

43. SPECIAL WEATHER ZONES. (V 10.11.24)

Five extreme weather zones exist in the game. Special conditions and restrictions apply to units operating in them.

43.A. ARID ZONES.

Units in arid weather zones (hexes in weather zone F, G, and Sahel) have their operations restricted due to the limited communications and harsh climate in the region. Stacking in arid zones has already been covered in Rule ????. The following rules also apply to units in arid zones.

43.A.1. MOVEMENT EFFECTS OF ARID ZONES.

Cavalry units operate with some limitations in arid weather zones (see Rule ???).

Any unit in limited supply moving into a non-road/track hex counts double the normal terrain costs. *Note: moving from a non-road/track hex to a road or track hex would only cost 1 MP even if there is no connecting road or track.* Any unit in full supply including those which are only in this state due to the expenditure of SPs, does not suffer this effect.

43.A.2. TRACING SUPPLY IN ARID ZONES.

Non-road clear terrain hexes in arid weather zones count two SLPs for the purpose of tracing supply.

43.A.3. EFFECTS ON AIR UNITS IN ARID ZONES.

What about using the modifiers as condition changes instead? A +1 would increase an inop to an x, a +2 would increase an inop to a R, etc. This would be much easier to implement and would use up Italian and German ARPs.

Add +1 for Arctic as well.

All air units flying to a mission hex in an arid (or Arctic) weather zone or flying from an airbase in an arid weather zone must check the WEATHER ZONE EFFECTS ON AIR UNITS TABLE for effects on enemy AA or air combat strength.

When an air unit flies to or from an effected hex, follow the procedure below for each involved air unit.

- 1) **First air combat:** Use enemy combat strength modifier.
- 2) **No air combat but subject to AA:** Add intrinsic AA modifier to the AA strength that would normally fire against the mission.
- 3) **No AA fire against mission:** Use the intrinsic AA strength modifier to fire when the air unit returns to base.

Table 1 Weather Zone Effects on Air Units Table

WEATHER ZONE EFFECTS ON AIR UNITS TABLE

Intrinsic AA Modifiers:

- +1 vs. British air units
- +1 vs. German air units beginning Jul 1 41.
- +2 vs. Italian air units.
- +2 vs. German air units from 1939 to Jun 4 1941.

Note: Intrinsic AA modifiers do not count as AA factors for any other purpose.

Enemy Air Combat Strength Modifiers:

- +1 vs. British air units
- +1 vs. German air units beginning Jul 1 41.
- +2 vs. Italian air units.
- +2 vs. German air units in 1939 to Jun 4 1941.

Note: Arid weather zones have no effect on AA or air combat beginning Jan 1 42.

For example, if an Italian bomber with one Italian escort flying a harassment mission to an empty hex is intercepted by British fighter, the two fighters would each add the applicable modifier to their combat strengths. The bomber would be fired upon by 2 AA points when resolving the mission since the normal AA in the hex is 0. If the interceptor bypassed the fighter, it would be fired upon by the escort (which would add its modifier). The bomber and the interceptor would then fire at each other; the bomber would not add the modifier, as the fighter has already been fired upon, but the fighter would add the modifier as the bomber has not been shot at. No AA modifier would be used against the bomber when the mission is being resolved as it has already been fired upon. If there were no intercepting fighter, the escort would be fired upon by 2 AA points when it returned to base.

43.A.4. EFFECTS ON BOMBING IN ARID ZONES.

Air units bombing tactical targets in arid weather zones subtract one from the result on the die.

43.A.5. FORTIFICATION CONSTRUCTION IN ARID ZONES.

Construction, improvement, or upgrades of fortifications in arid weather zones require the expenditure of +1 SP.

43.B. THE ARCTIC.

Units in the Arctic (weather zone A) have their operations restricted due to the limited communications and harsh climate in the region. Stacking in the Arctic has already been covered in Rule ????. Supply lines in the Arctic are usually shorter than elsewhere, as shown on the SUPPLY LINE SUMMARY (Rule ???). The following rules also apply to units in the Arctic.

43.B.1. ARCTIC ZONE OF CONTROL EFFECTS.

All units operating in the Arctic have increased ZOCs (Rule 5.A.4).

Ski and mountain units operating in the Arctic always move through enemy ZOCs as if they were screened (Rule ???). *For example, a ski unit moving through the ZOC of a division in a woods hex would pay normal costs as the ZOC is doubled (full ZOC in Arctic) and then reduced to normal due to the screening effect. If the division was in the swamp (reducing the ZOC type) it would only have a partial ZOC against ski or mountain units but full against others.* A normal screening unit gives no extra benefit for ski or mountain units.

43.B.2. ARCTIC EFFECTS ON MOVEMENT.

All units pay double MP cost for terrain when moving in the Arctic, unless moving onto a road or railroad hex. (Simply double the MP cost of the terrain given on the TERRAIN EFFECTS CHART.) *For example, the MP cost of a rough hex in the Arctic is 4 MPs for an infantry unit and 2 MPs for a mountain unit. A c/m unit moving into a mountain hex $(\frac{1}{2}M+1) \times 2$ would expend all its MPs to move one hex and then place a "+2 MP" marker on itself.*

Cavalry units may not operate in the Arctic.

43.B.3. ARCTIC EFFECTS ON COMBAT SUPPLY.

Units that make amphibious landings (Rule [37](#)) or airdrops in hexes in the Arctic must be fully supplied to do so and must expend a minimum of $\frac{1}{2}$ SP even if attacking an empty hex. The SPs may be expended while at the unit's port or airbase (where it began the amphibious or airborne operation) in order to allow the units to attack in the following combat phase.

43.B.4. ARCTIC EFFECTS ON AIR MISSIONS.

All air units flying to a mission hex in an arctic weather zone or flying from an airbase in an arctic weather zone must check the WEATHER ZONE EFFECTS ON AIR UNITS TABLE above for effects on enemy AA or air combat strength.

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