Landing Gear vs Single Skid vs None

| Landing Gear (wheels) | | Single Skid | | None | |
|------------------------------------------------------------------|-------------|------------------------------------------------------|-----------------------------------------------|--------------|---------------------------------------------------------------------------|
| Pros | Cons | Pros | Cons | Pros | Cons |
| Least potential of damage to wing on landing | Most weight | Likely less weight than wheels landing gear | More weight than none | Least weight | Must hand launch or use Launch rail |
| Ability to take off from the ground, hand launch, & launch rail | Most drag | Less drag than wheels landing gear | More drag than none | Least drag | Must use folding propeller or will break propeller on landing |
| Don't need a folding propeller lowest risk to propeller | | Do not need a folding propeller | Must hand launch or use Launch rail | | Also Higher potential of damage to wing on landing |
| Can always abort a landing after touchdown | | Potential to abort a landing after touchdown | Higher potential of damage to wing on landing | | Cannot abort a landing after touchdown |

Landing Gear Options: Pros & Cons

| Conventional (Tailwheel) Landing Gear - Steerable | | Tricycle (Nose wheel) Landing Gear - Steerable | | |
|------------------------------------------------------|---------------------------------------------------------------------------|---------------------------------------------------------------|-------------------------------------------------------------------------------|--|
| Pros | Cons | Pros | Cons | |
| Less weight | Slightly less ground controllability (CG aft of main wheels) | Best ground controllability (CG forward of main wheels) | Higher weight | |
| Less drag | More weight at the tail is undesirable if CG is too far aft to begin with | Weight is added closer (however ahead of) desired CG | Higher drag | |
| No additional servo to control tailwheel | | | Additional servo needed to control nose wheel with current setup | |
| More robust for hard landings | | | Nose wheel may break on hard landings/if UAS is landed nose wheel first | |
| Will not interfere with | | | May interfere with | |

| electronics sled | | electronics sled (is in the area of the electronics) |
|-----------------------|--|------------------------------------------------------|
| Easier to Hand launch | | Main gear may be in the way for hand launching |
| | | |

Other Options/Modifications

| Tricycle (Nose wheel) Landing Gear - Castering (unsteerable) | | Conventional Gear without Tailwheel | | |
|----------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------|-------------------------------------------------------------------------------------------------------------------------------|--|
| Pros | Cons | Pros | Cons | |
| Less weight: do not need extra servo to control nose wheel | Aircraft will always turn into the wind on the ground, controllability less than with as airflow over rudder provides only turning mechanism | No additional weight at the tail | Rudder/tail will drag on the ground, no real controllability on ground, most likely hand launch/launch rail only. | |
| "Retractable" | Landing gear | | | |
| Pros | Cons | | | |
| Landing gear completely out of the way for hand launching or launch rail (Likely not a large issue however, with current launch rail design) | Likely more weight, definitely more complexity | | | |