

WEATHER CONDITIONS

Roll for Weather on the first turn of each day, then roll 0900, 1200, 1500 and 1800 (ignoring 23.12). Weather stays the same between times (25.72). At start, players can opt to use the historical weather (using "Date"). All WX conditions noted apply at the same time. EXAMPLE: If you roll a 4 at 12 Noon, Fog, Mud and Ice apply for the next three turns. NOTE: The Historical option is not available for 4-Mar.

REV 1/27/19

Die Roll	Date	6-9 AM 0600-1100	Noon 1200-1400	3-6 PM 1500-2000
0	Mar. 6	Fog, Frost	Frost	Fog, Frost
1	Mar. 7	Frost	Frost, Ice	Frost
2	Mar. 8	Fog, Frost	Snow	Snow, Fog
3	Mar. 9	Fog	Ice	Frost

Die Roll	Date	6-9 AM 0600-1100	Noon 1200-1400	3-6 PM 1500-2000
4	Mar. 10	Snow	Fog, Mud, Ice	Fog, Mud
5	Mar. 11	Fog, Frost	Snow, Fog	Snowstorm
6	Mar. 12	Fog, Ice	Mud, Fog	Snow
7	Mar. 13	Fog, Ice	Mud, Fog	Fair, Mud

DIE MODIFIER: If previous weather was Frost, Snowstorm or Snow, -1; if Mud, +1

Sunrise 06:20 – Sunset 17:40

WEATHER EFFECTS

Weather Condition	Unit Strength	Bombardment	Ar*/Dr* Result	Charges	MP Costs	Blocks LOS	Deploy Pontoon	Build I.P.	Other
Fair	•	•	•	•	•	•	•	•	
Fog	Art x 3/4	No	Shock	•	•	Blocked	•	•	All units MA -1
Mud	Art x 3/4	-2 DRM	•	No	x2 – Cav, Train/Art	•	No	•	
Frost	•	•	•	•	•	•	No	No	
Snow	•	No	•	+1 DRM	•	Blocked	No	No	
Snowstorm	•	No	Shock	+1 DRM	x2 – Cav, Train/Art	Blocked	No	No	Fords unusable
Ice	•	•	•	No	x2 – Cav, Train/Art	•	No	No	

KEY: Art. x 3/4 = Strength of artillery reduced to 75% for adjacent combat; -2 DRM = -2 to die roll for Bombardment; +1 DRM = +1 to die roll for all charges; No = Not Allowed; • = No Effect. **LOS BLOCKED** = reduced to one hex (23.4). **MUD, ICE, SNOWSTORM:** doubled cost applies to Cavalry, Trains and full-strength Artillery only. **Ar*/Dr* Result** = Shock (Resolved on Shock CRT). **FOG** reduces MA of all units by 1 (25.72). **NOTE:** Effects listed supersede (13.42, 18.11, and 23.2). Each Weather check turn is also a **Recovery Turn** (22.1). Weather effects do not apply at night (25.71).