

# *Seasonal Weather*

By Steven (Grafix) Gibbs

## **Winter**

*Winter had come. We picked our way through the streets trying to avoid ice patches. The air was so cold and our hands and legs were stiff from it. We sighted some movement at the end of the street. Tor II charged, hitting a patch of ice. He slid a good ways before knocking down four skaven. The looks on their faces were priceless. Mind you we dispatched them quickly.*

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## **Running**

Whenever running make an initiative test. If you fail you hit ice and slip. Then roll a d6 1-2 you manage to keep your balance but still slide; 3-4 you're knocked down; 5-6 you're stunned.

If you slide roll another d6 to see how many inches you slide over your movement.

If the runner or charger runs into another person they must make an initiative test. If they fail it they must roll for an injury 1-4 knocked down 5-6 stunned. If the runner knocks down an opponent and is still standing he can then take out the opponent as described in the rules for taking out downed opponents.

Knocked down models must roll a 1-5 to regain their footing. On a 6 they are floundering around on the ground trying to get up.

Characters with jump up need to pass an initiative test during combat if they are knocked down, instead of automatically ignoring it.

To slide on purpose you have to state you are doing so than pass an initiative test. If you fail you end up falling down due to your foot catching on a non-slick surface. 1-4 knock down 5-6 stunned (due to embarrassment of failing such a simple thing.)

*Fred runs 8 inches fails his initiative test so he slips. He rolls a 4 (d'oh) he's knocked down. He rolls again and rolls a 3. He moves or slides a total of 11 inches and is knocked down. If he had kept his balance he could have slid 11 inches and still fought. Unless of course he ran into someone before that.*

## **Climbing**

When climbing in winter your hands are stiffer and the walls are slicker. You are at a -3 to pass your climbing test. Those with claws or climbing skills have to make a test due to the ice on the walls and stiff fingers, but this test is done at +2.

## **Weather Conditions**

Roll on this chart to see how wind, snow or other conditions hamper your skills in an already slippery city. Roll on the chart each time each player has three turns. As the weather is rather unpredictable.

2d6	Conditions
2-4	No conditions. If some other condition was happening it now stops. ie If it was snowing it stops.
5-6	Wind. It is very windy making it difficult to shoot and leap across buildings. Roll a d6 1-3 -1 to hit with missile weapons and to leap across buildings. 3-6 -2 for shooting and leaping.
6-7	It's Snowing. All missile and powder weapons are halved.
8-9	Sleet. Footing conditions are even worse. -1 to all characters when running, climbing etc. (even dwarfs and those with hobnail boots.)
10	Whiteout. You can't see where you are going and are disoriented. Using a random move die (40k) roll for each character. They may move (walking) in that direction. If they run into another person they may attack them, if they are friendly roll a d6 on a 5+ they attack them thinking they are the enemy
11-12	No change. The weather stays the same.

### Dwarf Special Rules

Roll a D6 and on a 5+ they slip (due to the fact their boots have iron hobnails for climbing in the mountains and in the mines[yes free hobnailboots]). This is instead of an initiative test.

**Equipment for Winter Conditions** (usable by henchmen too, the entire group must have them)

#### Ice boots 5gc

These boots have iron spikes on the soles to allow easy movement on ice with more traction. Whenever taking a test for running on ice a model equipped with ice boots will only fail on a 5+

#### Gloves 2gc

Gloves keep your hands warm so you can climb more easily. Whenever taking a climbing test when equipped with gloves you are at a -1. Those with claws or climbing skill have to make the test still but with a +4 bonus. (It still is hard to feel the grips and holds through the gloves)

### Summer Weather

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*The day was wet as we started out into the jungle. Visibility was poor. My men and I cautiously hacked our way through the undergrowth listening and watching for those accursed skinks. Through the drizzle we saw a clearing up a head and decided to take a break there, that was when they attacked. The skinks leaped from the undergrowth, a third of our pistols didn't fire due to the dampness and our crossbow men couldn't see far enough to get a good shot. We drew our swords and axes and dug in for a fight. We were defending our lives*

## Weather Conditions

Roll on this chart at the beginning of a scenario to see how the weather is going to effect your play.

2d6 Conditions

2-4	<b>No conditions.</b>
5-6	<b>Wind.</b> It is very windy making it difficult to shoot and leap across buildings. Roll a d6 1-3 -1 to hit with missile weapons and to leap across buildings. 3-6 -2 for shooting and leaping.
6-7	<b>It's Raining.</b> All missile and powder weapons are at a -1 to hit. Black Powder weapons have to roll to see if they can fire each time that they shoot. Roll a d6 1-2 the powder is too wet, 3-6 you can fire as normal.
8-9	<b>Driving Rain.</b> Footing conditions are bad. -1 to all movement. All missile and powder weapons ranges are halved. Black Powder weapons have to roll to see if they can fire each time that they shoot. Roll a d6 1-4 the powder is too wet, 5-6 you can fire as normal.
10	<b>Fog.</b> Roll a d6 1-5 all missile ranges are halved. 6 You can't see where you are going and are disoriented. Using a random move die (40k) roll for each character. They may move (walking) in that direction. If they run into another person they may attack them, if they are friendly roll a d6 on a 5+ they attack them thinking they are the enemy
11-12	<b>Hot and Humid.</b> The weather is so hot it saps your energy. -1 to all WS and BS