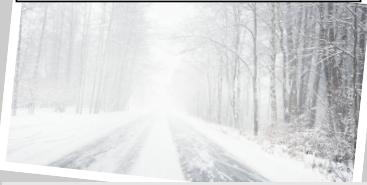


SNOW STORM



No air support cards may be played; maximum movement for all units is 2 hexes; Maximum LOS is 1 hex. Units may not be put on op fire. Any units just put on op fire must have the op-fire tokens assigned to them removed. All short range attacks (except for assaults) are considered to be at normal range.

EXTREME FROST



Air support cards cost +1 Command. All units receive -1 movement point. When wishing to move, any Axis vehicle must roll a die. On a 1-2 the vehicle may not move this round (an action is still spent and the vehicle is fatigued immediately). Max. LOS is 6 hexes. Squads may not be put on op-fire during the status phase. Therefore, any squads just put on op-fire must have their op-fire tokens removed. When wishing to put a squad on op fire during the action phase, pay one command. In addition, roll a die. On a result of "6" remove one figure from the squad.

HEAVY SNOW



Air support cards may not be played.
Any unit's movement value is halved (round up).
Maximum LOS is 3 hexes.
All normal range attacks are considered long range.
No long range attacks may be made.

LIGHT SNOW



Air support cards cost one additional command point.
All units receive one fewer movement point.
Maximum LOS is 5 hexes.
All normal range attacks are considered to be at long range.

CLEAR SKIES



No effect.

CLEAR SKIES



No effect.

Winter Weather CUSTOM STRATEGY DECK

TIDE OF IRON
FAN MADE

