolluted) square of this terrain will produce when worked by a city.
<b>Shields/Materiel</b>	When worked by a city, each unimproved (and unpolluted) square of this terrain will produce this number of production shields (Materiel in the Lalande game).
<b>Trade/Data</b>	This is the base amount of Trade (Data in the Lalande game) that each unimproved (and unpolluted) square of this terrain will produce when worked by a city.
<b>Move Cost</b>	This is the amount that is subtracted (used up) from a unit's movement allowance when it enters an unimproved square of this type of terrain. Rivers, roads, railroads, and their equivalents can reduce this cost, and some units treat all terrain as if it had a road through it.
<b>Defence Bonus</b>	Any unit standing on an unimproved square of this type of terrain will, when attacked, defend itself at this advantage or disadvantage. For example, a unit with a defence rating of 4 on terrain with a +50% bonus would defend as if it had a rating of 6, while on -50% terrain, it would defend as a 2.
<b>Irrigation/Cultivation Result</b>	When irrigated (Cultivated in the Lalande game), each type of terrain either gives more food or is changed to a different type—and some terrain cannot be irrigated. This column notes which is the case for this terrain type, and if extra food is produced, lists how much.
<b>Mining/Refinery Result</b>	When mined, each type of terrain either gives more production shields (Materiel in the Lalande game) or is changed to a different type—and some terrain cannot be mined at all. This column notes which is the case for this terrain type, and if production is increased, lists by how much.
<b>Transform</b>	Advanced settler-type units (Engineers, for example) can Transform some types of terrain into other types. This column notes what type, if any, such an advanced settler will transform each terrain type into. (Some terrain cannot be transformed.)
<b>Passable?</b>	Some terrain is impassable to all but air units and special units capable of crossing impassable terrain. This column notes whether a terrain type is passable by typical units.

# EARTH

The one world on which you play the **Original Game** represents the familiar Earth—except, of course, that the land masses are different each time you start a new game. These same terrain types are found on the first world (also representing the Earth) of the **Extended Original** version of the original game.












		FOOD	SHIELDS	TRADE	MOVE COST	DEFENCE BONUS	IRRIGATION RESULT	MINING RESULT	ROAD EFFECT*	TRANSFORM	PASSABLE?
	Desert	0	1	0	1	Normal	+1 Food	+1 Shield	+1 Trade	Plains	Yes
	Oasis	3	1	0	1	Normal					
	Oil	0	4	0	1	Normal					
	Plains	1	1	0	1	Normal	+1 Food	Forest	+1 Trade	Grassland	Yes
	Buffalo	1	3	0	1	Normal					
	Wheat	3	1	0	1	Normal					
	Grassland	2	1	0	1	Normal	+1 Food	Forest	+1 Trade	Hills	Yes
	Shield	2	1	0	1	Normal					
	Forest	1	2	0	2	+50%	Plains	None	None	Grassland	Yes
	Pheasant	3	2	0	2	+50%					
	Silk	1	2	3	2	+50%					
	Hills	1	0	0	2	+100%	+1 Food	+3 Shields	None	Plains	Yes
	Coal	1	2	0	2	+100%					
	Wine	1	0	4	2	+100%					
	Mountains	0	1	0	3	+200%	None	+1 Shield	None	Hills	Yes
	Gold	0	1	6	3	+200%					
	Iron	0	4	0	3	+200%					
	Tundra	1	0	0	1	Normal	+1 Food	None	None	Desert	Yes
	Game	3	1	0	1	Normal					
	Furs	2	0	3	1	Normal					
	Glacier	0	0	0	2	Normal	None	+1 Shield	None	Tundra	Yes
	Ivory	1	1	4	2	Normal					
	Oil	0	4	0	2	Normal					



		FOOD	SHIELDS	TRADE	MOVE COST	DEFENCE BONUS	IRRIGATION RESULT	MINING RESULT	ROAD EFFECT*	TRANSFORM	PASSABLE?
	Swamp	1	0	0	2	+50%	Grassland	Forest	None	Plains	Yes
	Peat	1	4	0	2	+50%					
	Spice	3	0	4	2	+50%					
	Jungle	1	0	0	2	+50%	Grassland	Forest	None	Plains	Yes
	Gems	1	0	4	2	+50%					
	Fruit	4	0	1	2	+50%					
	Ocean	1	0	2	1	Normal	None	None	None	None	Yes
	Fish	3	0	2	1	Normal					
	Whales	2	2	3	1	Normal					

\*Roads or a River reduces the Movement Cost of *any* terrain type to 1/3 of a movement point.

