

RAIN

- Wind Change DR ≥ 10 (if Overcast) starts rain; DR ≤ 3 ends it (regardless of intensity). If raining, DR ≥ 10 increases intensity to Heavy Rain.
- When Rain starts, EC wet for remainder of scenario.
- No SMOKE except from a Blaze or inside a building. No Drift.
- Causes Mist LV Hindrance: +1 at range 7-12 hexes, +2 at 13-18 hexes, etc.
- Heavy Rain Mist LV Hindrance +1 at range 0-6, +2 at 7-12, +3 at 13-18, etc.
- No Air Support during Overcast.
- **MOVEMENT During AND AFTER Rain, ground units must expend 1 extra MF/MP per elevation level (up/down) unless using stairwell or paved road.**

Low Visibility Hindrance: Like LOS Hindrance but does not negate/affect FFMO, Interdiction, Residual FP, concealment loss.

These Play Aids brought to you courtesy of Mark Pitcavage.

See <http://www.sff.net/people/pitman/asl/asl.htm> for more.

SNOW

- Falling Snow: Always overcast; EC is Moist unless Ground/Deep Snow also present; streams are considered frigid. Stops on Wind Change DR ≤ 3 (regardless of intensity). Restarts on DR ≥ 10 . If snowing DR ≥ 10 increases intensity to Heavy Falling Snow.
- Falling Snow causes Mist LV Hindrance: +1 range 7-12 hexes, +2 at 13-18, etc. Heavy Falling Snow: +1 at range 0-6, +2 at 7-12, etc.

Low Visibility Hindrance: Like LOS Hindrance but does not negate FFMO, Interdiction, Residual FP, concealment loss.

Ground Snow

- EC always wet. Blazes spread to adj. Hexes only if connecting hexside crosses building/woods/brush symbol or Blaze is spread by gusts.
- Turns all marsh/mudflat terrain to Open Ground; freezes all streams; activates all Ice rules.
- +2 DRM to Entrenching Attempts.
- MOVEMENT: Infantry/Cavalry must spend 1 extra MF per elevation level change (up/down) unless using stairwell or plowed road. Road Bonus NA unless using plowed road. For vehicles, Road Entry MP cost is one MP, not 1/2. Non-tracked vehicles must spend 1 extra MP (MF) per hexside crossed/bypassed. Both effects apply even on plowed roads.

Drifts: Occur by SSR or by Heavy Winds or Gusts + Ground or Deep Snow. Affect only 1 hexside. Requires all of a unit's MF/MP to cross, requires Bog Check with +2 DRM. Treated as hedge unless wall/roadblock is there. Bypass not allowed. Normal movement between hexes of the same building can occur despite a drift hexside.

Winter Camouflage: In any type of snow, infantry/vehicle (not PRC) with WC receives +1 LV Hindrance DRM when fired on beyond 8 hexes if infantry or 16 hexes otherwise (EXC: OBA, Residual FP, Fire Lane). NA if it qualifies for positive TEM other than SMOKE. May Assault Move/Advance into Open Ground without loss of ?. -1 drm for concealment attempts.

Frigid Water Obstacle (B20.7): If Inf/Cav enter w/o a bridge they are Replaced/Disrupted as per A19.12-13 (or Casualty Reduced if incapable of both). May not Ford frigid river hex (B21.41). No Swimming.

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MUD

- EC always "Mud." Blazes spread to adj. hexes only if connecting hexside crosses buildings/woods/brush/grain/in-season orchard, or if Blaze is spread by gusts.
- All unpaved roads are non-existent (EXC LOS, Dash, Street Fighting, Straying) and are considered open ground. Paved roads and runways not affected by Mud.
- Bog/Manhandling more difficult. +1 to Entrenching attempts. SMOKE has no effect.
- HE ATTACKS: +1 TEM to all HE attacks in Open Ground (EXC: Mines, Air Bursts, Collateral Attacks; see E3.62). Residual FP reduced 1 column. FFMO still applies.
- **MOVEMENT: Ground units spend extra 1/2 MF (or 1MP) per Open Ground hexside, unless entering non-Open Ground terrain in that hex. This includes all unpaved roads, gullies not containing woods/brush, dry streams, plowed fields (not grain), and open ground hexes with shellholes and trenches. Ignore Hexside TEM.**

Deep Snow

- EC are always snow. Blazes spread to adj. Hexes only if connecting hexsides crosses buildings/woods symbol or Blaze is spread by gusts.
- Turns all marsh/mudflat/brush terrain to Open Ground; freezes all streams; activates all Ice rules (B21.6, B20.7).
- Bog/Manhandling more difficult. +2 DRM to Entrenching Attempts.
- No SMOKE except from a Blaze or inside a building.
- HE ATTACKS: +1 TEM to all HE attacks in Open Ground (EXC: Mines, Airbursts, Collateral Attacks; see E3.731). Residual FP reduced 1 column. FFMO still applies. Minefield attack/Clearance DR have +1 DRM; A-P minefield attacks resolved with half FP; A-T mine factors present considered to be 1 less than normal. This includes all unplowed roads, gullies containing woods, dry streams, plowed fields (not grain), and open ground hexes with shellholes and trenches. Ignore hexside TEM.
- MOVEMENT: Infantry/Cavalry must spend 1 extra MF per elevation level change (up/down) unless using stairwell or plowed road; must pay extra 1/2 MF per hexside (EXC: entering woods/bldg/rubble or crossing plowed road hexside). Road Bonus NA unless using plowed road. Gallop allowed only on plowed roads.
- For vehicles, Road Entry MP cost is 1 MP, not 1/2 (even on plowed roads). Except on plowed roads, non-tracked vehicles must expend two extra MP (MF) per hexside crossed/bypassed; tracked vehicles must pay 1 extra MP.

Extreme Winter

- EC always snow. Foxholes may not be dug.
- B#/X# of all ordnance/SW except DC decrease by 1 for pre-April 1941 Russians, by 2 for pre-April 1942 Axis (EXC: Finns).
- **Fate:** Non-Finn Axis unit before April 1942 (or Russians before April 1941) that makes Original DR ≥ 11 while not in bldg/pillbox suffers Casualty Reduction.
- **Vehicles:** Non-Finn Axis Defender prior to April 1942 must make dr for each vehicle that sets up onboard not in motion before it expends its first start MP; on a 6, it is immobilized.