

42. WEATHER. (V 10.11.24)

42.A. WEATHER DEFINITIONS.

42.A.1. WEATHER ZONES.

The weather lines divide the map area into seven main weather zones as illustrated on the map guide: zones A, B, C, D, E, F, and G. The East Africa and East Asia maps add more weather zones if used. A zone consists of all hexes in the zone (as shown on the map guide) plus all hexes of its labelled weather line. If two letters exist on the weather line, the hex is in the zone with the lowest letter. *For example if a weather line had arrows showing both "F" and "G" on it, the hex with the line one it would be in weather zone "F".*

42.A.2. WEATHER CONDITIONS.

There are ten possible weather conditions. From fairest weather to most severe, they are: clear, frost, light mud, mud, heavy mud, rain, light snow, winter, snow, and heavy snow.

Any mud, rain, frost, winter, or snow weathers are collectively called "bad weather".

Frost, winter, and all snow weathers are collectively called "cold" weather. Rivers, lakes, and some coastal and sea hexes freeze in certain weather zones during cold weather.

42.A.3. WEATHER TABLE.

The WEATHER TABLE is divided into sections, one for each weather zone (and one for the sea zones), which are used to determine the weather conditions for their zone each turn. For each zone, the weather die roll (see Section B below) is cross-indexed with the current turn to obtain a result. Results are: clear ©, light mud (LM), mud (M), heavy mud (HM), rain ®, winter (W), frost (F), light snow (LS), snow (S), heavy snow (HS), and no change (NC). A result of "No Change" means the weather result for the zone is the same as that of the zone on the previous turn. *For example, if for zone B the weather on Sep 3 was clear and the weather result for Sep 4 is no change, then the weather for zone B on Sep 4 is clear.*

In the sea conditions section, there are three possible results: clear ©, rough ®, and stormy (S).

42.A.4. WEATHER TRACK.

The WEATHER TRACK is used to show the weather in each zone. For each zone, place a marker in the box corresponding to the zone's weather. *Note: If playing scenarios, ignore weather zones and sea zones not present in the scenario.*

42.B. DETERMINATION OF WEATHER.

At the start of each Allied/Soviet player-turn 1 and 3 in the month, the Allied player rolls one die per weather and sea zone to decide the primary weather conditions in each zone during the next two player-turns. The die roll may be modified by events such as severe winter or by the particular ocean or sea zone. If a 1 or 6 is rolled, reroll the dice; there is a 1/3 chance of the roll becoming a 0 or 7 instead.

Roll for weather zone A first, then B, C, D, etc. The die roll for each zone after A is modified by $\frac{1}{2}$ the spread (rounded down) to move it closer to the previous weather zones unmodified die roll. *For example, if a 5 was rolled for weather zone A and a 2 was rolled in B (spread of 3), the final modified roll in weather zone B would become a 4. If a 2 was also rolled in C, there would be no change in the unmodified die in B was also a 2.*

After weather is rolled for, roll on the WEATHER CHANGE TABLE to see when weather will again be rolled. It will normally not be done each turn.

Table 1 Weather Change Table

WEATHER CHANGE TABLE	
DIE	NEXT WEATHER ROLL
1	Next Axis player turn
2	Next Allied player turn
3	On second Allied player turn
4	On second Allied player turn
5	On third Allied player turn
6	Roll again and add 1 turn to the result. (More sixes will add 2 turns and so on.)

42.C. WEATHER EFFECTS.

Weather affects the movement and combat effects of terrain, as shown on the TERRAIN EFFECTS CHART. In addition, AEC modifiers and supply expended to attack, are affected by certain types of bad weather (Rule 42.A.2).

