Base Terrain Type	Landing Modifier	Notes
Gravel Piles	+3	Reference: p. 31
Rough	+3	
Ultra Rough	+5	
Light Woods	+4	
Heavy Woods	+5	
Ultra-Heavy Woods	+7	
Light Jungle	+4	
Heavy Jungle	+5	
Ultra-Heavy Jungle	+7	
Magma Crust	+2	Reference: p. 37
Magma, Liquid	*	Unit Destroyed
Planted Fields	+2	
Tundra	+2	
Sand	+2	
Water		
Depth 0	+2	
Depth 1	+3	
Depth 2-15	+3	
Depth 16+	+3	
Level Changes		
Half Levels	+2	
1 Level	+3	
2 Level	+4	Double all damage from failed landing
3+ Level	*	Unit Destroyed
Sheer Cliffs	*	If landing intersect the base, Unit Destroyed. If landing intersects top, normal falling damage +1 level per hex of runway distance remaining
Rubble	+3	
Ultra Rubble	+5	
Buildings		
Tent	+1	
Hangar		
Light	+2	
Medium	+3	
Heavy	+3	
Hardened	+4	
Standard		
Light	+2	
Medium	+3	
Heavy	+4	
Fence	+0	
Wall		
Light	+2	
Medium	+3	
Heavy	+4	
Hardened	+5	
Bridge		
Light	+0	Check for Bridge Collapse (p. 176, *TW*)
Medium	+0	Check for Bridge Collapse (p. 176, *TW*)
Heavy	+0	Check for Bridge Collapse (p. 176, *TW*)

Hardened	+0	Check for Bridge Collapse (p. 176, *TW*)
Rail	+0	Check for Bridge Collapse (p. 176, *TW*)
Gun Emplacement		
Light	+2	
Medium	+3	
Heavy	+4	
Hardened	+5	
Fortress		
Medium	+6	
Heavy	*	Unit Destroyed
Hardened	*	Unit Destroyed
Castles Brian		
Heavy	*	Unit Destroyed
Hardened	*	Unit Destroyed
Heavy Industrial Zone	+7	Reference: See p. 31 Double all damage from failed landing

Terrain Modification Sub-Table

Black Ice	+1	Ice Hexes count as 1/2 a hex for distance travelled. If all hexes are ice, this doubles the required number of hexes
Bug Storm	As Table	
Deep Snow	As Table	
Extreme Depths	N/A	
Fire	+0	
Geyser	+0	
Hazardous Liquid Pools	+3	Triple Damage from entering the pool
Ice	+1	Ice Hexes count as 1/2 a hex for distance travelled. If all hexes are ice, this doubles the required number of hexes
Mud	As Table	
Rail	+2	
Rapids	+0	Takes 5 points damage per hex whether roll succeeds or fails
Road		
Paved	+0	
Gravel	+1	Takes 5 points damage per hex whether roll succeeds or fails
Dirt	+2	
Paved	As Table	
Smoke		
Light Smoke	As Table	
Heavy Smoke	As Table	
Swamp	+2	
Thin Snow	As Table	
Torrent	+0	