

WEATHER TABLE

Roll for Weather on the first turn of each battle, then roll to determine the next Weather check.

Die Roll per battle:				Weather Condition
GB	Katz	Kulm	Denn	
1	1			Thunderstorm
	2	1		Mud & Rain
2	3	2		Rain (Fog if 0700 Turn)
3-5	4-6	3-6	1-4	Fair
6			5-6	Dust Storm

CHANGE IN THE WEATHER

Roll a second die and add it to the Weather Die Roll to determine when Weather must be checked again.

Total Check Weather again

2-3	in 2 turns
4-5	in 3 turns
6-7	in 4 turns
8-9	in 5 turns
10-11	in 6 turns
12	in 7 turns

WEATHER EFFECTS

Condition	Unit Strengths	Artillery Fire	Ar* Result	Charges	Train/Art MP Costs	Blocks LOS	Deploy Pontoon
Thunderstorm	Inf. x1/2	NB	Shock	•	x2	Yes	No
Mud	Art. x1/2	-2 DRM	•	NC	x2	•	•
Rain, Fog	•	NB	•	•	•	Yes	•
Fair	•	•	•	•	•	•	•
Dust Storm	•	•	•	•	•	Yes	•

KEY: Inf. x1/2 = Strength of Infantry reduced to 50% for attack and defense; Art. x1/2 = Strength of Artillery reduced to 50% for adjacent combat; NB = No Bombardment; -2 DRM = -2 to die roll for bombardment; Shock = Ar* result is converted to Shock result; +1 DRM = +1 to die roll for all charges; NC = charges are not allowed during Mud; x2 = Terrain costs doubled.

• = No effect