

Weather Chart

Originally written for Border Princes by Dartfrog, modified by Paul and James

Not every game is played in the open sunlight on gentle fields of heather. Sometimes the weather gets downright nasty. The following chart is designed for determining conditions in the great out doors. Eventually I will also be adding a underground conditions chart, but, until then, just use the 'Treacherous Conditions' chart in the Outlanders book (page 61) Roll on the Weather Chart before each game.

11-16 Muddy

Recent rainstorms have left the ground wet and muddy. The mud gets everywhere and can bog down movement.

d66	Result
11	Sea of Mud. The ground is saturated and muddy. Movement is slow and wagons become mired. Movement on the ground is restricted to 2" and model's may not run or charge.
12	Slippery. The mud makes footing tenuous. Models that run or charge must make a Initiative test or become pinned. Rider's may use either their mounts initiative or their own.
13	No Effect.
14	No Effect
15	Heavy Mud. The warriors step forth to discover they are sinking slowly into the mud. Each model must roll d6. On a 4+ they start the game 'pinned.'
16	Bog. The warriors are horrified to discover that they are standing on top of an old marsh. Roll d6 for each warrior. On a result of a '6' they disappear into the water underneath. The warriors must roll on the serious injury chart after the game.

21-26 High Winds

A biting wind howls across the land

d66	Result
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21	Howling Winds. All combat must take place on ground level. No creature may fly high. All ranged combat suffers an additional -1 to hit..
22	Blustery. Its windy outside. Ranged weapons suffer an additional -1 to hit at long range. Shooting skills may not be used.
23	No Effect.
24	No Effect
25	Driving Wind. The wind sweeps up dirt and debris making visibility difficult. Range is limited to 24" All shooting counts as -1 at short range and -2 at long.
26	Falling Objects. The high winds knock down trees, and branches fly about. Any warrior who starts the game within 4" of a forest must roll d6. On a result of a '6' the warrior takes an automatic Strength 3 hit.

31-36 Foggy

An Erie mist blankets the land.

d66	Result
31	Pea Soup. Visibility 10" Shooting skills may not be used.
32	Thick Fog. Visibility 16"
33	No Effect.
34	No Effect
35	Light Mist. Visibility 20"
36	Charge. The thick fog hides both regiments, but the sound of clanking armor and weapons leads them towards one another. The fog lifts to reveal the two groups only 3d6" apart. Roll for initiative as normal.

41-46 Nighttime

One of the regiments has decided to attack under cover of darkness.

d66	Result
41	New Moon. It is pitch black outside. Visibility is limited to 8" Shooting skills may not be used.
42	Night. A Blanket of Darkness covers the land. Visibility is limited to 16"
43	No Effect.
44	No Effect
45	Dusk. The Sun is beginning to set. Visibility is limited to 24" randomly determine one table edge to be 'West' any firing in that direction suffers -2 as the firer is blinded by the setting sun.
46	Long Shadows. The Sun has just slipped below the horizon leaving many long shadows. Warriors may run and hide in the turn.

51-56 Very Hot

"We're having a heat wave...."

d66	Result
51	Heat Wave. The intense heat makes even breathing difficult. Models may not run or Charge.
52	Intense Sunlight. The sun seems exceptionally bright today. All shooting suffers an additional -2 to hit.
53	No Effect.
54	No Effect
55	Dust Devils. The summer heat drives an arid wind. Dust devils create problems for aiming. Shooting skills may not be used.
56	Stifling Heat. The intense heat makes every action an exertion. At the end of each turn roll for every warrior in heavy or plate armor and everyone who ran (not charged) in the movement phase. On a roll of a '6' the model succumbs to heat exhaustion and collapses. Take the model 'out of action' The model does not need to roll on the Serious Injury chart. Models that charge must roll after close combat is resolved.

61-66 Special Conditions

"Storms a comin'"

"Yup"

d66	Result
61	Tornado. A powerful thunderstorm spawns a small tornado. Roll d6 at the start of each players turn. On a roll of a 1-2 the tornado touches down. Place a 3" template 8" in from the center of a random table edge. At the start of each of the following turns roll the scatter die for the distance and direction the tornado moves. All models in the tornado's path are automatically taken 'out of action' and must roll on the Serious Injury Chart after the Game. If a 'misfire' result is rolled, or if the tornado leaves the board' the tornado disappears and does not return.
62	Severe Lightning Storm. Lightning tears across the sky. Roll d6 for each warrior in your regiment. On a result of a '1' they are taken 'Out of Action' and must roll on the Serious Injury Chart on a d6 roll of 4+
63	No Effect.
64	No Effect
65	Mud Slides. After set-up is complete roll an initiative check for every model set-up on a hill. If failed, the model goes sliding down the hill taking d3 S 4 hits.
66	Blizzard. Icy cold wind and blinding snow cover the battlefield. Lakes and Streams freeze over. The intense cold makes survival unlikely for the wounded. All injury result rolls of a 5-6 count as 'Out of Action' Models taken 'Out of Action' must roll twice on the serious injury chart.

