

43. SPECIAL WEATHER ZONES. (V 11.09.19)

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

43.A. TRACING SUPPLY IN SPECIAL WEATHER ZONES.

Non-road hexes in special weather zones cost one additional SLPs for the purpose of tracing supply.

43.B. SUPPLY STATUS EFFECTS.

Any unit in a special weather zone that is not in full supply increases its supply status by an additional level unless the unit is on a road or in a town/city connected to a full supply source. For example, a unit in limited supply that was in a clear terrain hex would increase its supply level to "U1." A unit at "U1" in the same hex would increase normally to "U2" and then to "U3" due to the special weather zone.

43.C. EFFECTS ON AIR UNITS.

All air units flying to a mission hex in a special weather zone or flying from an airbase in an special weather zone, modify their air status die roll as listed on the AIR UNITS OPERATIONAL STATUS INCREASE TABLE (Rule ???). Modifiers are based on nationality, weather zone type, mission type, and game turn.

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

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

Any unit not in full 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.D.2. EFFECTS ON BOMBING IN ARID ZONES.

Air units flying pinpoint bombing missions in arid weather zones subtract one from the result on the die.

43.D.3. FORTIFICATION CONSTRUCTION IN ARID ZONES.

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

43.E. 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.E.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.E.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.E.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.

|

|