

Single Sheet Feed Only

8879™ Glossy Ink Jet Clean Edge Business Cards  
Use template 8371™



**WEATHER** **CLEAR** **Weather Conditions**

Airships attempt contact in same or adjacent zone  
Tactical Map daylight Visibility is 4 hexes  
Daylight Search Attempts: +1  
(Must roll 4 or more to contact)

**WEATHER** **GALE** **Weather Conditions**

Any Airship or Aircraft aloft is destroyed  
DDs & TBs at sea are lost on a dice roll of 12  
Surviving DDs & TBs speed is reduced to 1  
No Gunnery or Torpedoes may fire  
Tactical Map daylight Visibility is 1 hex  
Daylight Search Attempts: -2  
Foundering (75% hull) ships die rolls: +3

**WEATHER** **MIST** **Weather Conditions**

Tactical Map daylight Visibility is 3 hexes

**WEATHER** **NIGHT** **Weather Conditions**

Aircraft landing die rolls: -3 (may not take-off)  
Tactical Map night Visibility is 2 hexes  
Night Search Attempts:  
(Must roll 6 or more to contact)

**WEATHER** **FOG** **Weather Conditions**

Airships may attempt contact in same zone only  
Aircraft take-off & landing die rolls: -1  
Air Strikes (to find target) die rolls: +1  
Tactical Map daylight Visibility is 2 hexes  
Daylight Search Attempts: -1

**WEATHER** **NIGHT** **Weather Conditions**

Aircraft landing die rolls: -3 (may not take-off)  
Tactical Map night Visibility is 2 hexes  
Night Search Attempts:  
(Must roll 6 or more to contact)

**WEATHER** **SQUALL** **Weather Conditions**

No Airship or Aircraft may attack  
Aircraft take-off & landing die rolls: -2  
Airships, DDs & TBs speed is reduced to 1  
No Secondaries, Tertiaries or Torpedoes may fire  
Tactical Map daylight Visibility is 2 hexes  
Daylight Search Attempts: -1  
Foundering (75% hull) ships die rolls: +1

**WEATHER** **STORM** **Weather Conditions**

No Airship or Aircraft may attack  
Aircraft take-off & landing die rolls: -3  
Airships, DDs & TBs speed is reduced to 1  
No Secondaries, Tertiaries or Torpedoes may fire  
Tactical Map daylight Visibility is 2 hexes  
Daylight Search Attempts: -1  
Foundering (75% hull) ships die rolls: +2

To separate, fold toward the printed side along the card edges to snap cards apart.

Patent Pending