

## Shadows of Centralis

### Weather Conditions

**Condition:** Magic Muting Clouds

**Effect:** Using the clouds as a vehicle for his caprice, one of the demigods of nature invokes a magical filter. A -1 modifier is applied to all D10 Magic rolls.

### Weather Conditions

**Condition:** Dust Storm

**Effect:** Swirling winds kick up sand, dust, and light debris. More of a frustration than anything else, the dust storm interferes with a warrior's ability to accurately *Shoot* his missile weapon. A -1 modifier is applied to all D10 Shooting rolls.

### Weather Conditions

**Condition:** Snow

**Effect:** Blanketing the ground is a layer of thick snow. Though not deep enough to fully hinder movement, it does hamper things slightly. All *Running* and *Charging* is made at respective Standard Movement (M) rates only, all *Fleeing* and *Pursuing* uses only 1 D10.

## Shadows of Centralis

### Weather Conditions

**Condition:** Day is Night

**Effect:** A meteorological anomaly, perhaps as a result of interference from the gods, the sky turns pitch-black, leaving the battlefield illuminated only by the small torches warriors carry. The maximum distance a unit can see is 20". Units can only *Charge*, *Shoot* or cast *Magic Spells* at enemy units they can see.

### Weather Conditions

**Condition:** Biting Cold

**Effect:** Menacingly brought by one of nature's less potent demigods, a piercing, frigid wind spreads across the battlefield. Warriors struggle to maintain the grip on their weapons as their bodies are shaken by severe chills. A -1 modifier is applied to all D10 Hand-to-Hand Combat rolls.

### Weather Conditions

**Condition:** Taunting Winds

**Effect:** Carried on a continuous breeze, the endless taunts of various demigods of nature serve to undermine the confidence of warriors, and distract the thoughts of all those on the field of battle. A -1 modifier is applied to all D10 *Confidence Test* rolls.