

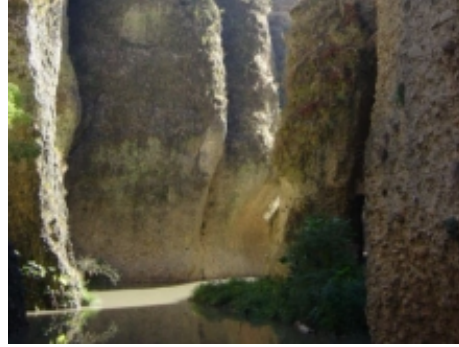
Craggy Peaks



Dustpuppy

Randomly choose a combat card to cancel each round of combat.
Boulders: powerarmors in combat may play up to 2 contact damage cards per round.

Gorge Valley



King Coyote

-1 sensors

Lowlands



Suburbs



For each combat fought while Suburbs is in play, force one random player to discard one random materiel card
Cars: powerarmorss in combat may play

Ice Floe



Paul Keller

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

Craterlands



Lightmatter

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