## CENTAURUS

The far-off new planet to which you send colonists in the **Extended Original Game** is quite Earth-like. That's one of the considerations that made it an attractive goal in the first place. Of course, the evolution of natural forms took a mix of some similar and some different courses there. However, not all of the differences are natural...

		FOOD	SHIELDS	TRADE	MOVE COST	DEFENCE BONUS	IRRIGATION RESULT	MINING RESULT	ROAD EFFECT*	TRANSFORM	PASSABLE?
	Wasteland	0	1	0	2	Normal	+1 Food	+1 Shield	+1 Trade	Scrubland	Yes
	Fossils	0	2	3	2	Normal					
	Monolith	0	1	5	2	Normal					
	Scrubland	1	1	0	1	Normal	+1 Food	Woodlands	+1 Trade	Grasses	Yes
	Ruins	1	3	1	1	+50%					
	Regiment Ivy3		2	1	1	Normal					
	Grasses	2	1	0	1	Normal	+1 Food	Wasteland	+1 Trade	Woodlands	Yes
	Chatapi	2	2	0	1	Normal					
	Woodlands	1	2	0	2	+50%	Scrubland	None	None	Grasses	Yes
	Shoat Lizards3		2	0	2	+50%					
	Methane	1	4	1	2	+50%					

		FOOD	SHIELDS	TRADE	MOVE COST	DEFENCE BONUS	IRRIGATION RESULT	MINING RESULT	ROAD EFFECT*	TRANSFORM	PASSABLE?
	Eternal Fog	1	0	1	2	+100%	None	+2 Shields	None	Scrubland	Yes
	Sandstorm	0	4	1	3	+100%					
	Fulminium	1	2	3	2	+100%					
	Mountains	0	1	0	3	+200%	None	+1 Shield	None	No-Man's Land	Yes
	Dead City	0	2	3	3	+250%					
	Transmetals	0	3	2	3	+200%					
	Tundra	1	0	0	1	Normal	+1 Food	None	None	Wasteland	Yes
	Flame Stone	1	2	2	1	Normal					
	Menhirs	1	0	3	1	Normal					
	Arctic	0	0	0	2	Normal	None	+1 Shield	None	Tundra	Yes
	Artifacts	0	1	3	2	Normal					
	Pebble Wash	0	2	1	2	Normal					
	No-Man's Land	0	2	1	2	+50%	Scrubland	+1 Shield	None	GrassesYes	
	Lava Pit	0	4	3	3	-50%					
	War Machine	0	5	1	3	+200%					
	Red Sands	0	1	1	3	-50%	None	+2 Shields	None	Wasteland	Yes
	Anomaly	0	0	5	1	Normal					
	Bioplasm	1	1	2	3	Normal					
	Misty Sea	1	0	2	1	Normal	None	None	None	None	Yes
	Seabees	2	1	3	1	Normal					
	Sargasso	3	1	1	3	-50%					
















\*Roads or a River reduces the Movement Cost of *any* terrain type to 1/3 of a movement point.


















# THE WORLDS OF MIDGARD

Midgard (also known as Midgarth or Midgardhr) is the middle world, the border land between the fiery Muspelheim and icy Niflheim (also called Hel). It is near the home of the gods, Asgard, and is sometimes connected to it by the rainbow bridge Bifrost. The mortal races, particularly Humans, play out their part in the destiny of the One World on the stage of Midgard. As is true of all middle grounds, Midgard frequently serves as a battlefield for the forces in the realms it sits between. In fact, legend has it that events on Midgard will bring about the final battle between the gods and the giants, and that Ragnarok—the rain of dust that heralds the end of the world and the oncoming reign of eternal ice and darkness—will result.

## THE SURFACE WORLD

The heart of Midgard is the surface. This is where all the mortal races began and where they most often interact. The surface is a relatively rich place, and it has the most varied types of land, plants, and animal life of all the realms. Magic is perhaps less plentiful here than in the other planes, but it is nonetheless common. When the old legends speak of Midgard, they mean the surface—in the tale of the One World's destiny, the other realms are mere sideshows, while the surface is the centre ring.























