

Mini-Nap 2 Appendix D: 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 depending on the particular weather thrown.

The Time of Day When the Battle Begins

There is no set time scale for a Game Turn in *Mini-Nap 2*. For game purposes, each full Game Turn represents perhaps half an hour or so. The time of day when the battle starts is determined once only before the game. Throw 2D6 (and add them to read 2 to 12) thus:

On a 2	=	4 AM: 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: Dusk rule applies.

Dawn

Visibility starts at 10 cm and increases at the start of each subsequent Game Turn by 50 cm per Turn.

Dusk

Visibility starts at 300 cm and decreases at the start of each subsequent Game Turn by 50 cm per Turn until visibility reaches zero. Any battle still in progress at that time immediately ceases.

Note: The above visibility distances may be 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, intercepting or break-throughs can take place over the maximum visibility range.

The Type of Weather

The weather when the battle starts is determined once only before play. One of the players throws 2D6 (and adds them to read 2 to 12). The weather is thus:

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

If the players don't like the weather thrown, and all 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 effects.

Showers

The weather alternates between clear weather and light showers. The player with the initiative determines the weather at the start of the Game Turn thus:

- Throw 1D6 and a separate 2D6
- 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 cm. No firing, charges, intercepts or break-throughs can take place over this maximum visibility range.

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

Rain

The weather alternates between rain and showers. The player with the initiative determines the weather at the start of the Game Turn thus:

- Throw 1D6 and a separate 2D6
- 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 cm. The maximum visibility through the rain is the 1D6 throw multiplied by 3 cm. No firing, charges, intercept charges or break-throughs can take place over this maximum visibility range.

During rain and showers, the whole battlefield turns to mud and is considered to be *passable rough ground* for the remainder of the game.

As before, there are problems with wet powder. During showers, all musket and artillery can fire but do so by using half the final 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 at the start of the Turn thus:

- Throw 1D6 and a separate 2D6
- 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, then the weather turns to clear and remains clear for the remainder of the game
- 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 6 cm. The maximum visibility through fog is that 1D6 throw multiplied by 3 cm. 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. Whether the wind dies down or not is determined at the start of the Game Turn by the player with the initiative thus:

- Throw 1D6 and a separate 2D6

- If the 2D6 is greater than the 1D6 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 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 while ever the winds remain 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. The player with the initiative determines the weather at the start of the Game Turn as required thus:

- Throw 1D6 and a separate 2D6
- 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, 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 cm. The maximum visibility through snow is that 1D6 throw multiplied by 3 cm. No firing, charges, intercept charges or break-throughs can take place over this maximum visibility range.

Also, as soon as it snows, the whole battlefield turns to mud and is considered to be *passable rough ground* for the remainder of the game.

Finally

As usual, these are only recommended guidelines. If you don't like them, then don't use them.

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