

## Mini-Nap Appendix D: Weather Guidelines

For Version 8: August 2009

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 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 later on during the course of the game as required by the particular rules for the weather thrown.

### The Time of Day when the battle begins

There is no set time scale for a Turn in **Mini-Nap**. 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 12 cm and increases at the start of each subsequent Game Turn by 48 cm.

#### Dusk

Visibility starts at 288 cm and decreases at the start of each subsequent Game Turn by 48 cm per Turn until visibility reaches zero (that is, at 7 PM). Any battle still in progress at that time immediately ceases.

This visibility distance 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 or charging can take place over the maximum visibility range.

### The Type of Weather

The weather when the action starts is determined once only before play. Throw 2D6 (and add them to read 2 to 12) thus:

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

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. Clear weather has no effects.

#### Showers

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

- Throw 1D6 and 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, charging or opportunity charges can take place over this maximum visibility range.

Also, whenever there are showers, there are problems with wet powder. Thus, all small arms 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 at the start of the Turn thus:

- Throw 1D6 and 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 that 1D6 throw multiplied by 3 cm. No firing, charges or opportunity charges can take place over this maximum visibility range.

Also, all units move at half rate whilst ever it is raining.

As before, there are problems with wet powder. During showers, all small arms 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 small arms 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 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 for two consecutive Turns 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 or opportunity charges 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 1D6 and 2D6.
- 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 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, opportunity charge, etc, 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 at the start of the required Turn thus:

- Throw 1D6 and 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 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 cm. The maximum visibility through snow is that 1D6 throw multiplied by 3 cm. No firing, charges or opportunity charges 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.

*Trevor Raymond*

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