		FOOD	SHIELDS	TRADE	MOVE COST	DEFENCE BONUS	IRRIGATION RESULT	MINING RESULT	ROAD EFFECT*	TRANSFORM	PASSABLE?
	Haunted Forest	1	1	0	2	+50%	Wildlands	None	+1 Trade	Glade	Yes
	Spirits	3	1	1	2	+150%					
	Sulfurous Vent	1	3	1	2	+100%					
	Wildlands	1	1	0	1	Normal	+1 Food	Old Forest	+1 Trade	Glade	Yes
	Mammoth	3	1	2	1	Normal					
	Cave Bear	3	2	1	1	Normal					
	Glade	2	1	0	1	Normal	+1 Food	Old Forest	+1 Trade	Hills	Yes
	Shield	2	1	0	1	Normal					
	Old Forest	1	2	0	2	+50%	Wildlands	None	None	Glade	Yes
	Giant Elk	3	2	1	2	+50%					
	Fairy Ring	2	1	3	2	+50%					
	Hills	1	1	0	2	+100%	+1 Food	+3 Shields	None	Wildlands	Yes
	Iron	1	3	2	2	+100%					
	Volcano	1	2	3	2	+150%					
	Mountains	0	1	0	3	+200%	None	+3 Shields	None	Hills	Yes

		FOOD	SHIELDS	TRADE	MOVE COST	DEFENCE BONUS	IRRIGATION RESULT	MINING RESULT	ROAD EFFECT*	TRANSFORM	PASSABLE?
	Gold	0	1	6	3	+200%					
	Silver	0	2	4	3	+200%					
	Blasted Lands	0	2	0	2	+50%	+1 Food	None	None	Wildlands	Yes
	Dragon Lair	0	2	7	2	+150%					
	Gem Mine	1	2	5	2	+50%					
	Ice Barrens	0	0	0	1	Normal	None	+1 Shields	None	Blasted Lands	Yes
	Jormungand	2	1	4	1	+200%					
	Rainbow	4	2	4	1	Normal					
	Primeval Swamp	1	0	0	2	+50%	None	Old Forest	None	Wildlands	Yes
	Tar Pit	1	2	2	2	Normal					
	Timber	2	2	2	2	+50%					
	Wastelands	0	0	0	1	Normal	None	None	None	Blasted Lands	Yes
	Salt	0	0	8	1	Normal					
	Geyser	0	4	0	1	Normal					
	Ocean	1	0	2	1	Normal	None	None	None	None	Yes
	Sea Monster	2	1	3	1	Normal					
	Armored Fishes	3	0	3	1	Normal					

\*Roads or a River reduces the Movement Cost of *any* terrain type to 1/3 of a movement point.

## THE UNDERSEA WORLD

Great areas of the world are covered by oceans and seas, and those deep bodies of water are home to uncountable forms of life. There are also rich mineral deposits beneath the sea and places where volcanic heat wells up, providing energy to replace the sun's warmth, which does not reach far under the water. That water breathing civilizations should thrive in the undersea realm is perfectly understandable. It would be surprising if they did not.























		FOOD	SHIELDS	TRADE	MOVE COST	DEFENCE BONUS	IRRIGATION RESULT	MINING RESULT	ROAD EFFECT*	TRANSFORM	PASSABLE?
	Sea Floor	1	1	0	1	Normal	+1 Food	Sea Bed	+1 Trade	Sargasso Sea	Yes
	Oyster Bed	4	1	1	1	Normal					
	Sea Bed	2	1	0	1	Normal	None	Sea Floor	+1 Trade	Coral Reef	Yes
	Kelp Forest	3	2	2	1	Normal					
	Coral Reef	3	1	0	2	+50%	None	Sea Bed	None	Sea Floor	Yes
	Fish School	3	2	3	2	+50%					
	Sea Garden	5	1	2	2	+50%					
	Trench	0	0	0	1	+100%	None	+3 Shields	None	Smoker	Yes
	Lava Vent	0	5	1	1	Normal					
	Mountains	0	1	0	2	+200%	None	+2 Shields	None	Sea Bed	Yes
	Mineral Deposit	0	4	2	2	+200%					
	Bedrock	0	0	0	3	Normal	None	None	None	None	No
	Granite Vein	0	0	0	3	Normal					
	Ice Cap	0	0	0	1	+50%	None	None	None	None	Yes
	Ice Nodule	0	0	0	1	+50%					
	Sargasso Sea	2	0	1	3	+50%	+2 Food	None	None	Coral Reef	Yes
	Eels	3	1	2	2	+50%					
	Smoker	0	3	0	1	Normal	None	+2 Shields	None	Trench	Yes
	Sulfides	1	4	1	1	Normal					
	Ocean Depths	1	0	2	1	Normal	None	None	None	None	Yes
	Krill	4	0	2	1	Normal					
	Shipwreck	2	2	2	1	Normal					

