

Battlefront Weather Rules

The scenario designer or umpire is responsible for working out the intensity and duration of wind and precipitation. Wind direction may remain constant during a scenario or it may be changed.

Table 1

Weather Conditions	Visibility Effects	Ground effects
Light Rain	None. Spotting range reduced to 20"	May cause soft or muddy ground conditions. See table 2
Rain	Poor Visibility, Spotting range reduced to 15"	May cause soft or muddy ground conditions. See table 2
Heavy Rain	Poor Visibility. Spotting range reduced to 10"	May cause soft or muddy ground conditions. See table 2
Light Snow	None. Spotting range reduced to 20"	May cause soft or muddy ground conditions. See table 2
Snow	Poor Visibility. Spotting range reduced to 15"	May cause soft or muddy ground conditions. See table 2
Heavy Snow	Poor Visibility. Spotting range reduced to 10"	May cause soft or muddy ground conditions. See table 2
Ice	None	<p>Rapid Advance cannot be used</p> <p>Road movement cannot be used on untreated roads</p> <p>Movement rates are halved if moving on icy roads</p> <p>Rivers and lakes may freeze depending on the scenario. This information may be given to either side, no side or the umpire only. If no umpire is available roll a dice the first time someone tries to move on the ice. If the ice is not thick enough to support the stand it is instantly KO if a vehicle. Or gun. Infantry roll on the bail out table</p> <p>Class 0 No troops or guns</p> <p>Class 1 Supports troops/small guns</p> <p>Class 2 Supports class 1 and small vehicle/medium gun</p> <p>Class 3 Supports class 2 and medium vehicle/large gun.</p> <p>Class 4 Supports class 3 and Large vehicle</p>
Mist	Poor Visibility	None
Fog	Poor Visibility. Spotting distance reduced to 10"	None
Dense Fog	Poor visibility. Spotting	May cause soft or muddy ground conditions. See

	distance reduced to 5"	table 2
Breeze	None	None
Windy	Poor visibility if dry and dusty ground conditions eg desert or steppes. Smoke screens are blown in the direction the wind is blowing.	None
High Winds	Poor visibility if dry and dusty ground conditions eg desert or steppes Smoke screens are not possible.	None

Table 2

Precipitation Turns	Ground condition
18 rain	Soft ground
36 rain	Muddy
72 rain	Severe Muddy. Treat as muddy ground but movement reduced to 1/4 speed
36 snow	Deep snow

Light precipitation (rain or snow) counts as 1 turn towards the accumulated total.

Normal precipitation counts as 2 turns

Heavy precipitation counts as 3 turns

Frost reduces the level of mud by one level every two hours but will also cause the conditions to become icy. See Table 1.