

## WEATHER TABLES

REV 2/10/17

Roll for Weather on the first turn of each day, then roll at 9 AM and every 3 turns (ignore 23.12). Add the modifier for the current turn to the die roll. Weather stays the same between times.

Die Roll per battle:				Weather Condition
MED	TAL	ALM	OCA	
5 or less	4 or less	4 or less	5 or less	<b>Fair</b> after Thunderstorm = Mud (in OCA only)
	5-6	5		<b>Heat</b>
		6		<b>Duststorm</b>
6-7	7-9	7-9	6-7	<b>Rain</b>
8-9			8-9	<b>Thunderstorm</b> First turn of 3. Fair/ Mud on 2 <sup>nd</sup> & 3 <sup>rd</sup> turns
70°	92°	91°	59°	Avg High Temp F
29/9	7/3	8/4	62/10	Rain (mm)/days

Modifiers to Weather Die Roll:	
6 AM	-1
9 AM, 12 NOON	0
3 PM	+1
6 PM	+2
Previous weather was Rain	+1
Previous weather was Thunderstorm	-1

Weather data for Medellín, Talavera, and Toledo, Spain

## WEATHER EFFECTS

Weather Condition	Unit Strength	Bombardment	Ar* result = Shock	Charges	MP Costs	Blocks LOS	Deploy Pontoon	Build I.P.
<b>Mud</b>	Art x ¾	-2 DRM	•	No	x2 for Train/Art	•	No	•
<b>Rain</b>	Art x ¾	No	•	•	•	Yes	•	•
<b>Fair</b>	•	•	•	•	•	•	•	•
<b>Heat</b>	Art x ¾	•	•	+1 DRM	•	•	•	•
<b>T-storm</b>	Art x ¾ Inf x ½	No	Yes	+1 DRM	x2 for Train/Art	Yes	No	No
<b>Duststorm</b>	•	No	Yes	+1 DRM	•	Yes	Yes	Yes

KEY: **Art. x ¾** = Artillery strength reduced to 75% for adjacent combat; **-2 DRM** = -2 to die roll for Bombardment.

**+1 DRM** = +1 to die roll for all charges.

**No** = Not Allowed; **•** = No Effect.

LOS BLOCKED: reduced to one hex (23.4).

MUD: additional cost applies to Trains and Artillery only.

NOTE: Effects listed supersede (13.42, 18.11, and 23.2).

Each Weather check turn is also a "Recovery Turn" (22.1).

### Napoleon's Quagmire

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