

Weather

Ground *(One Die)*

Do not roll on 16 and 17 Dec 44, Ground Conditions on those turns are automatically Normal.

<i>Ground</i>	<i>Current Ground</i>	
<i>Last Turn</i>	Normal	Mud/Freeze*
Normal	1-3	4-6
Mud	1-3	4-6
Freeze	-	1-6

* Result is...

Mud before 23 Dec 44

Freeze on or after 23 Dec 44

Atmosphere *(One Die)*

<i>Current</i>	<i>Current Atmosphere</i>		
<i>Ground</i>	Good	Fair	Poor
Normal	-	1-2	3-6
Mud	-	1-2	3-6
Freeze	1-3	4-5	6

Visibility *(One Die)*

<i>Current</i>	<i>Current Visibility</i>		
<i>Atmosphere</i>	Any	2 hexes	1 hex
Good	1-2	3-6	-
Fair	1	2-5	6
Poor	1	2	3-6

Allied Air Points Available

	<i>Current Atmosphere</i>		
<i>Die</i>	Poor	Fair	Good
1	0	3	8
2	0	4	10
3	0	4	12
4	0	5	14
5	0	5	16
6	1	6	18

Replacement Steps

Do not roll or add these on the first turn of any scenario, the set up already has them installed.

German AV Repls

<i>Die</i>	<i>Result</i>
1	2
2	3
3	3
4	3, Tiger 1
5	4, Tiger 1
6	4, Tiger 2

= Steps Available that can be used on any AV unit that is **not** a Tiger.

Tiger # = Number of steps that can be used for any variety of Tiger unit (TGR, STgr, JgTg, FKL). If no Tiger unit needs a replacement, the step(s) can be used for any non-Tiger AV unit.

Allied AV Repls

<i>Die</i>	<i>Dec 17</i>	<i>18-20</i>	<i>21-26</i>	<i>27+</i>
1-2	1	2	3	4
3-4	2	4	7	10
5-6	3	7	9	12

= Steps Available

Non-AV Repls

<i>Date</i>	<i>Steps Available</i>
December	
17	US: 4, German: 8
18	US: 12, German: 8
19	US: 4, German: 8
20	US: 6, German: 8
21	US: 12, German: 8
22	US: 23, German: 8
23	US: 12, German: 9
24	US: 28, German: 9
25	US: 10, German: 9
26	US: 29, German: 10
27	US: 44, German: 10
28	US: 38, German: 10
29	US: 34, German: 10
30	US: 32, German: 10
31	US: 44, German: 12
January	
1	US: 36, German: 12
2	US: 18, German: 12
3	US: 30, German: 12
4	US: 20, German: 12
5	US: 20, German: 12
6	US: 18, German: 12
7	US: 20, German: 12
8	US: 24, German: 12

9	US: 26, German: 12
10	US: 26, German: 12
11	US: 24, German: 12
12	US: 16, German: 12
13	US: 32, German: 12
14	US: 42, German: 12
15	US: 32, German: 12
16	US: 38, German: 12

Game Specific SNAFU DRMs

	<i>Dec</i>		
	16-18	19-23	24+
Germans	+1	+0	-1

	<i>Dec</i>		
	16-17	18-21	22+
Allies	-2	-1	+0

1.1d Historical Weather

Date	Ground	Atmosphere	Visibility
16 Dec	Normal	Poor	1 hex
17 Dec	Normal	Fair	Any
18 Dec	Mud	Fair	Any
19 Dec	Mud	Poor	1 hex
20 Dec	Mud	Poor	1 hex
21 Dec	Normal	Poor	1 hex
22 Dec	Normal	Poor	1 hex
23 Dec	Freeze	Fair	2 hexes
24 Dec	Freeze	Good	Any
25 Dec	Freeze	Good	2 hexes
26 Dec	Freeze	Good	2 hexes
27 Dec	Freeze	Good	2 hexes
28 Dec	Freeze	Poor	1 hex
29 Dec	Freeze	Fair	1 hex
30 Dec	Freeze	Fair	2 hexes
31 Dec	Freeze	Fair	2 hexes
1 Jan	Freeze	Good	Any
2 Jan	Freeze	Fair	2 hexes
3 Jan	Freeze	Poor	1 hex
4 Jan	Freeze	Poor	1 hex
5 Jan	Freeze	Fair	Any
6 Jan	Freeze	Poor	1 hex
7 Jan	Freeze	Poor	1 hex
8 Jan	Freeze	Poor	2 hexes
9 Jan	Freeze	Poor	2 hexes
10 Jan	Freeze	Fair	1 hex
11 Jan	Freeze	Poor	1 hex
12 Jan	Freeze	Poor	1 hex
13 Jan	Freeze	Fair	1 hex
14 Jan	Freeze	Good	2 hexes
15 Jan	Freeze	Fair	1 hex
16 Jan	Freeze	Fair	Any