Weather affects other game conditions, as described in their specific rules. In general, weather affects the following:

- 1) The ability to trace supply as described in the supply rules (Rule ???).
- 2) Bad weather affects the construction abilities of engineers by reducing the effectiveness of their repairs by half. (Rule ???).
- 3) Airborne operations (Rule ???).
- 4) Amphibious landings (Rule 37).
- 5) The transport and bombing missions of air units Rules 23.G and ???).
- 6) In all types of mud and snow weather (but not frost), the maximum capacity of temporary airfields is reduced to 1. In any type of mud, frost, or snow weather from Jun 4 41 to Jun 4 42, all Axis air units flying missions in the Soviet Union or weather zone A have an "X" marker placed on them.

42.C.1. INTERZONE EFFECTS.

The weather or sea condition of a hex being entered or attacked by a unit is always that of the hex's weather zone or sea zone, even if the unit is moving or attacking from a hex in a zone that has different weather or sea conditions.

A hexside falling between two zones or sea zones is treated as having the worse weather of the two zones or sea zones.

When tracing supply lines (Rule 18) through zones with differing weather, the specific supply line element being traced is affected by the worst weather of the zones.

42.C.2. EFFECTS ON BOMBING STRENGTHS.

Bad weather affects the tactical and strategic bombing strengths of air units according to the following table. Air unit bombing strengths are affected by weather only in the target hex.

Table 2 Weather Effects Table

WEATHER EFFECTS TABLE	
WEATHER TYPE	EFFECTS
Clear	NE
Frost	NE
Light Mud	x 2/3
Mud	x 1/2
Heavy Mud	x 1/3
Rain	x 2/3
Winter	x 1/2
Light Snow	x 2/3
Snow	x 1/2
Heavy Snow	x 1/3
Rough Seas	x 2/3
Stormy Seas	x 1/3

42.C.3. EFFECTS OF SEA CONDITIONS.

Sea conditions affect various game conditions, as described in their specific rules. In general, sea conditions affect:

- a) The gunnery and naval gunfire support strengths of naval units (Rules ? and 39.A.3).
- b) Bombing strengths of air units bombing naval units (Rule ?).
- c) Naval transport to beaches (Rule ?).
- d) Amphibious landings (Rule 37).

42.D. SPECIAL WEATHER RULES.

Certain units have differing abilities and disabilities at various times in the war. These are described below.

42.D.1. FIRST WINTER IN RUSSIA.

Everywhere in zones A and B and only in the USSR in zone C, units are subject to the following effects during snow turns from Oct 2 through Apr 4. These apply only in the winter of 41-42 in historical scenarios and from the first Oct 2 turn on, in non-historical scenarios after the invasion of the USSR.

42.D.1.a. EFFECTS ON AXIS ATTACKS.

All attacks by Axis units, except attacks made solely by Finnish units, have the combat resolution die roll modified by -2 in snow and heavy snow weather and by -1 in light snow. Attacks made in combination with Finnish and other Axis units have the combat resolution die roll reduced by -1 in snow and heavy snow weather and have no modification in light snow. Attacks made solely by Finnish units have no die roll modifications.

42.D.1.b. FIRST WINTER AXIS RAIL PENALTIES.

All non-Finnish Axis rail movement east of the German/Soviet demarcation line during snow or heavy snow game turns costs double the RE value until April 4 of the next spring. This includes all movement on the supply rail net. Each rail hex counts double for purposes of tracing the distance from HQs to depots.

42.D.1.c. FIRST WINTER AXIS TRUCK LOSSES.

During the first turn of each month after the invasion of Russia starting with Nov 1 and continuing to Mar 1 of the next spring, the Axis player must eliminate one truck counter or the equivalent number of wagons, transport units, or SMPs (Rule ???). These may be rebuilt normally.

42.D.1.d. WINTERIZATION.

Any attack by either side into any hexes (except one containing a city of any size or fortress) may have its combat resolution die roll modified due to the winterization of the involved units. Use the WINTERIZATION TABLE to calculate the effects of winterization of troops on combat.

