



# Weather Chart



Die Roll	Jan/Feb	Mar/Apr	May/Jun	Jul/Aug	Sep/Oct	Nov/Dec
0	SNOW	CLEAR +3	CLEAR	CLEAR	CLEAR +1	Lt MUD +4
1	SNOW	Lt MUD +2	CLEAR	CLEAR	CLEAR +1	Lt MUD +4
2	SNOW	Lt MUD +2	CLEAR	CLEAR	CLEAR +1	Lt MUD +4
3	SNOW	Lt MUD +2	CLEAR	CLEAR	CLEAR +1	MUD -2
4	SNOW	Lt MUD +2	CLEAR	CLEAR	Lt MUD 0	SNOW -3
5	SNOW	MUD -3	CLEAR	CLEAR	Lt MUD 0	SNOW -3
6	SNOW	MUD -3	CLEAR	CLEAR	Lt MUD 0	SNOW -3
7	SNOW	SNOW -6	CLEAR	CLEAR	MUD -3	SNOW -3

Weather Die Rolls of < 0 = 0  
 Weather Die Rolls of > 7 = 7

# Movement Allowance Chart

		First Impulse	Second Impulse				
Type of Unit	All Units	German	Ger.	Axis	Russ	Axis	Rus
		 			 (all armor)		
Weather		 			 * ALL 		
<b>CLEAR</b>	<b>FULL MOVEMENT</b>	<b>4</b>	<b>2</b>	<b>2</b>	<b>0</b>	<b>0</b>	<b>0</b>
<b>Lt MUD</b>	<b>4</b>	<b>2</b>	<b>2</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>0</b>
<b>MUD</b>	<b>2</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>0</b>
<b>SNOW</b>	<b>HALF MOVEMENT</b> (Fractions Rounded Up)	<b>1</b>	<b>1</b>	<b>0</b>	<b>0</b>	<b>0</b>	<b>0</b>

Numbers are maximum number of hexes a unit may move. Units may never move further than their movement factors. On the above chart the word 'Axis' refers to Hungarian, Italian, Rumanian, and Finnish units.

  STAVKA and German HQ units do not move on 1st Impulse and move their full allowance on 2nd Impulse regardless of weather, but must stop upon entering woods, swamp, and mountains.

  Leader units (Hitler and Stalin) may only move using rail movement (on first impulse).