

# **RULES FOR WINTER SCENARIOS**

Optional rules for the *Rifles* series (R. in the Ardennes, R. in the Pacific and R. in the Peninsula)



Winter scenarios introduce two types of terrain modifiers into the *Rifles* series:

- Snow
- Deep Snow

Changes associated with these two types of terrain add up to those of the underlying terrain, both for base terrain and individual terrain features.

The presence of Snow or Deep Snow is determined by the special rules of the scenario and / or by any Event Marker (EM).

## **Snow**

In order to move to a new stripe, a Group in a stripe with Snow must roll a die and obtain a result of 3+. A result of 1-2 consumes the activation point without the Group being able to move (The Group may retry the movement if it has further APs available). A similar roll is required to move towards a terrain feature if the current stripe contains Snow.

By spending a Bonus Action Point, the die roll is not necessary.

## **Deep Snow**

In order to move to a new stripe, a Group in a stripe with Snow must roll a die and obtain a result of 4+. A result of 1-3 consumes the activation point without the Group being able to move (The Group may retry the movement if it has further APs available). A similar roll is required to move towards a terrain feature if the current stripe contains Deep Snow.

Spending a Bonus Action Point gives you a +2 die roll modifier.

### **Hills with snow.**

If the group it is moving towards a stripe with a Hill, the die roll suffers a -1 modifier: a 4+ is then required with Snow and a 5+ is required to advance with Deep Snow. When moving uphill, spending a Bonus Action Point gives you a +2 die roll modifier.

### **Vehicles (RiTA and RiTP)**

Vehicles moving in snow benefit from +1 to the die roll for moving with Snow (2+) or Deep Snow (3+). Russian tanks are not subject to this die roll (due to the specially designed wider tracks).

### **Enemy Movement**

Rolls for movement with Snow (3+) or Deep Snow (4+) are also made when enemy units move unless special scenario instructions.

### **Special cases**

If an event generates the presence of Deep Snow in Woods or in Village, consider the Stripe as being affected by the Snow.

Fields with Snow or Deep Snow are treated as open terrain.

### **Effects of snow on morale**

Units attempting to Rally in a Stripe with Snow or Deep Snow suffer a -2 die roll modifier. Exception: Units in a Building or Village ignore this modifier. These modifiers also apply to the enemy unless otherwise specified by the scenario.

### **Frostbite**

If the scenario rules or an event require a Frostbite check for a unit, perform a morale test: if the test fails, the unit becomes Suppressed or, if already Suppressed, eliminated.