

## Snowfields



Tostie14

-1 sensors

## Craterlands



Lightmatter

Shards: powerarmors in combat may play up to 3 contact damage cards per round.

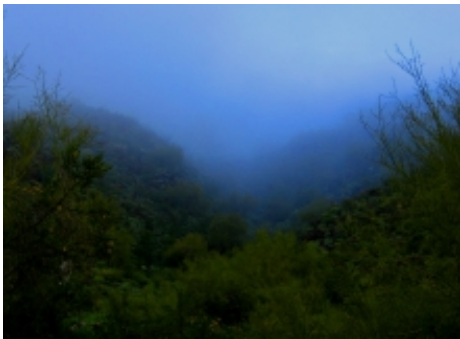
## Cliff Palisades



SteveFE

Once per round of combat, choose a random powerarmor to drop out of combat.

## Fog Desert



Byrdiegyl

-2 sensors

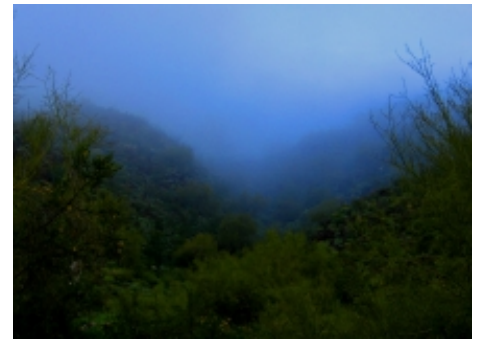
## Forgotten Minefield



chikuado

Each round of combat, flip a coin for each field unit here. On heads, this field unit is destroyed.

## Fog Desert



Byrdiegyl

-2 sensors