

## Happy days

*My gloves don't feel quite as damp today*

+2 Fortune dice on the next overnight  
Sanity Checks for the party

**White Out - Encounter Deck**

## Bad feeling about this...

*This place gives me an uneasy feeling*

+2 Fate dice on the next overnight  
Sanity checks for the party

**White Out - Encounter Deck**

## Bad feeling about this...

*There is something about this area that I don't like.*

+2 Fate dice on the next overnight  
Sanity checks for the party

**White Out - Encounter Deck**

## Vague radio report

*Didn't quite catch that, but it didn't sound good.*

+2 Fate dice on overnight Sanity  
Checks for the party  
Discard if the party can access a  
working Long Range Radio before  
night falls



**White Out - Encounter Deck**

## Vague radio report

*No idea what's going on, but things sound bad!*

+2 Fate dice on overnight Sanity  
Checks for the party  
Discard if the party can access a  
working Long Range Radio before  
night falls



**White Out - Encounter Deck**

## Better weather

*The sky looks like it's brightening*

+2 Fortune dice on the next overnight  
Endurance Checks for the party  
or discard a Worse Weather  
Encounter Card

**White Out - Encounter Deck**

## Better weather

*The sun's almost got through the clouds today!*

+2 Fortune dice on the next overnight  
Endurance Checks for the party  
or discard a Worse Weather  
Encounter Card

**White Out - Encounter Deck**

## Worse weather

*I don't remember what dry feels like!*

+2 Fate dice on the next overnight  
Endurance Checks for the party  
or discard a Better Weather  
Encounter Card

**White Out - Encounter Deck**

## Worse weather

*I didn't think it could get worse.. But it has*

+2 Fate dice on the next overnight  
Endurance Checks for the party  
or discard a Better Weather  
Encounter Card

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## Para drop

*A bright fluttering parachute indicates someone is thinking of us*

Draw 4 Equipment Cards,  
return 2 to the deck and reshuffle.



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## Para drop

*Hopefully this drop has some useful kit*

Draw 4 Equipment Cards,  
return 2 to the deck and reshuffle.



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## Dog sledge

Exchange one Equipment Card for one card  
from the deck or 1D3 provisions.

Discard the traded equipment

Or you can rob him.

Take 1 dog sled, 1D3 provisions and  
3 Equipment Cards.

+3 Fate dice on next  
overnight Sanity check

**White Out - Encounter Deck**

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from the deck or 1D3 provisions.

Discard the traded equipment

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Take 1 dog sled, 1D3 provisions and  
3 Equipment Cards.

+3 Fate dice on next  
overnight Sanity check

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## Civilian Scientists

*These guys know the land well,  
they might have info we can use*

For each lot of provisions traded  
draw another Terrain Card and place  
it on the map in the normal way



**White Out - Encounter Deck**

## Civilian Scientists

*These guys have been out here for months.  
They know the area well*

For each lot of provisions traded  
draw another Terrain Card and place  
it on the map in the normal way



**White Out - Encounter Deck**

## Overnight Camp

*Best try to get comfortable,  
can't go any further today.*



**White Out - Encounter Deck**

## Overnight Camp

*It's getting late - time to make camp.*



**White Out - Encounter Deck**

## Overnight Camp

*That's enough for today - time for a rest.*



**White Out - Encounter Deck**



## Overnight Camp

*Can't go on any further - need some rest.*



**White Out - Encounter Deck**

## Overnight Camp

*Looks a good spot for a camp.*



**White Out - Encounter Deck**

## Overnight Camp

*Hunger and fatigue force you to stop for the night.*



**White Out - Encounter Deck**

## Angry Walrus

Passive

Endurance 9

Move 3

Work 3

Sanity 1

3+1D3 provisions if killed



**White Out - Encounter Deck**

## Angry Walrus

Passive

Endurance 9

Move 3

Work 3

Sanity 1

3+1D3 provisions if killed



**White Out - Encounter Deck**

## Wolves

Passive

Same number as characters

Endurance 2

Move 8

Work 2

Sanity 6

+2 Fate Dice on Overnight Sanity Checks



**White Out - Encounter Deck**

## Wolves

Passive

Same number as characters

Endurance 2

Move 8

Work 2

Sanity 6

+2 Fate Dice on Overnight Sanity Checks



**White Out - Encounter Deck**

## Polar bear

Aggressive

Endurance 6

Move 6

Work 6

Sanity 3

1D3 provisions if killed



**White Out - Encounter Deck**

## Polar bear

Aggressive

Endurance 6

Move 6

Work 6

Sanity 3

1D3 provisions if killed



**White Out - Encounter Deck**

## Sentry

1 Sentry

Think Check on move vs 2 Fate Dice

Endurance 3

Move 4

Work 2

Sanity 3

Rifle



White Out - Encounter Deck

## Sentry

1 Sentry

Think Check on move vs 2 Fate Dice

Endurance 3

Move 4

Work 2

Sanity 3

Rifle



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## Nothing to report

*The wind howls as the snow falls*

White Out - Encounter Deck

## Positive thinking is the way forward!

*We made good progress today*

+2 Fortune dice on the next overnight  
Sanity Check for the party

White Out - Encounter Deck

## Heavy Patrol

Leader plus same number of  
soldiers as characters

Endurance 3

Move 4

Work 2

Sanity Soldier: 3 / Leader: 4

Soldier: Assault Rifle / Leader: Machine gun



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Leader plus same number of  
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Endurance 3

Move 4

Work 2

Sanity Soldier: 3 / Leader: 4

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## Enemy Camp

1D3 Sentries

Think Check on move vs 2 Fate Dice

Endurance 3

Move 4

Work 2

Sanity 3

Rifle

White Out - Encounter Deck

## Enemy Camp

1D3 Sentries

Think Check on move vs 2 Fate Dice

Endurance 3

Move 4

Work 2

Sanity 3

Rifle

White Out - Encounter Deck

## Nothing to report

*Just another day on the ice*

No effect

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