Failed Landings	Successful Landings					Difficulty A/B**	Track Length											Additional Notes
		Routine Landing																
			YUL	Montréal-Trudeau	Canada	0.0/1.0	6	9										
			LHR	Heathrow	UK	1.0/1.8	5	8	3									
			HND	Haneda	Japan	1.0/1.7	7	8	2	3								
			BUD	Ferenc Liszt	Hungary	1.5/2.1	6	7	4	2								
			OSL	Gardermoen	Norway	2.5/2.8	7	4	3									
			BLQ	Guglielmo Marconi	Italy	2.5/2.8	6	8	4	2								
			ATL	Hartsfield-Jackson	USA	3.0/3.3	7	6	7									
			PRG	Václav Havel	Czech Rep	3.0/3.3	7	5	3	2								
		Exceptional Conditions																
			TER	Lajes, Açores	Portugal	3.0/3.0	6	3	3	6								2x Engines will not be used. Each round, players roll 4 dice but only play 3. End of rounds: move Approach Track 1 space and Altitude Track 1,000 feet.
			LHR	Heathrow	UK	3.0/3.3	5	8	5									
			TGU	Toncontín	Honduras	3.0/3.1	4	4	3	3								
			GIG	Galeão	Brazil	3.5/3.5	6	9	4									
			KEF	Keflavík	Iceland	3.0/3.1	5	3	4									
			KUL	Kuala Lumpur	Malaysia	3.5/3.5	7	5	3	4								
			PRG	Václav Havel	Czech Rep	4.0/4.0	7	12	2									
			ATL	Hartsfield-Jackson	USA	4.5/4.6	7	10	5	2								
			CDG	Paris-Charles de Gaulle	France	4.0/4.0	7	8	6									
			DUS	Düsseldorf	Germany	4.0/4.0	7	9	5	2								
			LGA	LaGuardia	USA	4.0/3.8	6	5	3	2								
		Elite Pilots Only																
			NZIR	Ice Runway	Antarctica	3.0/3.0	7	3	3	2								The wind is HEAD-ON. During setup, place the Wind Ring upside-down.
			PBH	Paro	Bhutan	4.5/4.2	5	5	4	3								
			CDG	Paris-Charles de Gaulle	France	5.0/4.8	7	6	4	2								
			GIG	Galeão	Brazil	4.0/4.0	6	9	5									
			OSL	Gardermoen	Norway	3.5/3.5	7	3	6									
			HND1*	Haneda	Japan	5.0/4.8	7	9	6	4								
			PRG	Václav Havel	Czech Rep	5.0/4.8	7	5	3	2								Add plane to 1st and 2nd spaces
			YUL	Montréal-Trudeau	Canada	6.0/5.1	6	9										
			LHR	Heathrow	UK	6.0/6.1	5	8	3									Start at 5000, Add plane to 1st space
			TGU	Toncontín	Honduras	5.5/5.9	4	5	5	3								
			BUD	Budapest Ferenc Liszt	Hungary	6.5/6.3	6	6	6	3								Start at 5000
			BLQ	Guglielmo Marconi	Italy	7.0/5.9	6	8	3	2								
		Heroic Landing																
			KEF	Keflavík	Iceland	3.5/3.4	5	4	3	3								
			TER	Lajes, Açores	Portugal	4.0/3.7	6	4	3	6								2x Engines will not be used. Each round, players roll 4 dice but only play 3. End of rounds: move Approach Track 1 space and Altitude Track 1,000 feet.
			NZIR	Ice Runway	Antarctica	5.0/4.4	7	1	2	3								The wind is HEAD-ON. During setup, place the Wind Ring upside-down.
			LGA	LaGuardia	USA	5.0/4.5	6	2	2	3								
			KUL	Kuala Lumpur	Malaysia	5.0/4.5	7	5	5	5								
			PBH	Paro	Bhutan	5.0/4.8	5	5	6	3								
			DUS	Düsseldorf	Germany	5.5/5.3	7	10	5	3								
			ATL	Hartsfield-Jackson	USA	8.0/7.1	7	6	7									
			HND2*	Haneda	Japan	9.0/7.9	8	8	6	4								

* See comments in "Haneda (HND) re-balancing" file available at https://www.scorpionmasque.com/en/sky-team

** These are the difficulty A & B numbers from Alex P.'s (@beemanberlin) SkyTeam Difficulty Calculator v1.5 - additional credit to Milan Žroutík (@kesecha) and Cyan D (@Cyan931) for their contributions.