

Forest



Tom Harpel

+1 stealth. Treetrunks: powerarmors in combat may play up to 3 contact damage cards per round.

High Reaches



Erik Kolstad

All field units fighting in High Reaches are destroyed when the first damage card takes effect. Avalanches can get pretty nasty

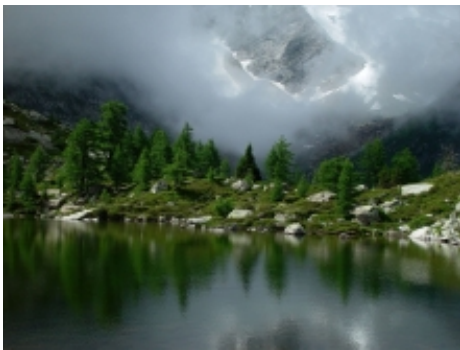
Jade Forest



plumbum

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

Timberline



josef.stuefer

+1 stealth.

Bluffs



Sloanro

Shoreside



Nothing

+1 maneuver.