

# *A Splendid Victory – The Weather Guidelines*

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

Before the game commences, the players throw some dice to determine the time of day when the battle starts and the nature of the weather at that time.

Depending on the type of weather thrown, it may remain the same throughout the game or may need to be re-determined at a later stage of the game. The player with the initiative on the required Game Turn throws to determine the weather at the start of that Game Turn before the players do anything at all.

## **The Time of Day When the Battle Begins**

There is no specific time scale for a Game Turn in *A Splendid Victory*. I suggest that each full Game Turn represents perhaps ten minutes or so.

The time of day when the battle starts is determined once and once only before the game. A player from each side throws 1D6 and the players add them (to read 2 to 12). The time the battle starts will be:

On a 2	=	4 AM: The Dawn rule applies.
On a 3 or 4	=	6 AM
On a 5 or 6	=	8 AM
On a 7 or 8	=	10 AM
On a 9 or 10	=	12 Noon
On a 11	=	2 PM
On a 12	=	4 PM: The Dusk rule applies.

### **Dawn**

Visibility starts at 10", and increases at the start of each subsequent Game Turn by 10" per Game Turn.

### **Dusk**

Visibility starts at 80", and decreases at the start of each subsequent Game Turn by 10" per Turn until visibility reaches zero. Any battle still in progress at that time immediately ceases.

Note: The above visibility distances may be further reduced by the particular effects of the weather. Always use the minimum visibility distance as determined by both the time of day and the weather. No firing, charging, intercepts or break-throughs can take place over the maximum visibility range.

## **The Type of Weather**

The weather when the battle starts is determined before the game starts. A player from each side throws 1D6 and the players add them to read 2 to 12. The weather is:

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

If the players do not like the weather thrown, and if both sides agree, then the weather may be re-determined once and once only. The re-thrown weather will be the weather for the battle.

The effects of the weather are:

### **Clear**

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

### **Showers**

The weather alternates between clear weather and light showers.

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

The maximum visibility through the showers is the 1D6 throw multiplied by 10". No firing, charges, intercepts or break-throughs can take place over this maximum visibility range.

In addition, there are problems with wet powder during showers. Muskets and artillery cannot fire during a period of showers.

### **Rain**

The weather is rain.

The maximum visibility through rain is a 1D6 throw multiplied by 10". No charges, intercept charges or break-throughs can take place over this maximum visibility range.

As before, there are problems with wet powder because of the rain. Muskets and artillery cannot fire at all during the game.

In addition, the whole battlefield turns to mud and so the whole battlefield is considered to be *passable rough ground* for the remainder of the game. Unpassable rough ground remains unpassable.

### **Fog and Mist**

The weather alternates between fog and light mist.

- Throw 1D6 and a separate 2D6
- If the 2D6 is greater than the 1D6 throw then the weather is mist for the next 2D6 moves
- Otherwise the weather is fog for the next 1D6 moves
- However, if a double is thrown on the 2D6, then the weather turns to clear and remains clear for the remainder of the game
- Regardless, the weather will become clear from noon onwards if not already clear by that time

The maximum visibility through mist is that 1D6 throw multiplied by 10". The maximum visibility through fog is that 1D6 throw multiplied by 5". No firing, charges, intercept charges or break-throughs can take place over this maximum visibility range.

### **Strong Winds**

The weather is clear but very windy.

- Throw 1D6 and a separate 2D6
- If the 1D6 is greater than the 2D6 throw then the strong winds abate and the weather turns clear and remains clear for the remainder of the game
- Otherwise, the winds remain strong for the next 2D6 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 while 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, break-through, etc, at half rate for the entire game. Remember, the maximum net effect on any unit is half rate, that is, units in various terrain features do not halve their movement rate twice.

## Snow

The weather alternates between light mist and snow.

- Throw 1D6 and a separate 2D6
- If the 1D6 is greater than the 2D6 throw then the weather is snow for the next 2D6 moves
- Otherwise the weather is mist for the next 1D6 moves
- However, if a double is thrown on the 2D6, 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 10". The maximum visibility through snow is that 1D6 throw multiplied by 5". No firing, charges, intercept charges or break-throughs can take place over this maximum visibility range.

In addition, the whole battlefield turns to mud and so the whole battlefield is considered to be *passable rough ground* for the remainder of the game. Unpassable rough ground remains unpassable.

## Finally

Finally, I hope all this makes sense. Remember, these are only guidelines. If you don't like them then don't use them – make up your own weather rules, and sort out any problems that you may have with a dice throw as usual.

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