Table 3 Winterization Table

WINTERIZATION TABLE					
ATTACKER	DEFENDER				
	0	1/7	1/4	1/2	3/4
0	-	-	-	-	-
1/7	+1	-	-	-	-
1/4	+2	+1	--	-	-
1/2	+3	+2	+1	-	-
3/4	+4	+3	+2	+1	-

Winterization is calculated on RE basis, ignoring artillery REs. Divide the total number of REs participating in combat into the number of winterized REs. The fraction of the attackers REs of winterized troops is compared to the fraction of the defenders winterized troops to achieve the die roll modifier. All fractions are rounded down.

During the first winter, for combat in hexes subject to the first winter effects, a player must take required losses (Rule 11.O) with his winterized units if he receives a winterized bonus. This applies both to the attacker and defender. If one-quarter of the REs are winterized, then one-quarter of the losses must be winterized. If one-half or more of the REs are winterized then one-half of the casualties must be winterized.

All units shown on the following table are winterized:

Table 4 Winterized Units Table

WINTERIZED UNITS TABLE	
SOVIET:	
	NKVD
	Guards
	Winter-capable (Soviet winterized colours)
	Naval (Marine and Rifle)
	Mountain
	Ski
AXIS:	
	Luftwaffe ground units
	Waffen SS (excluding SS police)
	Mountain
	Ski
	German Army Winterized
	Lehr (part or all of unit ID)
	Grossdeutschland (GD)
	Finnish and Finnish Foreign Volunteer unit with "RVV" in the ID
	Spanish
ALLIES:	
	Canadian
	Mountain
	Ski
NEUTRALS:	
	Norwegian
	Swedish

42.D.2. FREEZING.

In zones A, B, C, and G, all rivers and lakes are frozen on the fourth consecutive turn of cold weather. On the third turn, they are considered to be freezing. River flotillas and naval units treat a freezing river or lake as frozen; a freezing river or lake is treated as being in flood for all other game purposes. Once frozen, they remain frozen until the first non-cold weather turn. Freezing rivers are treated the same as flooding rivers for movement and combat effects.

The movement and combat effects of frozen rivers are given on the TERRAIN EFFECTS CHART.

Ground units may operate to a limited extent on a frozen lake. No unit may enter an all-lake hex, even if frozen. Units may move, attack, and trace supply lines (Rule 18) across frozen lake hexsides that are between land hexsides. When tracing supply lines, frozen partial lake hexes may be treated as road hexes.

Example: During a snow weather turn in zone B, a Soviet unit in 2A:0833 traces an overland supply line to the partial lake hex in 2A:0940 (2A:0833-0832-0831-0840-0940) and a road supply line from this hex to 2A:1026 (2A:0940-0929-0928-0927-1026) per the ice road rule. Hex 2A:1026 contains a rail line that may be used to trace a rail supply line to a Soviet regular source of supply.

A river flotilla may not operate on a frozen river or lake. It may not enter a frozen lake hex or river hexside. If it is present on a lake or river that freezes, it may not move at all.

A swamp in any weather zone is frozen on the fourth consecutive cold weather turn in the zone, similar to rivers and lakes. A frozen swamp hex counts as only one hex, not two, when tracing overland and special supply lines (see Rule ???). The terrain effects of a frozen swamp hex during frost

weather are the same as that of a swamp hex during snow weather, including the AEC effects.

Many lakes appearing on map 40 are salt lakes. As such, these lakes do not freeze during cold weather turns. The following lakes (defined by hexside) on map 40 do not freeze during cold weather: 1027/1128, 2026/2127, 4726/4727 and 4726/4826, 5104/5103. All other lakes on map 40 freeze during cold weather.

42.D.3. SEA ICE.

Sea ice in a weather zone forms on the fourth consecutive turn of cold weather in that weather zone. Sea ice forms in the sea and coastal hexes from the forward edge of sea ice and the coast as printed on the maps. Hexes which freeze are shown in light blue.

Some sea ice in the Baltic Sea in weather zone B forms on the eighth consecutive turn of cold weather in the weather zone. The special area consists of the Gulf of Finland and all sea ice in the C weather zone. The Gulf of Finland consists of all full and partial sea hexes on map 35 on or south of the 4100 hexrow.

Once frozen, these hexes remain frozen until the first non-cold weather turn.