\* Roads or a River reduces the Movement Cost of *any* terrain type to 1/3 of a movement point.



## THE UNDERWORLD


















In the underground world, the realms of the troglodyte races (Goblins and such) coexist with the Land of the Dead—named for and ruled by the goddess Hel. These dark tunnels and caves are home to a surprising array of plant and animal life, and some of the larger chambers hold entire seas.

		FOOD	SHIELDS	TRADE	MOVE COST	DEFENCE BONUS	IRRIGATION RESULT	MINING RESULT	ROAD EFFECT*	TRANSFORM	PASSABLE?
	Bedrock	0	0	0	3	Normal	None	Tunnel	+1 Shield	None	No
	Granite Vein	0	0	0	3	Normal					
	Fire Chamber	1	2	1	3	+100%	None	+3 Shields	+1 Shield	None	Yes
	Fire Spout	1	4	1	3	+100%					
	Cave of Wonders <sup>1</sup>	0	0	8	2	Normal	None	None	+1 Shield	None	Yes
	Gilt Sword	1	1	9	2	Normal					
	Ice Chamber	2	1	0	1	Normal	+1 Food	+1 Shield	None	None	Yes
	Gems	2	1	5	2	+50%					
	Tunnel	1	0	0	1	Normal	None	None	None	Blue Room	Yes
	Diamonds	1	0	6	1	Normal					
	Inky Pool	1	2	2	1	Normal					
	Blue Room	2	2	0	1	Normal	+1 Food	+2 Shields	None	None	Yes
	Fungal Groves	3	2	1	1	Normal					
	Limestone	2	3	1	1	+100%					
	Slime Cave	1	0	0	2	+50%	+1 Food	None	None	None	Yes
	Green Slime	0	0	0	3	+50%					
	Bat Cavern	2	0	1	1	Normal	None	+2 Shields	None	None	Yes
	Guano	2	0	4	2	Normal					
	Guano	2	0	4	2	Normal					
	Vaulted Sea	1	0	1	1	Normal	None	None	None	None	Yes
	Cave Fish	3	0	2	1	Normal					
	Plesiosaur	3	0	2	1	Normal					

\*Roads or an Alimentary Canal reduces the Movement Cost of *any* terrain type to 1/3 of a movement point.

## THE CLOUD WORLD

The flying creatures we are familiar with must frequently land and all nest somewhere, but this is not true of magical flyers. Freed from the bonds of the earth, these folk live entirely among the clouds. Not surprisingly, they have learned to derive sustenance and fill their other needs using the various resources available in midair.

		FOOD	SHIELDS	TRADE	MOVE COST	DEFENCE BONUS	IRRIGATION RESULT	MINING RESULT	ROAD EFFECT*	TRANSFORM	PASSABLE?
	Hurricane	0	0	0	3	Normal	None	None	+1 Shield	None	Yes
	Eye	1	1	1	3	Normal					
	White Cloud	2	0	1	3	Normal	None	None	None	None	Yes
	Ozone Hole	1	3	2	3	Normal					
	Whirlwind	2	2	2	3	Normal					
	Magic Cloud	2	1	0	3	Normal	None	+1 Shield	None	None	Yes
	Magic Node	2	1	4	3	+100%					
	Northern Lights	3	3	1	3	Normal					
	Storm Cloud	2	1	0	3	Normal	None	None	None	None	Yes
	Thunderhead	2	4	1	3	+200%					
	Heat Lightning	2	3	2	3	+200%					
	Cyclone	0	0	0	3	Normal	None	None	None	None	Yes
	Eye	1	1	1	3	Normal					
	Typhoon	0	0	0	3	Normal	None	None	None	None	Yes
	Eye	1	1	1	3	Normal					
	Sky	0	0	0	1	Normal	None	None	None	None	Yes
	Updraft	1	1	1	1	Normal					

\*Roads or a Cloudburst reduces the Movement Cost of *any* terrain type to 1/3 of a movement point.












