

## Smoke shells

Dry ground, warm weather, breeze.  
Each unit fired one smoke shell.

### SMOKE SHELL TESTS

TURN 1 - the 150/ 105/ 75 appeared on map around 40 secs, and the 81 around 50 secs.

TURN 2 - all 4 smoke clouds remained throughout turn.

TURN 3 - the 81 cloud vanished after 5 secs, and the 75 after 30 secs.

TURN 4 - the 105 vanished after 40 secs, and the 150 after 50 secs.



## MORE SMOKE TESTS (NO WIND)

**PIC 1** - The weapons are firing smoke to their fronts on **Turn 1** in still air (note weather panel reads 'Still') and the smoke clouds begin blossoming (arrowed) at around 35 seconds (note clock)



**PIC 2** -and by the end of the turn all the smoke has blossomed



**PIC 3** - On **Turn 4** the 81 mortar smoke vanishes



PIC 4 - On **Turn 5** the 75 IG and PzIVH smoke vanishes



PIC 5 - On **Turn 7** the 105mm smoke vanishes



**PIC 6** - On **Turn 8** the 150mm smoke vanishes



## SMOKE IN STRONG WIND

**PIC 1** - At the end of **Turn 1** the smoke is blossoming nicely (note the weather panel reads 'Strong wind')



**PIC 2** - But during **Turn 2** the 81, 75 and Pz smoke is quickly dispersed by the wind



**PIC 3** - And during **Turn 3** the 105 and 150 smoke is also dispersed



**CONCLUSIONS** - The stronger the wind, the less time smoke lasts.  
The big 105 and 150 smoke lasts longer. Smoke does NOT drift with the wind  
(Note the programs inbuilt random factor means the figures may vary from game to game)