

Boulder Field Dense / Res+2 / Ag-1/ No Large	Boulder Field Dense / Res+2 / Ag-1/ No Large	Boulder Field Dense / Res+2 / Ag-1/ No Large	Boulder Field Dense / Res+2 / Ag-1/ No Large
Broken Open / Res / Ag	Broken Open / Res / Ag	Broken Open / Res / Ag	Broken Open / Res / Ag
Cratered Gr'nd Open / Res+2 / Ag	Cratered Gr'nd Open / Res+2 / Ag	Cratered Gr'nd Open / Res+2 / Ag	Cratered Gr'nd Open / Res+2 / Ag
Deep Water Open / Res / Impass. / Susp OK	Deep Water Open / Res / Impass. / Susp OK	Deep Water Open / Res / Impass. / Susp OK	Deep Water Open / Res / Impass. / Susp OK
Dense Wood Dense / Res+2 / Ag-1 / No Large	Dense Wood Dense / Res+2 / Ag-1 / No Large	Dense Wood Dense / Res+2 / Ag-1 / No Large	Dense Wood Dense / Res+2 / Ag-1 / No Large
Enclosed Yard Light Acc-2 / Res+1 / Ag	Enclosed Yard Light Acc-2 / Res+1 / Ag	Enclosed Yard Light Acc-2 / Res+1 / Ag	Enclosed Yard Light Acc-2 / Res+1 / Ag
Fissures/Potholes Open / Res / OK : Ag fail=pin	Fissures/Potholes Open / Res / OK : Ag fail=pin	Fissures/Potholes Open / Res / OK : Ag fail=pin	Fissures/Potholes Open / Res / OK : Ag fail=pin
Forest Dense / Res+2 / Ag-2 / No Large	Forest Dense / Res+2 / Ag-2 / No Large	Forest Dense / Res+2 / Ag-2 / No Large	Forest Dense / Res+2 / Ag-2 / No Large
Hot Water Geysers Open / Res / Ag-2: fail=SV5/pin	Hot Water Geysers Open / Res / Ag-2: fail=SV5/pin	Hot Water Geysers Open / Res / Ag-2: fail=SV5/pin	Hot Water Geysers Open / Res / Ag-2: fail=SV5/pin
Industrial Area Dense / Res+2 / Ag-1	Industrial Area Dense / Res+2 / Ag-1	Industrial Area Dense / Res+2 / Ag-1	Industrial Area Dense / Res+2 / Ag-1

Jungle Dense / Res+2 / Ag-3 / No Large	Jungle Dense / Res+2 / Ag-3 / No Large	Jungle Dense / Res+2 / Ag-3 / No Large	Jungle Dense / Res+2 / Ag-3 / No Large
Junk yard Light Acc-2 / Res+2 / Ag-1	Junk yard Light Acc-2 / Res+2 / Ag-1	Junk yard Light Acc-2 / Res+2 / Ag-1	Junk yard Light Acc-2 / Res+2 / Ag-1
Lava Flow Open / Res / Ag-1: fail D3*SV3 hits	Lava Flow Open / Res / Ag-1: fail D3*SV3 hits	Lava Flow Open / Res / Ag-1: fail D3*SV3 hits	Lava Flow Open / Res / Ag-1: fail D3*SV3 hits
Light Wood Light Acc -2 / Res+2 / Ag	Light Wood Light Acc -2 / Res+2 / Ag	Light Wood Light Acc -2 / Res+2 / Ag	Light Wood Light Acc -2 / Res+2 / Ag
Low Crops Open / Res+1 / OK	Low Crops Open / Res+1 / OK	Low Crops Open / Res+1 / OK	Low Crops Open / Res+1 / OK
Low Scrub Light Acc -2 / Res+1 / OK	Low Scrub Light Acc -2 / Res+1 / OK	Low Scrub Light Acc -2 / Res+1 / OK	Low Scrub Light Acc -2 / Res+1 / OK
Marsh Open / Res / Ag-1: fail halt+pin; Susp ½	Marsh Open / Res / Ag-1: fail halt+pin; Susp ½	Marsh Open / Res / Ag-1: fail halt+pin; Susp ½	Marsh Open / Res / Ag-1: fail halt+pin; Susp ½
Mire Open / Res / Ag-2: fail halt,pin,10:cas; Susp ½	Mire Open / Res / Ag-2: fail halt,pin,10:cas; Susp ½	Mire Open / Res / Ag-2: fail halt,pin,10:cas; Susp ½	Mire Open / Res / Ag-2: fail halt,pin,10:cas; Susp ½
Mud/Soft Sand Open / Res / Ag / Susp OK	Mud/Soft Sand Open / Res / Ag / Susp OK	Mud/Soft Sand Open / Res / Ag / Susp OK	Mud/Soft Sand Open / Res / Ag / Susp OK
Quicksand Open / Res /Ag-3: fail halt,pin,10:cas; Susp ½	Quicksand Open / Res /Ag-3: fail halt,pin,10:cas; Susp ½	Quicksand Open / Res /Ag-3: fail halt,pin,10:cas; Susp ½	Quicksand Open / Res /Ag-3: fail halt,pin,10:cas; Susp ½

Rocky/Rubble Light Acc -2 / Res+1 / Ag	Rocky/Rubble Light Acc -2 / Res+1 / Ag	Rocky/Rubble Light Acc -2 / Res+1 / Ag	Rocky/Rubble Light Acc -2 / Res+1 / Ag
Rocky Pinnacles Dense / Res+2 / OK/ No Large	Rocky Pinnacles Dense / Res+2 / OK/ No Large	Rocky Pinnacles Dense / Res+2 / OK/ No Large	Rocky Pinnacles Dense / Res+2 / OK/ No Large
Rubble/Rocky Light Acc -2 / Res+1 / Ag	Rubble/Rocky Light Acc -2 / Res+1 / Ag	Rubble/Rocky Light Acc -2 / Res+1 / Ag	Rubble/Rocky Light Acc -2 / Res+1 / Ag
Ruins Dense / Res+2 / Ag-1 / No Large	Ruins Dense / Res+2 / Ag-1 / No Large	Ruins Dense / Res+2 / Ag-1 / No Large	Ruins Dense / Res+2 / Ag-1 / No Large
Scrub Light Acc -2 / Res+1 / Ag	Scrub Light Acc -2 / Res+1 / Ag	Scrub Light Acc -2 / Res+1 / Ag	Scrub Light Acc -2 / Res+1 / Ag
Spiker Scrub Light Acc -2 / Res+1 / Ag: fail D3*SV0+pin non-large	Spiker Scrub Light Acc -2 / Res+1 / Ag: fail D3*SV0+pin non-large	Spiker Scrub Light Acc -2 / Res+1 / Ag: fail D3*SV0+pin non-large	Spiker Scrub Light Acc -2 / Res+1 / Ag: fail D3*SV0+pin non-large
Tall Crops Light Acc -2 / Res+1 / OK	Tall Crops Light Acc -2 / Res+1 / OK	Tall Crops Light Acc -2 / Res+1 / OK	Tall Crops Light Acc -2 / Res+1 / OK