

## 6. Gale.

- Any aircraft or airship on map destroyed.
- Roll 2 dice for each AY, DD, TBs at sea; 12 = sunk.
- Surviving DD and TB speed reduced to 1.
- Secondary/tertiary may not fire.
- Low Freeboard may not fire any guns.
- No torpedo attacks.
- Aircraft (14.0) may not take off, land or spot.
- Tactical visibility limited to one hex.
- -2 all contact attempts (5.4).
- +3 foundering (8.52).

## 5. Storm.

- Aircraft/airships may not attack.
- Airships may not spot fleets (17.3) or assist in contact (5.4).
- -3 aircraft takeoff/landing (14.0).
- Airship, DD, TB speed reduced to 1.
- Secondary/tertiary may not fire.
- Low-Freeboard may not fire any guns.
- No torpedo attacks.
- Tactical visibility two hexes.
- +2 Foundering (8.52).
- -1 all contact attempts (5.4).

Gale  
6

Storm  
5

Squall  
4

Fog  
3

Mist  
2

Clear  
1

## 4. Squall.

- Aircraft and airships may not attack.
- Aircraft and airships may not spot (17.3) or assist in (5.4).
- -2 aircraft takeoff and landing.
- Airship, DD, TB speed reduced to 1.
- Secondary/tertiary may not fire.
- Low-Freeboard may not fire any guns.
- No torpedo attacks.
- Tactical visibility two hexes.
- +1 Foundering (8.52).
- -1 all contact attempts (5.4).

## 3. Fog.

- Airships may not attack, may only spot ships in same sea zone.
- -1 aircraft takeoff/landing (14.0).
- Tactical visibility two hexes.
- -1 all contact attempts (5.4).

## 2. Mist.

- Tactical daylight visibility 3 hexes.

## 1. Clear.

- No effect.