

## TIME AND WEATHER RULES FOR DBA 3

(Adapted from DBM 3.2 and DBMM)

### SET-UP DICING

Each player nominates a season of the year. Both then dice, each adding his army's aggression factor (a number from 0 to 4 specified in its army list) to his raw score. If adjusted scores are equal, dice again until a round of dicing produces unequal adjusted scores. The side with the higher adjusted score is the invader, the other is the defender. The battle takes place in the invader's nominated season. Now add together the raw scores of all dice thrown. The total is used to determine the time that deployment has been completed. Now deduct the lower of the last pair of raw scores from the higher. The difference is the weather score.

### TIME OF DAY OR NIGHT

The raw set-up dicing total gives the number of hours after midnight that deployment ends. One hour passes each time the invader completes 2 bounds. Sunrise to Sunset is:

	<b>Cold</b>	<b>Cool</b>	<b>Warm</b>	<b>Dry</b>	<b>Tropical</b>
<b>Summer</b>	0300-2100	0400-2000	0500-1900	0500-1900	0600-1800
<b>Spring or Autumn</b>	0600-1800	0600-1800	0600-1800	0600-1800	0600-1800
<b>Winter</b>	0800-1600	0800-1600	0700-1700	0700-1700	0600-1800

If deployment ends between midnight and sunrise the battle starts at sunrise.

If night falls during a battle both sides are assumed to break off and return to camp. Both then choose simultaneously whether to retreat under cover of darkness. If either does, the battle ends. If they choose to stay and fight, then the battle restarts at dawn the next day. Each player rolls a die to determine the weather the next day.

### CLIMATIC REGIONS

We recognise five climatic regions, which we call **Cold**, **Cool**, **Warm**, **Dry** and **Tropical**. The home climate of each army is specified by its DBMM army list. If opposing armies originate in different climatic regions, they meet in that of the defender. The following descriptions can be used if you don't own the DBMM army lists:

**Cold** applies to America from the Great Lakes north, Scandinavia, Europe from Elbe eastward and north of the Black Sea, Russia, Mongolia, Siberia, Tibet, Korea and large mountain regions retaining summer snow peaks.

**Cool** applies to the remainder of Europe north of the Pyrenees and Alps, the Danube basin, the central Anatolian plateau, China north of the Huai-Yangzi watershed, Japan, America from 40°N to the Great Lakes and highland Peru

**Warm** applies to southern Europe, Africa north of the Atlas, Asia Minor except the central Anatolian plateau, most of Southern China, America less than 40°N and northern New Zealand.

**Dry** applies to the Sahara, Libya, Egypt, West and East Sudans, Syria/Palestine, Arabia, Persia, Mesopotamia, the Indo-Persian border, the Great Indian Desert, the American deserts and the Central Asian Desert.

**Tropical** applies to Africa south of the Sudans, India, South East Asia, Guangzhou, Guangxi and southern Yunnan in the far south of China, most Pacific islands and Central and South America.

## WEATHER

If the weather score is:

- 0** Fog in **Cool** if winter or in **Cold** in autumn, *mist* in other seasons in **Cool**, or any season in **other climates** except **Dry** from sunrise.
- 1-2** Clear and dry weather. *Rivers low* in summer in **Cool** or in summer or autumn in **Warm** or **Dry**.
- 3** *Strong wind* blowing. Risk of *rain* in **Tropical** if spring, in **Warm** if winter or any season in **Cool**. Risk of *snow* if winter in **Cold**. Risk of *dust storms* in **Dry** if spring or summer.
- 4** Risk of *rain* in **Tropical** if spring or summer, in **Cool** if spring or autumn. *Mud* in **Tropical** if spring or summer, in **Cool** if spring or autumn or in **Cold** if spring. Rivers in *spate* in **Cool**, **Cold** or **Warm** if spring. Risk of *snow* in **Cold** or **Cool** if winter
- 5** *Strong wind* in **Cold** if autumn. Risk of *rain* in **Cold**, **Cool** or **Warm** if spring or autumn, in **Dry** if winter, in **Tropical** if spring. If there is a risk of *rain*, there is *mud* until 2 hours after sunrise, or if *rain* has actually fallen for 2 or more bounds, there is *mud* from then until an equal number of bounds after the *rain* ceases. Rivers in *spate* in **Cool** if spring or autumn, in **Warm** or **Dry** if winter, in **Tropical** if autumn. Waterways, rivers, bogs and marshes *frozen* and risk of *snow* in **Cold** or **Cool** in winter. *Thirst* in **Dry** if summer or autumn.

