

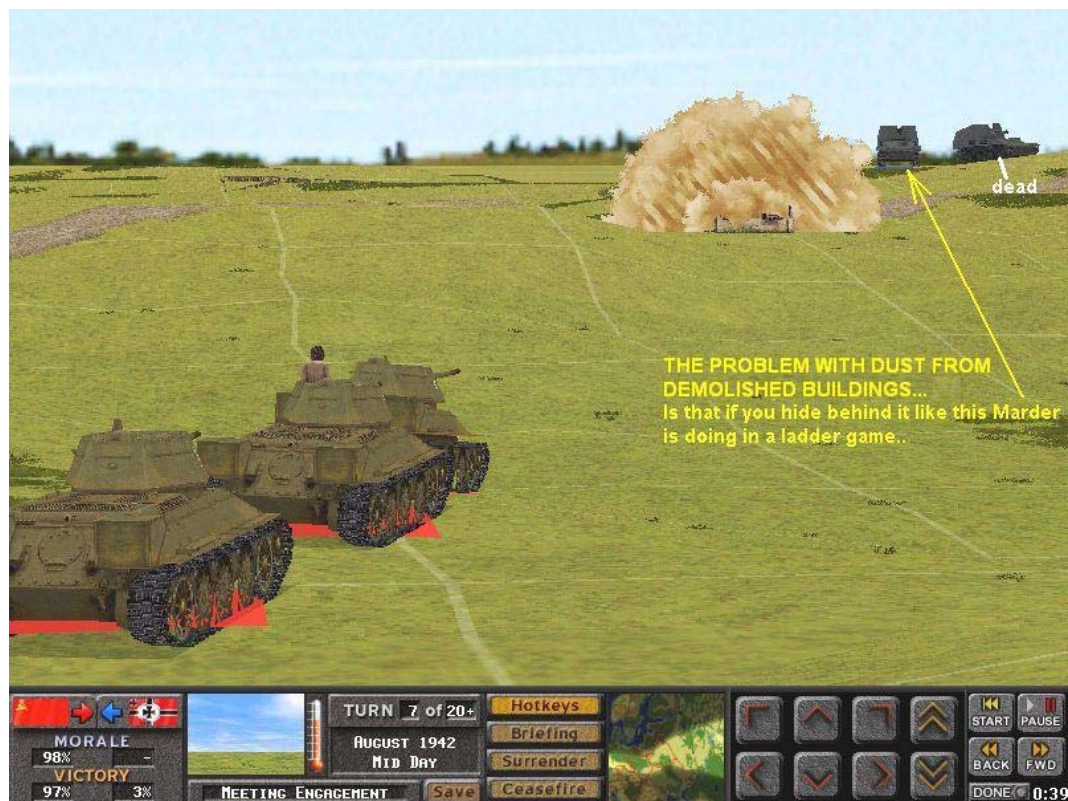
Dust

DUST AND WIND DIRECTION AWARENESS IN CMAK



DUST FROM DEMOLISHED BUILDINGS

There's no dust in cmbb except when buildings are demolished, the smaller the building the less time the dust will last, possibly just 2 or 3 turns, but large buildings dust lasts much longer, around 5 -6 turns..





DUST DISPERSAL TIME TEST (NO WIND)

PIC 1 - On Turn One I order the 150mm guns to demolish the buildings to their front, they accomplish it within 10 secs (note clock)
Also note the weather panel reads 'Still' air.



PIC 2 - On the **4th turn** the dust disappears from the shack and the light bldg



PIC 3 - And on the **5th turn** the dust disappears from the small heavy bldg..



PIC 4 - but not until the **14th turn** does it disappear from the big heavy bldg



DUST DISPERSAL TIMES (IN STRONG WIND)