Naval units may not enter a frozen coastal hex. Naval units in port in a frozen coastal hex may not leave port and must be scuttled if the enemy player gains ownership of the port.

42.D.4. SPRING THAW.

All rivers in a zone are flooding on the player-turn that the zone's weather changes from cold to non-cold and on the following three player-turns. The MP costs to cross flooding rivers and the combat effects are listed on the TERRAIN EFFECTS CHART. Supply effects of flooding rivers are listed in Rule ?.

42.D.5. EFFECTS ON COMBAT SUPPLY.

All attacks in mud use double supply; in heavy mud, triple supply. Attacks in winter, snow, or heavy snow use double supply unless at least one-half of the attacking REs are winterized type units (Rule ???).

42.D.6. WEATHER EFFECTS ON AEC.

Mud and snow are marked on the TERRAIN EFFECTS CHART regarding their effects on AEC.

42.D.7. HARSH AND MILD WINTERS.

At the start of each Dec 1 turn, roll one die (before rolling weather for the turn) to determine the severity of the winter. On a roll of 1, the winter is mild; modify the weather die roll by -1 for the Dec 1 through Feb 4 turns. On a roll of 6, the winter is harsh; modify the weather die roll by +1 for the Dec 1 through Feb 4 turns. This modifier replaces the normal one third chance of a 1 or six becoming a 0 or 7 respectively. The first winter after the invasion of Russia (1941-42 in historical scenarios) is automatically assumed to be harsh and need not be rolled for.

