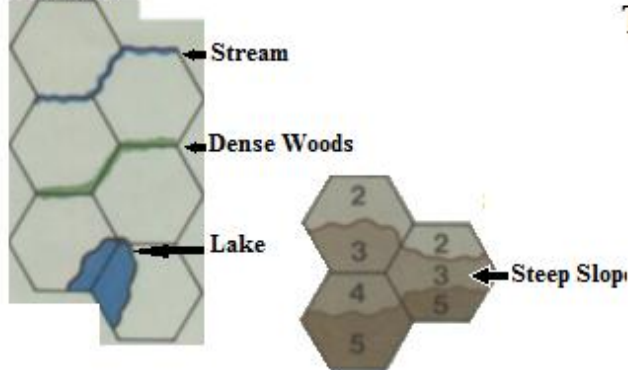


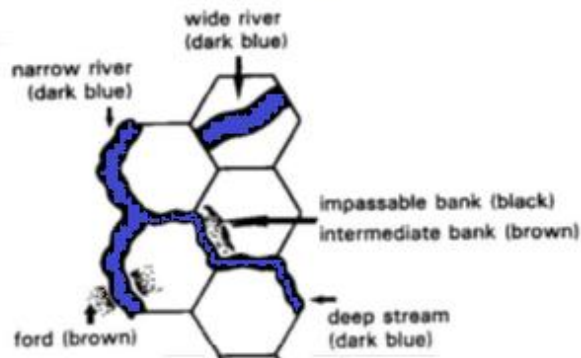
Terrain Key Hexes



Hexsides



Terrain Level



* +1 Level

