

TERRAIN	MP	PS	FAIL RESULTS AND OTHER DETAILS
Base	1	NA	
Change 1 Level	+1	NA	
Change 2 Levels	+2	NA	
Change 3+ Levels	PH	PH	
Water, Level 1	+1	-1	Fall, Half Damage
Water, Level 2	+2	0	Fall, Half Damage
Water, Level 3+	+3	+1	Fall, Half Damage
Woods, Light	+1	NA	
Woods, Heavy	+2	NA	
Woods, Ultra	PH	PH	
Jungle, Light	+2	+1	Fall
Jungle, Heavy	+3	+2	Fall
Jungle, Ultra	PH	PH	
Rough	+1	NA	
Rubble	+1	0	Fall
Swamp	+1	0	Stuck, -2 Incoming Attacks
Mud	+1	+1	Fall
Mud, Deep	+2	+2	Stuck, -2 Incoming Attacks
Paved/Road/Bridge	+0	0	Fall. Only applies when stopping or changing direction.
Sand	+0	+1	Fall
Snow	+1	+1	Fall
Ice	+1	+4	Fall
Tundra	+0	+1	Fall
Magma, Crust	+0	+1	Fall. +5 heat Points Per Turn Started, Through or Ended.
Magma, Liquid	+1	+4	Fall. 2D6 Damage Each Exposed Location Per Hex Started, Through or Ended. +10 heat points per turn Started, Through or Ended.
Geyser	+1	+1	Fall. +5 heat Points Per Turn Started, Through or Ended.
Rapids	+1	+2	Fall, Half Damage
Building, Light	+1	0	Fall
Building, Medium	+2	+1	Fall
Building, Heavy	+3	+2	Fall
Building, Hardened	+4	+3	Fall