

ASL – WEATHER EFFECTS

WEATHER	EC (DRM)	TERRAIN MODIFICATIONS	MOVEMENT	WIND CHANGE DR EFFECTS	VISIBILITY	SMOKE	BLAZE SPREAD	COMBAT, ENTRENCH, MISCELLANEOUS
Fog (E3.31)	Moist (-1)		As in Smoke : +1 MF/MP	Mild Breeze : -1 lvl per Game Turn Hvy Wind/Gusts : -1 lvl per Player Turn	Each lvl of Fog as per by Smoke (+1 to +3 DRM) Within hex : ½ DRM (FRU)	No effect if vision already hindered by Fog (A24.6)		No Air Support vs fogged-in Location
Mist (E3.32)	Moist (-1)				LV DRM at Range 7+ : +1 each 6 hexes (FRU)			LV DRM applies to Air Support
Gusty (E3.4)				(10+) : Gusts			If Gusts : B25.651	
Rain	Overcast If Rain : Wet (-2) forever		+1MF/MP per lvl change (up/ down) [EXC : S, p] forever	(10+) : rain starts or present rain becomes Hvy rain (3-) all rain stops	Mist LV LV DRM Range 0+ : +1 each 6 hexes (FRU)	NA [EXC : G] Drift NA Still fills hex	Only to connecting Bd/WB/ Grain/in season Orchard or by Gusts	Air Support NA
Heavy Rain (E3.5)								
Mud (E3.6)	Mud (-3)	Unpaved Rd, Gully, Plowed Field = OG EXC : b, B, W	Veh. : secret Bog DR (D8.23) per hex entry [EXC : P or runway] + ½ MF / MP per OG hexside (add after total cost is calculated – E3.9) Manhandling +3			NA A24.6 [EXC : G]		HE : +1 TEM vs OG [EXC : M, Mines] Resid FP -1 col FFMO OK Entrench : +1 DRM
Falling Snow	Overcast Moist (-1) EXC : Ground or Deep Snow	Streams = frigid (B20.7)		(10+) : Snow starts or present rain becomes Hvy Snow (3-) all Snow stops	Mist LV LV DRM Range 0+ : +1 each 6 hexes (FRU)			Air Support NA
Heavy Snow (E3.7)								
Ground Snow (E3.72)	Wet (-2)	Marsh = OG Streams = frozen Ice (B21.6)	Inf/Cav : +1 MF per level change (up/down) [EXC : S, P] Rd Bonus NA [EXC : P] Veh. : Rd 1MP minimum Z : +1MP/MF per hexside				Only to connecting Bd/WB/ or by Gusts	Entrench : +2 DRM
Deep Snow (E3.73)	Snow (-3)	Marsh, B = OG Streams = frozen Ice (B21.6)	Inf/Cav : cf Ground Snow + ½ MF per hexside [EXC : P, entering W, Bd, R], Gallop NA Veh. : Rd 1 MP minimum X : +1 MP per hexside [EXC : P] Z : +2 MP/MF per hexside [EXC : P] Bog as per Mud [EXC : P]			NA A24.6 [EXC : G] Drift OK Still fills hex	Only to connecting Bd/WB/ or by Gusts	HE : +1 TEM vs OG [EXC : M] Resid FP -1 col FFMO OK Entrench : +2 DRM
Winter Camouflage (E3.712)	any Snow : may Deep Snow : must !				Inf : +1 LV DRM at 9+ hexes Other : at 17+ hexes EXC to all : O			? dr : -1 drm Assault Move / Advance in OG : no ? loss
Extreme Winter (E3.74)	Snow (-3)		Pre 4/42 : Axis vehicle start dr (6 = immob)					Pre 4/41 Russian : B#/X# -1 Pre 4/42 non Finn Axis : B#/X# -2 To All : DC X# = 12 Original Rally DR 11 = Cas Red Entrench NA
ABREVIATIONS	<p>b : Bridge B : Brush Bd : Building</p> <p>G : Blaze and Smoke placed inside Bd from same Location or ADJACENT Location of same Bd across hexside of that Bd or completely within Factory</p> <p>M : Ordnance direct Fire vs Veh/Pillbox, Air Burst, Specific collateral attack</p> <p>O : OBA, Resid FP, F. Lane or other non-Smoke TEM OG : Open Ground</p> <p>p : paved Road P : Plowed Road</p> <p>R : Rubble Rd : Road S : Stairwell</p> <p>W : Woods X : Tracked Z : non-Tracked [EXC : Sledge]</p> <p>Color codes : Red = Building related – Green = Other terrain – Blue = Ordnance related – Gray = Vehicular related</p> <p>n. b. E3.8 BUILDINGS: Weather is always "Clear" for units in a building viewing/firing/entering another Location of that same building through a building hexside and for units in the same hex [EXC: Bypass/Rooftop].</p>							