# THE LALANDE 21185 SYSTEM






















Lalande 21185 is the fifth closest star to Sol (Earth's sun); it's slightly more than 8 light-years distant. This near neighbour is a main sequence red dwarf star of spectral class M2. To an observer in Earth's northern hemisphere, it's visible in Ursa Major (near the Big Dipper) nearly every night. Lalande 21185 is also one of the many stars that 20th century astronomers have found planets orbiting.

The mass of the Lalande system is greater than the mass that can be attributed to the star itself. Calculations by astronomers show that the "unseen companion" has a mass of 1/100th that of the visible star. On July 11, 1996, George Gatewood announced that he and his team had discovered two classical Jovian planets orbiting Lalande 21185. One of the two is slightly smaller than Jupiter and takes 6 Earth years to circle the star at a distance of more than two-and-a-half times the distance between Earth and the sun (2.5 AU). The other is almost twice that size and takes about 30 years to orbit; it never gets closer than 10 AU from the star.

## FUNESTIS

Funestis is about as Earth-like as a planet could be expected to be, considering that it orbits close to a dim, cold, red dwarf star. (Scientists are still baffled as to how it developed life or, if it didn't, why the ancient aliens decided to settle here.) Funestis is a nice enough world for a home base, but the amount of impassable terrain makes travel and long-term colonisation a bit difficult.



























		FOOD	SHIELDS	TRADE	MOVE COST	DEFENCE BONUS	IRRIGATION RESULT	MINING RESULT	ROAD EFFECT*	TRANSFORM	PASSABLE?
	Salt Flats	0	2	1	2	-50%	Prairie	+1 Materiel	+1 Trade	Graminiae	Yes
	Artifacts	0	2	3	2	-50%					
	Interzona	1	2	2	3	Normal					
	Prairie	1	1	0	1	Normal	+1 Food	Salt Flats	+1 Trade	Graminiae	Yes
	Closbeast	2	2	0	1	Normal					
	Vertida	3	1	0	1	Normal					
	Graminiae	2	1	0	1	Normal	+1 Food	Burning Trees	+1 Trade	Foothills	Yes
	Huisca	2	1	0	1	Normal					
	Burning Trees	1	0	2	2	+100%	Graminiae	Salt Flats	None	Prairie	Yes
	Sparkbags	1	2	2	3	+50%					
	Quench Fruit	3	0	2	2	+100%					







		FOOD	SHIELDS	TRADE	MOVE COST	DEFENCE BONUS	IRRIGATION RESULT	MINING RESULT	ROAD EFFECT*	TRANSFORM	PASSABLE?
	Foothills	1	1	0	2	+50%	+1 Food	+2 Materiel	None	Prairie	Yes
	Ruins	1	1	3	2	+100%					
	Rare Earths	1	4	1	2	+50%					
	Mountains	0	1	1	3	+200%	None	+3 Materiel	None	Foothills	Yes
	Adnausium Ore	0	5	2	3	+200%					
	Bauxite	0	6	1	3	+200%					
	Tundra	1	0	1	1	Normal	+1 Food	+1 Materiel	None	Salt Flats	Yes
	Thalarctos	2	1	1	1	Normal					
	Pachyloumis	3	0	1	1	Normal					
	Polar	0	0	2	2	Normal	None	+1 Materiel	None	Tundra	Yes
	Relics	0	0	5	2	Normal					
	Ice Worms	0	2	3	2	Normal					
	The Willies	0	1	2	6	+50%	None	None	None	None	No
	Picus	2	1	2	3	+50%					
	Yellow Willies	0	1	4	3	Normal					
	Acid Shallows	0	1	1	6	-50%	None	None	None	None	No
	Razor Beast	2	2	1	3	-50%					
	Gracklings	1	2	2	3	-50%					
	Ocean	1	0	2	1	Normal	None	None	None	None	Yes
	Fiah	3	1	2	1	Normal					
	Algae Mats	3	2	2	2	-50%					

\* Roads or a River reduces the Movement Cost of *any* terrain type to 1/3 of a movement point.