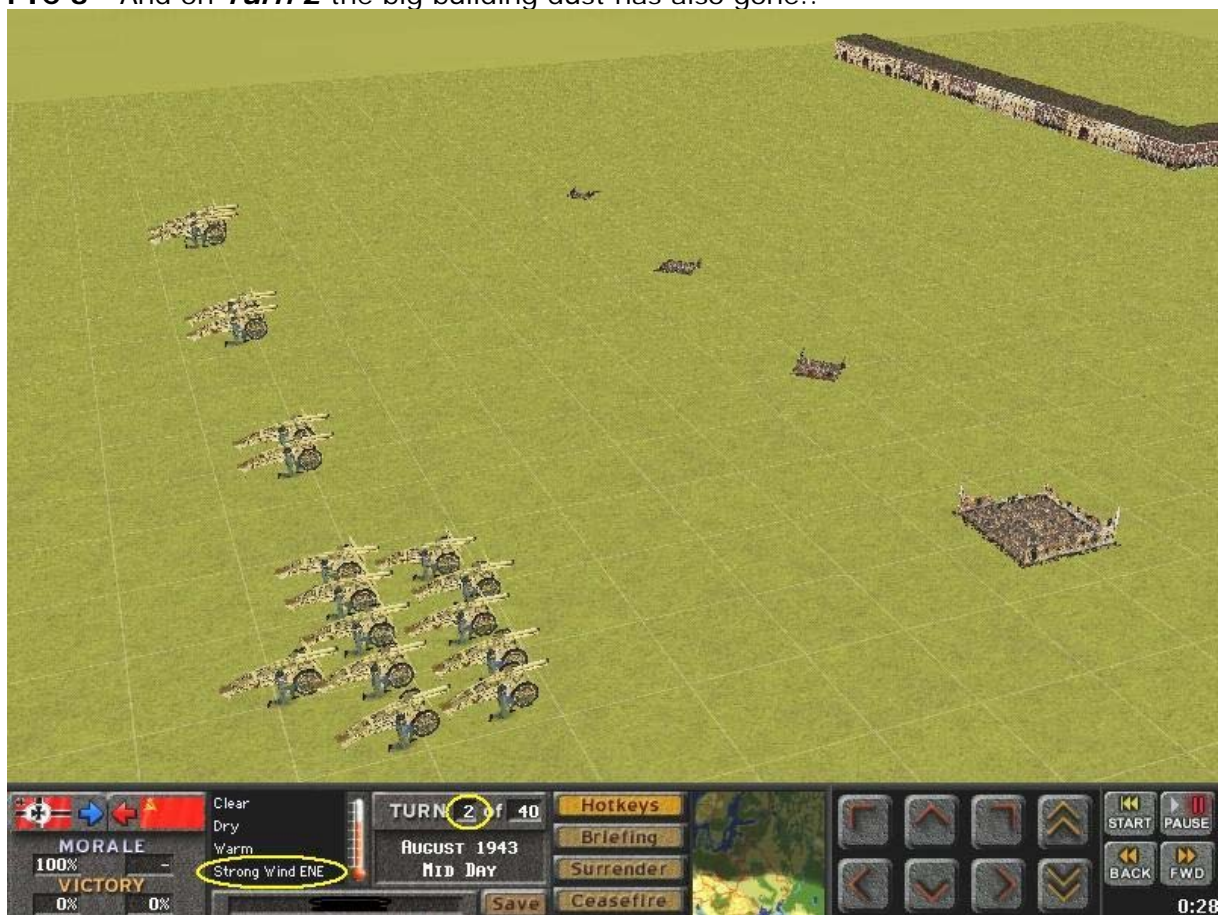
PIC 1 - the 150's blow all the buildings within 10 seconds of Turn 1



PIC 2 - But *even before turn 1 has ended* the strong wind has dispersed the dust from all but the big building!



PIC 3 - And on *Turn 2* the big building dust has also gone..



DUST FROM DEMOLISHED BUILDINGS DOES NOT DRIFT WITH THE WIND

PIC 1 - The 105 Howitzer blows the building and raises a dust cloud



PIC 2 - But the cloud stays put despite a strong wind from the east (right to left)



HOWEVER, dust kicked up by shellbursts DOES drift with the wind as this test below shows.

PIC 1 - I order the 105mm to fire into the ground to produce an impact dust cloud (also note the cloud just in front of the gun caused by muzzle blast)



PIC 2 - And within a few seconds the dust cloud has drifted fast on the wind. (dust kicked up by moving vehicles also drifts)



TACTICAL NOTES- Dust is important because it blocks lines of sight.

The above tests all boil down to the following -

Dust disperses sooner or later and never guarantees permanent cover.

The stronger the wind, the quicker it disperses

Big buildings keep their dust the longest

There's a random factor built into dispersal times, so regard all the above figures as approximate only