**Risk of snow, strong winds, rain or dust storm:** Such weather starts when any bound's PIP dice is 1, then ceases if in a later bound the PIP score is 6. Once ceased they do not occur again.

**Fog and mist:** Clear when any PIP score is 4 or more, or 3 hours after sunrise.

**Snow, fog, mist:** Reduces visibility. Restricts movement. Combat disadvantage if shooting.

**Rain:** Combat disadvantage if artillery and shooting or in close combat. After 6 bounds of continuous rain then artillery cannot shoot.

**Dust storm:** Reduces visibility. Restricts movement. Combat disadvantage unless Bedouin or Tuareg.

**Rivers low:** -1 to dice roll when determining the state of a river

**Rivers in spate:** +1 to dice roll when determining the state of a river

**Frozen waterways, rivers and marshes:** Treated as good going for tactical moves. Fleeing elements cannot flee across frozen rivers or waterways and if forced to then they are destroyed.

**Strong winds:** Combat disadvantage if shooting. Roll a dice for each element of a Littoral landing force. It is lost on a roll of "6".

**Mud:** Converts roads and plough into rough going. Plough is not removed. Boggy ground and enclosures become bad going.

**Thirst:** Combat disadvantage after the side's 5th bound unless it has a river, oasis or other feature depicting fresh water or friendly BUA closer to its base table edge than is the rear of its most forward element.

**Combat disadvantage:** -1 Tactical factor if disadvantaged by weather

## VISIBILITY

Certain weather conditions restrict visibility. The consequences of restricted visibility are:

Shooting range for Artillery and Bow reduced to 2BW

Elements outside of Command Distance cannot move

All tactical moves cost 2 PIPs unless it involves the General's element

No element can move more than 2BW

### **Weather Score Table**

	<b>Cold</b>	<b>Cool</b>	<b>Warm</b>	<b>Dry</b>	<b>Tropical</b>
<b>Summer</b>	0 Mist 3 Strong wind	0 Mist 1-2 Rivers low 3 Strong wind	0 Mist 1-2 Rivers low 3 Strong wind	1-2 Rivers low 3 Strong wind 5 Thirst	0 Mist 3 Strong wind 4 Rain Mud
<b>Autumn</b>	0 Fog 3 Strong wind 5 Strong wind Rain Mud	0 Mist 3 Strong wind 4 Rain Mud 5 Rain Mud Spate	0 Mist 1-2 Rivers low 3 Strong wind 5 Rain Mud	1-2 Rivers low 3 Strong wind 5 Thirst	0 Mist 3 Strong wind 5 Spate
<b>Winter</b>	0 Mist 3 Strong wind 4 Snow 5 Snow Frozen	0 Fog 3 Strong wind 4 Snow 5 Snow Frozen	0 Mist 3 Strong wind 5 Spate	3 Strong wind 5 Rain Mud Spate	0 Mist 3 Strong wind
<b>Spring</b>	0 Mist 3 Strong wind 4 Mud Spate 5 Rain Mud	0 Mist 3 Strong wind 4 Rain Mud Spate 5 Rain Mud Spate	0 Mist 3 Strong wind 4 Spate 5 Rain Mud	3 Strong wind	0 Mist 3 Strong wind 4 Rain Mud 5 Rain Mud