

MARVEL

BLIZZARD
(MOVEMENT DISRUPTION)

**WEATHER
PERMANENT GLYPH**

Count all land spaces on or within 1 space of the space this glyph occupies as Heavy Snow instead of its normal terrain type, even if this glyph is unoccupied. When a figure without the Ice Resistance special power begins its turn on an affected space, the player that controls that figure must first roll the 20-sided die. If they roll 6 or lower, that figure cannot move this turn.



Custom Expansion
MUTANT
MULTIVERSE