|

Weather Table	Die Roll	3969 1	3969 3	397 21	3972 3	3975 2	397 54	397 82	3978 4	Jan 1 - Feb 1	394 80	395 07	395 09	395 38	395 40	395 68	395 70	395 99	Jun 3 - Aug 3	
ZONE A and Arctic Ocean	0	C	C	N	LM	M	N	N	LS	LS	LS	LS	M	LM	LM	C	C	C	C	
	1	N	N	LM	M	N	LS	LS	LS	LS	LS	LS	LS	M	M	LM	C	C	C	
	2	N	N	LM	M	N	LS	S	S	S	S	S	S	LS	M	M	LM	C	C	
	3	LM	LM	M	M	LS	S	S	S	S	S	S	S	LS	N	M	M	C	C	
	4	LM	LM	M	M	LS	S	S	S	S	S	S	S	S	LS	HM	M	N	C	
	5	LM	M	M	LS	S	S	HS	HS	HS	HS	HS	HS	S	S	LS	HM	HM	N	C
	6	M	M	M	LS	S	HS	HS	HS	HS	HS	HS	HS	S	S	S	HM	HM	N	C
7	LS	LS	LS	S	HS	HS	HS	HS	HS	HS	HS	HS	HS	S	LS	HM	M	LM		
ZONE B and North Atlantic Ocean	0	C	C	C	C	N	M	F	N	N	LS	M	LM	LM	C	C	C	C	C	
	1	C	C	N	N	LM	F	N	LS	LS	LS	LS	M	M	M	C	C	C	C	
	2	C	C	N	N	LM	F	LS	LS	S	S	S	LS	M	M	C	C	C	C	
	3	C	C	N	LM	M	F	LS	S	S	S	S	LS	HM	M	M	C	C	C	
	4	C	C	LM	LM	M	F	S	S	S	S	S	LS	HM	HM	M	LM	C	C	
	5	C	C	LM	M	M	LS	S	S	S	S	S	S	N	HM	M	M	C	C	
	6	LM	LM	M	M	F	S	S	HS	HS	HS	HS	S	LS	HM	HM	M	N	C	
7	M	M	M	F	F	S	HS	HS	HS	HS	HS	HS	S	LS	HM	HM	M	C		
ZONE C and Baltic Sea	0	C	C	C	C	N	LM	LM	LM	LM	LM	LM	LM	C	C	C	C	C	C	
	1	C	C	C	N	LM	M	M	M	M	M	LM	M	LM	C	C	C	C	C	
	2	C	C	C	N	LM	N	N	N	N	N	M	M	M	LM	C	C	C	C	
	3	C	C	C	N	M	N	N	LS	LS	LS	M	M	M	M	C	C	C	C	
	4	C	C	C	LM	M	F	N	LS	S	S	HM	HM	M	M	N	C	C	C	
	5	C	C	LM	LM	M	F	LS	S	S	S	LS	HM	HM	HM	N	N	C	C	
	6	C	C	LM	M	F	F	LS	S	S	S	S	N	HM	HM	N	N	C	C	
7	C	LM	M	M	F	LS	S	HS	HS	HS	S	LS	N	HM	HM	N	N	C		
ZONE D and Black Sea	0	C	C	C	C	C	N	LM	N	N	N	C	C	C	C	C	C	C	C	
	1	C	C	C	N	N	LM	M	N	N	N	LM	C	C	C	C	C	C	C	
	2	C	C	C	N	N	LM	M	M	M	M	M	LM	N	C	C	C	C	C	
	3	C	C	C	N	LM	M	M	W	W	W	M	M	M	C	C	C	C	C	
	4	C	C	C	LM	LM	M	F	W	W	W	M	M	M	C	C	C	C	C	
	5	C	C	C	LM	M	M	W	LS	W	W	HM	M	M	N	C	C	C	C	
	6	C	C	LM	M	M	W	W	LS	S	S	HM	HM	HM	N	C	C	C	C	
7	C	LM	M	M	W	W	LS	S	S	S	S	HM	HM	M	N	N	C	C		
ZONE E and Mediterranean Sea	0	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	
	1	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	
	2	C	C	C	C	C	C	C	C	LM	C	C	C	C	C	C	C	C	C	
	3	C	C	C	C	C	C	LM	LM	LM	LM	C	C	C	C	C	C	C	C	
	4	C	C	C	C	C	LM	LM	LM	M	M	LM	C	C	C	C	C	C	C	
	5	C	C	C	C	LM	LM	M	M	M	M	M	LM	C	C	C	C	C	C	
	6	C	C	C	C	LM	M	M	M	M	M	M	M	C	C	C	C	C	C	
7	C	C	C	LM	M	M	R	R	R	R	M	M	N	N	N	C	C	C		
ZONE F and Red Sea	0	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	
	1	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	
	2	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	
	3	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	
	4	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	
	5	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	
	6	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	
7	C	C	C	C	C	C	C	C	R	N	N	N	C	C	C	C	C	C		
ZONE G and Caspian, Aral Seas	0	C	C	C	C	C	C	C	C	N	C	C	C	C	C	C	C	C	C	
	1	C	C	C	C	C	C	N	N	N	C	C	C	C	C	C	C	C	C	
	2	C	C	C	C	C	C	N	N	N	C	C	C	C	C	C	C	C	C	
	3	C	C	C	C	C	C	N	F	F	N	C	C	C	C	C	C	C	C	
	4	C	C	C	C	C	C	F	F	F	N	C	C	C	C	C	C	C	C	
	5	C	C	C	C	C	F	F	F	F	F	N	C	C	C	C	C	C	C	
	6	C	C	C	C	C	F	F	F	LS	F	F	C	C	C	C	C	C	C	
7	C	C	C	C	C	F	LS	LS	S	LS	F	N	N	C	C	C	C	C		

Notes: Letters show weather in land hexes inclusive of the weather line hexes.
Shading shows weather at sea. Light shading shows rough seas; dark shading shows stormy seas.

