

High Desert



Contraption

-2 stealth.

Ice Floe



Paul Keller

-3 maneuver. Ice chunks: powerarmors in combat may play up to 2 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

Delta Estuary



Daveparker

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.

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