51 – Alter of the Lost

Building walls – ht as shown, blocking, impassable

Bushes/Shrubs/Trees - ht as shown, dense, severe, concealing

Central building – no railings

Collapsed walls - severe

Lava pool – hazardous (1 dmg, burning 1)

Rocks – ht1, blocking, climbable

Staircase – ht3, climbable

52 – Arctic Lodge

Barrels/crates - ht as shown, blocking, climbable, ht1 objects are destructible

Buildings – ht as shown, blocking, impassable

Bushes/Shrubs/Trees - ht as shown, dense, severe, concealing

Log pile/tank – ht2, blocking, impassable

Rocks – ht1, blocking, climbable

Train empty carriage – ht2, blocking, climbable

53 – Desert Saloon

Barrels/Crates – ht1, blocking, climbable, destructible

Buildings – ht as shown, blocking, impassable, interiors as shown (doors marked with X allow movement, windows are dotted)

Bushes/Shrubs/Trees - ht as shown, dense, severe, concealing

Cactus – ht4, blocking, hazardous (1 dmg)

Collapsed Wall – severe

Steam Clouds – dense, concealing

Walls – ht1, blocking, climbable

54 - Digsite

Barrels/Crates - ht1, blocking, climbable, destructible

Buildings – ht as shown, blocking, impassable

Bushes/Shrubs/Trees - ht as shown, dense, severe, concealing

Dirt Mounds – ht4, blocking, severe

Hill - ht2, blocking, climbable, models can stand on the central portion

Lava pool – hazardous (1 dmg, burning 1)

Rocks – ht1, blocking, climbable

Tractors – ht2, blocking, impassable

55 – Grave Hill

Burial mounds - severe

Bushes/Shrubs/Trees - ht as shown, dense, severe, concealing

Coffins – ht1, blocking, climbable, severe

Hill - ht2, blocking, climbable, models can stand on the central portion

Rocks – ht2, blocking, climbable

Rocky cliff face – ht2, blocking, impassable

Sarcophagus – ht1, blocking, climbable

56 – Gremlin Pig Farm

Barbed wire - hazardous (1 dmg, injured 1)

Barrels/Crates – ht1, blocking, climbable, destructible

Buildings – ht as shown, blocking, impassable, not climbable - walkways can be used to get on top

Bushes/Shrubs/Trees - ht as shown, dense, severe, concealing

Dust clouds – severe, concealing

Piglets – ht1, hazardous (1 dmg), destructible

Rocks – ht as shown, blocking, climbable

Steam Clouds – dense, concealing

Tractors – ht2, blocking, impassable

57 – Tundra Towers

Barrels/Crates – ht as shown, blocking, climbable, ht1 objects are destructible

Buildings – ht as shown, blocking, impassable

Bushes/Shrubs/Trees - ht as shown, dense, severe, concealing

Hill - ht2, blocking, climbable, models can stand on the central portion

Ice – hazardous (slow)