Weather Table	Die Roll	394 47	394 49	394 78	394 80	395 07	395 09	395 38	395 40	395 68	395 70	39 59 9	39601	396 29	396 31	396 60	396 62	396 91	396 93	397 21	3972 3	397 52	397 54	Dec 1	397 84	
ZONE H1 and Persian Gulf	0	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	
	1	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C
	2	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C
	3	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C
	4	C	C	C	C	C	C	C	C	C	C	C	C	M	M	M	M	M	C	C	C	C	C	C	C	C
	5	C	M	N	N	N	C	C	C	C	C	C	M	M	M	M	M	M	M	C	C	C	C	C	C	C
	6	C	M	M	M	N	C	C	C	C	C	C	M	M	M	M	M	M	M	C	C	C	C	C	C	C
7	C	M	M	M	M	N	C	C	C	C	C	M	M	M	M	M	M	M	C	C	C	C	C	C	C	
ZONE H2 and Indian Ocean	0	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C
	1	C	C	C	C	C	C	C	C	C	C	C	C	N	N	M	M	M	C	C	C	C	C	C	C	C
	2	C	C	C	C	C	C	C	C	C	C	C	C	M	M	M	M	M	C	C	C	C	C	C	C	C
	3	C	C	C	C	C	C	C	C	C	C	C	M	M	M	M	M	M	C	C	C	C	C	C	C	C
	4	C	C	C	C	C	M	C	C	C	C	C	M	M	M	M	M	M	M	C	C	C	C	C	C	C
	5	C	C	M	M	M	M	M	C	C	C	C	M	M	M	M	M	M	M	C	C	C	C	C	C	C
	6	C	C	M	M	M	M	M	C	C	C	C	M	M	M	M	M	M	M	C	C	C	C	C	C	C
7	C	C	M	M	M	M	M	C	C	C	C	M	M	M	M	M	M	M	C	C	C	C	C	C	C	
ZONE H3	0	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C
	1	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	N	N	C	C	C	C	C	C
	2	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	N	M	M	C	C	C	C	C
	3	C	C	C	C	C	C	C	C	C	C	C	C	C	C	N	M	M	M	M	M	C	C	C	C	C
	4	C	C	C	C	C	C	M	M	M	M	C	C	C	C	M	M	M	M	M	M	C	C	C	C	C
	5	C	C	C	C	C	M	M	M	M	M	M	C	C	C	M	M	M	M	M	M	M	M	M	M	M
	6	C	C	C	C	C	M	M	M	M	M	M	C	C	M	M	M	M	M	M	M	M	M	M	M	M
7	C	C	C	C	M	M	M	M	M	M	M	C	C	M	M	M	M	M	M	M	M	M	M	M	M	
ZONE I1	0	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C
	1	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C
	2	C	C	C	C	C	C	N	N	N	N	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C
	3	C	C	C	C	C	C	M	M	M	M	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C
	4	C	C	C	C	C	M	M	M	M	M	N	C	C	C	C	C	C	C	N	N	N	N	N	N	C
	5	C	C	C	C	C	M	M	M	M	M	M	M	M	C	C	C	C	C	C	M	M	M	M	M	N
	6	C	C	C	C	C	M	M	M	M	M	M	M	M	C	C	C	C	C	M	M	M	M	M	M	N
7	C	C	C	C	M	M	M	M	M	M	M	M	M	C	C	C	C	C	M	M	M	M	M	M	M	
ZONE I2	0	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C
	1	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C
	2	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C
	3	C	C	C	C	C	C	N	N	N	N	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C
	4	C	C	C	C	C	C	N	N	M	M	N	C	C	C	C	C	C	C	C	C	C	C	C	C	C
	5	C	C	C	C	C	M	M	M	M	M	N	N	C	C	C	C	C	C	C	N	N	N	N	N	C
	6	C	C	C	C	C	M	M	M	M	M	M	N	C	C	C	C	C	C	C	M	M	M	M	M	C
