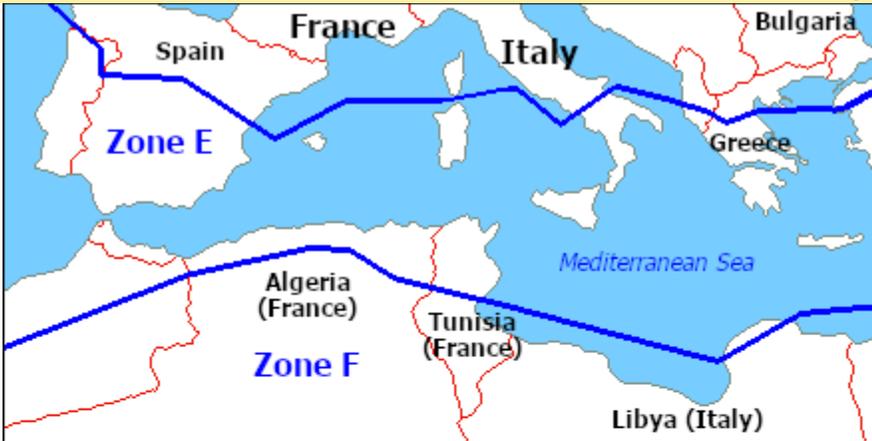


Zone E Alternative Weather Zones

A DRAFT House Rule for the Europa Desert Games

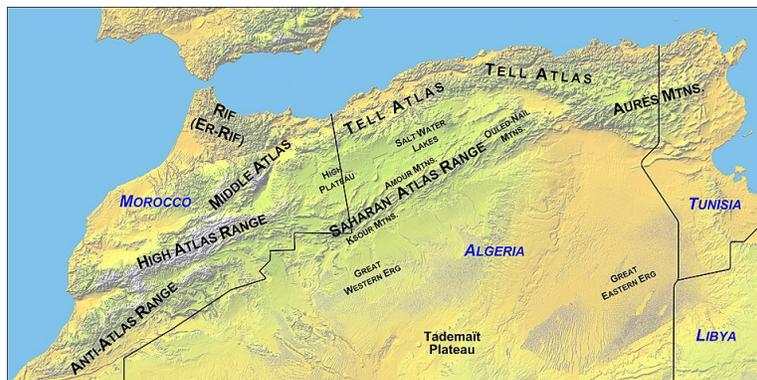


**NW Africa
Current Weather Zones**
per the *War in the Desert* maps



**NW Africa
Alternate Weather Zones**
Alternative Weather Zone EA is formed from the Tunisian and Cyrenaican portions of Weather Zone E plus part of Tripolitania from Weather Zone F. The islands of Malta (and Gozo) and Pantelleria remain in E but Lampedusa is now in EA.

There are considerable differences in how Weather Zone E works in *War in the Desert* (and *Wavell's War*) from the way it did in *Torch*. In *Torch*, the zone has "Rain" effects, which have much milder effects on combat than the "Mud" effects in *WITD*. This unfortunately causes problems in *WITD* for the parts of Tunisia and Cyrenaica (the Jebel Akhdar area) that are in Zone E. In essence, the Zone E areas of northern Tunisia and Jebel Akhdar are drier than the rest of Zone E and should be less affected by wet weather than the rest of Zone E.



Map of the mountain of northwestern Africa

(source: <https://commons.wikimedia.org/wiki/File:Atlas-Mountains-Labeled-2.jpg>)

It might not be evident why Zone E Tunisia would be drier than Zone E Morocco and Algeria. The reason is due to the effects of the Atlas Mountains, particularly the Saharan Atlas Range which ends roughly at Algeria's eastern border. The area north and west of the Saharan Atlas is rainier than east of this range, which is in a rain shadow. These conditions actually affected the 1942-1943 campaign in northwestern Africa:

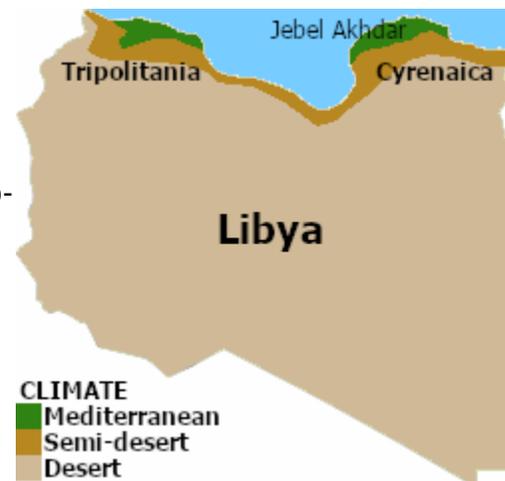
"The Atlas Mountains also created a weather difference that worked against the Allies in the early months of the campaign. Axis pilots enjoyed more clear days east of the mountains, while Allied pilots west of the range lost many days to rain. These conditions meant that Axis squadrons had the time and weather to react to targets of opportunity such as armor columns and infantry concentrations, while Allied air units had to be content to bomb fixed targets such as airfields and supply areas." (From the "Tunisia" brochure of the US Army; <http://www.history.army.mil/brochures/tunisia/tunisia.htm>)

A house rule to address this issues is to carve out a Subzone EA from Weather Zone E. Subzone EA would still use the Zone E part of the Weather Table but would interpret the results differently. Mud weather in Zone E, the main zone, would be Rain weather in Subzone EA. Rain weather would not have the -2 combat die roll modifier of mud weather, making ground operations in Subzone EA less difficult as in *Torch*. Rain weather otherwise would have all the other effects of mud (on movement, construction, AEC, etc.).

