

## Tar Pits



-2 maneuver

## Bluffs



Sloanro

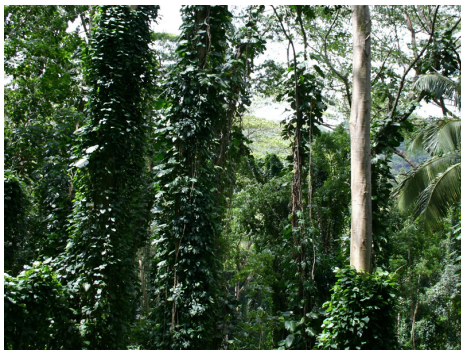
## Steppe



Afroswede

+2 maneuver.

## Dense Jungle



Dan Zen

-3 maneuver, +3 stealth.  
Treetrunks: powerarmors in combat may play up to 3 contact damage cards per round.

## Yucca Mountain



Each powerarmor in combat receives one stun damage per round from the terrain in addition to the damage it sustains from opponents

## Populated Metroplex



-2 maneuver