

A.1 Illustrations of the upper roughness of each terrain category

Terrain category 0

Sea, coastal area exposed to the open sea



Terrain category I

Lakes or area with negligible vegetation and without obstacles



Terrain category II

Area with low vegetation such as grass and isolated obstacles (trees, buildings) with separations of at least 20 obstacle heights



Terrain category III

Area with regular cover of vegetation or buildings or with isolated obstacles with separations of maximum 20 obstacle heights (such as villages, suburban terrain, permanent forest)



Terrain category IV

Area in which at least 15 % of the surface is covered with buildings and their average height exceeds 15 m

