

## Cliff Palisades



SteveFE

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

## Military Industrial Complex



Zachary Korb

Once per combat, randomly choose one player to lose an unoccupied deployed materiel card. If that player has none, (s)he loses nothing.

## Tundra



DCP

## Rainforest



Philby

-2 maneuver

## Agricultural



Recursion see recursion

Once per combat, randomly choose one player to discard a deployed materiel card.

## Active Volcano



Clearly Ambiguous

All powerarmors in combat lose 1 armor rating, to a minimum of unarmored. Boulders: powerarmors in combat may play up to 2 contact damage cards per round.