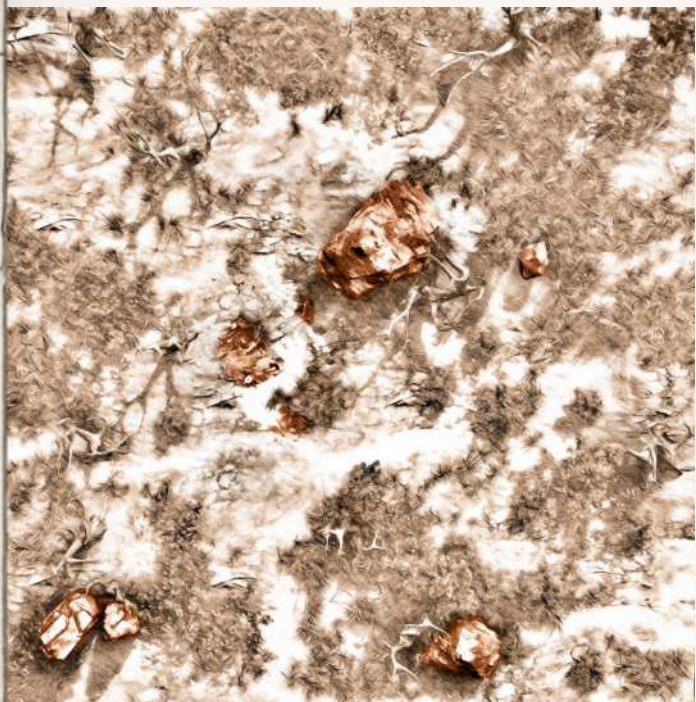


GAME MASTER BATTLE MAPS

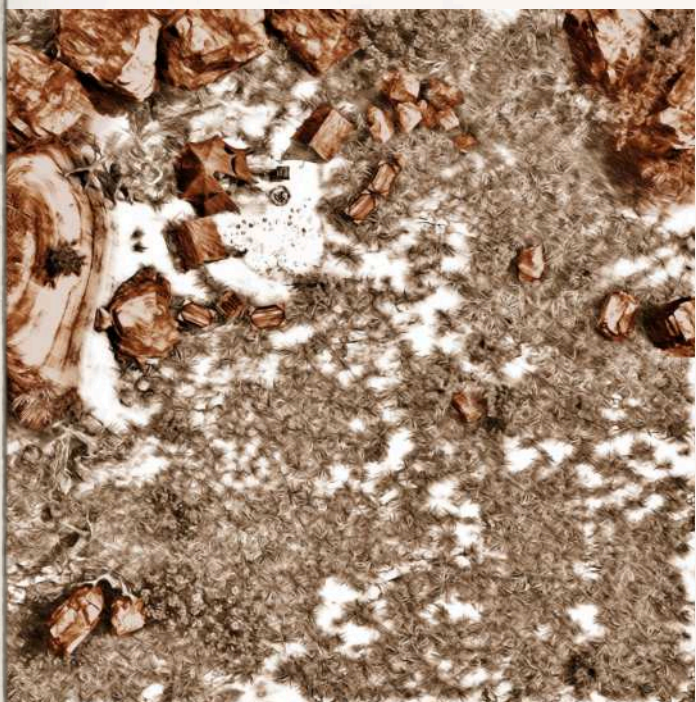
BADLANDS RAMBLES



BADLANDS PREY

This arid stretch of badlands sets the stage for tense ambushes or survival encounters. Jagged boulders and scattered dead trees provide natural cover, forcing players to think carefully about line of sight and movement. The animal bones at the center hint at predators nearby—perfect for springing a hidden den of creatures or suggesting that raiders lie in wait. Whether used for a wasteland skirmish, a chase through rough terrain, or a desperate last stand, this map is built to keep players on edge.

- » OPEN TERRAIN
- » DAY & NIGHT VARIATIONS
- » COVER FOR SNEAKING & RANGED ATTACK



BADLANDS PREY

This forward operating base rests against high cliffs, limiting avenues of approach and giving defenders a strong positional advantage. Crates, tents, and boulders inside the camp create layered cover, while attackers must rely on sparse rocks to shield their advance across open ground. The included day and night variants let you shift between daylight standoff or a surprise raid after dark. Ideal for staging ambushes, negotiations, or infiltration scenarios in the wasteland.

- » OPEN TERRAIN WITH FORTIFIED POSITION
- » DAY & NIGHT VARIATIONS
- » COVER FOR SNEAKING & RANGED ATTACK
- » CRATES OFFER A STORY HOOK ELEMENT

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