

Here are some surface types for the following islands:-

Utes -	"#UTGrass", "#UTForest"
Chenerus -	"#CRGrass1", "#CRForest1", "#CRForest2"
Proving Grounds -	"#GZTrava", "#GZforest"
Shapur -	"#DBPolopoust"
Takistan =	"#TKPolopoust", "#TKTrava"
Zargabad -	"#ZRPolopoust", "#ZRTrava", "#ZRPole"
Desert_E -	"#DEPolopoust", "#DESkalniSterk"
Tigeria -	"#tig_trava"
Malden -	"#hotze_grass", "#hotze_wald"
Nogova -	"#hotze_grass", "#hotze_wald"
Yapal -	"#yap_trava2"
AfghanValley -	"#AfghanValleyslopeSurface", "#AfghanValleysandSurface"

All surface types may not have been checked and are here for example only and probably not a complete list.

Best to make your own! Turn on debugging and walk around. The surface types will constantly be displayed.