## ORBITING FUNESTIS

On dark nights, the giant orbiting platforms are visible to the naked eye from the surface of Funestis. The leading theory is that this system was once home to a technologically advanced alien civilization, and they built the platforms. While the fate of this species is unknown, the scientific opportunities offered by the equipment and even the trash they left behind are beyond imagination. The orbiting platforms also offer strategic bases for military operations.















		FOOD	SHIELDS	TRADE	MOVE COST	DEFENCE BONUS	IRRIGATION RESULT	MINING RESULT	ROAD EFFECT*	TRANSFORM	PASSABLE?
	Rust	0	1	1	2	Normal	+2 Food	+2 Materiel	+1 Data	Orbiting Platform	Yes
	Exposed Wiring	0	3	2	3	Normal					
	Leakage	0	2	2	2	-50%					
	Old Platform	0	2	1	1	Normal	+2 Food	+1 Materiel	+1 Data	Framework	Yes
	Water Generator	2	3	1	1	Normal					
	Salvage	2	4	1	1	Normal					
	Ancient Platform	1	1	1	1	Normal	+2 Food	+2 Materiel	+1 Data	Scaffolding	Yes
	Relics	1	2	2	2	Normal					
	Framework	0	3	2	2	-50%	+1 Food	None	None	Orbiting Platform	Yes
	Supply Pod	3	4	1	2	Normal					
	Supply Crate	2	4	1	2	Normal					
	Conduit	2	0	2	3	+100%	None	None	None	None	Yes
	Discharge	1	2	2	3	+50%					
	Supply Pack	4	2	1	3	+150%					
	Scaffolding	0	3	1	2	-50%	+1 Food	None	None	Orbiting Platform	Yes
	Water Generator	2	3	1	2	-50%					
	Supply Box	2	5	1	2	Normal					
	Beacon	1	0	3	6	+100%	None	None	None	None	No
	Relics	1	1	4	3	+100%					
	Scrap	2	3	3	3	+100%					
	Corrosion	0	1	1	2	Normal	+2 Food	+2 Materiel	None	Orbiting Platform	Yes
	Exposed Wiring	0	3	3	3	Normal					
	Leakage	0	2	3	2	-50%					
	Orbiting Platform	0	2	1	1	Normal	+2 Food	+1 Materiel	None	Framework	Yes
	Water Generator	2	2	1	1	Normal					
	Salvage	2	4	1	1	Normal					


















		FOOD	SHIELDS	TRADE	MOVE COST	DEFENCE BONUS	IRRIGATION RESULT	MINING RESULT	ROAD EFFECT*	TRANSFORM	PASSABLE?
	Archaic Platform	1	1	1	1	Normal	+2 Food	+2 Materiel	None	Scaffolding	Yes
	Artifacts	1	2	3	1	Normal					
	Artifacts	1	2	3	1	Normal					
	Space	0	0	2	1	Normal	None	None	None	None	Yes
	Diffuse Plasma	1	2	3	1	-50%					
	Debris	0	4	2	2	+50%					

\* Roads or a Rift reduces the Movement Cost of *any* terrain type to 1/3 of a movement point.

## NAUMACHIA

Naumachia is a very common type of planet. It's rock, worn down somewhat by age, it has little or no atmosphere, and its gravity isn't much. It's an unusual place, however, in that it is the only known planet to have "oceans" of microscopic dust in Brownian suspension. As is true of many rocky planets, Naumachia is a great place for mining and industry, but it's not scenic and wouldn't be such a nice place to live.

























		FOOD	SHIELDS	TRADE	MOVE COST	DEFENCE BONUS	IRRIGATION RESULT	MINING RESULT	ROAD EFFECT*	TRANSFORM	PASSABLE?
	Craters	1	4	2	2	+50%	+2 Food +3 Materiel		+1 Data	Bare Rock	Yes
	Lode	1	6	2	2	+50%					
	Unearthed Artifacts	1	3	5	2	+50%					
	Permafrost	2	3	2	1	Normal	+2 Food +1 Materiel		+1 Data	Ices	Yes
	Deposits	2	5	2	1	Normal					
	Lode	1	6	2	1	Normal					
	Bare Rock	1	2	2	1	Normal	+1 Food +2 Materiel		+1 Data	Sulci	Yes
	Ores	1	3	2	1	Normal					
	Crystal Forest	0	1	5	3	+100%	Bare RockBare Rock		None	None	Yes
	Keening Tree	1	3	7	3	+100%					
	Monopoles	0	1	8	3	+150%					
	Spikes	0	1	1	6	+200%	None	None	None	Craters	No
	Delerium (116)	0	5	2	3	+100%					
	Endolithic Algae	3	2	2	3	+200%					

