

A Glorious Victory! Weather Guidelines

For Version 1: February 2014

Using these weather guidelines is definitely optional since they will only add time and complexity to the game.

Before the game commences, the players throw some dice to determine the nature of the weather when the battle begins. Depending on the type of weather thrown, it may remain the same throughout the game or may need to be re-determined later on during the course of the game as required by the particular rules for the weather thrown.

The Type of Weather

The weather when the action starts is determined once only before players set up. Both players throw 1D6 each (and add them to read 2 to 12). The weather for the game is:

On a 2	<i>Snow</i>
On a 3	<i>Rain</i>
On a 4	<i>Showers</i>
On a 5 to 9	<i>Clear</i>
On a 10	<i>Fog and Mist</i>
On an 11	<i>Strong Winds</i>
On a 12	<i>Hot Weather</i>

If both players don't like the weather thrown, and both agree, then the weather may be re-determined once and once only again. The re-thrown weather will be the weather for the battle.

The Effects of the Weather

The effects of the weather are:

Clear

The weather is fine and clear and remains so. The weather has no effect on the game.

Showers

The weather alternates between clear weather and light showers. The player with the initiative determines the weather when required thus:

- Throw 2D6 and a different coloured 1D6
- If the 2D6 is greater than the 1D6 throw then the weather is clear for the next 1D6 moves
- Otherwise the weather is showers for that next 1D6 turns

The maximum visibility through the showers is the 1D6 throw multiplied by 6 inches. No firing, charging or intercepts can take place over this maximum visibility range.

Also, whenever there are showers, there are problems with wet powder. Thus, all muskets and artillery can fire but do so by using half the normal number of dice (round fractions down).

Rain

The weather alternates between rain and showers. The player with the initiative determines the weather when required thus:

- Throw 2D6 and a different coloured 1D6
- If the 2D6 is greater than the 1D6 throw then the weather is showers for the next 1D6 moves
- Otherwise the weather is rain for the next 1D6 moves

The maximum visibility through the showers is the 1D6 throw multiplied by 6 inches. The maximum visibility through the rain is that 1D6 throw multiplied by 3 inches.

No firing, charges or intercepts can take place over this maximum visibility range. Further, all units move at half rate whilst ever it is raining.

As before, there are problems with wet powder. During showers, all muskets and artillery can fire but do so by using half the normal number of dice (round fractions down). During rain, there can be no firing at all by either muskets or artillery.

Fog and Mist

The weather alternates between fog and light mist. The player with the initiative determines the weather when required thus:

- Throw 2D6 and a different coloured 1D6
- If the 2D6 is greater than the 1D6 throw then the weather is mist for the next 1D6 moves
- Otherwise the weather is fog for the next 1D6 moves
- If a double is thrown on the 2D6 for two consecutive Turns then the weather turns to clear and remains clear for the remainder of the game

The maximum visibility through mist is that 1D6 throw multiplied by 6 inches. The maximum visibility through fog is that 1D6 throw multiplied by 3 inches. No firing, charges or intercepts can take place over this maximum visibility range.

Strong Winds

The weather is clear but very windy. Whether the wind dies down or not is determined at the start of the Turn by the player with the initiative thus:

- Throw 2D6 and a different coloured 1D6
- If the 2D6 is greater than the 1D6 throw then the winds abate and the weather turns clear and remains clear for the remainder of the game
- Otherwise, the winds remain strong for the next 1D6 moves

The only effect strong winds have is on long range artillery fire. Long range artillery shots would be very unpredictable and so no artillery fire is allowed at long range whilst ever the winds are strong.

Hot Weather

The weather is clear but very hot for the entire game.

The only effect hot weather has is on movement. All units move, charge, intercept etc, at half rate for the entire game. The maximum net effect on any unit is half rate; units in various terrain features do not halve their half rate twice.

Snow

The weather alternates between light mist and snow. The player with the initiative determines the weather as required thus:

- Throw 2D6 and a different coloured 1D6
- If the 2D6 is greater than the 1D6 throw then the weather is mist for the next 1D6 moves
- Otherwise the weather is snow for the next 2D6 moves
- If a double is thrown on the 2D6 for two consecutive throws, then the weather turns to clear and remains clear for the remainder of the game

The maximum visibility through mist is that 1D6 throw multiplied by 6 inches. The maximum visibility through snow is that 1D6 throw multiplied by 3 inches. No firing, charges or intercepts can take place over this maximum visibility range.

Also, as soon as it snows then all passable ground is considered to be passable *rough* ground for the remainder of the game.

Finally

As usual, these are only recommended guidelines. If you find any problems, then sort them out as usual with a dice throw.

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