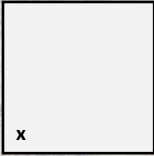


Flat Ice

No Effects



White Out - Terrain Deck

Flat Ice

No Effects



White Out - Terrain Deck

Flat Ice

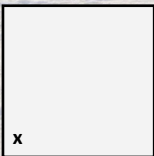
No Effects



White Out - Terrain Deck

Flat Ice

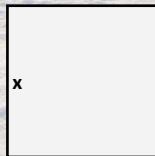
No Effects



White Out - Terrain Deck

Flat Ice

No Effects



White Out - Terrain Deck

Flat Ice

No Effects



White Out - Terrain Deck

Crevasse Field

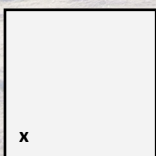
Work or Think Check vs 2 Fate Dice

Rope: +1 Fortune Dice (Lost if fail)

Fail Work: -1 Sanity

Fail Think: -1 Endurance

2 more Fate than Fortune Banish a random Equipment Card



White Out - Terrain Deck

Crevasse Field

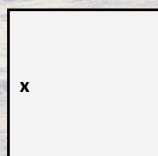
Work or Think Check vs 2 Fate Dice

Rope: +1 Fortune Dice (Lost if fail)

Fail Work: -1 Sanity

Fail Think: -1 Endurance

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White Out - Terrain Deck

Crevasse Field

Work or Think Check vs 2 Fate Dice

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White Out - Terrain Deck

Crevasse Field

Work or Think Check vs 2 Fate Dice

Rope: +1 Fortune Dice (Lost if fail)

Fail Work: -1 Sanity

Fail Think: -1 Endurance

2 more Fate than Fortune Banish a random Equipment Card



White Out - Terrain Deck

Pressure Ridge

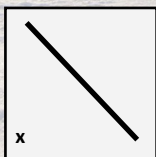
Work Check vs 2 Fate Dice

Ladder: +1 Fortune Dice (Lost if fail)

Fail: -1 Endurance

2 more fate than fortune

Banish a random equipment card



White Out - Terrain Deck

Pressure Ridge

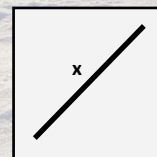
Work Check vs 2 Fate Dice

Ladder: +1 Fortune Dice (Lost if fail)

Fail: -1 Endurance

2 more fate than fortune

Banish a random equipment card



White Out - Terrain Deck

Thin Ice

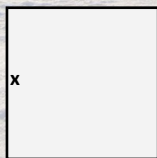
Think Check vs 2 Fate Dice

+1 Fate per 4 Hands of kit

Fail: -1 Sanity

2 more fate than fortune

Banish a random equipment card



White Out - Terrain Deck

Thin Ice

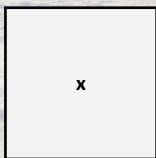
Think Check vs 2 Fate Dice

+1 Fate per 4 Hands of kit

Fail: -1 Sanity

2 more fate than fortune

Banish a random equipment card



White Out - Terrain Deck

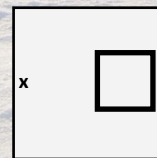
Vantage Point

Think Check vs 2 Fate Dice

Pass: Reveal D3 Terrain

If 2 more fate than fortune

1D3 terrain from bottom of deck placed on top



White Out - Terrain Deck

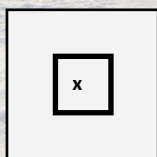
Vantage Point

Think Check vs 2 Fate Dice

Pass: Reveal D3 Terrain

If 2 more fate than fortune

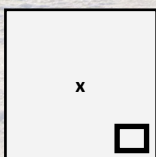
1D3 terrain from bottom of deck placed on top



White Out - Terrain Deck

Igloo

Shelter for 4



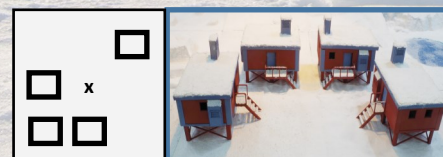
White Out - Terrain Deck

Whaling Station

D3 buildings Close encounter if any building entered

1 Equipment inside

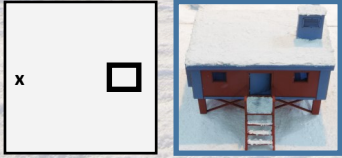
+1 Fate for overnight Sanity checks if sheltering



White Out - Terrain Deck

Isolated hut

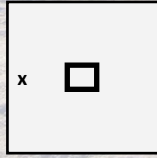
1 Hut Close encounter if any
Building entered
1 Equipment inside



White Out - Terrain Deck

Isolated hut

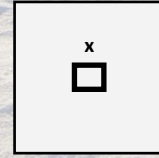
1 Hut Close encounter if any
Building entered
1 Equipment inside



White Out - Terrain Deck

Isolated hut

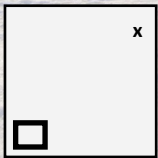
1 Hut Close encounter if any
Building entered
1 Equipment inside



White Out - Terrain Deck

Isolated hut

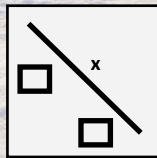
1 Hut Close encounter if any
Building entered
1 Equipment inside



White Out - Terrain Deck

Airfield

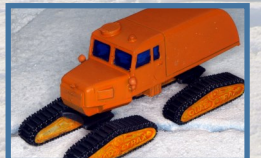
1 Hut
Close encounter if Building entered
1 Equipment inside



White Out - Terrain Deck

Abandoned Sno-cat

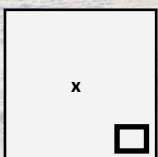
Work and Think Checks vs 2 Fate Dice
Pass Both: Sno-cat available
If 2 more fate than fortune
Vehicle is unreparable



White Out - Terrain Deck

Crashed Aircraft

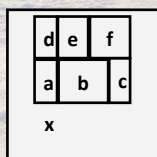
Shelter for 2
Close Encounter if entered
1 Equipment inside



White Out - Terrain Deck

Arctic base

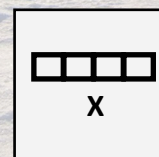
Multiple areas



White Out - Terrain Deck

Sub Conning Tower

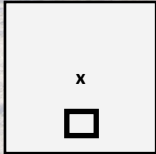
Multiple areas



White Out - Terrain Deck

Satellite

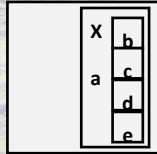
No Effects



White Out - Terrain Deck

Icebound Ship

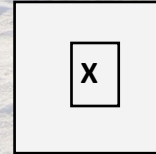
Multiple areas



White Out - Terrain Deck

Mysterious Hole in the Ground

No Effects



White Out - Terrain Deck