7	C	C	C	C	C	M	M	M	M	M	M	N	C	C	C	C	C	C	M	M	M	M	M	M	C	
ZONE I3	0	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C
	1	C	C	C	C	C	C	C	C	M	M	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C
	2	C	C	C	C	C	C	C	M	M	M	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C
	3	C	C	C	C	C	C	M	M	M	M	M	M	M	C	C	C	C	C	C	C	C	C	C	C	C
	4	C	C	C	C	C	M	M	M	M	M	M	M	M	M	C	C	C	C	C	C	C	C	C	C	C
	5	C	C	C	C	C	M	M	M	M	M	M	M	M	M	C	C	C	C	C	C	C	C	C	C	C
	6	C	C	C	C	C	M	M	M	M	M	M	M	M	M	C	C	C	C	C	C	C	C	C	C	C
7	C	C	C	C	M	M	M	M	M	M	M	M	M	M	C	C	C	C	C	C	C	C	C	C	C	
ZONE J1	0	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C
	1	C	C	C	C	C	C	C	C	C	C	N	N	N	N	N	N	N	C	C	C	C	C	C	C	C
	2	C	C	C	C	C	C	C	C	C	C	M	M	M	M	M	M	M	M	C	C	C	C	C	C	C
	3	C	C	C	C	C	C	C	C	M	M	M	M	M	M	M	M	M	M	M	C	C	C	C	C	C
	4	C	C	C	C	C	C	C	M	M	M	M	M	M	M	M	M	M	M	M	M	C	C	C	C	C
	5	C	C	C	C	C	C	M	M	M	M	M	M	M	M	M	M	M	M	M	M	M	M	M	M	C
	6	C	C	C	C	C	M	M	M	M	M	M	M	M	M	M	M	M	M	M	M	M	M	M	M	C
7	C	C	C	C	C	M	M	M	M	M	M	M	M	M	M	M	M	M	M	M	M	M	M	M	C	
ZONE J2	0	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C
	1	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C
	2	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C
	3	C	C	C	C	C	C	C	C	C	C	C	C	N	N	N	N	N	C	C	C	C	C	C	C	C
	4	C	C	C	C	C	C	C	C	C	C	M	M	M	M	M	M	M	N	N	N	C	C	C	C	C
	5	C	C	C	C	C	C	C	C	C	M	M	M	M	M	M	M	M	M	M	N	N	N	N	N	C
	6	C	C	C	C	C	C	C	M	M	M	M	M	M	M	M	M	M	M	M	M	C	C	C	C	C
7	C	C	C	C	C	C	C	M	M	M	M	M	M	M	M	M	M	M	M	M	C	C	C	C	C	
ZONE Sahel	0	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C
	1	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C
	2	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C
	3	C	C	C	C	C	C	C	C	C	C	C	C	C	N	N	N	N	C	C	C	C	C	C	C	C
	4	C	C	C	C	C	C	C	C	C	C	C	N	N	N	N	N	N	N	C	C	C	C	C	C	C
	5	C	C	C	C	C	C	C	C	C	C	N	N	N	N	N	N	N	N	N	C	C	C	C	C	C
	6	C	C	C	C	C	C	C	C	C	M	M	M	M	M	M	M	M	M	N	N	N	C	C	C	C
7	C	C	C	C	C	C	C	C	M	M	M	M	M	M	M	M	M	M	M	M	C	C	C	C	C	
ZONE Q and Lake Victoria	0	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C
	1	C	C	C	C	C	C	M	M	M	M	C	C	C	C	C	C	C	C	M	M	M	M	M	M	C
	2	C	C	C	C	C	C	M	M	M	M	C	C	C	C	C	C	C	C	M	M	M	M	M	M	C
	3	C	C	C	C	C	M	M	M	M	M	M	C	C	C	C	C	C	C	M	M	M	M	M	M	C
	4	C	C	C	C	M	M	M	M	M	M	M	C	C	C	C	C	C	C	M	M	M	M	M	M	M
	5	M	C	C	M	M	M	M	M	M	M	M	M	M	C	C	C	C	M	M	M	M	M	M	M	M
	6	M	M	M	M	M	M	M	M	M	M	M	M	M	C	C	C	C	M	M	M	M	M	M	M	M
7	M	M	M	M	M	M	M	M	M	M	M	M	M	C	C	C	C	M	M	M	M	M	M	M	M	

Notes: Letters show weather in land hexes inclusive of the weather line hexes. Shading shows weather at sea. Light shading shows rough seas; dark shading shows stormy seas.

