

COLD SNAP

THERE'S A COOL CHANGE BLOWING IN...

Deployment: Hammer and Anvil

Mission: Crusade

Special Rules: Night Fighting, Reserves, Random Game Length, Brrr...

Brrr...: At the start of each game turn, roll a number of d6's equal to the turn number.

If any 1 of these dice is a 6, the blizzard sets in for that game turn. While the blizzard is in effect, the following effects apply.

- All units suffer -1 to their Ballistic Skill
- All units suffer a -1 to their To Hit rolls in close combat
- Flyers suffer the above effects, plus they must do a dangerous terrain check if they move in Zooming Mode during this turn. Failure means they suffer an Immobilised result.

If 2 or more dice show a 6, apply the above effects, plus the extra-nasty effect below.

- Models must reroll all successful saves that pass on a roll of 6.
- When attacking a vehicle, reroll all Armour Penetration dice rolls of 1.

Turn 3 Victory Condition: Control more objectives than your opponent at the end of the 3rd game turn.

Total Victory: You win, and you control all objectives on the table.