Mud or Rain Weather:		<i>Mot/Art</i>	<i>Other</i>	<i>Exceptions</i>	Mud General: -2, No AEC; Rain Gen.: No AEC
Hexes	Clear	4	2	3-Cav	No Effect
	Woods	4	3		-1
	Rough	4	3		-1
	Wooded Rough	6	3		-2
	Mountain	6	3		-2; Attacker (except mtn) & GS halved
	Forest	6	3		-2; C/M attacker (exc art) & GS halved
	Swamp	6	3		-1; Mot/Art attacker & GS halved
	Wooded Swamp	6	3		-2; Mot/Art attacker & GS halved
	Intermittent Lake	4	2	3-Cav	Attacker (except artillery) halved
	Wooded Intermittent Lake	4	3		-1; Attacker (except artillery) halved
	Intermittent Salt Lake	4	2	3-Cav	Attacker (except artillery) halved
	Canal Intensive	4	2	3-Cav	-1
	Bocage	4	2	3-Cav	-1; C/M attacker (except artillery) halved
	Ravines	6	3		-1
	Sand	3	2		No Effect
	Stony Desert	4	2		No Effect
Permafrost Tundra	P	3		-2	

House rule modification of WITD TEC for Rain weather

With a Subzone EA, the northern part of Tripolitania can be added to the zone. Like Jebel Akhdar in Cyrenaica, this area is wetter than the semi-desert and desert areas to its south, as shown on the map to the right. (This map is derived from a public domain map of Libya with the addition of climate zones adapted from https://www.researchgate.net/figure/Map-of-Libya-illustrating-study-area-black-line-and-climate-decline-from-north-to_fig1_285420900.)





Subzone EA extension into Tripolitania

The wetter portion of Tripolitania is on average still a bit drier than the Jebel Akhdar. This likely was part of the reason why the *War in the Desert* maps added the Jebel Akhdar to Zone E but not northern Tripolitania. (It's been so long that I no longer recall all the details on this fully.) For example, January is the month with the wettest weather in Tripoli, Libya. In January 1943, there were times of rain and even heavy rain in this area. This had occasional tactical effects. However, at the operational level that Europa shows, neither side was particularly slowed by the weather. On Jan II 43, the Axis rapidly retreated through the Tripoli area into southern Tunisia, pursued by the Allies.

	Die Roll	Sep I	Sep II	Oct I	Oct II	Nov I	Nov II	Dec I	Dec II	Jan I to Feb I	Feb II	Mar I	Mar II	Apr I	Apr II	May I	May II	Jun I	Jun II to Aug II
ZONE E	1	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C
	2	C	C	C	C	C	C	C	C	M	C	C	C	C	C	C	C	C	C
	3	C	C	C	C	C	C	M	M	M	M	C	C	C	C	C	C	C	C
	4	C	C	C	C	C	C	M	M	M	M	M	C	C	C	C	C	C	C
	5	C	C	C	C	C	M	M	M	M	M	M	M	C	C	C	C	C	C
	6	C	C	C	C	C	M	M	M	M	M	M	M	C	C	C	C	C	C

WTD Weather Table for Zone E

	Die Roll	Sep I	Sep II	Oct I	Oct II	Nov I	Nov II	Dec I	Dec II	Jan I to Feb I	Feb II	Mar I	Mar II	Apr I	Apr II	May I	May II	Jun I	Jun II to Aug II
ZONE E and EA	1	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C	C
	2	C	C	C	C	C	C	C	C	N	C	C	C	C	C	C	C	C	C
	3	C	C	C	C	C	C	N	N	MR	N	C	C	C	C	C	C	C	C
	4	C	C	C	C	C	N	MR	MR	MR	MR	N	C	C	C	C	C	C	C
	5	C	C	C	C	MR	MR	MR	MR	MR	MR	MR	MR	C	C	C	C	C	C
	6	C	C	C	C	MR	MR	MR	MR	MR	MR	MR	MR	C	C	C	C	C	C

House Rule Revised Weather Table for Zone E and Subzone EA

Red types shows changes to the standard table

MR: Mud in Zone E, Rain in Subzone EA

House rule modification of Weather Table for Zone E and Subzone EA

In the standard Weather Table, there's only a 1/6 (16.67%) chance of Clear weather in Zone E. In Europa as History, the weather in Subzone EA Tripolitania on Jan II 43 seems best represented as Clear. Thus via the game rules and charts, Jan II 43 must have had a lucky roll of "1". It seems acceptable to me to increase the chances of Clear weather a bit for Zone E winters, which can be accomplished by changing some M results to N. The revised table gives a 23.35% chance of Clear weather for Jan II turns.

The modified Zone E Weather Table also changes the remaining M results to MR. MR indicates that the result is M (Mud) in the main Zone E but R (Rain) in Subzone EA.