		FOOD	SHIELDS	TRADE	MOVE COST	DEFENCE BONUS	IRRIGATION RESULT	MINING RESULT	ROAD EFFECT*	TRANSFORM	PASSABLE?
	Impalers	0	1	1	6	+200%	None	None	None	Craters	No
	Endolithic Algae	3	2	2	3	+200%					
	Delerium (116)	0	5	2	3	+100%					
	Sulci	0	2	3	2	Normal	+2 Food +3 Materiel	None	None	Bare Rock	Yes
	Minerals	0	4	3	2	Normal					
	Minerals	0	4	3	2	Normal					
	Ices	2	5	1	1	-50%	Permafrost+1 Materiel	None	None	Permafrost	Yes
	Water Ice	4	6	1	1	-50%					
	Frozen Artifacts	2	4	4	1	-50%					
	Stone	1	2	2	1	Normal	+1 Food +2 Materiel	None	None	Sulci	Yes
	Ores	0	4	2	1	-50%					
	Ores	0	4	2	1	Normal					
	Ridges	0	2	3	2	Normal	+2 Food +3 Materiel	None	None	Bare Rock	Yes
	Minerals	0	4	3	2	Normal					
	Minerals	0	4	3	2	Normal					
	Dust Bowl	1	0	1	1	Normal	None	None	None	None	Yes
	Bunnies	3	2	1	2	Normal					
	Mites	2	2	2	2	+50%					

\*Roads or a Dust Run reduces the Movement Cost of *any* terrain type to 1/3 of a movement point.

## NONA

Nona is the smaller and more inward of the two giant planets that are detectable from Earth. Like most gas giants, it's a small, rocky core surrounded by enormous amounts of hydrogen and traces of other gasses. Of course, at this scale, "traces" means amounts larger than the entire Earth. There are platforms floating at a stable depth in the atmosphere of Nona, probably built by the same ancient folk who built the orbiting platforms. These platforms provide the only safe place to land and build on this world. The research opportunities on this planet outstrip those of the other worlds.

		FOOD	SHIELDS	TRADE	MOVE COST	DEFENCE BONUS	IRRIGATION RESULT	MINING RESULT	ROAD EFFECT*	TRANSFORM	PASSABLE?
	Metallic Hydrogen	1	2	2	1	Normal	+1 Food	+2 Materiel	+1 Data	None	Yes
	Conduits	1	4	2	2	Normal					
	Gasbag	2	1	1	2	Normal	+3 Food	None	+1 Data	None	Yes
	Vetch	4	2	1	2	Normal					
	Solid Hydrogen	1	2	2	1	Normal	+2 Food	+1 Materiel	+1 Data	None	Yes
	Pictoglyphs	1	3	2	1	Normal					
	Ancient Hall	0	2	4	3	+100%	None	None	None	None	Yes
	Corrosion	0	3	5	3	+50%					
	Artifacts	0	3	6	3	+100%					
	Ancient Room	0	1	5	6	+200%	None	None	None	None	No
	Enigmatic Device	0	1	7	2	+100%					
	Mysterious Thing	0	1	8	2	+100%					
	Storm	0	2	2	6	Normal	None	None	None	None	No
	Stable Cyclone	0	0	0	3	-50%					
	Ammonia	2	2	1	1	Normal	None	None	None	None	Yes
	Water Vapor	3	3	1	1	Normal					
	Monopoles	2	5	3	2	+50%					
	Hydrogen	2	2	1	1	Normal	None	None	None	None	Yes
	Water Vapor	3	3	1	1	Normal					
	Monopoles	2	5	3	2	+50%					
	Leviathana	2	1	1	2	Normal	+3 Food	None	None	None	Yes
	Vetch	4	2	1	2	Normal					
	Methane	2	2	1	1	Normal	None	None	None	None	Yes
	Water Vapor	3	3	1	1	Normal					
	Monopoles	2	5	3	2	+50%					

\*Roads or a Current reduces the Movement Cost of *any* terrain type to 1/3 of a movement point.