

Ice Floe



Paul Keller

-3 maneuver. Ice chunks: powerarmors in combat may play up to 2 contact damage cards per round.

Timberline



josef.stuefer

+1 stealth.

Delta Estuary



Daveparker

Foggy Moors



Huw

+1 stealth.

Bayou



Garrulus

+2 stealth, -1 maneuver to non-orbital field units. Downed Logs: powerarmors in combat may play up to 2 contact damage cards per round.

Canyonlands



Retsoced

+3 stealth. Boulders: powerarmors in combat may play up to 4 contact damage cards per round.