## **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 Suport
Gusty (E3.4)				(10+) : Gusts			If Gusts : B25.651	
Rain Heavy Rain (E3.5)	Overcast If Rain : Wet (-2) forever		+1MF/MP per lvl change (up/ down) [EXC : <b>S</b> , <b>p</b> ] 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 : <b>G</b> ] Drift NA Still fills hex	Only to connecting Bd/W/B/Grain/in season Orchard or by Gusts	Air Support NA
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 : <b>G</b> ]		HE : +1 TEM vs OG [EXC : M, Mines] Resid FP -1 col FFMO OK Entrench : +1 DRM
Falling Snow Heavy Snow (E3.7)	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
Ground Snow (E3.72)	Wet (-2)	Marsh = OG Streams = frozen Ice (B21.6)	fozen Valk Ed Kursen P Poly Poly Poly Poly Poly Poly Poly Po				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, <b>Bd</b> , <b>R</b> ], 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 : <b>G</b> ] Drift OK Still fills hex	Only to connecting Bd/W/B 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 : <b>O</b>			? 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	b :Bridge B : Brush Bd : Building Color codes :	of same <b>Bd</b> across hexside o	inside <b>Bd</b> from same Location or ADJACENT Location f that <b>Bd</b> or completely within Factory = Other terrain – <b>Blue</b> = Ordnance related – <b>Gray</b> = Vehic	M : Ordnance direct Fire vs Veh/Pillbox, Air Burst, Specific collateral attack ular related	O: OBA, Resid FP, F. Lane or other non-Smoke TEM OG: Open Ground	p : paved Road P : Plowed Road	R : Rubble Rd : Road S : Stairwell	W : Woods X : Tracked Z : non-Tracked [EXC : Sledge
<u> </u>	n. b <b>. <i>E3.8 BU</i></b>	<b>ILDINGS</b> : Weather is always "C	Clear" for units in a building viewing/firing to/entering ano	ther Location of that same build	ng through a building hexside and for u	nits in the same hex [EXO	C: Bypass/Rooftop].	